

M1

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Published
by Wizards of the Coast®

SWORD & SORCERY™

PRISONERS of the MAZE™

by Robert J. Kuntz

An adventure for four to six characters of 9th to
12th level.



NECROMANCER GAMES™
THIRD EDITION RULES, FIRST EDITION FEEL
www.necromancergames.com



PRISONERS of the MAZE™

Credits

Written by:
Robert J. Kuntz

Developers:
Clark Peterson and Bill Webb

Editor:
Jeanée Ledoux

Art Director:
Richard Thomas

Layout and Typesetting:
Jennie Breeden and Jason Liang

Interior Art:
Brian LeBlanc

Front Cover Art:
John Massé

Cartography:
Conan Venus

Front & Back Cover Design:
Jason Liang and Jennie Breeden

Playtesters:
Eric N. Shook, David Cooke, Joe Chrislaw, Brandy Kendrick, Derrick Anderson, James Ward, Gary Gygax and the "Two Daves."

Additional Third Edition Updates by:
Clark Peterson

Special Thanks:
Eric N. Shook, Gary Gygax, Brandy Kendrick, Allan Grohe and to my longtime friend Doug Behringer, whose persistence finally paid off! This module is dedicated to fantasy roleplayers everywhere! You make this product possible!

Product Update Password for Prisoners of the Maze: Pynyck.

This product requires the use of the Dungeons and Dragons® Player's Handbook, published by Wizards of the Coast®



NECROMANCER
GAMES
THIRD EDITION RULES,
FIRST EDITION FEEL

©2001 Robert J. Kuntz. All rights reserved. Exclusive publication and distribution of this work by Necromancer Games by specific license. Reproduction without the written permission of the publisher is expressly forbidden. Necromancer Games, Necromancer Games, Inc. and the Necromancer Games logo, The Crucible of Freya, The Tomb of Abysthor, Bard's Gate, Rappan Athuk and The Dungeon of Graves are trademarks of Necromancer Games, Inc. All rights reserved. The Maze of Zayene, Prisoners of the Maze, Dimensions of Flight, Tower Chaos, The Eight Kings and Hidden Realms of Zayene are trademarks of Robert J. Kuntz and are used herein by permission. "D20 System" and the D20 System logo are trademarks owned by Wizards of the Coast and are used under the terms of the D20 Trademark License. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Dungeons and Dragons® and Wizards of the Coast® are trademarks of Wizards of the Coast and are used in accordance with the Open Game and D20 Trademark Licenses.

This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

Check out Necromancer Games online at <http://www.necromancergames.com>

And check out the Sword and Sorcery Studio online at

<http://www.swordandmagic.com>

Introduction

Background: To Kill a King...

The secret league has voted. The council has met in secret discussion. A verdict has been reached. They, the representatives of the hoped-for reascendancy of the kingdom, would put an end to the reign of Ovar the Crazy. These plotters would have the King assassinated and an ordered and glorious kingdom reestablished once again. These savants of power would bring your kingdom to the fore, with its riches and splendor, its influence and might again supreme—with their number rightfully directing the kingdom. It is your duty to be the embodiments of action!

You and your council brothers have been directed to come before the assembled members. As you enter the draped chamber and sit in a chair next to a long, intricately carved table made of priceless teak, your blood races with excitement, then chills. These unknown, cloaked figures represent power and strength. Even the air of this underground hall exudes an undefinable weirdness. To dare such an undertaking requires either madness or power or both. A cowed head turns toward where you sit; from it comes a rasping voice:

You are to be the babes who uproot the rotten and impure tree. Be merciless! In its destruction you create a new foundation, one that will be the answer to the people's hopes. In its place a greater tree will grow, one whose top will embrace the sun, whose limbs will touch the moons and cause our former tormentors to wither away!

An arm points toward an area where the curtains are drawn back to reveal a small door. You and your brothers bow and then back from the chamber, each filled with his own inner purpose.

It is exhilarating business to serve as executioners of someone not fit to command a rabble of southern savages, but it is quite a different task to stand long before the council's combined gaze: THAT makes one's blood congeal!

You converse in whispers as your party moves steadily and silently through seemingly endless corridors and passageways. Eventually, the floor changes from coarse stone and brick to polished black marble. Torches, lanterns and cressets light the hallways now. In moments you will be standing before the platinum-worked portals of the king's lesser throng room. Where you've been in the gargantuan tower none of you knows, but where you are bound is certain: with one stroke you will seal the future of the kingdom and avenge the lives and blood of the thousands who have died in Ovar's mines, torture rooms and slave pens.

A pair of gigantic guards, covered with black mail and with skull-like helms, stands on either side of the doorway. At your approach, each guard slams the adamantine butt of his long halberd on the floor, and with the sound echoing down the corridor, he grasps the gold ring on the door by which he stands, and heaves. The large portals swing open without noise. As you enter, the opulence of the throne room nearly causes you to falter in your steady and purposeful approach to destiny.

All of you draw a deep breath when the great valves shut behind you. You have done it! You are before the crazed tyrant Ovar! He has seen no threat to your entreat for a private audience. He has allowed you to come before him to discover the "new plants" you have supposedly discovered on an alleged voyage to the Horse Lords: miniature flowers, only fractions of an inch tall, and with their miniature insect life as well!

There sits the despot, patiently awaiting you on one of his thrones of obsidian and silver. Ovar smiles upon seeing the cloth-draped coffer you bear, for he thinks it contains the tiny flowers he intends to be the culminating pieces in his collection of flora and fauna. You kneel, hands touching the lustrous marble floor. Ovar bids you to rise and approach the sumptuous rugs of red silk and silver thread. As you near the throne you are elated. NOW! Each of you attacks by bounding with drawn weapon or by quickly motioning in spellcasting. Just as suddenly, Ovar disappears from his throne!

Confusion! Terror! Have you been betrayed? How was Ovar aware of the plan? How could he have escaped so easily and swiftly? You turn to flee but know that your escape chances are slight indeed, but any chance is better than none. First, the trollish guards no doubt await you outside. Next, a sprint to lose pursuit in the labyrinthian passages of the tower. At this moment you see HIM! It is the most powerful of mages, the dreaded Zayene.

Each of you tries to confront the court wizard, but all of your actions seem weak, slow and disjointed. The dreaded mage smiles evilly as he watches you. With laughter on his cruel lips and an unnatural light glowing from his eyes, Zayene draws a handful of tiny orbs from the breast of his robe and hurls them at you in a single motion quicker than the strike of a giant snake. As the orbs reach positions over the heads of each of your fellows, they stop abruptly and hang suspended. From each floating orb pours a luminous cascade of strange colors: yellow-gold, leaf green, glowing brown, translucent white. Your associates' figures become pale and insubstantial, and then your own arm is transparent! The room fades, but the leering face of Zayene seems to grow larger and brighter, filling the whole universe. Then . . . blackness.

Thus begins The Maze of Zayene Series Part 1: Prisoners of the Maze!

Beginning the Adventure

After reading the introduction, the party is transported to the beginning of the module at the area on the map marked with an asterisk. The characters' bodies are now normal, not transparent. Because they came ready to assassinate King Ovar, they are not equipped to adventure in a dungeon. Nevertheless, they must now do so. This particular scenario comes complete with four player characters. These special characters are detailed fully in the appendices. If you allow players to use their own characters, be certain that you read the section below titled **Guidelines for Regular Player Characters.**

Dungeon Features

The corridors are composed of well-worked stone, with 15-foot-high ceilings unless otherwise noted. The roof has typical Gothic arches, with occasional supports where necessary. The corridors are covered with wall-to-wall red carpeting. The light source is dim.

Light: Tell the players that their magical weapons are shedding only a very dim light. Unbeknownst to them, this effect is due to their transportation to the maze, which has destabilized the normal emission of light from magical weapons for 5 minutes turns, after which time they function normally.

As they proceed east from their starting point, they notice a dim radiance of torches ahead. See the notes on **Torches** below.

Torches: As the player characters proceed along the corridor, they note torches in holders at various intervals. If taken out and used, the torch extinguishes in 2 minutes. If left in the holder, it burns indefinitely, for it is magical. If the holder is removed from the wall, the magic is destroyed and the torch is immediately extinguished. This is the case with every torch and torch holder throughout the dungeon.

Doors: Unless otherwise noted, all doors within the maze are iron-bound and solid wood. They are not locked, though they are normally barred from the inside by the room's occupants. The wood is very oily and strangely resistant to fire.

Iron-Bound, Barred Wooden Doors: 2 in. thick; Hardness 5; hp 20; Break (DC 25 if barred).

Secret Doors: All secret doors are made of stone and must be opened by a hidden latch to the right. A counterweight opens the door when the latch is pulled, and the same counterweight closes the door 2 rounds after it is opened.

Stone Secret Doors: 4 in. thick; Hardness 8; hp 60; Break (DC 28); Search (DC 23).

Mapping: Do not allow players to map. They have absolutely no mapping equipment with them. If they are creative they may figure out some makeshift way to map (bits of charcoal from a torch, and the back of a scroll, for instance). Only a trailing map can be made until the PCs locate proper mapping utensils.

Direction: Direction is probably impossible to determine in this maze until the party gets information from some encounter or uses magical aid (e.g., by *communing* with a god). **DM Note:** The Intuit Direction skill does not function here, as innate senses are still based on the turns and patterns a PC intuitively records in his or her mind while traveling; since the party was magically transported, there are no such intuitive hints from which to make deductions.

Lacking correct direction does not stop players from arbitrarily assigning some direction as "north" and proceeding from then on as if it were. If this is not done, state directions for movement as "straight ahead," "left," "right," "ahead, 30 degrees right" and so on. If an arbitrary direction is picked, turn the maze map to the arbitrary heading to maintain map direction continuity.

The Carpet: The party is pretty quiet as it moves, as the red carpeting muffles the sound of footfalls. The party does not notice this unless someone inquires about noise.

All persons (and monsters) receive a +2 circumstance bonus to Move Silently checks while on the carpet.

Although the carpeting is of a highly magical nature and radiates a faint aura of alteration magic, it can be damaged. Normal effects, such as tearing, lifting, cutting or burning it, are ineffectual. The carpet can be cut by +2 or better bladed weapons. Cold in any form does not affect it, but fire and electricity attacks do damage it. Burning damage done by magical flame, electricity or strong acid causes the carpet to smoke and fume. For every square yard of carpet so affected, the fumes created equal a pillar of smoke slightly more than 1 yard in diameter and reaching to the ceiling. This smoke is highly toxic. Anyone entering it sustains 1d4+1 hp per yard traveled through. The smoke thins in 5 minutes [See query p. 4], whereupon only half-damage will be taken from passing through it. After 10 minutes the smoke disappears completely.

Damage to the carpet is regenerated at the rate of 1 square yard per 10 minutes.

Aside from the aforementioned physical attributes concerning the carpet, a strange sort of absorption quality is inherent to it. Foreign material, such as dirt, food, oil and water, does not remain on the carpet, but is assimilated and used for regenerative purposes—a sort of outer sustenance. Flaming oil spilled on the carpet burns for exactly half the usual time and then goes out. As noted above, this form of attack causes no damage. No trace of the burning (soot, burn marks, etc.) is seen. Animal and vegetable matter left on the carpet for more than 1 hour are affected. A scroll, for instance, is partially absorbed in 1 hour and considered useless. Bare flesh so exposed for the same time contracts a purple rash and sustains 1 point of damage for every minute it remains against the carpet. Leather shoes/boots wear through in 6 hours, thus exposing the flesh beneath.

The situations are endless if one considers the many items possible to an expedition. Use common sense and establish boundaries of absorption rates based on the simple explanations and guidelines given above.

Unless otherwise stated, the carpet is not in any of the chambers of the maze.

Food and Water: Naturally, the party members have no liquids (other than potions) or food with them, for they were concerned with matters not requiring these. Player characters continuing without these are affected as per Starvation and Thirst Dangers (see the *DMG*, page 86).

Random Encounters: Many monsters wander the maze, either set here by Zayene himself or transported in by him at random intervals. Those denizens of this place who might be randomly encountered are listed on a special table following this short treatment. Normal random encounters should be checked for every 200 to 300 feet of normal (slow) movement, every 400 to 500 feet of rapid (nonmapped) movement, every time the party is particularly noisy in an open/exposed area, every hour the party rests in an exposed area and every 4 hours spent resting in a well-secluded area.

To determine whether an encounter occurs, roll a 1d20. A roll of 19 to 20 indicates an encounter.

If an encounter occurs near an area where a keyed mobile monster is indicated, the encounter is with that keyed monster. All such keyed encounters must occur within

no more than 60 feet of the entrance to that particular encounter area. Otherwise, the encounter is random, and the **Random Encounter Matrix** must be used.

If a party is being slow, noisy and otherwise showing little expertise at play, roll random encounters twice as often as normal. If player characters are noisy and relatively stationary, an encounter absolutely occurs in 1d4 rounds. Simply determine in advance the encounter and the direction it is coming from.

Note: No encounters of any sort occur within 30 feet of the transporter areas A through D.

As a final note to the DM, discretion must be used when a party is in trouble. If the players have obviously goofed off to the extent that they have brought their own doom, so be it. But when bad luck is the rule when the party is honestly trying to get on with the adventure at hand, then temperance might be brought into play. DMs are the final arbiters in every case, but adjustments can be made to allow players to further explore the possibilities of this module.

Using Pregenerated or Regular Characters

Appendix C describes four pregenerated PCs. These are included as a general guide to the magic and spells that a party should have to complete this adventure. The pregenerated characters also include special powers that should be imparted to PCs. This is highly recommended due to the many challenges facing the party, but DMs may use discretion or substitute where they feel it is warranted.

DMs who have more than four participants or wish to use regular player characters from existing campaigns should read all special characters to get a feel for the balance worked into them: this should provide enough data to enable substitutions of complementary weapons, spells, powers and levels to be made in a way consistent with the intentional design of the module.

As a general note, all of the special characters are fanatical brothers of an organization aimed at the elimination of King Ovar, with the end hope of reinstating Law to the kingdom. Each character is fearless, although individual play could vary this. This, and the honor expressed with the vow given to defend every member of the party, must be stressed to the players. They forge ahead, choosing to die rather than surrender to evil beings or to those who would compromise their mission. Flight is unthinkable in the face of danger to other party members, although if the odds are so tremendous that the eventual saving of a member would mean the total annihilation of the party, then the good of the party and its mission could prevail without too much reflection on the mores involved. On the whole, however, this group is loyal and cooperative to a fault.

Guidelines for Regular Player Characters: The module is designed for 4 characters totaling 48 levels. Use the utmost care in aiding your players in selecting which characters should adventure in this module. If three characters play, then their total levels should equal 38, with a wizard or sorcerer of level 12, a ranger or paladin of level 13 and a cleric of level 13. If five characters participate, the average minimum level should be 10. If six characters, all

Random Encounter Matrix

Special monsters unique to this adventure are detailed more fully in the Monster Appendix. Otherwise, DMs must reference the **MM** for other wandering monster statistics. If a random encounter occurs, roll 1d20 on the following table:

- 1: 1d2 **Xorns** (**MM** page 187)
- 2: 1d4+1 **Shadows** (**MM** page 161)
- 3: 1d4 **Wraiths** (**MM** page 185)
- 4: 1d3 **Phase Spiders** (**MM** page 150)
- 5: 1d2 **Doppelgangers** (**MM** page 60)
- 6–9: **Mar the Jester** (See area 13 for details. Mar the Jester generally flees from the PCs back to area 13 if encountered as a wandering monster.)
- 10: 1 **Grotin** (See the Monster Appendix.)
- 11: 5d10+10 **Dire Rats** (**MM** page 200)
- 12: **Harry** (See area 4 for details. As a wandering encounter Harry attempts to kill the characters. If he is outnumbered or his hit points fall below 20, he flees back to area 4 and readies himself for the PCs.)
- 13: 1d2 **Spectres** (**MM** page 169)
- 14: 1d6+3 **Bugbears** (**MM** page 27)
- 15: 1d6 **Bubbles** of random type (See the Monster Appendix.)
- 16: 1d4+1 **Gricks** (**MM** page 112)
- 17: 1 **Flesh Golem** (**MM** page 109)
- 18: 2d4 **Grimlocks** (**MM** page 114)
- 19: 1d2 **Gorgons** (**MM** page 111)
- 20: **Friendly Ghost** (See the Monster Appendix.)

should be a minimum of 9th level. In any event, all characters should be human and of one of the professions common to this race— cleric, wizard/sorcerer or fighter. Though not recommended, a single half-elf may be permitted in a group of five or six. All characters are of Lawful Neutral to Lawful Good alignment.

None of the characters may be equipped for a dungeon expedition—no 10-foot poles, rations, water skins, flint and steel, etc.—as this was not meant to be an extended outing, and such equipment would have violated the party's cover. Nevertheless, each should have a selection of magic items with powers that approximate those given to the four special characters. After checking the whole of this work, DMs should have a fair idea about which items are and are not useful. No items are conspicuous: players are attempting an assassination, so items on their persons should be limited to those easily secreted.

Use common sense in either case. Too much is just that, and not enough is probably a death sentence. If the characters are underequipped with magic, for instance, have the box which was supposed to contain flowers actually be filled with special magical items supplied by the council. Of course, with the failure of the assassination,

PRISONERS OF THE MAZE

these items would be used for the party's escape from the maze. Be careful in balancing these degrees. You have to live with the results.

Running This Module

Read this module and become so familiar with it that it seems as if you actually participated in devising it. In this way you will not only know what is written, but you will be able to augment, delete, extemporize or develop as play progresses. Begin at the area marked "Start." Read this section carefully. Give the characters a moment to adjust to their surroundings. Remember the various difficulties they face, but remind them of the obvious ones (like lighting) only. As the player characters move into the maze, you, the DM, must keep in mind that this is a nasty, evil place. It is populated by inhabitants with intelligence and cunning, and these creatures desire to harm the party in any way.

These denizens use tricks, dissemble, lie, cheat and generally deceive the adventurers about their actual nature and purpose. Boldfaced evil, cheap tricks and irrational and insane behavior are not uncommon to many modules, so the party probably expects such. Therefore, the DM must take special care to treat each adventure as if it were his or her favorite one, and as such worthy of extra forethought, imaginative roleplaying and skillful handling. The spice of this adventure is the near storybook

detail of events that can be developed as the exploration of the maze and its environs unfolds.

Using These Modules as a Series

This four-part series (with an optional fifth part) is organized as follows:

Part 1, Module M1, *Prisoners of the Maze*: This module can stand alone with a little extrapolation, or it may be used with its intended partner, Part 2, below. It has several exit/entry points for Parts 2 and 3.

Part 2, Module M2, *Dimensions of Flight*: This module details the acquiring of the stones that must be used to exit the maze. Alternately, these stones are keys to Part 3, *Tower Chaos*.

Part 3, Module M3, *Tower Chaos*: This book continues the quest against evil King Ovar and his conniving court wizard Zayene. It is also the introduction to Part 4, *The Eight Kings*, wherein all is revealed about King Ovar and the wizard Zayene.

Part 4, Module M4, *The Eight Kings*: This module appears to wrap up the adventures in the Maze of Zayene series. It can be used as a separate adventure with little input required.

Part 5, Module M5, *Hidden Realms of Zayene*: This final module provides yet another surprise twist for the PCs concerning their nemesis, Zayene the wizard.

Prisoners of the Maze: Keyed Encounters

Start

Characters appear at the area marked by the asterisk on the map, looking down the corridor to the east. They stand in a hallway lined with red carpet. A faint light can be seen issuing from the torch set in a holder in the wall up the corridor. To the immediate right is a chiseled inscription on the wall:

*The colors that sent you here,
But a different shape,
Are there, not here,
And are your escape.
Through four doors,
To buy four more;
Did I MENTION
This before?*

Note on Interpretation: The colors correspond to the keys (gemstones) needed to exit this dungeon, which must be found by entering four doors and traveling to four DIMENSIONS (DiMENTION is a play on the wording).

Setting Off: The DM should consult the Introduction sections on **Mapping** and **Direction**. Let the party organize and form a marching order. Tell the players that any magical weapons that shed light are not doing so. This situation corrects itself in 5 minutes, at which time all weapons previously affected return to normal. Also consult the section on **Light** in the Introduction.

Areas A through D: The Transporters

The four corners of the map include small alcoves, each marked with a different letter, A through D. These are transporters built by Zayene into his maze. When any life-form enters the center of a transporter, it activates and transports that being as well as any other beings within 20 feet, along with all their equipment, to the next sequential area. (Transporter A transports to B, B to C and so on, with D transporting back to A.) After functioning, a transporter does not work for one full hour of sending or receiving.

Each transporter corridor has a painting at its end. These depict—in perfect simulation—the continuation of the corridor. This ruse is undetectable until a close examination can be made when a transporter is not functioning or right after initial transportation occurs (i.e., before the beings leave the dead end). These can be destroyed or marked in such a way to convey warning of their proximity. Zayene restores destroyed paintings within 2 to 4 days. Examination of the very bottom left-hand

corner of each painting reveals a small “P” initial painted in a reddish pigment.

1. The Room of Levers (EL 10)

Five metal levers, each made of a different metal, are on the far (south) wall of this otherwise empty room. A definite hissing noise is heard when the PCs enter. The hissing is merely a magical noise activated when beings enter or leave this room. The hissing causes a +2 circumstance modifier to Listen checks if a wandering monster enters the room, for the hissing serves as a partial alert system in that case.

Lever 1 (Brass): Pulling this lever causes two pillars to be thrust down from the ceiling to enclose the area before and a little to the sides of the southwest wall. Characters in this area when the pillars descend sustain crushing 3d6 damage (see below) and then are trapped against the wall. Items held by PCs not avoiding the trap may be crushed. If a trapped PC cannot be dislodged, the party may have to split to find alternative methods of extracting him. Keep in mind dehydration and starvation, as well as wandering monsters. These would be the trapped character's worst enemies. If this lever is pulled again, a second set of pillars moves downward to block the initial set, thus making it impossible to access and move the first set.

Brass Lever Pillar Trap: CR 5; rapidly descending stone pillars (3d6 damage and trapped against the wall); Reflex save (DC 25) avoids; Search (DC 30); Disable Device (DC 30). **Stone Pillars:** 5 ft. thick, Hardness 35; hp 90; Lift (DC 33, up to 6 PCs can add their Str bonus to the check); Break (DC 35).

Lever 2 (Iron): When this lever is pulled, an acid rain pours forth from many small pinlike holes in the ceiling, covering all occupants of the room. The acid pours down for 1d12 minutes and then stops, seemingly depleted. If a character remains in the room, he takes an additional 1d6 acid damage per round. If the lever is pulled again, double the amount of acid pours forth (at double damage as well) for a full 2d12 rounds and then stops. Nothing happens if the lever is pulled a third time.

Iron Lever Acid Rain Trap: CR 6; spray of acid rain (2d6 immediate acid damage, 1d6 secondary acid damage); no save for immediate damage, Reflex save (DC 15) avoids secondary damage and allows successful exit of room; Search (DC 30); Disable Device (DC 30).

Lever 3 (Tin): Nothing seems to happen when this lever is pulled. In actuality, the golden statue at area 2 (actually a **knight of chaos**) animates and proceeds to this room (see area 2 for the statue's statistics). If the characters have not posted a guard, they are surprised by the statue as it enters this room. Note that the hissing noise does not serve to warn the characters due to the magical nature of



the statue. If the statue has been defeated before this lever is pulled, a +3 *sword* appears instead. Pulling this lever a second time causes the same effect as lever number two.

Lever 4 (Bronze): When this lever is pulled, nothing seems to happen, but the **stone golem** statue of King Ovar at area 3 immediately activates and moves to this room (see area 3 for the golem's statistics). As with the golden statue, the hissing noise does not function to alert the characters. The statue does make noise, however, thus normal chances of detection are possible. If the statue was dispatched prior to this lever being pulled, a *healing mist* fills the room instead. The mist operates as a *heal* spell. The mist is present for one round and then thins and has no healing potential. If this lever is pulled a second time, nothing happens.

Lever 5 (Silver): When this lever is pulled, nothing happens for one full round. Then a 2-foot-wide by 3-foot-high panel slides out along the (east) wall, revealing a recessed picture of the same size. The picture is removable from the panel and depicts what appears to be a map (see the accompanying side box) of a portion of the maze!

Note: The map and verse help the PCs establish true north. Once that is discovered, the Intuit Direction skill can be used.

2. The Pedestal and the Golden Statue (EL 13)

On a round pedestal is a 6-foot-high humanoid clad in golden armor. There is nothing else here. The golden statue is a **knight of chaos** (see the Monster Appendix for

The Map

The map depicts a 30- by 30-foot room that is obviously this very chamber, as it is marked with an "X" and shows five levers on the south wall. The map then leads the PCs back out the door from this room, south and then east, passing above areas 3 and 18, turning north just above 18 and heading north to the unnumbered 30- by 20-foot room. From there the map leads east and north and then dead ends in the wall that has the secret door (the one just south of the door to area 4). If the PCs travel this path, several lines of verse appear on the map:

Past the living, close to the dead,
Two doors, secret, go south instead.
Two ways, twenty, which way to go?
A bedtime dream, or an icy foe?

After these lines are read, the secret door on the north wall appears, as does the passage east leading to the unnumbered 20- by 20-foot room with the corridor south leading eventually to area 11. The secret door at the end of that passage to the south also appears on the map.

The map is meant to lead the PCs either to area 11—the King's Bedchamber and the horrors therein—or to area 22 and the dimensional entryway to Poharn's Realm (detailed in Module M2, *Dimensions of Flight*).



a full description of this new monster). When the adventurers enter this room, the knight animates and attacks. As it commences battle, a brilliant light permeates the entire room, seemingly issuing from the pedestal. Nothing is affected by this light source; it functions as a *daylight* spell for as long as the statue remains animated. If the statue is killed, the pedestal creates an exact duplicate, which appears on the pedestal 1 round later. The duplicate moves to attack any beings within the room.

Knight of Chaos: CR 12; SZ M Construct; HD 12d8+36; hp 76; Init +3; Spd 30 ft.; AC 19; Atk +17/+15/+13 melee (1d8+5, +1 *longsword*); SQ fire resistance, construct, imparted powers, darkvision (90 ft.); AL CE; SV Fort +11, Ref +11, Will +9; Str 18, Dex 16, Con 17, Int 12, Wis 12, Cha 1.

Skills: Listen +9, Ride +7, Spot +8. **Feats:** Cleave, Power Attack, Quick Draw, Sunder.

Possessions: +1 *longsword*, full plate (gold-plated, +20% value).

The Pedestal: The 2-foot round pedestal must be destroyed to stop the duplication process. The knight leaves the confines of the room only if the PCs remain outside the room and initiate ranged attacks on it or the pedestal, or if lever 3 at area 1 is pulled (see above). The pedestal weighs 1,000 pounds and is magically affixed to the floor and unmovable. *Transmute rock to mud*, though it does not affect worked stone items such as the pillar, does disrupt its power to summon another knight of chaos for 2d8 minutes. *Disintegrate*, *stone to flesh* or similar powers destroy the pedestal.

Pedestal: CR 4; Hardness 8; hp 120; SQ resist energy—fire (15), damage reduction (5/—), fast heal other (any knights of chaos in contact with the pillar heal 3 hp/round), daylight (radiates *daylight*, as per the spell cast by 18th-level sorcerer), summon knight of chaos (pillar can summon another knight of chaos one round after knight is killed). **Note:** All the pedestal's SQs are Extraordinary powers.

3. Ovar's Statue (EL 11)

Set upon a 3-foot round dais in the middle of this room is a 9-foot-high stone statue of King Ovar. The statue's upper torso is bent over slightly, as if it were inspecting the space immediately before and beneath it. Upon closer inspection, players notice that the face's expression is of disdain and contempt.

The stone here is similar to that which composes the entirety of the dungeon, but the pedestal is crafted from a different, more porous, variety. A successful Search check (DC 15) before the statue's right foot reveals a small (10 inches deep by 2 inches high by 1 foot wide) compartment. Inside is a *rod of wonder* with 6 charges.

The statue animates and moves to attack as a **stone golem** immediately after the secret compartment is opened.

Stone Golem: CR 11; SZ L Construct; HD 11d10; hp 60; Init -1; Spd 20 ft. (can't run); AC 26; Atk +18 melee (2d10+9 [x2], slam); Reach 10 ft.; SA slow; SQ construct, magic immunity, damage reduction (30/+2); AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9; Con —, Int —, Wis 11, Cha 1.

4. Assistant Keeper of the Caged (EL 11)

This room is sparsely furnished: various furs are on the floor; hanging on the right-hand wall (or east wall, if the characters have discovered a true direction) are a chain and collar. On pegs next to these is a set of three keys. To the left (the west) is a table set before many cages, which are set into the wall ahead of the PCs. As they enter and note these things, a figure rises from behind a bed 20 feet to their left. The figure is **Harry**. He has been hiding near his bed and rises to confront the characters.

Harry, Male Human, Ftr10: CR 10; SZ M; HD 10d10+30; hp 80; Init +4; Spd 30 ft.; AC 16; Atk +13/+8 (*fur gloves*) or +16/+11 (1d6+7, +2 *hand axe of wounding*); AL CE; SV Fort +10, Ref +7, Will +3; Str 17, Dex 18, Con 16, Int 11, Wis 10, Cha 7.

Skills: Climb +5, Jump +5. **Feats:** Cleave, Iron Will, Power Attack, Sunder, Toughness, Weapon Focus (axe), Weapon Specialization (axe).

Possessions: *Fur armor of envelopment*, +2 *hand axe of wounding*.

Description: Harry is the chaotic evil Assistant Keeper of the Caged. He appears as a 6.5-foot-tall ugly man dressed in a heavy black fur suit (see accompanying box). His hands are covered with gloves made of the same black fur. A +2 *hand axe of wounding* and a set of 3 iron keys are always at his belt.



Fur Armor of Envelopment

Harry's suit of armor and gloves are uniquely magical. Three times per day the wearer can generate a growth of hair that exudes from the suit and covers a 10-foot-high by 20-foot-deep by 20-foot-wide area. All beings of less than 8 feet tall or weighing less than 600 lbs. are entangled (see the *DMG* page 84) as the hair swirls to engulf them. The wearer of the suit of armor may travel freely through the hair at normal movement speeds, and entangled characters may not make attacks of opportunity against him.

The gloves strangle targets for 10 points of damage per hit plus Strength bonuses. Once a successful hit is scored, hair from the gloves is considered wrapped around the victim's throat, and damage is automatic for each round thereafter.

Victims may attempt to escape with a successful Escape Artist check (DC 18), which allows a round of full movement if entangled, or frees the PC from strangulation.

If the hair is set on fire, it burns, spewing smoke into the affected area. This equals a *stinking cloud* spell for as long as it burns, plus 1d4 rounds after being extinguished. The wearer can withdraw the unburned portion at any time.

Caster Level: 12th. **Prerequisites:** Craft Wondrous Item, Craft Magic Arms and Armor, Extend spell, *animate object*, *stinking cloud*, *strength*, *minor creation*, *enlarge*, *freedom of movement*, *permanency*. **Market Price:** 12,000 gp.

Tactics: Harry uses his special attack powers to confine then eliminate the PCs. If his hit points fall to 18 or below, he attempts to escape, possibly releasing the caged beasts in the confusion. If Harry is out of position, if he exposes himself to attack or if he cannot get to the cages, then he is not able to easily release the creatures (Reflex check at DC 23). But if he has maneuvered into position, he makes attempts at DC 13 to do so; each try counts as a move-equivalent action, thus Harry, at best, can attempt to free two animals per combat round. Use discretion in this case, judging whether Harry has any chance to accomplish this. There is a 10 percent chance that the wererats in cage C flee in rat form during the ensuing melee (see below). If Harry escapes, he flees to area 11 to warn Rukshilan of the party's presence.

The Cages (A through D)

These cages are made from iron and may be opened with the previously mentioned keys.

Cage A. In this cage is a snarling, yapping **dire wolf** that attacks any being within its reach. Set before this cage is a small barrel of meats.

Dire Wolf: CR 6; SZ L Animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14; Atk +10 melee (1d8+10, bite); Reach 10 ft.; SA trip; SQ scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6, Wilderness Lore +1.

Cage B. The **carnivorous (dire) ape** here attempts to grab anyone coming near its cage. A cask of rank fruits and meats is kept nearby, but out of reach of, this cage.

Dire Ape: CR 3; SZ L Animal; HD 5d8+10; hp 34; Init +2; Spd 30 ft., climb 15 ft.; AC 15; Atk +8 melee (1d6+6[x2], claws) and +3 melee (1d8+3, bite); Reach 10 ft.; SA Rend (2d6+12); SQ Scent; AL N; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 2, Wis, 12, Cha 7.

Skills: Climb +14, Move Silently +9, Spot +9.

Cage C. Two dirty, scruffy humans are within this cage. They look to have been maltreated. The scrawnier of the two begs with a noticeably parched and raspy voice to be set free: "Help us and we will show you the way out!" The other snarls at his fellow: "Do not beg! If they be worthy of goodness, let them assist us freely!" He then looks away and at the ceiling as if the matter is beneath him. The scrawny man falls to his knees and appears to be near crying.

This is a ruse. In actuality, these are two **wererats** who assist Harry. They use the cage as a sleeping area and do not require the keys to escape—they slip easily past the bars in rat form. If combat occurs, they most likely slip out unnoticed in rat form and wait out the contest to see how it falls. If they feel that the PCs expect something about their own true nature, they shapechange into rat form and flee. If cornered, they fight in hybrid form.

The largest wererat has a *magical copper ring* inset with 6 crystal stones. When a stone is crushed, a **dire rat** is summoned, which stays and fights for the wearer of the ring for 1d6+4 minutes. If attacked, the wererat crushes four of the six stones at once, summoning 4 dire rats.

Wererats (2): CR 2; SZ M/S Shapechanger; HD 1d8+1 hp 10 and 6; Init +0, +3 as rat; Spd 30 ft., 40 ft., climb 20 ft. as rat; AC 12 in human form, 16 as hybrid, 17 as rat; Atk +0 melee (1d3 subdual damage, unarmed strike); +1 melee (1d4) as hybrid or rat; SA curse of lycanthropy as rat or hybrid; SQ rat empathy; plus scent, damage reduction (15/silver as rat or hybrid); AL LE; SV Fort +5, Ref +5, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Climb +14, Hide +11 as rat or +7 as hybrid, Listen +8, Move Silently +6, Search +8, Spot +8 as rat or hybrid. **Feats:** Multiattack, Weapon Finesse (bite).

Dire Rats: CR 1/3; SZ S Animal; HD 1d8+1; hp 7 each; Init +3; Spd 40 ft., climb 20 ft.; AC 15; Atk +4 melee (1d4, bite plus disease); SA disease (*filth fever*, Fort save DC 12, incubation period 1d3 days; damage 1d3 Dex/1d3 Con); SQ scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills: Climb +11, Hide +11, Move Silently +6. **Feats:** Weapon Finesse (bite).

Cage D. A strange creature, short and stumpy, with thick matted fur resides here. It does nothing immediately besides stare at you with its very large, oval eyes. It seems expectant, though calm. The creature is a **spleckle** (see the Monster Appendix for a full description of this new monster). It is neutrally disposed to the party, but if freed it drinks all of the water in the area, even insisting to sample the characters' supply, if any. It drinks at what can only be considered an amazing, if not supernatural, rate! It follows the party, and perhaps even assists it, if it gets water. It attempts to attack players to drain their body fluids if it lacks water at any time. Note that this creature isn't evil, it just requires constant hydration.

Spleckle: CR 2; SZ S Aberration; HD 3d8+9; hp 27; Init +1; Spd 30 ft.; AC 14; Atk +3 melee (1d3, tube plus water drain); Reach 10 ft.; SA water drain; SQ partial psionic immunities; AL CN; SV Fort +3, Ref +4, Will +6; Str 13, Dex 13, Con 16, Int 10, Wis 10, Cha 13.

Skills: Hide (in water) +3, Listen +3, Spot +4, Swim +8. **Feats:** None.

5. Bas-Relief (EL 8)

A bas-relief is set into the wall here. It has no framing, other than the outline of the wall itself. It is 10 feet wide by 4 feet high and appears to be wet with pigments, or paints, which make up its entirety. Pictured is a swirling mass of green, yellow and black colors, all chaotically rendered in a style that could be judged as insanely abstract.

Actually, this is no bas-relief at all, but an **ooze conglomeration** made of green slime, ochre jelly and black pudding. The pudding and the jelly slide forth and attack any characters coming within 1 foot of the "painting." The green slime is thus dislodged and falls to the floor, where there remains a chance (DM to determine probability) that any characters in the area step in it.

Black Pudding: CR 4; SZ H Ooze; HD 10d10+60; hp 115; Init -5 (Dex); Spd 20 ft., climb 20 ft.; AC 3; Atk +8 melee (2d6+4, slam plus acid); Reach 10 ft.; SA improved grab, acid, constrict; SQ blindsight (60 ft.), spilt, ooze; AL N; SV Fort +7, Ref -2, Will -2; Str 17, Dex 1, Con 19, Int —, Wis 1, Cha 1.



Ochre Jelly: CR 5; SZ L Ooze; HD 6d10+27; hp 60; Init -5 (Dex); Spd 10 ft., climb 10 ft.; AC 4 (-1 size, -5 Dex); Atk +5 melee (2d4+3, slam plus acid); Reach 10 ft.; SA improved grab, acid, constrict; SQ blindsight (60 ft.), spilt, ooze; AL N; SV Fort +4, Ref -3, Will -3; Str 15, Dex 1, Con 15, Int —, Wis 1, Cha 1.

Green Slime: CR 4. A patch of green slime deals 1d6 of temporary Constitution damage per round as it devours flesh. Extreme cold or heat, sunlight or a *cure disease* spell destroys a patch of green slime. Though it cannot harm stone, it deals 1d6 points of damage per round to wood and metal.

Treasure: In the middle section of the alcove that serves to house this horribleness is a secret compartment (Search DC 15). Located therein is a cheap copper medalion inset with 7 large glass beads. This is a *necklace of fireballs* (type III).

6. King Ovar's Trophy Chamber (EL 8)

This room is well lit by many torches and ornate lanterns placed 5 to 7 feet above the floor. Upon the walls, interspersed with these lanterns and torches, are many large plaques, each bearing a head, presumably stuffed, of the following creatures: hyena, flightless bird, baboon, elephant, black bear, buffalo, hippopotamus, jaguar, lion and a wild boar. These headpieces appear very well made, and their eyes even seem to follow you as you move. On stands near these are a variety of fully stuffed creatures in natural poses: a spotted lion, wild bull, titanotherium, dire wolf, ceratosaurus, yeti, hell hound and displacer beast. These are King Ovar's trophy chambers; the characters can check these thoroughly if they defeat the combined forces of areas 6 and 7. Most of these creatures were brought back from successful hunting expeditions to the Happy Hunting Grounds, where Ovar maintains an outpost.

As you note these things, the room comes alive with sounds of barking, growling, bellowing, baying, grunting, yelping and sundry mixed noises of an artificial variety, but still real enough. All of these noises emanate from the headpieces. Almost as soon as these cacophonies start, they stop, and at the same time the hell hound and displacer beast leap from their stands and rush toward the PCs.

Displacer Beast: CR 6; SZ L Magical Beast; HD 6d8+18; hp 60; Init +2; Spd 40 ft.; AC 16; Atk +9 melee (1d6+4 [x2], tentacles) and +3 melee (1d8+2, bite); Reach 15 ft. with tentacles; SQ displacement, darkvision (90 ft.); AL LE; SV Fort +8, Ref +8, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 15, Cha 8.

Skills: Hide +14, Move Silently +8, Spot +5. **Feats:** Alertness, Multiattack.

Hell Hound: CR 3; SZ M Outsider [Evil]; HD 4d8+4; hp 26; Init +5; Spd 40 ft.; AC 16; Atk +5 melee (1d8+1, bite); SA breath weapon; SQ scent; fire subtype; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +11, Listen +5, Move Silently +13, Spot +7, Wilderness Lore +0. Hell hounds receive a +5 racial bonus to Hide and Move Silently checks. They also receive a +8 racial bonus to Spot checks and Wilderness Lore checks when tracking by scent, due to their keen sense of smell.

Owlbear: CR 4; SZ L Beast; HD 5d10+20; hp 70; Init +1; Spd 30 ft.; AC 15; Atk +7 melee (1d6+5 [x2], claws) and +2 melee (1d8+2, bite); SA improved grab; SQ scent; AL N; SV Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10.

Skills: Listen +8, Spot +7.

Tactics: The noise made by the headpieces alerts Oleck at area 7 (see below). He animates a stuffed owlbear

Amulet of Animation

This item allows the user to animate the corpses of creatures as the *animate object* spell. Using 1 charge turns the object into an animated object (see the **MM**). However, if 2 charges are expended (or 3 charges for a creature over 6 HD), the whole corpse (or, in this case, a stuffed corpse) is animated and the animated creature uses its original stats as if it were alive. The *amulet* can animate creatures in this fashion up to Medium size. Otherwise, it operates as an *animate object* spell. Undead are not affected by this magic, nor are inanimate objects lacking primary locomotion, such as legs. The animation is immediate, and creatures animated are attuned to the *amulet* and obey the animator by general mental commands such as "Kill the intruding humans" and "Slay those attacking the animals." Since the mental command is general, must be carefully thought out. Animated objects and creatures perform, attack and so on as do their real counterparts. All creatures come with full hit points. The commander need not concentrate on an animated object or creature outside of giving it its first verbal order. Thereafter the object or creature performs as previously instructed until killed or ordered to perform differently. The *amulet* has 45 charges and is not rechargeable.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, Extend Spell, *animate object*, *suggestion*, *contingency*, *permanency*, 5 ranks in Craft; **Market Value:** 10,000 gp.

and sends it to assist in the attack against the intruders. The owlbear enters the trophy chamber one round after the displacer beast and hell hound leap from their stands. Oleck must choose which corridor it will proceed along to area 6. Oleck believes that the three beasts can dispatch the party but attempts another animation (see area 7, below) if the owl bear dies.

Treasure: Upon examination of the headpieces' eyes, characters note that these are fashioned from gems of various worth as follows: 5,000 gp white pearl (x2), 5,000 gp fire opal (x2), 1,000 gp black opal (x2), 1,000 gp rubie (x2), 1,000 gp oriental topaz (x2), 1,000 gp sapphire (x2), 1,000 gp emerald (x2), 500 gp topaz (x2), 500 gp aquamarine (x2), 500 gp peridot (x2).

Flanking the entryways to area 7 are two framed 6-by-2.5-foot pictures framed in cherry wood. The picture on the right depicts King Ovar slaying a sphinx with a fiery sword. The picture on the left shows Ovar with his foot propped on a mastadon's left foreleg. He looks quite regal with his scepter in hand.

Behind the sphinx picture is a secret compartment (Search DC 30) that holds 500 gp and an 11,000 gp pearl necklace. The frames have no value.

7. Oleck's Stuffing Room (EL 8, 10 if Oleck animates creatures)

There are a lot of items in this well-lit chamber, but before the PCs can identify anything, 2 ogres attack. A small man—Oleck—stands behind the ogres and seems to be doing something requiring his attention.

Oleck, Male Human Ftr7: CR 7; SZ M Humanoid; HD 7d10; hp 40; Init +1 (Dex); Spd 20 ft. (lame, can't run or charge); AC 16 (+1 ring of deflection); Atk +9/+4 (1d8+3, longsword, crit 19–20); AL LE; SV Fort +5, Ref +2, Will +4; Str 12, Dex 10, Con 10, Int 13, Wis 15, Cha 13.

Skills: Craft (taxidermy) +11, Hide +1, Spot +2. **Feats:** Expertise, Improved Trip, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Longsword, chainmail, *amulet of animation*, +1 ring of deflection.

Ogres (2): CR 3; SZ L Giant; HD 4d8+8; hp 40 each; Init -1; Spd 30 ft.; AC 16; Atk +8 melee (2d6+7, huge greatclub); Reach 10 ft.; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2. **Feats:** Weapon Focus (greatclub).

Tactics for Oleck: Oleck is at this time occupied animating the owlbear, or if this has been dispatched, another creature in the trophy chamber that he has targeted prior to the party's entrance here. He stays behind the ogres whenever possible. Oleck is lame and cannot run. If trapped and outnumbered he might surrender (50 percent chance), or otherwise he fights until subdued or killed. Oleck uses the *amulet* until it is out of charges, or no stuffed creatures or other targets remain. This *amulet* has 12 charges remaining after the animation of the owlbear. Keep track of expended charges. Note that Oleck attempts to align himself so that he can see the pieces in the trophy chamber and animate these. He can also choose to animate any dead being around him, such as the two ogres, if they were to perish; PCs; summoned monsters who die and so on.

The Ogres: The ogres are very close blood brothers who have been recently brought here from Ovar's tower to assist Oleck in carting finished taxidermies. They are prepared to assist in battle, and they see this duty as a welcome relief to their endless boredom. If presented with the opportunity, one flanks the party by exiting one of the two corridors leading into this room while the other holds off attacks. If either brother is killed, consult the accompanying chart for the other's reaction.

In addition to the materials common to a taxidermist, such as cotton, thread, needles, chemical solutions, scalpels and knives, there is a metal box located on the large oaken worktable. In it are 65 gems of 100 to 500 gp value each. A recently finished quartet of ape heads is on a small stand near this. If sold to a taxidermist or to a collector of such art, these fetch 100 gp apiece.

8. The Pit (EL 4)

This pit is located in a 10-foot-wide corridor of a real maze on this level. Its 10-by-10-foot opening slants down

to a bottom 8 by 8 feet square filled with four ranks of three spikes each. These spikes jut 3 feet high, are solidly placed and have keenly sharpened points. The amount of spikes which can be fallen on represents an average for any human-sized being. Less than human sized beings halve the number fallen on, always rounding fractions up, while larger than human sized creatures double the number of spikes landed on.

Sloped and Spiked Pit Trap (20 Ft. Deep): CR 4; no attack roll necessary (2d6), +12 melee (2d4 spikes for 1d6+1 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Secret Door: The 8th spike in the bottom of the pit can be moved to a 45-degree angle. When this is done a clicking sound is heard. Doing so opens the sliding secret door at area 9 (see below).

Hidden Scroll: The 10th spike has a hollow side, which is easily noted if casually examined (Search check DC 8). Inside is an *arcane scroll of 10 spells* (caster level 12, *charm person, detect invisibility, mirror image, gust of wind, hold monster, push, invisibility flame arrow, hallucinatory terrain and move earth*). All ten spells are written in a large circle and in small lettering. The spells are easily read and function normally with one exception. In the middle of the scroll, and surrounded by the unbroken circle of spells, is a minute series of runes that is not immediately noticeable unless some magnifying device is used, such as a set of *eyes of minute seeing*. After each spell is read and disappears, there is a corresponding 10 percent cumulative chance of releasing the Marilith imprisoned at the middle of the scroll. The only warning the players might receive that the scroll serves as a prison is that when any spell is used, a low yet distinct moaning is heard. This is in fact the demon realizing that a portal is slowly opening for it: it is moaning in satisfaction!

If the demon is released, a foul wind seems to issue from nowhere. *Darkness* (as the spell) instantly covers a 5-foot-radius area. The demon comes forth from the darkness and attacks. The demon attacks all types and classes of spell-users first, then concentrates its efforts on clerical types and paladins. Thereafter it pursues and attacks whoever is in sight.

Marilith: CR 12; SZ L Outsider [Chaos, Evil]; HD 9d8+45; hp 90; Init +2; Spd 40 ft.; AC 29; Atk +14/+9 melee (1d8+7, +1 *longswords*) and +14 melee (1d8+7 [x5], +1 *longswords*) and +10 melee (4d6+7, tail, touch attack plus constrict); Reach 15 ft. constrict, 10 ft. with swords; SA spell-like abilities (see *MM*, page 46), gating, grab, constriction; SQ cold and fire resistance (20), damage reduction (20/+2), darkvision (120 ft.), electric and poison immunity, spell resistance (25); AL CE; SV Fort +11, Ref +8, Will +10; Str 21, Dex 15, Con 21, Int 18, Wis 18, Cha 16.

Skills: Bluff +13, Concentration +14, Hide +14, Intuit Motive +14, Listen +14, Move Silently +12, Scry +14, Search +14, Spellcraft +14, Spot +15. Mariliths gain a +8 racial bonus on listen and spot checks. **Feats:** Cleave, Power Attack, Multiattack.

Note: If this unnamed demon is loosed within sight of either Pynck, Ovar, Poharn (detailed in Module M2, *Dimensions of Flight*) or Zayene himself, it flees by

Ogre Reaction

If either of the ogres is slain, roll 1d20 to see how the other reacts:

- 1-4. **Frenzy:** The surviving ogre attacks at +1 to hit and +1 damage for rounds equal to its Constitution/3. Thereafter it attacks normally.
- 5-10. **Rage:** The surviving ogre attacks as outlined under the *Power Attack* feat, no check required, for rounds equal to its Constitution/3. Thereafter it attacks normally.
- 11-18. **Mild Stun:** The surviving ogre can't believe his brother is dead. His AC drops by 1, and it attacks at -1 to hit and -1 on damage for 1d6 rounds.
- 19-20. **Shock:** The surviving ogre is immediately deeply troubled by his brother's death. He is sluggish on defense and attack (combined *slow* and *bane* spells) for 2d4 rounds. There is an 80 percent chance during this time that if reduced to 25 percent or less hit points, the ogre turns and flees, provoking attacks of opportunity.

teleporting or plane shifting. Otherwise it attacks until reduced to one-third of its hit points, at which time it attempts to flee. It has no treasure other than its weapons.

9. The Torture Chamber (EL 10)

DM Note: A *magic mouth* spell activates when PCs approach within 10 feet of the door to this room, and speaks: "State the password!" The *magic mouth* makes the denizens of the room immediately aware of strangers near the door. They take up hiding positions within the room. **Rufus**, the master of this chamber, and **Lorin**, his assistant, immediately attack any PCs, attempting to kill or capture them.

There are immediately recognizable objects in this large, amply lit room: two racks, an iron maiden, a table with attached shackles, many wall iron sets. A chain and pulley are suspended from the ceiling at the center of the room; tables in the corners are heaped with implements of torture such as metal rods, pokers, three daggers, stone and wood splinters and so on. Before you can start investigating, a chainmail-clad man wielding a battleaxe jumps out from behind the iron maiden, while another figure in leather armor appears out of the shadows on your right flank!

Rufus, Male Human, Ftr8: CR 8; SZM; HD 8d10+24; hp 60; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+2 *chainmail*, Dex); Atk +13/+8 melee (1d8+8, +3 *battleaxe*, crit x3); AL CE; SV Fort +9, Ref +7, Will +3; Str 16, Dex 19, Con 16, Int 10, Wis 12, Cha 12.

Skills: Climb +6, Jump +5, Swim +6. **Feats:** Improved Bull Rush, Improved Initiative, Power Attack, Sunder, Toughness, Weapon Focus (*battleaxe*), Weapon Specialization (*battleaxe*).

Possessions: +2 chainmail, +3 battleaxe.

Lorin, Male Human, Rog6: CR 6; SZ M; HD 6d6+12; hp 31; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+2 leather armor, Dex); Atk +7 melee (1d6+3, +2 short sword, crit 19–20); Reach 5 ft.; AL CE; SV Fort +4, Ref +8, Will +3; Str 13, Dex 17, Con 14, Int 15, Wis 13, Cha 13.

Skills: Disable Device +9, Escape Artist +10, Hide +10, Listen +9, Move Silently +10, Pick Pocket +8, Spot +9, Tumble +13. *Feats:* Alertness, Dodge, Evasion, Improved Initiative, Mobility, Sneak Attack (+3d6), Spring Attack, Uncanny Dodge.

Possessions: +2 short sword, +2 leather armor.

Tactics: If the party enters the room after forewarning the occupants of its presence, then both Rufus and Lorin get a surprise round worth of attacks on the PCs. Lorin immediately sneak attacks any spellcaster, and Rufus bull rushes the strongest fighter in the group. They otherwise fight with guile and tact, maneuvering the PCs toward the refuse pit (see below), where Rufus uses his bull rush skill to topple them into it. DMs must determine chances for this move to succeed. Captured PCs are taken to area 14 (Ovar's Court), where they are tried for treason.

Refuse Pit (20 Ft. Deep): CR 2; no attack roll necessary (2d6), Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

10. Chamber of the Oracle (EL 3)

A vermilion curtain propped on sturdy poles encircles this area. If the curtain is parted, the characters see a man squatting on the floor here who appears to be meditating. His features are intense but withered, and his vermilion robes are tied with a white sash inset with a lovely purple gem. As the PCs stare at him he opens his eyes, slowly strokes his black beard and then looks at them.

This is **Zulg, the evil oracle**. He does not attack, but if attacked in any way, he curses the party with his dire and long-lasting *emotive confusion* special ability. Though Zulg is irritated by the intrusion, he almost instantly directs the characters to area C to the southeast. This establishes a true northern direction. He otherwise supplies them with false information when asked questions.

Zulg, the Evil Oracle, Com3: CR 3 (due to SA); SZ M Humanoid; hp 10, Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3 subdual, unarmed); SA *emotive confusion*; AL NE; SV Fort +1, Ref +1, Will +1; Str 8, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Hiding Areas for the Illusory Globe

Roll 1d6 (rerolling all results of 6) to determine where the illusory globe moves within the room:

1. Bed/Birch Wood Chest
2. Dresser
3. Nightstand/Rocking Chair/Rug
4. Chest/Large Mirror (original starting point for illusion after the PCs enter)
5. Ceiling/Door (if all areas are covered by PCs, see below)

SA—*Emotive Confusion (Su)*: PCs afflicted cannot recognize alignments or hostile intent for 18 hours. PCs meeting monsters or NPCs while so affected must make a Will save (DC 30) or be treated as if under the effects of an *emotion (friendship)* spell. There is no save for this curse, nor is there a cure—it has to run its allotted duration.

Treasure: The gem Zulg holds is a 3,500 gp amethyst.

11. The King's Bed Chamber (EL 10)

This is obviously some sleeping room. A large bed, small chest, dresser, nightstand, large lantern, rocking chair, black rug and chest with attached mirror are the room's entire contents. The air has an acrid content to it but is breathable. The air is acrid due to the pool of acid here (see Chest and Large Mirror, below).

As the PCs enter the room—which appears to be a bed chamber of some sort—they see a small, transparent globe with red eyes float at tremendous speed away from the doorway where it had obviously been hidden. It disappears behind a chest across the room.

Illusions: This room is under a massive and potent *illusion* (caster level 20) that not only disguises items (such as the chest and mirror) as to their true form, but also has another *programmed illusion* (see boxed text, below) in place that triggers upon any being entering this chamber. Due to the implementation of a *wish*, which activated and maintains the present illusions, the DC for disbelieving any part of this grand illusion is DC 40. Spells, powers and items that allow illusions to be seen through instead merely decrease the initial disbelief check DC by 5 (to DC 35).

In addition, the floating eyes are due to a *programmed illusion* (caster level 20) that triggers as the PCs enter this room and remains in force for as long as they remain within it. This apparition randomly flits from place to place, as noted in the side box. It appears to the PCs that the eyes are spying on them—perhaps the globe is shy in some way. The illusion is always in position so that the PCs must interact, if they so choose, with the objects in the room before they reach its actual hiding place. Thus, when at the chest and mirror, the illusion is in back of the acid pool, and PCs advancing to find it walk straight into this trap unless they are cautious.

The illusion moves toward unoccupied areas and appears to hide in or near these. Be descriptive to generate some funny dialogue here—relaxing the PCs for the many traps to come! The illusion moves quickly away from any PCs who approach within 2 to 5 feet of its position. PCs are not be able to corner it, and if areas 1 to 4 are covered by them, it moves to the ceiling or door until an area is relinquished. It then moves back to available spots. As PCs come close on occasion to touching or attacking it, it squeaks and floats away. Pursuing the illusory globe should be a memorable if fruitless chase. Once the globe has led the PCs into all the traps in the room, the illusion disappears in a wink of an eye.

Contents of the Room and Traps

1. Bed with Poisoned Sheets (CR 3): This bed is fashioned from teak wood and carved with images of beautiful maidens. The sheets are dyed royal purple. On

PRISONERS OF THE MAZE

the linens is a purple contact poison (a purplish, jellylike substance known to an alchemist as "haiz," 1d6 Str/1d6 Con, Fort save DC 18 negates).

2. Small Birch Wood Chest with Animated Sheets (CR 3): In this chest are various silken sheets and gowns. Under these is a gold belt buckle. Next to this is a pair of boots. The collective sheets are a special animated object that attacks when touched or attacked in any way. It moves quickly and has some supernatural powers. The buckle is golden (worth 255 gp); the boots are *boots of striding and springing*.

Special Animated Bed Sheet: CR 3; SZ M Construct; HD 2d10; hp 18; Init +4; Spd Fly 40 ft. (average); AC 18; Atk +5 melee (1d8+4, plus choke); SA choke; SQ supernatural speed, construct; AL N; SV Fort +0, Ref +4, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

SA—Choke (Su): This attack always functions at one size higher than the construct actually is. On a successful hit, the sheet wraps itself about the target's neck and remains attached until killed, dealing 1d8+4 points automatic choking damage per round. Targets must make Fortitude saves (DC 12) every time they are dealt 8 or 9 points choking damage in a single round; those failing these temporarily lose 1 Constitution point. Constitution points lost in this manner are restored 10 minutes after the sheet stops choking them.

SQ—Supernatural Speed (Su): This construct has above-normal abilities in movement and Dexterity. All fly categories are improved to at least average, or by +1 category if above that already. Negative Dex modifiers for AC and initiative are voided—the sheet instead receives a +4 modifier in both cases.

3. Oak Dresser with Magic Mirror (CR 6): This is set against the near (northern) wall. The mirror atop the piece is magical. The first character coming near the glass and looking therein is exchanged with the doppelganger inside. Only one human-sized live object can fit in the mirror. If the mirror is broken (Hardness 2; 4 hp), the inhabitant is released, but with only 10 to 40 percent remaining hit points. The player must play the part of his or her doppelganged character. Since the exchange happens so fast, other characters have no idea that it indeed took place.

Doppelganger: CR 4; SZ M Shapechanger; HD 4d8+4; hp 28; Init +1; Spd 30 ft.; AC 15; Atk +4 melee (1d6+1 [x2], claws); SA detect thoughts; SQ alter self, immunities; AL N; SV Fort +5, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills: Bluff +12, Disguise +12, Listen +11, Sense Motive +6, Spot +8. **Feats:** Alertness, Dodge. Doppelgangers receive a +4 to Bluff and Disguise checks; when using alter self, an additional +10 circumstance bonus is added. If it can read an opponent's mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

The top dresser drawer contains two 1-inch-high alabaster figurines wrapped in felt. When the objects are looked at, characters note that these depict a carrion crawler and shrieker. There is a secret compartment (search DC 6) in the shrieker's base, which contains a magical ring. If donned, both figurines transform to flesh, grow to normal size and attack. If killed, they revert to their alabaster figurine size and form but are pulverized

and useless. Once used, the ring is thereafter nonmagical and valueless.

Shrieker: CR 1; SZ M Plant; HD 2d8+2 hp 13; Init -5; Spd 0 ft.; AC 13; Atk none; Reach 0 ft.; SA shriek; SQ plant; AL N; SV Fort +4, Ref —, Will -4; Str —, Dex —, Con 13, Int 1, Wis 2, Cha 1.

Carrion Crawler: CR 4; SZ L Aberration; HD 3d8+6; hp 26; Init +2 (Dex); Spd 0 ft., climb 15 ft.; AC 17; Atk +3 melee (tentacles [x8], paralysis) and -2 melee (1d4+1, bite); Reach 10 ft. tentacles, 5 ft. bite; SA paralysis; SQ scent; AL N; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

Skills: Climb +10, Listen +6, Spot +6. **Feats:** Alertness.

4. Nightstand and Lantern (CR 4): This electrom-plated stand is set on the door's (eastern) wall. The lantern on top is made of silver (600 gp value) and is completely hooded. The lantern has a continual flame spell within it, which illuminates the room if the hood is raised. The lantern's base is attached to the stand by a secreted hook. Moving the lantern (pulled at, lifted) triggers a *fireball* trap. The blast ruins the lantern and reduces the stand to cinders.

Fireball Trap: CR 4; no attack roll (5d6 damage), Ref save (DC 15) for half-damage; Search (DC 28); Disable Device (DC 28).

5. Rocking Chair and Rug (CR 6): In the left-hand (southeast) corner is an oaken rocking chair with a black fur rug before it. The chair is carved with scenes of a boreal land: bears romping, penguins diving and fishermen throwing harpoons at various sea creatures. The rug appears normal but radiates magic if checked.

If the chair is sat upon, the floor collapses, hurtling a character into a 15-foot-deep pit. To complicate matters,

Chest and Large Mirror (CR 4):

Set against the far (west) wall is a 4-foot-square silver-filigreed mirror. A heavily padlocked walnut chest is directly below this on the floor. The chest is actually a pit of bubbling acid under a permanent illusion that makes it appear as a chest. Touching the illusion causes 3d6 of damage, walking in it causes 6d6 of damage and full immersion causes 10d6 damage. Jumping out of the pit ensures no further contact damage, but affected characters must rid themselves of their now acid-soaked clothes or sustain 1d6 acid damage per round. A full quart of water accomplishes the dilution.

The mirror is magical, causing an antimagic effect on anything reflected in its surface. Thus, if a PC's image is reflected in the mirror, he and all his items are temporarily nonmagical. PC spellcasters reflected in the mirror cannot cast spells. If the PCs are smart enough to aim the mirror around the room, they get the bonus noted above to see through the illusions, including the illusion of the chest and acid pit—though in approaching the mirror they most likely fall into the acid trap. The mirror is attached to the wall by studs. If pulled or forced from its hanging position, it breaks and forever loses its antimagic qualities.

Rug of Suffocation

If stepped on, this cursed item automatically wraps around beings Medium-sized or smaller and begins smothering them. Normally, a Reflex save (DC 23) is allowed to avoid the initial engulf attack. The rug is immune to fire and electrical attacks (though these damage the entrapped PC). Cold does 1 hp/level of caster; acid burns it, doing 1d3 hp per dowse; and all but the highest-level arcane and divine spells (such as *wish*) have no effect upon it. It takes half-damage from edged or slashing weapons (dealing the same amount of damage to anyone caught inside) and no damage from blunt or piercing weapons. The rug has an effective AC of 12 and can sustain 40 hp. Once engulfed, the victim begins to suffocate as detailed in the *DMG*. Smaller and larger rugs of this type are known to exist. Some, made of full animal hides and/or pelts, are said to retain the animal ferocity apparent with the original creature when it was alive.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, Extend Spell, Empower Spell, *evard's black tentacles*, *animate object*, *protection from elements*, *permanency*; **Market Value:** 18,000 gp.

the rug—which is actually a rug of suffocation—is connected to the chair by a thick strand and is pulled into the pit to land on the PC.

Collapsing Chair and Rug Pit Trap (15 Ft. Deep): CR 4; no attack roll necessary (1d8), plus the rug attacks the PC; Reflex save (DC 20, 30 if sitting in chair) avoids; Search (DC 20); Disable Device (DC 25). Note: No Reflex save is allowed to avoid the rug's initial engulf attack because of the arrangement of the trap.

12. The King's Harem (EL II)

DM Note: This room is covered with a strange version of the *nondetection* spell that also masks the alignment of the occupants. No divination spells of any kind work within the room. No detection powers reveal anything about the room's occupants prior to entering it. The opening to this room is shaded by a finely wrought bead curtain. Interwoven in several spots on the curtain are many different sized bells.

The room is lit by three chandeliers made of clear crystal. The floor is covered with a patchwork color design consisting of gold, red and green rugs and numerous furs. The walls are hung with mauve and citrine colored silks. There is the fragrance of patchouli in the air, no doubt issuing from an incense burner somewhere within the room's expanse. Located at the room's center are six figures: three bald-headed eunuchs with large scimitars guarding three women reclining on an assortment of sequined pillows. A feast is spread before the women: succulent meats, cheeses, fruits, breads and wine. The women look up in unison after you enter, and the one in the red robes jumps to her feet, only to be shoved back to the pillows by the strongest-looking guard. The guards draw their scimitars but

at first do not attack. The largest one, clearly upset by your presence, motions with his large weapon that the PCs should depart by the way they entered. If the PCs do not do so immediately, the "guards" attack.

The women and men are not what they seem. The men are **vampire spawn** who attend **Veendra the vampiress** and her two companions—**Cryenna**, a **weretigress**, and **Hrolga**, a charmed **amazon**.

Vampire Spawn Eunuch "Guards" (3): CR 5; SZ M Undead; HD 4d12; hp 39, 33, 28; Init +6; Spd 30 ft.; AC 15; Atk +6 melee (1d6+5, +1 *scimitars*, crit 18–20) or +5 melee (1d6+4, slam plus energy drain); SA domination, energy drain, blood drain; SQ undead, turn resistance (+2), damage reduction (10/silver), cold and electricity resistance (10), gaseous form, spider climb, fast healing (2); AL CE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con —, Int 13, Wis 13, Cha 14.

Skills: Bluff +8, Climb +8, Craft (weaponsmith) +10, Hide +10, Jump +10, Jump +8, Listen +11, Search +8, Sense Motive +11, Spot +11. **Feats:** Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (weaponsmith).

Tactics: If the PCs attack, Veendra and the two other women remain inactive until the melee is finished. If battle goes against the PCs, they attack, abandoning their ruse. If the PCs defeat the guards, they may approach the women. The following descriptions should assist you in roleplaying the situation.

Veendra: This lithe, black-haired woman is by far the most beautiful of the three present. She wears tight-fitting red robes that reveal a shapely figure. She appears unarmed and at first recoils from the PCs' approach, but then looks at them with hopeful, intense eyes. Veendra is actually a **vampiress**. Beneath her robes is an intricately made dagger. Her initial reaction is of course a ruse, and her look is meant to *dominate* the least intelligent-looking PC without giving away her attack. Targeted PCs get an Intelligence check (DC 25) to recognize this attack for what it is. She attempts her *dominate* gaze only once as the PCs finish the battle and approach her. Veendra prefers her energy drain slam attack to man-made weapons.

Veendra the Vampiress, Ftr5: CR 7; SZ M Undead; HD 5d12; hp 49; Init +7; Spd 30 ft.; AC 19; Atk +11 melee (1d6+6, slam plus energy drain); SA domination, energy drain, blood drain, children of the night, create spawn; SQ undead, damage reduction (15/+1), cold and electricity resistance (20), gaseous form, alternate form, spider climb, fast healing (5), vampire weaknesses; AL CE; SV Fort +4, Ref +6, Will +4; Str 22, Dex 17, Con —, Int 12, Wis 16, Cha 12.

Skills: Bluff +9, Climb +10, Hide +11, Jump +9, Listen +17, Move Silently +11, Search +9, Sense Motive +11, Spot +17. **Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Weapon Specialization (scimitar).

Possessions: Onyx dagger (100 gp).

Cryenna: She is a hardy looking, middle-sized woman with long red hair and narrow, sparkling green eyes. She is dressed in khaki robes. She backs away as the PCs enter the room and looks terrorized. Cryenna is a **weretigress**. She stays near but behind Veendra and attacks when she does, turning to were form and leaping upon her closest opponent.



Cryenna the Weretigress: CR 5; SZM Shapechanger; HD 6d8+18; hp 50; Init +0; +2 as tiger or hybrid; Spd 30 ft.; 40 ft. as tiger or hybrid; AC 12, 17 as hybrid; Atk +0 melee (1d3 subdual damage, unarmed strike in human form) or +10 melee (1d8+6 [x2], claws) and +8 melee (2d6+3, bite) as hybrid or +9 melee (1d8+6 [x2], claws) and +7 melee (2d6+3, bite) as tiger; SA pounce, improved grab (a hit allows an additional rake attack), rake (+9 melee, 1d8+3), curse of lycanthropy as tiger or hybrid; SQ tiger empathy, scent, damage reduction (15/silver) as tiger or hybrid; AL N; SV Fort +10, Ref +7, Will +4; Str 23, Dex 15, Con 17, Int 10, Wis 10, Cha 10 as tiger or hybrid.

Skills: Balance +6, Hide +9 as hybrid or +5 as tiger, Listen +10, Move Silently +9, Search +8, Spot +10, Swim +11 as tiger or hybrid. **Feats:** Blind-Fight, Multiattack, Power Attack as tiger or hybrid.

Hrolga: This woman appears as a sturdy, muscle-bound Amazon with blonde hair and chestnut-colored eyes. She wears full plate armor that appears scored with many cuts and scratches and has over this a reversible yellow/green cape. She seems grim and appears to be looking at one of the Eunuch's scimitars. Hrolga did not receive her wounds from the spawn, as Veedra possibly suggests in conversation, but instead was attacked by Cryenna and then charmed by Veedra when she stumbled into this room. Sewn shut inside Hrolga's cape is a *periapt of wound closure* and a *potion of storm giant strength*. Her sword is within easy reach beneath some pillows—she can draw this as a free action. Hrolga is currently *dominated* by Veedra and follows her commands. If freed from Veedra,

she may join the adventurers for equal divisions of treasure and magic or set out on her own. She explains her reason for being in the dungeon as punishment from Ovar for her killing one of his favorite champions in the arena battles.

Hrolga, Female Human, Ftr7: CR 7; SZM; HD 7; hp 52; Init +5; Spd 20 ft.; AC 20 (+1 full plate, Dex); Atk +13/+8 melee (1d10 +9, +2 *flame tongue sword* plus 1d6 points additional flame damage; *flaming burst* on crit); AL CE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 11.

Skills: Climb +4, Intimidate +5, Jump +4. **Feats:** Cleave, Combat Reflexes, Improved Initiative, Quick Draw, Weapon Focus (longsword).

Possessions: +2 *flaming burst longsword*, +1 *full plate*. She also has a *periapt of wound closure* and a *potion of storm giant strength* hidden on her person.

Questioning the Women

If questioned, the women reveal these seemingly pertinent facts:

1. They are captives of King Ovar.
2. They wish to escape but don't know how since they are guarded; the only fighter amongst them is the Amazon, and she was recently damaged by the guards while attempting to escape.
3. They might know a way out, as the guards mentioned a room near an art gallery, or something of that nature, which the wizard used to bring them here. If the PCs agree, the women take them to area



19A, the Art Gallery, hoping to set a trap with Pynyck.

4. If asked about the guards, they say that a wizard placed them here as tireless guardians; if asked about the location of the wizard, meld this with number 3, above.
5. King Ovar has placed spells of concealment on them so that their former friends or benefactors could not find them. (Actually, Zayene placed the spell to dupe those he might place in the maze so they would fall prey to Veedra.)
6. They haven't seen men in many months now. This is an offhand attempt made by the vampress to get closer to a male character to drain or dominate him. She attempts this *only* if she is growing impatient with the proceedings for duping the PCs.

These answers are given by Veedra, as she seems the most intelligent and responsive of the three. Veedra uses her Bluff skill on the PCs. The women otherwise play dumb to PC questions indicating doubts or suspicions. When the characters are sufficiently duped and out of position, or when they show signs of departing (and turn their backs), the women attack, showing their true forms and purposes!

13. Wrecked Room (EL 8)

This room appears to be wrecked: tables, chairs, a desk, bottles and various other objects too crushed to define are spread about its interior. If the jester has not been killed in an encounter with the party before now, or if he has not joined their expedition, he is hidden behind a table in this room. If the characters enter and search the

Mar's Special Equipment

Bag: This is a *bag of holding*. In it is a card and his jester material.

Card: This card is wrapped in silk. It was given to Mar by Pynyck after Mar told him a great joke. He was told not to use it, or even look at it, unless he was in desperate circumstances. The card is any good draw from a *deck of many things* (determined by the DM, though no *wishes*).

Globes of Light: Any one of these lights used in the *juggling lights* spell (see the Spell Appendix) can be used to shed light in a 20-foot radius. There are eight globes in the bag. If used as part of a spell, they are used up.

Eight Glass Balls: Material components for the *stink bomb* spell.

+1 Balanced Dagger: Though only +1 on damage, this weapon accrues a +3 to hit when thrown. Mar only throws it under extremely life-threatening conditions, not wanting to risk losing the item.

room, he surrenders to them, for he has wearied of fleeing about the maze without food or water.

The jester has been thrown into the maze for affronting Ovar with too many jokes about nepotism. He is currently damaged and quite afraid of encountering any creatures that might harm him. If the characters approach him in a friendly manner, he talks with them from a distance. If there are signs of hostility, he either runs, hides in shadows or uses his spells

PRISONERS OF THE MAZE

to escape (*disappear*). If befriended he joins the adventurers in their escape quest (but does not join them to help assassinate Ovar). He knows general information about the way out, such as that four colored stones are needed to escape, but he doesn't know how these are used or where these stones might be found.

Mar the Jester, Male Human, Sor8: CR 8; SZ M; HD 8d4+16; hp 24 of 36; Init +5; Spd 30 ft.; AC 11; Atk +5 melee (1d4 +1, +1 dagger); SA throws dagger for +3 to hit; AL CN; SV Fort +6, Ref +8, Will +9; Str 12, Dex 13, Con 14, Int 13, Wis 12, Cha 15.

Skills: Concentration +12, Escape Artist +12, Hide +9, Knowledge (arcana) +7, Listen +8, Move Silently +7, Perform (Comedy) +8, Spellcraft +11, Tumble +12. **Feats:** Improved Initiative, Lightning Reflexes, Still Spell.

Arcane Spells Known (Cast Per Day 6/7/7/5/3): 0—resistance, ray of frost, light, dancing lights, mage hand, mending, open/close, prestidigitation; 1st—grease, joke, change self, silent image, ventriloquism; 2nd—glitterdust, disappear, chide, minor image; 3rd—displacement, stink bomb, juggling lights; 4th—uncontrollable laughter, improved invisibility.

Possessions: Bag of holding (see accompanying box for contents); +1 dagger (see accompanying box).

Description: The jester, Mar, appears as an average size male clothed in court jester's attire. He carries a bag and a dagger is at his side.

Note on Mar's Spells: Some of the spells Mar knows are unique to him and are detailed in the Spell Appendix.

14A through C. Ovar's Court (EL14)

This room is well lit by torches (one every 10 feet). As the characters enter, two distinct sounds are heard and a variety of beings are seen. First, a bald-headed, old man sitting behind a judge's bench strikes his gavel upon the bench top and speaks to the characters: "You are guilty of high treason against King Ovar! You are to be tried by a jury of your future peers." He motions to the jury box to the right (east) whereat sit eight cowed and silent figures. "Sit down so that the trial may begin." He motions to the four chairs along the wall to the right of the entry door.

The characters may attempt anything at this point. If they fight, the eight figures from the jury attack. At the same time, the two jailers, who are standing out of sight behind the bench, move to capture or kill the characters through use of their *shackles of imprisonment* (see below). The judge stays seated at the bench while repeatedly striking his gavel and exclaiming over and over, "Order in the court! Order in the court!"

If the characters seat themselves, they are tried in a whirlwind manner and pronounced guilty as charged. The jailers then appear and shackle them, and they are taken to area 14D, the Prison Room. If the characters resist, jailers, jury and judge act as outlined above.

Insane Judge, Male Human, War1: CR 1/2; SZ M; HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 11; Atk +1 melee (1d3+1, gavel); SQ insanity; AL CE; SV Fort +1, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 14.

Skills: Intimidate +1. **Feats:** Skill Focus (Intimidate).

SQ—Insanity (Ex): The judge's insanity makes him immune to mind-influencing spells.

Skeleton Jurors (6): CR 1/3; SZ M Undead; HD 1d12; hp 8; Init +5; Spd 30 ft.; AC 14; Atk +0 melee (1d6+1, scimitar, crit 18–20) or +0 melee (1d4 [x2], claws); SQ undead immunities, reduced damage (1 point from piercing, half-damage from slashing); AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 10.

Skills: None. **Feats:** Improved Initiative.

Wight Jurors (2): CR 3; SZ M Undead; HD 4d12; hp 26, 28; Init +1; Spd 30 ft.; AC 15; Atk +3 melee (1d4+1, slam plus energy drain); SA energy drain, create spawn; SQ undead; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills: Climb +5, Hide +8, Listen +8, Move Silently +16. **Feats:** Blind-Fight.

Knights of Chaos Jailers (2): CR 12; SZ M Construct; HD 12d8+36; hp 76, 80; Init +3; Spd 30 ft.; AC 19; Atk +17/+15/+13 melee (1d8+5, +1 longsword); SQ fire resistance, construct, imparted powers, darkvision (90 ft.); AL CE; SV Fort +11, Ref +11, Will +9; Str 18, Dex 16, Con 17, Int 12, Wis 12, Cha 1.

Skills: Listen +9, Spot +8. **Feats:** Cleave, Power Attack, Quick Draw, Sunder.

Possessions: +1 longsword, gold-plated full plate, shackles of imprisonment (2 each).

Shackles of Imprisonment

These manacles can be whirled in the air as a standard action to set them in motion; they then can be thrown up to 30 feet. If a hit is scored, the *shackles* lock around the target's ankles and clasp shut. Thereafter, any thoughts of escape or hostile thought toward the original wielder of these *shackles* results in excruciating pain to the recipient. This phenomenon interferes with actions requiring concentration (such as spellcasting). Other actions (such as moving, or attacking other creatures) can be accomplished only if the character in question rolls a successful Will save (DC 22). A missed save causes unconsciousness from the pain. Only one-quarter normal movement speed is possible due to the restraining nature of the *shackles*, and no running is allowed. Initiative is likewise reduced by 4, and those shackled are always considered flat-footed for defensive purposes. The *shackles* are removable only by beings outside their magical influences.

If the roll to hit is missed with the initial throw of the *shackles*, the *shackles* spend another round boomeranging back to the original thrower. If that person has moved, the *shackles* land within 1d6 feet from where they were originally thrown.

Caster Level: 14th; Prerequisites: Craft Wondrous Item, Craft Magic Arms and Armor, Extend Spell, Empower Spell, *bestow curse*, *levitate*, *symbol of pain*, *power word stun*, *permanency*; **Market Value:** 20,000 gp.

14D. The Prison Room (EL 6)

This is a room with a dirt floor, ceiling and walls. Human bones are spread about it. In each corner is a shovel. If the characters were brought here while under the influence of the *shackles*, they wake up 1d4 hours later with no shackles on. There are no apparent exits from the room.

The characters must use the shovels to dig a hole out of the room. The room is magical, however, and when 3 feet of dirt is dug, it magically reappears, flinging the characters out of the space they had just worked into. The buried left-hand (west) door can be dug to, but the dirt-refilling process takes effect even then.

The only way for the characters to win their freedom is by going through the door. There is an inscription on the door that can be seen if any of the characters near it when it is uncovered inquires about the door's make or description. There is a 20 percent chance that the inscription may be fully noted upon each separate dig. The fifth dig automatically reveals this sentence: "Speak thy liege's name and depart." Technically, their liege is still Ovar since he remains alive, and if all of the characters present speak his name simultaneously, the dig reveals the door and the door opens. The dirt remains heaped until they pass beyond the room, at which time the door slams shut and the dirt returns to the wall.

There is no other way to exit the room short of a wish. The room is lead lined and enchanted to foil teleportation, dimension door or other forms of magical travel. If PCs are trapped here for a long period of time, the DM should refer to Starvation and Thirst rules (see the *DMG*, page 86).

After 5 days the jailers and wights reappear to subdue the remaining characters. They are turned into wights and made part of the jury at area 14B.

15. The Archery Chamber (EL 10)

This room is well lit by a blazing light near the ceiling. As the characters enter here, archers, who had been hidden behind some bull's-eye targets, appear along the far (southeastern) wall and commence firing at the characters. The archers fire until they are engaged in melee, then they drop their bows and fight hand-to-hand. The captain steps back once melee is joined and fires into the combat, not worrying about hitting his own men. The blazing light in the ceiling is a *continual flame* spell (caster level 20). The archers have a small supply of iron rations sufficient for 7 men for one week.

Archers, Male Human, Ftr4 (6): CR 4; SZ M; HD 4d10+8; hp 34 each; Init +5; Spd 20 ft.; AC 20; Atk +6 ranged (1d8, composite longbow, crit x3, range 110 ft.) or +7 melee (1d10+2, masterwork bastard swords, crit 19–20); AL CE; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +3, Jump +2. **Feats:** Exotic Weapon (bastard sword), Improved Initiative, Martial Weapon Proficiency (longbow).

Possessions: +1 full plate, masterwork bastard sword, composite longbow, +3 arrows (x4), +2 arrows (x6), +1 arrows (x10).

Captain, Male Human, Ftr6: CR 6; SZ M; HD 6d10+14; hp 49; Init +5; Spd 20 ft.; AC 21; Atk +12/+7 melee (1d10+8, +1 bastard sword, crit 19–20) or +5 missile (1d8, crossbow, crit x2, range 80 ft.); Reach 5 ft.; AL CE; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 12.

Skills: Climb +3, Intimidate +4, Jump +3. **Feats:** Exotic Weapon (bastard sword), Improved Initiative, Martial Weapon Proficiency (bastard sword), Weapon Focus (bastard sword).



Possessions: +2 full plate, +1 bastard sword, light crossbow of speed, +3 bolts (x10), +2 bolts (x8), +1 bolts (x12).

16. The Keeper of the Caged (EL 10)

At the center of this circular chamber is a man bedecked in full plate armor. This is **Rukshilan**. He sits at a table and is setting down a mug of some steaming liquid as the characters enter. He quickly reaches for a glowing whip on the table before him. This room is lit by a single fire located in a shallow pit near the table. Three poles prop up a large stewing pot, which is bubbling with hot gruel.

Rukshilan, Male Human, Ftr8: CR 8; SZ M; HD 8d10+16; hp 69; Init +6; Spd 30 ft.; AC 16; Atk +12/+7 melee (1d2+4, whip plus special); Reach 15 ft. (whip); AL CE; SV Fort +8, Ref +4, Will +4; Str 16, Dex 14, Con 15, Int 14, Wis 12, Cha 16.

Skills: Animal Empathy +6, Climb +5, Handle Animal +4, Intimidate +4, Jump +5. *Feats:* Combat Reflexes, Dodge, Exotic Weapon Proficiency (whip), Expertise, Improved Initiative, Mobility, Weapon Focus (whip).

Possessions: Whistle of animal control, whip of pain, vermilion bag of tricks, +2 leather armor. See the accompanying box for more details on these items.

Tactics: Rukshilan is the master keeper of Ovar's caged specimens. He reacts with resolve to kill all intruders. He immediately kicks the nearby poles as a free action, spilling the stew pot. The gruel spills out in a 3-foot radius, covering Rukshilan's flank so that he may not be surrounded if he defends the open space next to the spill. The gruel scalds all those stepping into it for 1d2 hp and is slippery, requiring Reflex checks (DC 10) to pass through or slip and fall. A standard action is needed to regain footing in this mess. Rukshilan always attacks vulnerable PCs first.

If his hit points are reduced to 20 or fewer, Rukshilan releases his caged beasts. At that time he throws the lever (near the NW secret door) opening the doors to cages C and D, and he escapes through the door while blowing his whistle and commanding the loosed creatures to attack. He communicates with them through a word he's taught them well: "Kill!" coupled with a gestures toward the characters. He immediately proceeds to area 15. If the archers there have not been dispatched, he leads them in a counterattack of his room. Otherwise he flees to area 19A, where he warns Pynyck of the intruders. Pynyck commands him to await the party with him, but he is too busy otherwise to deal with them at this point. Add Rukshilan to that encounter when and if it occurs.

Rukshilan has several magic items, including a *bag of tricks* (see the accompanying box). He may choose to summon creatures using his *bag* during any round rather than engage in melee. He is most likely to use creatures from the bag to aid him in retaking the room if defeated by the PCs or in tracking down the characters if they flee. He definitely uses the *bag* every round after he has been reduced to 20 or fewer hit points.

Cages

Four cages are located in this room. A lever on the far (northwest) wall controls the cages. The lever is set in the center of a cross-shaped slot. Moving the lever into the

Rukshilan's Magic Items

Whistle of Animal Control

This is a 3-inch-long silver tube with a notch at the end; runes cover its length. When the whistle is blown, all animals, beasts and magical beasts within 60 feet must make a Will save (DC 15). Creatures failing their save are affected as per a *dominate animal* spell (Caster level 12). The *whistle* blower must be able to communicate with creatures in some rough form (gestures, partial known words, and so on) or these remain immobile (unless attacked) for 1d3 rounds and then regain normal faculties. Once the effect ends, the creature stands in a stupor for 1 round before regaining normal faculties. Creatures making their save most likely attack the *whistle* blower. The *whistle* may be blown twice per day as a free action. The blower of the *whistle* cannot control more creatures than he has points of Intelligence or Charisma, whichever is higher.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, Extend Spell, Empower Spell, *animal trance*, *dominate animal*, *permanency*; *Market Value:* 15,000 gp.

Whip of Pain

Beings struck by this *whip* must succeed at a Fortitude save (DC 16) or fall unconscious due to the massive pain inflicted. Beings remain unconscious for rounds equal to their 20 minus their Constitution (minimum of 1 round). The *whip* entangles on rolls of 2 and 3 and thus is not usable in the next round while it is being unwound. On a roll of 1 the *whip* may accidentally strike the user if he or she fails a Reflex check (DC 12). On a natural roll of 20, the target is automatically knocked out, as the *whip* snaps the vital area of the neck. It otherwise has normal properties of a *whip*.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, Craft Magic Arms and Armor, Extend Spell, Empower Spell, *symbol of stunning*, *permanency*; *Market Value:* 18,000 gp.

Bag of Tricks (Vermilion)

This *bag of tricks* produces special creatures hereafter listed; it otherwise functions as a normal *bag of* this type: 01–30, dire lion; 31–60, dire boar; 61–85, dire badger; 86–100, monstrous praying mantis. All creatures are Medium- or Large-sized. DMs should refer to the **MM** for their statistics.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *summon natures ally III*, *permanency*; *Market Value:* 6,300 gp.

following positions open or close the cages: center = all cages closed; up = opens cage A; down = opens cage B; right = opens cage C; left = opens cage D.

Cage A: 2 bugbears are held captive here. Rukshilan has mistreated them with the *whip*, as the *whistle* has no effect on them. If they are loosed, they attack Rukshilan first, then the characters. They attack anything that stands between them and their goal.

Bugbears (2): CR 2; SZ M; HD 3d8+3; hp 18, 23; Init +1; Spd 30 ft.; AC 17; Atk +4 melee (1d8+2, morningstar); SQ darkvision (60 ft.); AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +2, Hide +3, Listen +3, Move Silently +6, Spot +3. *Feats:* Alertness.

Possessions: Morningstars, leather armor, small shields.

Cage B: A subdued **grimlock** is kept here. It obeys Rukshilan's commands since it fears him and his *whip*.

Grimlock: CR 1; SZ M Monstrous Humanoid; HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 15; Atk +4 melee (1d8+3, battleaxe, crit x3); SA blindsight; SQ immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills: Climb +7, Hide +6 (+10 racial mod.), Listen +6, Search +5, Spot +3. *Feats:* Alertness.

Cage C: A **dire wolverine** is here. It is not trained and always attacks the being closest to it.

Dire Wolverine: CR 4; SZ L Animal; HD 5d8+20; hp 50; Init +3; Spd 30 ft., climb 10 ft.; AC 16; Atk +8 melee (1d6+6 [x2], claws) and +3 melee (1d8+3, bite); SA rage; SQ scent; AL N; SV Fort +8, Ref +7, Will +5; Str 22, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills: Climb +14, Listen +9, Spot +8. *Feats:* None.

Cage D: Located within the confines of this cage is a small, shallow pool containing a partially submerged **monstrous toad**. Rukshilan keeps the toad here to dispose of animals or other beings he cannot properly train. It is submerged at this time, awaiting food. In its stomach is a *ring of regeneration*.

Monstrous Poisonous Toad: CR 2; SZ M Animal (aquatic); HD 2d8+9; hp 24; Init +1; Spd 20 ft., swim 30 ft., climb 10 ft.; AC 15; Atk +5 melee (1d6+3, bite plus poison) or +4 melee (tongue, see SA); Reach 10 ft. with tongue; SA improved grab (tongue), adhesive tongue, swallow whole, poison; SQ low-light vision, aquatic, leap; AL N; SV Fort +2, Ref +4, Will +2; Str 15, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +8, Hide +7, Listen +5, Move Silently +5, Spot +7. *Feats:* Weapon Finesse (tongue).

Investigating the Room (aftermath)

The room is laid with many animal furs; on the table is a mug of strong tea that Rukshilan was sipping from when the characters entered. The pit is fired with a bundle of wood. There is a cot near the doorway. Beneath this is a box that contains Rukshilan's personal belongings.

Treasure: In the box is a ring of gold inset with a ruby (worth 2,080 gp), a map to area 4 via area 17 and the three secret doors (south from 14 through the secret doors, continuing past area 23, then through the secret door and east, turning north to the door to area 4), 345 gp and a box of tea leaves.

Food: Food for the creatures is stored in bins, casks, barrels and boxes near the cages. In front of cage A are casks with meats for the bugbears; in front of cage B is a box with dried meat for the grimlock; in front of cage C are roots and rank meats for the wolverine; in front of cage D is a barrel of rotten fish for the toad. Rukshilan's gruel must consist of a mix of the food that the creatures eat, as no other victuals are apparent. A large barrel of water is located along the wall between cages A and B. This contains two weeks' worth of water for the entire party of 4 PCs. Next to this is a drinking cup, six water skins and a dozen wooden buckets.

17. Gong Room (EL3)

There are three gongs in this room, each made of a different metal and with a matching beater before it. The gongs radiate a strong *conjunction* magic (the bronze gong also radiates *illusion* magic). If struck with the appropriate beater, they summon things as described below:

Bronze Gong of Inverted Projection

A projected image of Zayene appears and immediately smiles: "You rang?" He looks at the most damaged PC, amused. "I see that you are having fun in my maze. It is one of my lesser works, but the *Key* to my success, so to speak." He ignores conversation if spoken to and then closes with, "Keep ringing, but don't strike the last gong, that's a bad one." He smirks and the image disappears. Repeated strikes against this gong produce nothing.

Silver Gong of Bubbles

Every time this gong is struck, 2d6 random bubbles appear in the room (see the Monster Appendix for the statistics of this new monster). Roll 1d6 for the type of bubble that appears. The bubbles remain until popped or otherwise disposed of. Bubbles are summoned each time the gong is rung.

Gold Gong of Demonry

When this gong is struck, a beautiful ring appears on the ground before the summoner's feet. It is inscribed with many protection runes and looks highly magical. This is a *ring of spell turning*, and if donned it functions as such indefinitely. However, the ring also has a powerful *demonic link* worked into its magic (*commune* or a similar spell ascertains that there is a danger in using this ring).

Demonic Link: Every time a spell is reversed with the ring, a nondiscernable link to the demonic realm is opened, allowing a random demon (see accompanying table) to attack the wearer of the ring either physically or with its special or spell-like powers. The demon notes the PC from its realm and initiates the attack through the portal created by the link. It does not appear to the PC in any shape; the attack appears to affect the PC physically, and him or her alone. The ring does not turn the magic initiated by demons through this link. Whenever possible the PC should be led to believe that the resulting damage or negative effect is from the spell attack he or she attempted to turn and not from an "outside" source.

18. Abandoned Chamber (EL 2)

Wandering Monster: There is a 1 on 1d20 chance per 5 minutes that the troll from area 18A enters the room.

This chamber appears dusty and unused, but the party easily notes that this must have been a sanctuary for inhabitants of the maze at one time. Many objects of a broken, rusted or decrepit nature litter its entirety. Many of the condemned, wandering prisoners of this level have at one time sought refuge here. Their telltale signs are enmeshed in the room's various contents as follows:

3-Foot-High Stone Jug: Dried mulberries spill over this container's top.

Two Lanterns: The first one examined is broken and unusable; the other is a bull's-eye type that functions for 10 minutes on its remaining oil.

Two Vermilion Cushions: These appear torn and discolored.

Broken Bucket: This is moldy and smells awful.

Shattered Crystal Goblet: This appears totally destroyed. Close examination (Spot DC 25) reveals a single ruby worth 900 gp affixed to a crushed wall of the goblet.

Quiver of 14 Arrows: These are shattered and decayed.

Gray Bottle: This appears to be a carved stone bottle. There is a jelly substance inside. If the goo is swallowed, the imbibor is subject to the effects of a *suggestion* spell for 1d8 minutes. No save is allowed. The PC immediately believes that this room's worthless items are of value and the valuable items are worthless.

Large Papyrus Scroll: This has gibberish written on it as follows: "Go left, then right, then back again, Aha! I've got it! The treasure is buried here!" This scroll was written by a person who ate a portion of the jelly from the bottle, above. The PCs could use the scroll's backside for mapping material.

Crumpled Mage's Hat: A sentence written in Giant with a clumsy signature is on the underside brim of the hat: "I dun it wit mi club."

Small Wooden Chest: This contains 2 moth-eaten cloaks and 2 pairs of worm-eaten boots.

Cloven Silver Trumpet: This tarnished and dusty item lies in a (southeast) corner. It is a cloven *silver horn of valhalla*, and if the parts are thrust together and held (with rope, glue, *mending* spell, etc.), there is a 60 percent chance of it retaining its former powers.

Where Is the Troll?

Roll d100 on the following table:

1–25: The troll is gone and does not return before the characters leave this chamber (good for 2 hours, then the troll automatically returns).

26–50: The troll is in transit to this room and arrives in 3d6 minutes.

51–100: The troll returns one to two rounds after the party enters the room.

18A. Voracious Troll (EL 6)

There are piles of dirt, an assortment of bones, rusty and shattered weapons and tattered and shredded clothing in this room. It takes PCs 4d20 minutes to search through this mess. If there is no guard posted here when the troll returns, the party is automatically surprised. To ascertain when the troll appears, check the accompanying box. The troll is voracious, as it has not recently eaten and is searching for food. Zayene feeds the beast periodically but likes it to be hungry. Once encountered, it attacks with Rage (see above) until killed.

Voracious Troll: CR 6; SZ L Giant; HD 6d8+48; hp 72; Init +2; Spd 30 ft.; AC 16; Atk +11 melee (1d6+8 [x2], claws) and +6 melee (1d6+5, bite); Reach 10 ft.; SA rage, rend; SQ darkvision (90 ft.), regeneration; AL CE; SV Fort +13, Ref +4, Will +3; Str 27, Dex 14, Con 27, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5. **Feats:** Alertness, Iron Will.

SA—Rage (Ex): Str and Con both increase by +4, and AC decreases by -2 until death occurs or melee ends. **Note:** The statistics above include bonuses for Rage.

19. The Art Gallery (EL See Below)

DM Note: This room is large and full of a number of significant items. The room itself is depicted in larger scale and with a cutaway on the inside back cover to assist with running encounters here. You should become familiar with all the items in this room prior to running any encounters here.

Room Description: The floor is laid with a light gray carpeting, and a dull white light permeates the room,

Demonic Link Table

Roll d100 and consult the following table and then pages 41–46 of the *MM* whenever the ring turns a spell.

Roll	Demon	Attack Options (Physical/2Spell-like/SA)
01–03	Balor	<i>vorpal greatsword/implosion; firestorm</i>
04–22	Dretch	2 claws, bite/ <i>stinking cloud</i>
23–37	Succubus	2 claws/ <i>doom, unholy blight</i>
38–49	Retriever	4 claws/ <i>eye rays</i>
50–67	Beblioth	<i>poison</i> bite, 2 claws (<i>armor damage</i>)
68–89	Vrock	2 claws, bite/ <i>spores</i>
90–97	Hezrou	bite, 2 claws/ <i>summon swarm/stench</i>
99–00	Nalfeshnee	<i>call lightning, chaos hammer, unholy blight</i>

KEYED ENCOUNTERS

giving it a swirling, surreal feel. The ceiling of the room is capped with a windowed cupola and a walkway stretching high above the floor. The room is filled with large hexagonal pillars. Pictures and paintings of various sizes hang within view of the entryway, covering the pillars and some of the walls. The pictures are perfectly interspersed with sculpture work displayed on pedestals that line the room. The chamber appears to be some strange art gallery.

In the center part of the gallery is a multifaceted crystal that hangs from a long, sturdy chain attached to the upper extremities of the gallery. In fact, this crystal seems to act as a focus for the rays of light that are now cascading through several strange-looking windowpanes on the walkway above. The rays of light arc inside the apse-shaped dome and strike the crystal, which in turn sheds its dull light on the gallery's contents. Due to this magical circumstance, the pictures themselves seem surreal at times or oddly bizarre when in one's peripheral vision. At times the pictures seem to move, though this must be a trick of the light.

Pynyck: The creator of these art pieces is Pynyck, a Sorcerer/Artist, with some assistance from Zayene himself. Pynyck is normally found at area 19A. He does not come forth to deal with the characters unless they somehow alert him to their presence (with excessive noise, for example) or if he is alerted by another denizen of the maze, such as Rukshilan. It is left up to the DM to ascertain whether the party has indeed alerted him. See area 19A for details regarding his possible interaction with the PCs. There is a small chance (1 to 4 on 1d20) that players passing near picture 35 are seen by Pynyck through his one-way mirror (see area 19A).

The Dome and Walkway Above: No stairs reach up to the walkway around the cupola of the room and the strange

windows. PCs must either find a way to climb or fly up. They may also transport up using the magic of painting 18 (see below). Once the PCs reach the walkway, they can look down on the art gallery, past the huge, shining crystal suspended from a chain here. The walls here are decorated with mosaics and tessellated with many demonic and surrealistic representations, bizarre patterns, obtuse shapes and unearthly landscapes. The characters become aware instantly that these depictions are all a product of one mind! Built into the lower north wall are four 6- by 2.5-foot windows of curved, pellucid glass. One is stained amber, one is azure, one is rose and the last is emerald green. Together these portals emit lights that arc and then join within the dome. This light is then transmitted to the crystal globe, which in turn sheds an off-white light on the gallery.

Elemental Transports: The windows ringing the dome are in fact dimensional annexes to the Elemental Planes of Fire (rose), Air (azure), Earth (amber) and Water (emerald green). It is obvious to the characters that these portals also serve as viewing apertures, since chairs, easels, canvas and other artist's implements are arranged near each of them. Characters looking into these windows note landscapes with occasional moving figures common to the plane viewed. Thus fiery lands with volcanoes are seen through the rose pane; sustained viewing (1 or more hours) reveals a fire creature or being of some sort (dragon, salamander). So it goes in similar fashion with the remaining planes.

Characters may pass into an Elemental Plane by walking through the proper pane at a rate of one character per minute. Characters then find themselves on the plane selected. DMs are thereafter on their own in designing adventures for the characters. There is no apparent way to cross back to the gallery from these realms. The panes are



indestructible, resisting all magical and physical attacks. If the PCs remove themselves from the scenario in this way, they eventually die a horrible death on the chosen plane—end of adventure. The DM should foreshadow, in some creative way, that this is not a good choice to begin with.

The Paintings

There are 39 paintings located here. Those that are magically endowed—they contain monsters that animate, they are enterable, etc.—are indestructible. All physical, mental or magical attacks attempted against these magical paintings fail, merely bouncing off or having no effect. The nonmagical pictures are easily destroyed. All picture frames are merely decoration and, unless specifically noted, can be removed from the paintings. Magical paintings stay attached to the wall in any case. Each frame's value is listed where applicable, and it is assumed that these values represent the depreciation that would have occurred due to the characters' method of removing them (with daggers, for example). If characters devise some method of removing the frames without damaging the craftsmanship, increase those listed values by 10 to 40 percent (1d4 roll). Dimensions given are height and then width, not including the frame.

"Touching" the Paintings: Touching the paintings means actually reaching out with any fleshy part of one's body—no matter how small—and making contact with the surface of the art piece, including the frame. Thus, touching includes being thrown against the painting, as long as some part of the flesh of the creature comes into contact with the surface of the painting. Characters using any other method, such as probing pictures' surfaces with poles or touching with a gloved or mailed hand, do not activate their magic.

"Approaching" the Paintings: Approaching a painting occurs when a living being or any part of his physical body comes within 10 feet of the picture. A living being standing 12 feet away and using a 15-foot pole to prod the painting has not "approached" the picture, as he has not come within 10 feet. But a living being standing 11 feet away and sticking his hand out 2 feet has approached the painting.

Dispelling Animated Effects: All the paintings were created by Pynyck, though some were made with Zayene's magical assistance. Any pictures that cause effects similar to spells can be dispelled using *dispel magic*, though it is done against Zayene's caster level of 20, unless otherwise noted in the individual painting descriptions.

Entering Paintings: Some pictures, where noted, are enterable. Any PCs doing so find themselves in subdimensional "pocket" areas, as noted from the gallery side. All spells, abilities and magical items are usable "inside" the paintings. Items or spells allowing magical transportation can be used inside the paintings, though they cannot be used to exit these due to the magical interference created by these dimensions. From inside the picture, the characters see a wall containing a picture of the inside of the gallery, as if these were actual windows looking back on some still-life painting of the gallery from a reversed viewpoint. The characters must reenter the gallery through these separate pictures. Each is 5 by 2 foot in size and allows a Medium-sized or smaller being to transport through, one per round.

Painting Descriptions (1 to 39)

The following key corresponds to the numbered items located on the larger scale map of this room found inside the back cover of this module.

1. Mug, Fist and Flaming Clouds (EL 8)

Description: This 5- by 2-foot painting is framed in teak (worth 500 gp) and festooned with many small flowers. It depicts a table of oak with a large silver mug on it. Rising from the mug is a clenched leprous fist with a silver ring adorning a finger. In the background are swirling, ethereal clouds that are spouting flames and hurling meteor-like rocks about the table, but these do not touch it.

Interaction: If "touched" (see above), the fist activates and comes forth as a *Bigby's clenched fist*, though it appears sickly and leperous. Treat the *fist* as if it were controlled by Pynyck, though he does not need to be present to control this *fist*. It has 47 hit points and is AC 20. The fist has a reach of 10 ft. from the picture. Since Zayene supplied the *fist* spell during the creation of the painting, it has effective caster level of 20 for purposes of *dispelling*. The *fist* strikes at any living targets within its reach. In addition, if the *fist* successfully strikes a PC, it inflicts disease (*red ache*) as per the spell *contagion*. If the characters retreat out of its range, it recedes back into the picture, where it heals itself (3 hp/hour).

If the fist is destroyed through combat, its ring drops to the floor. The character donning this ring becomes instantly aware of its powers. This ring is a combination type, having the powers of a *ring of fire resistance* and also possessing limited *spell storing* capability. Stored within the ring is a 2d10 *fireball*. The ring cannot be restored with spells after expending the fireball.

2. Baboons in the Trees (EL 9)

Description: This piece is set in a simple 7- by 3-foot frame of boxwood (worth 345 gp). Depicted is a huge mandrill baboon, blue faced and hideously rib nosed. This creature stands before a large palm tree from which smaller baboons are descending.

Interaction: If the picture is "approached" (see above), nothing happens immediately, but the mandrill becomes magically aware of the party. It waits until all PCs have passed and are occupied elsewhere. The **mandrill** and its 15 **baboons** enter the gallery and attack the party. The mandrill retreats back into the painting if grievously wounded. The other baboons follow him. If the mandrill is killed, the remaining baboons become ferociously excited, attacking for +1 to hit until all are eliminated or driven away. The baboons do not reenter the painting without the mandrill and remain in the maze even if driven off.

Grotesque Mandrill: CR 2; SZ L Animal; HD 3d8+6 hp 22; Init +3; Spd 40 ft., 30 ft. climb; AC 14 (-1 size, +3 Dex, +2 natural); Atk +5 melee (1d10+4, bite) and +0 melee (1d4+2 [x2], claws); Reach 10 ft.; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 16, Con 16, Int 5, Wis 14, Cha 6.

Skills: Climb +14, Listen +7, Spot +8.

Baboons (15): CR 1; SZ M Animal; HD 1d8+1; hp 7 each; Init +2; Spd 40 ft., climb 30 ft.; AC 13; Atk +2

melee (1d6+3, bite); AL N; SV Fort +3, Ref +4, Will +1; Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4.

Skills: Climb +13, Listen +5, Spot +5.

3. The Birch Tree with Crystals and Bottle (EL 5)

Description: This picture is set in a gold- and platinum-filigreed 5- by 2-foot frame (785 gp). Depicted is a lovely and ageless white birch tree. Among its leaves are silver-, amber-, and violet-colored crystals. These are intermixed with many gems adorning its branches. Set before the tree is a copper bottle stoppered with a large yellow gem.

Interaction: Touching the bottle in any way causes it to drop to the gallery floor in front of the characters. If opened, a *djinni* (see *MM* pages 94–95) comes forth and serves its new masters. It states that this is a limited service connected with the picture, and no more (i.e., it cannot create food and water or use other spell-like powers for the party's benefit, nor does it fight for the party). It states that it is the only being capable of entering the picture (which is true) to retrieve the crystals and gems therein.

If ordered into the picture for such retrieval, the *Djinni* returns with worthless gems and crystals, piling these before the PCs for their inspection. The characters immediately recognize the true worthlessness of these articles, and if they press the *Djinni* for recompense, he returns to the picture and brings forth the true treasure: 3 silver crystals, 2 amber crystals, 1 violet crystal and 100 gems. The crystals are magical (see the accompanying side bar), but the gems are all worthless glass.

If the *Djinni* is ordered to procure more than the share he already brought forth, he uses his *whirlwind* ability, sending those PCs missing their Reflex saves flying to the walls for an additional 2d6 of impact damage each. The crystals, if not previously stored away, are flung about the gallery to be either shattered or lost until the PCs have the time to search for them. The *Djinni* then reenters the picture and cannot be resummoned by the same party for a full week.

4. Insane King (EL 5)

Description: This painting is set in a 6- by 2.5-foot frame of ebony (worth 354 gp if stripped). Depicted on the aging canvas is a portrait of an insane but regal-looking person bedecked in robes of black with silver snakes, lion

heads and two-headed dragons coursing its length. He wears a silver and gold crown set with rubies, emeralds and sapphires. His left hand grasps a silver scepter, and his right hand juts forth to reveal a black orb in its palm. Three real buttons can be seen on the upper right-hand side of the frame.

Interaction: The first two buttons do nothing when pushed, but when the third is pressed a needle springs from its center and pins the hand pressing it to the wall. The floor beneath the character spouts water (4 gallons of stale but drinkable water, if players think of this), and an electrical shock travels through the wall and jolts the grounded character and any in contact with him for 7d6 electrical damage. The pin then recedes and the character is released.

5. Empty Canvas (EL 10)

Description: This 5- by 2-foot oak frame holds an empty canvas. Set before this is a small artist's table with a paintbrush and a jar of rainbow-colored paint made of crushed gemstone and other pigments.

Interaction: If the characters use the paint and brush to paint a picture, the following picture appears on the canvas regardless of what they intended to paint: a cavern heaped with gems. Deep footsteps starting at the painting's bottom center lead step by step through the deep gem mass to an ivory throne encrusted with minerals and gems.

If the characters go into this newly painted picture, they appear (one at a time) in the first set of footprints. If they approach the throne via the remaining prints ahead of them, they reach it safely. But if they step from the safety of the prints, all doing so must make Fortitude saves (DC 20) or be *polymorphed* into gem material and fall upon the gem mass. Characters are irrecoverable in this form, except through divine intervention.

Characters *flying* or otherwise traveling above the mass find dead-end, rough-hewn chambers filled with the same gem material. Characters who sit (one at a time) on the throne come into contact with their deities. When this is done a purple gem on the chair's right arm lights up. When four questions are asked (as a *commune* spell), the light goes out. Each character may ask 4 questions, and with each sitting the gem relights but dims after the questions have been answered. Any character asking more than his or her share of questions is thrown from the chair onto the gem pile; the PC must make a Fortitude check (DC 20) upon landing and another while returning to the footprinted path.

The throne is definitely an obscure artifact and looks priceless. But if taken from this dimension, it ceases to function and after 30 days disintegrates into a pile of dust.

6. The Black Knight (EL 7)

Description: This painting is set in a 5- by 2-foot silver frame (worth 500 gp) and depicts a great black-armored fighter. He holds aloft a huge metallic mace that has a spiked head and black haft.

Interaction: When the picture is approached (see above), the fighter caprisoned in black plate armor and wielding a black mace leaps from it to do battle. He fights to the death, choosing to attack in order of preference fighter types, clerics, then mages.

Potion Crystals

These crystals are small and fragile, breaking up easily if roughly handled. If consumed as detailed below, they have magical effects at caster level 9.

Silver Crystals: These are greasy to the touch. Each produces a *potion of cure serious wounds* if combined with a pint of water and left to dissolve for 3 minutes.

Amber Crystals: These feel brittle to the touch. When eaten or mixed with water and consumed, these crystals *neutralize poison* as per the spell.

Violet Crystals: These crystals feel rough to the touch. If crushed and mixed with water, they create a *potion of locate object*.

PRISONERS OF THE MAZE

Black Knight, Male Human, Ftr7: CR 7; SZ M human; HD 7d10+14; hp 65; Init +1; Spd 20 ft.; AC 23; Atk +14/+9 melee (1d8+7, +3 *black heavy mace*); SQ divine favor; AL CE; SV Fort +6, Ref +4, Will +5; Str 18, Dex 15, Con 14, Int 10, Wis 13, Cha 13.

Skills: Climb +5, Jump +5. **Feats:** Cleave, Iron Will, Power Attack, Sunder, Weapon Focus (mace), Weapon Specialization (mace).

SQ—Divine Favor (Su): This fighter gained favor from an evil god for slaying a good priest who had kept the mace from evil hands; he is not affected by 1st through 3rd level arcane or divine spells of any type because of this.

Possessions: +4 *full plate*, +3 *black heavy mace* (grants the Divine Favor special quality, above, if the wielder is Chaotic Evil).

7. Swarthy Warriors (EL 0)

Description: This painting is set in a 6- by 2.5-foot frame of bronze with silver filigree (worth 540 gp). It depicts three husky, black warriors in bronze hauberks: the first one holds a sword, the second a javelin and the third a green bow.

Interaction: The weapons (which are unique or magical) may be taken from the picture, but only in proper sequence: first the *short sword*, next the *bow* and then the *javelin*. They have the following properties:

Cursed Short Sword: When first used in combat, and every hour thereafter, this +2 *cursed sword* screams, affecting creatures within hearing distance as does a *shrieker*. If thrown away, the sword seeks its owner's sword hand, moving 40 feet per round by levitation. It floats and follows its wielder forever no matter where he or she flees to! A *remove curse* or a *dispel magic* (against caster level 12) sends the *sword* back to the picture, as does a *limited wish*, *miracle* or *wish*.

Green Bow: This weapon is not magical, but is an heirloom of the great elven warrior. If returned to the family Tharsilon, whose representatives live in a nearby wood (DMs to locate in their game world), the party receives five thousand platinum pieces as a reward. The family will, as an alternative, make a suit of *elven chainmail* for the most charismatic fighter in the party in lieu of the reward. This bow may also be exchanged as an exit-item requested by the ethereal fox found in the *Happy Hunting Grounds* in Module M2, *Dimensions of Flight*, as this being relishes the bargaining power it will bring in dealing with the family Tharsilon, which is renowned for its hunting.

+3 Javelin of the Far Eye: This +3 *javelin* has double the range increment of a normal javelin and always hits its target, except on natural to hit rolls of 1 to 3.

8. The Axes (EL 4)

Description: This picture is set in a 4- by 1.5-foot frame of burgundy stained walnut (worth 50 gp). Depicted are two crossed battleaxes.

Interaction: If the piece is approached (see above), nothing happens immediately. Once the characters walk away from this picture or pass by again within 20 feet, the axes attack from behind. They attack with a +6 circumstance bonus, dealing 1d8+1 damage per attack. Once the initial attack is over, the axes continue to attack the characters (at +4 melee, without the circumstance bonus) as *dancing weapons* for 4 rounds, though they do not move

more than 20 feet from the picture. They go back into the picture when all characters within 20 feet are either dead or have moved out of range, or after 4 rounds of fighting. Once activated, they continue to come forth from their picture if characters pass near them (within 20 feet) again. This picture is indestructible, but a *dispel magic* cast against caster level 18 deactivates these axes for a full day. The axes have Hardness 8 and 12 hit points. If damaged beyond their hit points, they return to the picture fully intact and must be activated to attack again. If somehow seized and taken beyond 20 feet from the picture, the axes disappear and return to the painting. There is no way for the PCs to recover the axes.

9. The "Corridors" (EL 2)

Description: This work of art is set in a 6.5 by 3-foot frame of carved stone (20 gp). Depicted is what appears to be a flat wall with 3 rough-hewn corridors leading from it: one large, one medium and one small corridor.

Interaction: This picture may be entered. Ask the characters what corridor they have chosen. In actuality, the painting does not depict corridors, but rather a set of pits as seen from above. Anyone entering the painting falls into their depths face first: depths are 10 feet for the small, 20 feet for the medium and 30 feet for the large. Characters suffer 1d6 damage (no save) for every 10 feet fallen. A picture of the gallery is located at each pit's bottom so that characters may return to the gallery. If the pits are climbed out of instead (Climb check DC 10), the PC finds himself in a sealed 30- by 30-foot room with no way out.

10. The Seven Hands (EL 10)

Description: This painting is set in an 6- by 4-foot frame of malachite (worth 600 gp). Depicted are seven distinctly different hands: a clawed hand embroiled in flame, a mummified hand, a black hand, a skeletal hand, a hand in a bronze gauntlet, a wooden hand banded with iron and a grotesque hand dripping with greenish ichor.

Interaction: When approached (see above), the hands come forth from the picture and attack passersby. All it takes is for one PC to activate all the hands by approaching. Once activated, the hands attack any PCs in the gallery. Each has its own particular attack form. The hands cannot be *dispelled*.

Hands (general): CR 5; SZ S Construct; HD 6d10; hp 30; Init +8; Spd fly 40 ft. (good); AC 16; Atk +8 melee/ranged (1d8, plus any SA); SA see below; SQ construct, fast healing (fully healed inside painting); AL N; SV Fort +4, Ref +8, Will +4; Str 10, Dex 16, Con —, Int —, Wis 10, Cha 1.

Tactics: After attacking, the hands fly back into the picture, where they are fully healed. They come out again the next round with full hit points. They do not *teleport*, but instead must fly out of and back to the painting. The hands must be eliminated (before they fly back to the painting and are healed) or they follow the characters throughout the gallery, darting back into the picture and then reappearing to haunt them. They do not leave the gallery proper, though they follow PCs to its limits, such as into Pynnyck's chambers (area 19A) or to the walkway above. Once a hand is dispatched, it no longer appears within the picture.

Treasure: If all hands are destroyed, the picture changes to a large 2-foot by 9-inch gauntleted hand, palm facing the characters. PCs placing their own hands on the magic hand are cured by a *cure critical wounds* spell (caster level 12) and for the next 1d4+1 hours are under the effect of a *resistance* spell. A PC touching the hand repeatedly does not gain additional benefits. This hand remains on the canvas for 3d6 rounds. It then disappears, and the canvas turns a deathly black color.

Hand Special Attacks

Each of the seven hands has the following special attacks or qualities in addition to those mentioned in the stat block:

Clawed Hand: This hand is embroiled in flame and causes an additional +2d6 fire damage on successful attacks.

Mummified Hand: A successful hit by this hand inflicts *mummy rot* as per a mummy (see the *MM* page 138) in addition to normal damage, though it does not cause energy drain.

Black Hand: A successful touch attack means this hand has reached out and strangled anyone failing a Reflex save. It causes 1d8 damage the first round it attaches and then inflicts suffocation damage until destroyed (see *Suffocation* in the *DMG* page 88). No spells requiring verbalization may be used by the PC being strangled. Unlike the other hands, this hand remains around the throat of the PC it is strangling until either the PC is dead or the hand takes damage. Only then does it return to the painting to heal.

Skeletal Hand: This hand emerges from the painting and makes a total of 5 ranged attacks at up to 5 different PCs (or all at one), firing the tips of its fingers at them. The hand then returns to the painting, and the fingertips regenerate. Upon returning to melee, the hand has a full compliment of these again. Range for these missiles is 120 feet.

Metallic Hand: This hand appears as a bronze gauntlet with many sharp spikes protruding from its knuckles. It punches with a closed fist, doing an additional +2d6 damage per attack. PCs hit must make Fortitude saves (DC 17) to avoid being stunned for 1d4 rounds. The hand then returns to the painting and attacks again the following round. It prefers to focus subsequent attacks on previously stunned characters.

Banded Hand: This hand appears carved from black walnut and banded with iron. Its open-handed strike deals additional +2d6 cold damage from its enchanted cold iron bands.

Grotesque Hand: In addition to normal damage, PCs must make a Fortitude save (DC 18) or they are stricken with the poison that drips from the fingers of the hand (*large scorpion poison*, 1d6 Str/1d6 Str).

II. Sunken Ship in Gem-Encrusted Frame (EL7)

Description: This 4- by 2-foot picture is set in a frame of embossed silver that has inlaid layers of aquamarine gemstone (worth 1,230 gp). Depicted is a water scene, with many fish swimming near the wreck of a sunken ship. The hull is open on the aft (viewer's side), and its hold's contents litter the nearby sea bottom. A few chests are clearly seen nearer to the bottom of the picture.

Interaction: The characters may reach within the picture and bring forth two chests.

The first is a small wooden chest that is rigged with a water trap. When the lid is opened, 3 globes of water shoot forth, impacting the opener. Inside the small chest are 4 *potions of water breathing*.

Small Locked Wooden Chest: 1 in. thick; Hardness 5; hp 1; Break (DC 17); Open Lock (DC 25). **Water Trap:** CR 3; 3 globes of water, +4 ranged (1d12 damage each); Search (DC 20); Disable Device (DC 30).

The second, larger chest contains a 3-foot-high and 2-foot-wide cylindrical, translucent, stoppered jug filled with water. Next to it is a woolen sack.

Large Locked Wooden Chest: 2 in. thick; Hardness 5; hp 5; Break (DC 18); Open Lock (DC 25).

If the jug is uncorked, the *drench* inside attacks the character closest to it.

Drench: CR 5 SZ L Elemental [Water]; HD 4d8+4; hp 20; Init +5; Spd 40 ft.; AC 15; Atk +3 melee (1d10+4, slam); Reach 10 ft.; SA improved grab, drown, water mastery, drench; SQ damage reduction (10/+1), acid and cold resistance, elemental; AL NE; SV Fort +4, Ref +3, Will +1; Str 15, Dex 15, Con 13, Int 12, Wis 12, Cha 9.

Skills: Hide +10, Listen +5, Move Silently (water) +8, Spot +5. **Feats:** Improved Initiative.

Note: See the Monster Appendix for more details on this new monster.

The woolen sack contains a *blue pearl* that, if looked at closely, reveals two words—"Water" and "Elements"—inscribed on its shiny surface. The pearl feels brittle to the touch and, if detected for, radiates *conjunction* magic. If the pearl is crushed, a *water elemental* is summoned and serves the one whose action freed it for 1d6+1 minutes and then departs. If the water elemental is loosed in the drench's presence, the drench takes control of it and orders it to attack the PCs.

Water Elemental: CR 5; SZ L Elemental [Water]; HD 8d8+32; hp 70; Init +2 (Dex); Spd 20 ft., swim 90 ft.; AC 20 (-1 size, +2 Dex, +9 natural); Atk +10/+5 (2d8+7, slam); Reach 10 ft.; SA water mastery, drench, vortex; SQ elemental, damage reduction 10/+1; AL N; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 19, Int 6, Wis 11, Cha 11.

Skills: Listen +11, Spot +11. **Feats:** Cleave, Power Attack.

12. Psychedelic Geometrics (EL6)

Description: This 5- by 2.5-foot piece is framed in cherry wood and etched with geometrical designs. Depicted are many different colored forms: gold prisms, green trapezoids, mauve tetragonal prisms, maroon spheroids and olive hexahedrons.



Interaction: Any character approaching (see above) this painting and looking at it must make a Will save (DC 23) due to the swirling, hypnotic patterns of the shapes. Characters failing their Will saves are dazed for 3d6 minutes. They may be moved by nondazed comrades. They do not resist. They remain dazed for the 3d6 rounds noted above. If they are still in front of the picture after 10 minutes, they are magically drawn into it. Such characters are forever lost unless Pynyck (see area 19A) is convinced to retrieve them.

13. The Juggling Giant (EL 0)

Description: This 6- by 2.5-foot picture is framed with ivory sections and depicts a giant juggling boulders while balancing himself on a mountain side.

Interaction: This picture is not magical. If the frame is dismantled, the ivory can be sold for 760 gp. Pynyck is fond of this particular piece; if it is destroyed by the characters, he might seek revenge (of sorts) upon them.

14. Copper Runes on Black Field (EL 0)

Description: This 4- by 1.5-foot picture is framed in copper and depicts many strange symbols and runes all on a field of black.

Interaction: In a 1-foot-square secret panel (Search DC 25) in the column's surface just above this picture are a magnifying glass and three sheets of vellum. If the glass is found and then used to scrutinize the painting, several lines of raised, backward magical writing can be seen—the writing is a mirror image of normal writing and appears to be magical writing. In fact, the writing is the details of

spells, written backwards. If a sheet of vellum is carefully placed on these printed areas, pressed down and then lifted off, spells are transferred in their correct left-to-right orientation. That specific spell(s) then disappears from the painting, never to return. There are four level-3 to -5 divine spells and five level-5 to -6 arcane spells on the canvas. Each vellum sheet can hold up to five spells.

Note: Other items/powers that allow similar magnification may be used in place of the glass to see the writing. Also, DMs are encouraged to make the spells on the painting rare or hard to find. For example, include all of Mar's jester spells (see the Spell Appendix) among the bunch, or other similar rare spells in your campaign.

15. Satyrs and the Woman in Scarlet (EL 0)

Description: This 6- by 2-foot picture is framed in mahogany and carved with many satyrs and cupids. Depicted is a lovely woman robed in scarlet and wearing a silverish crown.

Interaction: The picture is of little worth, but if moved, a recess behind it reveals two potions: one *cure serious wounds* and one *poison (dark reaver powder)*. The potions are indistinguishable from each other.

16. The Circling Griffon (EL 0)

Description: This 5.5- by 2-foot painting's frame is made of teakwood inlaid with many gray and black birds of prey. Depicted on the canvas proper is a large griffon circling a mountaintop.

Interaction: If this painting is touched, the griffon disappears from the picture; if it is touched again, the griffon

reappears near its original position, but now a formless rider is astride its back. If the picture is touched three times, the pair disappears. Nothing happens if the painting is touched further. After 24 hours the painting appears as it did when initially viewed. This is one of Pynyck's earliest attempts at merging his magic with paintings.

17. The Old Man (EL 0)

Description: This 6- by 2-foot picture is framed with crystal (worth 230 gp) and depicts an old man sitting at a desk piled high with books and scrolls. The edges of this picture are obscured by a thick covering of mold.

Interaction: This painting is nonmagical.

18. The Cupola and Windows (EL 0)

Description: This 5.5- by 2.5-foot picture is framed with platinum and inset with jasper and sunstones (worth 5,500 gp total). Depicted is a cupola area with four rectangular windows of colored glass.

Interaction: This painting may be entered and functions as a transportation device to, but not from, the walkway above. See "The Dome and Walkway Above" and "Elemental Transportals" in the main room description above.

19. The Cave of Bones (EL 7)

Description: This 5- by 2-foot picture is framed in bone and depicts a dark cavern. The cave is filled with many large piles of bones that appear to be of human(oid) origin.

Interaction: Once any character approaches (see above) the picture, a large pile of bones falls onto the gallery's floor. Upon close inspection, all of these remains are noted as human(oid) in composition. They do not radiate evil or magic if this is checked for.

As soon as the characters are out of sight of these, the bones form into animated **skeletons**. Secretly roll Listen checks (DC 13) for each party member within 60 feet, as these might hear a clacking noise as the skeletons recombine. The skeletons immediately search out the characters to attack them and pursue them beyond the limits of the gallery. One abnormally large skeleton seems to be this macabre group's leader.

Skeletons (19): CR 1/3; SZ M Undead; HD 1d12; hp 8; Init +5; Spd 30 ft.; AC 14; Atk +0 melee (1d4 [x2], claws); SQ undead immunities, reduced damage (1 point from piercing, half-damage from slashing); AL NE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 10.

Skills: None. **Feats:** Improved Initiative.

Huge Leader Skeleton: CR 2; SZ H Undead; HD 4d12; hp 37; Init +5; Spd 40 ft.; AC 13; Atk +4 (1d8+4 [x2], claws); SQ: undead immunities, reduced damage (1 point from piercing, half-damage from slashing); turn resistance (+6); AL NE; SV Fort +1, Ref +2, Will +4; Str 18, Dex 12, Con —, Int —, Wis 10, Cha 11.

Skills: None. **Feats:** Improved Initiative.

20. Two Youths (EL 0)

Description: This 6- by 3-foot picture is framed in electrum and inlaid with bloodstone and raw demantoid crystals (worth 900 gp total). Pictured here are two youths:

one is girded in red and is playfully wielding a quarter staff to poke his companion, a sandy haired young man of intense features who is ignoring his jocose friend and is instead staring directly at the artist's point of view. These are Pynyck's two adopted sons. They recently attempted to assassinate him and thereby gain favor with King Ovar. The attempt failed, and it is not known what has become of them.

Interaction: This painting is not magical.

21. Grezbale the Hag (EL 0)

Description: This 2- by 4-foot painting is framed in normal stained birch wood (no value) and depicts an old hag standing before a cauldron of bubbling liquid. This is a person known to Pynyck as Grezbale the Witch. She lives in Enots' Realm (See Module M2, *Dimensions of Flight*.)

Interaction: This painting is not magical.

22. The Blob (EL 0)

Description: This 5- by 2-foot picture is framed in black iron with inlaid black jade and augite crystals (worth 690 gp total). On the canvas are many amorphous black, inky blob representations that seem to move and shift as the viewer watches.

Interaction: If the picture is approached, seven silver letters appear on the surface and spell the word "GREVLYN." If touched, a large top piece dislodges, revealing a small compartment in back of it. Within is an iron ring that when donned feels cold to the touch.

This ring is a homing device for the "Realm of Shadow." When the character wearing the ornament approaches an annex to the plane of shadow, the ring starts to heat. When touched to the actual dimensional entry point to this plane, it burns a hole through the entryway (much like a cigarette would burn a hole in paper), thus allowing the characters to enter the "Realm of Shadow."

It otherwise functions as a *ring of magic circle of protection from shadows*. Shadows ignore the ring wearer as if he were one of their own. Shadows must make a Will save (DC 16) or they also ignore other persons within the 10-foot protective radius of the ring. A successful save allows the shadows to be aware of the remaining PCs' true forms, and they thereafter attack them, though not the wearer of the ring. This item will be detailed further in later modules.

23. The Heart (EL 4)

Description: This 4- by 2-foot picture is framed in vermilion stained boxwood. Represented is a larger than human-sized heart, set against a background of cadavers rising from coffins. The characters note that the heart pumps and moves and that a faint thumping noise is even heard.

Interaction: If the heart is touched, actual blood is felt. This action causes a cloud of scarlet gas to shoot forth from the organ. All beings within a 10-foot radius of the picture must make Fortitude saves (DC 20) or be affected as by a *stinking cloud* spell. To complicate matters, immediately after the gas shoots forth, acid sprays 1d3 targets within a 5-foot radius (+8 ranged, 2d6 acid damage, no save).

Once triggered, the picture cannot be retriggered for an hour, after which time it functions again as described, shooting gas and spraying acid.

24. The Five Eyes (EL 0)

Description: This 5- by 2-foot picture is framed with embossed silver serpents that coil about the picture and appear to purposefully surround it. Depicted on the canvas' surface are five eyes: one is colored off-white and has raised, reddish veins and an olive pupil; the second is black with a mauve center; the third is dull yellow and drips an ichorish, purple substance from its brown pupil; the fourth is pink with no pupil and has porcupine quills for lashes; and the last is bulbous and tan colored with a black center.

Interaction: If the tan/black fifth eye is touched, a tiger's eye gem (worth 650 gp) drops into the palm of the touching character's hand. It radiates magic (if this is checked for); if the gem is placed in the missing eye of the tiger of picture 26 (see below), the tiger there comes to life and serves the character who replaced the gem.

DMNote: Do not reveal the identity of the stone unless some character present (such as a jeweler) would know about it. There is at most only a 10 percent chance that any unskilled character would know this gem by name.

25. "Kohoci" (EL 0)

Description: This 6- by 3-foot picture is framed in chiseled porphyry and represents a human-sized, birdlike creature. Its head sports a sawtooth beak and a crest of rainbow colored feathers. Its trunk is black with white stripes. Its dark green wings fill the remainder of the picture. A bronze plaque near the picture's base has the inscription "Kohoci" upon it.

Interaction: This painting is not magical.

26. The Cats (EL 2)

Description: This 5- by 2-foot picture is framed in rosewood. A silver fox, lynx, puma, lion, panther and tiger are shown in various action poses. If scrutinized, the tiger's right eye appears missing and its socket is oozing blood.

Interaction: If any character places the gem from picture 24 (above) in the tiger's missing eye socket, this creature jumps from the picture and obey its new master completely. It obeys the commands only of the person or being who replaced the gem; if that person dies, the tiger wanders off (add it to the encounter chart, although it evades the party rather than attack it).

Friendly Tiger: CR 4; SZL Animal; HD 6d8+18; hp 46; Init +2 (Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +9 melee (1d8+6 [x2], claws) and +4 melee (2d6+3, bite); SA pounce, improved grab (a hit allows an additional rake attack), rake (1d8+3); AL N; SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5 (tall grass +8), Listen +3, Move Silently +9, Spot +3, Swim +11.

27. The Emerald (EL 0)

Description: This 3- by 2-foot picture is framed in black and red satin wood, and its design consists of alternately inlaid black and red squares. The picture itself details a huge emerald set against a black backdrop.

Interaction: If any corner of the frame is pressed, the picture slides down to reveal a 1-foot-deep by 2-foot-wide by 1-foot-high niche. Contained therein is an emerald neck-

lace (worth 6,000 gp). The necklace is actually a *necklace of adaptation*, which Pynyck uses when entering other realms of existence, such as the Elemental Planes (see Elemental Transportals in the main room description above).

28. Ice Worm (EL 0)

Description: This 4.5- by 2-foot picture is framed in silver and enameled with glossy scarlet (worth 1,200 gp). Depicted is a gigantic white worm entwined about a pinnacle of jagged ice. In the background, set against a backdrop of snowcapped mountains, is a citadel of blue ice. This painting may be an artistic rendering of Poharn's Realm (see Module M2, *Dimensions of Flight*).

29. The Wall (EL 1)

Description: This 4- by 2-foot picture is framed in a hard stone and depicts a wall of bricks. Many bricks appear missing.

Interaction: If the picture is touched, the wall falls from the picture, landing on those standing to its immediate front. Damage is 2d6 (Reflex save DC 18 avoids). The bricks from the wall shatter on the ground and disappear, and the wall immediately reforms in the painting. The wall falls as many times as the painting is touched. There is no real chance to be buried, nor is there a possibility of accumulating thousands of bricks!

30. The Gladiatoral Arena (EL 0)

Description: This 5- by 2.5-foot picture is framed in gold (worth 565 gp) and is engraved with many fighters in gladiator-like stances. Depicted is a scene of an already bitten and clawed man. He is desperately grasping for a fallen short sword. A great lion rears above him, with claws raking his head. In the background are rows of seats containing cheering spectators. This is obviously a rendition of King Ovar's arena, which the characters might be familiar with enough to recognize it by this depiction (Knowledge check DC 12).

Interaction: Touching this painting causes a magical voice to speak: "All hail King Ovar!"

31. The Angry Man (EL 1)

Description: This 6- by 2-foot picture is framed in dogwood and is stained blue. It shows the profile of a man from his shoulders to the top of his head. The man wears a gray night robe. He appears to be angry.

Interaction: If checked for, this painting radiates *enchantment* magic. The characters feel an oppressive and ever-present evil emanating from the painting. Even when they are not within sight of this piece, they are somehow aware that it is aware of them! Every time they pass within sight of it, they note the single eye looking directly at them with a stare that, after 2 rounds of continuous viewing, causes all viewers to make Will saves (DC 15) or be frightened (see the *DMG* page 76). Characters can be adversely affected only once by this picture.

32. The Golden Knight of Chaos (EL 0)

Description: This 5- by 2.5-foot picture is framed in clear glass. Depicted is a golden-armored knight astride an unearthly-looking black charger that spits flames from its

nostrils. To the knight's side is a standard bearer holding aloft a black flag emblazoned with a twelve-pointed diamond crown. Other well-armed horsemen follow.

Interaction: This painting is nonmagical.

33. The Forgotten Lord (EL 0)

Description: This 6- by 3-foot picture is framed in jade (worth 1,000 gp) and depicts a large fighter in shining black and silver armor. His silver shield bears the heraldic crest of a green dragon. Above him, and circling about mountaintops in the distance, are many large green dragons, but he seems not to care. A golden plaque (80 gp) inset below the piece is inscribed with these words: "A Great Lord." Further text inscription follows: "This was crafted while visiting a world I remember only slightly, where this Lord, whose name I forget, was considered to be that realm's greatest and most feared warrior. The man fluently spoke the green dragon tongue and had endless tales of his many adventures, which he related, such as traversing his own gray world by foot and contesting with myriad demons, as well as conquering deadly machines in black moors far to the north of his home city. I someday hope to meet him again.—P"

Interaction: Characters touching this painting are not only overcome with awe (a minor magical effect that Pynyck imparted to the picture), but they feel as though they will meet this warrior, somehow, someday.

34. The Green Mage (EL 0)

Description: This 7- by 4-foot picture shows a mage in the act of casting a spell from an ivory wand. The man is richly dressed in green and has many magically glowing items on his person. All of these items are profusely inlaid/decorated with gems and gold. Other distinct items include an emerald-tipped rod at his belt, two azure rings on his right hand, a shiny silver dagger at his side and a bulging black pouch hanging from his belt.

Interaction: If the ivory wand is touched by any character, it falls from the picture, and at that moment a soft laugh is heard by the entire party—this seems to come from the now smiling figure of the mage in the picture. This is a *wand of detect secret doors* (12 charges).

35. The Werebear King (EL 0)

Description: This 6- by 3.5-foot picture is framed in platinum (worth 4,700 gp) and shows a larger than normal werebear wearing a golden crown.

Interaction: This is actually a one-way magical mirror connecting area 19A (Pynyck's Work Room) with the gallery. If anyone stands in front of this picture for more than three rounds, Pynyck becomes aware of him or her, since he often checks on the gallery by peering through this "mirror." If alerted, Pynyck is prepared for the characters' entry to his room.

Pictures 36 to 39

Nonmagical pictures 36 to 39 represent Pynyck throughout several parts of his life.

36. Impressionable Pynyck

Description: This 5- by 3-foot picture is framed in pink marble. Represented is a young boy with black hair and sparkling gray eyes. He sits on the lap of an elderly man who is reading the lad a story from a leather-bound book. In the background is an open window; outside this, and starting to enter through it, is a shadowy figure in dark robes.

37. Suave Pynyck

Description: This 5- by 3-foot picture is framed in yellow marble and depicts the young person from picture 36 some years later. A suave fellow, he wields a rapier as if in mock combat with an imaginary foe. His silver and black capote blows in the wind and his face is beaded with sweat.

38. Passionate Pynyck

Description: This 5- by 3-foot picture is framed in brown marble and depicts an artist's work room, complete with all the utensils common to this profession. A middle-aged man stands before an easel. He has a dispassionate look on his face as he paints a picture of a lovely lady at rest in a coffin.

39. Victorious Pynyck

Description: This 6- by 3-foot picture is framed in platinum and inlaid with jet, smoky quartz and jasper (worth 10,000 gp total). Depicted is the man from picture 38, yet obviously older. He is standing on top of the world as if he were a giant in respect to it. His face is besmirched with a deep, readable smile of victory. His right hand holds several paintbrushes, much the way a king would hold a scepter.

Statues, Figurines, Carvings and Other Items (A through J)

Ten carvings are deposited throughout the gallery. Statues are set by themselves, figurines and statuettes are set on 3 foot-high pedestals, and the one relief is carved into the wall at carving letter J.

A. The Pipe and Box (EL 0)

Description: Set upon this red pedestal is a clay smoking pipe with the effigy of a werewolf carved into its front. Next to this is a small teakwood box (worth 80 gp) carved with many ornate flowers.

Interaction: If the box is opened and its contents examined, the characters discover finely powdered wolves bane (about 20 pinches worth). The pipe is a magical *were pipe*, and if a pinch of the wolves bane powder is placed within the bowl and lit and puffed, red smoke pours forth to cover a 10-foot-radius area about the smoker in 1d2 rounds. This smoke deters all types and amounts of weretype creatures from entering the covered area. However, each pinch lasts about 1d6+4 minutes; after that time period all were creatures held at bay can attack, and it is noted that the majority of attacks (75 percent of the time) are launched against the pipe wielder. The person smoking this pipe must remain stationary for a full round for the smoke to settle and take effect.

PRISONERS OF THE MAZE

If the wielder, or anyone in proximity to the smoke, moves through the cloud during the smoke-spewing interval, the magical effects of the smoke are canceled. One pinch of powder is expended in this instance. Likewise, this pipe does not work in high winds.

B. Salamander Statuette (EL 0)

Description: Set upon an emerald green pedestal is a 1-inch-high statuette carved from red amber (worth 12,500 gp to a collector of this rare amber, or 5,000 to a jeweler). Represented is an effigy of a salamander.

Interaction: This item radiates a dim magical aura detectable by all intelligent life-forms without the use of items, magic, etc. Anyone touching this piece triggers a permanent *magic mouth* spell: "May the curses of a thousand devils and demons be upon you and your kind! So says Karnghu the Curser!" Nothing else happens.

C. Insane Man with Crown (EL 4)

Description: Sitting on a jet-black pedestal is a bust of an insane-looking man with a crown. The carving looks skillfully chiseled from a rare piece of streaked porphyry.

Interaction: When approached the bust begins to speak, with eyes and lips moving in unison. It immediately commands the entire party to place its magic and weapons at the pedestal's base. If the characters do not obey, the head threatens to summon monsters from the pictures to destroy them. If the party finally complies by surrendering the entirety of its weapons and magic, the bust stops talking. Attempted retrieval of the placed items reactivates the process of demands and threats.

If the PCs do not comply with its demands, the bust starts shouting and the loudness increases diametrically each round until (3 rounds later) the gallery itself begins to shake from the vibrations! (**Note:** Pynyck is alerted in this case.) If the characters attempt to destroy the bust, it explodes, causing 4d6 of fragmentation damage to all within a 10-foot-radius.

D. The Serpentine Figurine (EL 0)

Description: Adorning a simple wooden pedestal is a 9-inch-high figurine carved from serpentine. It looks somewhat human and somewhat avian, but because the colors and facial expressions change constantly, it is hard to tell just what type of being is represented here. This figurine is enchanted with illusory magic that makes its form appear to change shape. If sold to an illusionist or someone with similar interests, it fetches 2,000 gp.

Interaction: Aside from the attributes mentioned, the figurine has no significance.

E. The Bug Elf (EL 1)

Description: Set upon a stone pedestal is a bust hewn from basalt, inlaid with wooden teeth, and which sports two iron horns. Its eyes are fashioned from red tourmaline (worth 900 gp each), and its pointed ears are pierced by golden earrings (worth 70 gp each). The bust's overall expression is like that of a crazed elf.

Interaction: Those characters gazing upon this piece for 1 round become aware of many tiny bugs running

around on its head. Those continuing to view this scene past the first round become aware that the bust's facial features have changed and now resemble the viewer's own face, and the transfixed characters feel bugs running about on their own heads!

Characters must make Will saves (DC 13) or become stunned (see the *DMG* page 85), only able to swipe at the insects on their heads. Such PCs may damage themselves trying to remove the bugs. Those saving no longer feel the bugs on their heads, nor do they see their own facial features on the bust. If the bust is covered (with a sheet, for example), the magic is negated, since the figure can no longer be seen.

F. Old Man in Thought (EL 0)

Description: This bust sits atop a pedestal of pure bone. The carving is composed from red sandstone and features the likeness of an old man, bent over as if in deep thought. It is worth 600 gp.

Interaction: It is nonmagical.

G. The Humpback (EL 4)

Description: This 10-foot-high statue is carved from fire-blackened steatite and inlaid with carnelian and rock crystal. A deformed, humpbacked, humanoid is featured.

Interaction: If this statue's rock crystal nose is pushed, a poison dart shoots from the base of the statue.

Dart Trap: CR 4; +6 ranged (1d3 plus giant wasp poison, 1d6 Dex/1d6 Dex), Fort save (DC 18) negates poison; Search (DC 25); Disable Device (DC 25).

The dart has enough poison on it for an extra dose (any character checking the dart notes remaining fluid). However, unless a propelling device is supplied (such as a Drow bolt gun), the dart is inefficient as a ranged or melee weapon, accruing -3 to hit in all such cases.

H. The Feathered Headpiece (EL 3)

Description: On this stone pedestal is a painted black headpiece. Its eyes are fashioned from yellow glass, and a decorative tan feather plume juts from its top. Its expression is one of berserk rage. Upon inspection characters note that this is no bust at all, but an onyx helm (worth 860 gp). If the object is lifted from the pedestal and viewed, a soft lining of black feathers is noted.

Interaction: If the helm is donned, *all* characters must make Will saves (DC 15). (**DM Note:** Only the saving throw for the player character trying on the helmet is really required, the other saving throws being mere bluff to steer players from the truth of the matter.) There is a creature in the helm that attempts to control the character trying it on. If the save is successful, the character notes a stinging sensation on his or her head, and then may choose to discard the helm or to keep it on. If the saving throw is failed, the character in question comes under the direct control of the creature of the helm—a *symbuus* (see the Monster Appendix for more details on this new monster).

Symbuus: CR 5; SZ T Aberration; HD 3d4+3; hp 14; Init -5; Spd 5 ft.; AC 11 (or by host armor); Atk +0 melee (1 [x20], plus attach); Face/Reach 2.5 ft. by 2.5 ft./0 ft.; SA attach, mind control, brain drain; SQ telepathy;

KEYED ENCOUNTERS

AL N; SV Fort +4, Ref +2, Will +6; Str 2, Dex 12, Con 12, Int 12, Wis 10, Cha 1.

Skills: Hide +8. *Feats:* Iron Will.

I. The Iron Boy (EL 0)

Description: Set against the wall here is a 6-foot-high iron statue, crafted to portray a young man holding a quarterstaff. The hands and face appear fleshy to sight and touch. There is a similarity between the statue's face and picture 20's quarterstaff-wielding young man.

Interaction: The statue is not magical. The fleshy parts are made from special leathers. Only Pynyck knows for what strange reasons he has created this weird representation of his adopted son.

J. Relief of Young Man (EL 0)

Description: Set into the wall here is a 6- by 2-foot relief of a young man (the second of Pynyck's adopted sons as noted in picture 20). His hands and face are fleshy to sight and touch.

Interaction: This relief is not magical. However, if its right eye is rotated a full turn, the secret door to Pynyck's sleeping quarters opens (note the gallery map and area 19B).

19A. Pynyck's Work Room (EL 13)

When the PCs enter the room, they see what is obviously an artist's studio/work room. Among the first things noted are supplies for painting and sculpting, shelves lined with figurines, hewn busts, headpieces and strange items of indeterminable nature. Sundry materials fill the corners, and small, metal flying creatures—some alien to you, some recognizable—hang from the ceiling by thin metal strands. Other tables and desks of various sizes are placed about the room in an orderly fashion; on these are canvas, paints, palettes, chisels, brushes, paper, rocks, clays, stones, glass shards, metal pieces, casts, hammers, molds, bottles and more.

Normally, **Pynyck the Sorcerer/Artist** is here busy working on a new painting. Unless Pynyck is alerted to their presence, the characters encounter him at his work. If he is aware of their presence (either by being alerted by another denizen of the maze or by light, noise or combat by the party), he takes steps to surprise them (see Tactics, below).

Pynyck's Description: The man before you appears nearing old age, of medium build and with black, cropped hair. His emerald green eyes stare at you, betraying in their recesses an unmistakable madness.

Pynyck, Male Human, Sor12: CR 12; SZ M; HD 11d4+22; hp 47; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atk +6 melee (1d4+1 dagger); AL LE; SV Fort +6, Ref +6, Will +11; Str 12, Dex 14, Con 15, Int 17, Wis 12, Cha 15.

Skills: Alchemy +14, Concentration +15, Craft (Painting) +17; Profession (Artist) +17, Scry +12, Spellcraft +15. *Feats:* Craft Wondrous Item, Empower Spell, Heighten Spell, Iron Will, Maximize Spell.

Arcane Spells Known (Cast per day: 6/7/7/6/6/5/3): 0—read magic, detect magic, arcane mark, open/close, mage hand, light, daze, ray of frost, resistance; 1st—

tenser's floating disk, color spray, comprehend languages, unseen servant, summon monster I; 2nd—arcane lock, web, see invisibility, continual flame, magic mouth; 3rd—dispel magic, summon monster III, lightning bolt, displacement; 4th—minor globe of invulnerability, stonewall, dimension door; 5th—major creation, permanency; 6th—permanent image.

Possessions: *Robe of scintillating colors*, dagger.

Tactics: Pynyck wears a *robe of scintillating colors*, which he activates immediately or, if he was previously aware of the characters, he has activated prior to their arrival and then steps forth to dazzle them. Pynyck then attacks the party with spells while summoning his plant creature (see item 1, below). He fights to the death rather than surrender his studio to the invaders!

Contents of the Studio

Besides the aforementioned objects, four special items are in this chamber.

1. The Plant Picture

On an easel at the center of this room is a picture of a plant. This magical picture is framed in bronze (no worth) and depicts an alien plant with fangs; human-type mouths situated on thick, prehensile-like vines; and gnarly, grotesquely shaped limbs, each limb resembling a knotty human leg with a three-toed foot. This monstrosity sports three rows of different-sized green and white eyes on top of a clump of brush that just might be its head.

Pynyck can summon this monster as a standard action. It comes forth from the picture and attacks the nearest opponent, unless given more detailed instructions from Pynyck. If injured near death, it returns to the painting where it regenerates (5 hp/round).

Picture Plant: CR 7; SZ L Plant; HD 7d10+42; hp 89; Init +2 (Dex); Spd 20 ft.; AC 22 (-1 size, +11 natural, +2 Dex); Atk +13 melee (2d6+6 [x2], bite); Reach 10 ft.; SA improved grab, constrict and rend; SQ damage reduction (10/+1), electricity and cold immunity, plant; AL SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 22, Int 8, Wis 12, Cha 8.

Skills: Hide +2, Listen +4, Move Silently +3.

SA—Constrict and Rend (Ex): If the plant hits with one of its two-bite attacks, the dense foliage moves to hold the victim, constricting for 1d6+6 additional hit points of damage that round and entangling the victim. The next round, and for each subsequent round until the victim is freed, the plant automatically inflicts constriction damage as above and rends with its fangs. Both fang attacks hit automatically in this situation.

Note: The plant immediately eats its killed remains. This custom removes it from combat for 1 round per 100 pounds ingested, fractions rounded up. Living beings eaten by this plant are recoverable only through divine intervention or by implementation of a *wish*.

2. Pynyck in Darkness

Centered on the east wall is a 5- by 2-foot onyx-framed (worth 500 gp) picture depicting the present day Pynyck floating in a dark abyss.



This picture is a combination soul device/magic jar for Pynyck. If he is killed, his soul is spirited into the picture and then returns 5 rounds later to reinhabit his body. His dead body regains 70 percent of all lost hit points and otherwise operates as if Pynyck had been *resurrected* (as per the spell).

If he is killed a second time, the resurrection process takes 10 rounds, and the body regains 50 percent of all hit points. If killed thrice, Pynyck's soul remains in the picture for six months, then returns to the body with 25 percent of his hit points. The body does not decompose during this time if kept within a one-mile-radius of the picture. Pynyck cannot return to his body if the painting is removed beyond this same mile range; his soul forever remains trapped in the picture.

3. The Mirror

On the right-hand (west) wall is a 6- by 3.5-foot mirror. This mirror is one way, allowing the viewer to see that portion of the gallery side from picture 35's vantage point (see picture 35, area 19). This magical mirror can be dismantled and taken. If remounted it allows viewing through 2-foot-thick intervening nonmagical substances. Note that picture 35 and this room mirror are interconnected and weigh about 1,300 lbs. total.

4. The Metal Box

Located on a cluttered table next to some stone pieces is a metal box. This 1-inch by 2-inch by $\frac{1}{2}$ -inch white gold box (120 gp value) is engraved with ice peaks and lightning bolts. Inside the box, on a piece of blue satin cloth, is a white coin.

Coin of the Ice Lord: This item is a minor artifact acquired by Pynyck while he traveled Poham's Realm (see Module M2, *Dimensions of Flight*). It is white as snow and

feels cold and solid (Hardness 12) to the touch. Engraved on both sides is a representation of a large, bluish white mountain.

If thrown into the air, the coin hangs suspended, floating and gyrating on its own accord. Three seconds after it falls earthward, a white light appears. The light forms an outline of an ethereal cylindrical shape approximately 6 feet high by 2.5 feet wide. This cylinder remains in place for 1 full hour, allowing those so desirous to pass into it. They find themselves in the Realm of Poham, the Ice Lord, stepping forth from a similar-looking cylinder. Characters may return through the ethereal cylinder to the exact place where the coin originally enabled the transportation magic, but only for the hour following the tossing of the coin. After that time the light vanishes on both realms. Tossing the coin from the Ice Plane side allows the PCs to walk through the Ice Plane: they merely appear at different spots. It is otherwise a one-way device to the Ice Plane. The coin functions but once a month.

19B. Pynyck's Sleeping Chamber (EL 10)

This is obviously a sparsely furnished bedroom. Located here is a king-size bed with fine silken sheets, a dresser with mirror, a divan and a nightstand.

At the foot of the bed is a pair of normal boots. Inside the dresser are three black robes, a pair of red gloves embroidered with chromatic dragons, and three aquamarine sashes decorated with small ruby chips (worth 230 gp each).

On the nightstand is a crystal bottle (15 gp) containing scented oil; next to this in a gold-colored, wooden box (no value) are flint and steel.

Trapped Chest: There is a 1.5- by 1- by 1-foot chest behind the divan on the far (north) wall. The chest is

KEYED ENCOUNTERS

trapped with a poison gas that billows forth to cover the entire room in one round. The gas clears in 20 minutes, and the room is then enterable without further hazard. The gas is a special brew concocted for Pynyck by Grezbale the Witch (see Module M2, *Dimensions of Flight*, Area A: *Enot's Realm*).

Locked and Trapped Wooden Chest: 1 in. thick; Hardness 5; hp 10; Break (DC 18); Open Lock (DC 20). **Gas Trap:** CR 10; poison gas fills room (*burnt othur fumes*, 1 Con permanent/3d6 Con); Fort save (DC 18) negates, each round in gas requires a save for poison damage; Search (DC 25); Disable Device (DC 23).

Treasure: The chest's interior is lined with 60 inlaid wooden knobs. All are removable (taking 5 rounds total), but only the 8th and 42nd knobs contain treasure: 100 base 200 gp pearls each.

20 to 23. Five-Foot-Wide Doors (EL 0)

If the characters open the door to any of these rooms, they see a dark room with something in it, though the room is blanketed in darkness. The characters must go in to see more since no type of light or scrying device or spell works to reveal the nature or contents of these rooms. If the characters enter a room and close its door, the room lights up with a faint *faerie fire* and the characters are transported magically to another dimension (see below).

DM Note: The doors to rooms 20 to 23 are the "four doors" mentioned in the verse carved in the wall near where the characters entered the maze (see "Start" to refresh your recollection). These doors lead to rooms that contain dimensional annexes that the party must go into

to recover the stones needed to escape the maze. Characters entering the transportational areas here are sent to those different realms. See Module M2, *Dimensions of Flight*, for more details on these realms and how the stones needed to exit the maze can be found there.

Room 20: Transports all characters to Module M2, *Dimensions of Flight*, area A: *Enots' Realm*.

Room 21: Transports all characters to Module M2, *Dimensions of Flight*, area B: the sandy waste of *Baal's Realm*.

Room 22: Transports all characters to Module M2, *Dimensions of Flight*, area C: *Poharn's Realm*.

Room 23: Transports all characters to Module M2, *Dimensions of Flight*, area D: the verdant *Happy Hunting Grounds*.

24. Large Iron Door (EL 0)

This door is split down the middle, forming two 5-foot-wide iron doors. To either side of the split and perfectly aligned with each other are two (on each door) circular slots with small, round depressions in them. The four stones found in the four other dimensions (detailed in Module M2, *Dimensions of Flight*, accessed through areas 20 to 23, above) must be inserted into these four depressions to open this door. When this feat is accomplished, the door opens easily. If the characters go into the space beyond, they find themselves in a 30-foot circular room. A set of 8-foot-wide stairs circles upward from the center of the room.

DM Note: Nothing else opens this magical door, nor may it be magically entered in any way.

Stairs Up: The stairs ascend to the ground level of Ovar's tower. If the characters go up the stairs, DMs must



PRISONERS OF THE MAZE

refer to Module M3, *Tower Chaos*, area 2. There the players can continue on in their attempt to locate and kill the tyrant King Ovar.

Secret Door to Exit: On the east wall of this circular chamber is a secret door. If the portal is located (Search DC 30), opened and stepped through, the characters find a set of stairs leading down. After descending 100 feet, these stairs end. A corridor leads off to the west and 1,000 yards later is blocked by rocks and dense brambles. It requires 2 hours of digging to clear away this debris for the characters to proceed.

The PCs finally notice light after all of their digging. It is daylight! Upon digging through, they find them-

selves a half mile from the capital city. They are free of Zayene's maze at last!

So Ends Part 1 in the Maze of Zayene Series!

But this module is only a nexus—a link to adventures to come! Areas 20 to 23 take the characters to strange elemental dimensions. The stairs from room 24 lead back into the heart of Ovar's tower, where the players can attempt to complete their perilous mission to kill the tyrant king and visit revenge on the wizard Zayene. Do they have the courage to complete their task?

Appendix A: Monsters

Drench

Large Elemental (Water)	
Hit Dice:	4d8+4 (20 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.
Armor Class:	5 (-1 size, +1 Dex, +5 natural)
Attacks:	Slam +3 melee
Damage:	1d10+4
Face/Reach:	10 ft.
Special Attacks:	Improved grab, drown, water mastery, drench
Special Qualities:	Damage reduction 10/+1, acid/cold resistance, transpar- ency, reform body, control elemental, vulnerabilities, elemental
Saves:	Fort +4, Ref +3, Will +1
Abilities:	Str 15, Dex 15, Con 13, Int 12, Wis 12, Cha 9
Skills:	Hide +9, Listen +6, Move Silently +9, Spot +6
Feats:	Improved Initiative
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always evil
Advancement:	4-7 HD (Large); 8-12 HD (Huge)

The drench is an uncommon life-form to the many watery places making up the Elemental Plane of Water. It is thought to be a failed experiment by one of the many wizards who live there. It is not known how these creatures reproduce. However, they are predatory, attack without reason or cause and thereafter live in the victim's remains, eroding these from the inside out through a slow, caustic process. This process breaks down the proteins and other life substances; these are then ingested by the drench. The drench takes 1 round to form its watery body. It usually mimics the form of a snake or eel or some other sleek water creature.

Combat

The drench uses its lashing attacks and improved grab to drag prey into the water and drown it.

Improved Grab (Ex): A successful slam attack allows the drench a chance to grapple its opponent without provoking an attack of opportunity (see *PHB* page 137). The drench can grab creatures of Medium-size or smaller. If the drench succeeds with its grapple check, it drags prey under the water; it then uses its speed and water mastery to keep the victim from the surface.

Drown (Ex): See the rules for drowning (See *Drowning*, page 85, *DMG*). A victim can break free and reach the



surface by making successful checks for Strength (DC 12) and Reflex (DC 14).

Water Mastery (Ex): A drench gains a +1 attack and damage bonus if both it and its opponent touch water. If the opponent or drench is on land, it suffers a -4 penalty to attack and damage.

Drench (Ex): A drench's touch puts out torches, campfires, exposed lanterns and other nonmagical flames if these are of Medium-size or smaller. The creature can dispel magical fire it touches as a dispel *magic* cast by a sorcerer whose level equals the drench's HD.

Control Elemental (Ex): The drench has the ability to take control of a water elemental that is within 30 feet by making a successful Intelligence check (DC 10). If the elemental is being controlled by another creature, the drench can gain control by making a successful Intelligence check (DC 10 + Intelligence modifier of caster currently controlling elemental).

Vulnerabilities (Ex): Fire-based spells cause the drench to act as if slowed (but do not otherwise harm it) and heat its body, causing an additional point of heat damage per round to those coming in contact with it. *Purify food and drink* deals 2 points of damage per caster level to the drench; these points are not regained when the drench reforms.

Reform Body (Ex): When reduced to zero or fewer hit points, the drench reverts to its base water form and recuperates. It regains its attack form 2 rounds later, fully healed.

Transparency (Ex): A drench is effectively invisible in water until it attacks.

Friendly Ghosts

Large Undead

This being corresponds to a ghost, but with the exception that it wanders this plane of existence attempting to escape it. If encountered with force, it flees; if allowed to approach the party, it will talk to the characters, as long as they remain friendly.

The ghost relates that it has no name, having forgotten it over the years. It does remember serving the wizard Zayene in some capacity, perhaps as an apprentice, but it doesn't remember when, nor does this fact seem important now.

If pressed for information the ghost tells the adventurers how to escape by gaining the keys in the separate dimensions (detailed in Module M2, *Dimensions of Flight*) accessed through areas 20 to 23 and then placing them in the door at area 24. Unfortunately, the ghost does not know about the secret door at area 24 that would reveal an easy escape route if found! It vaguely warns about many dangers in the tower (see Module M3, *Tower Chaos*) but does not give specific advice.

After conversing the ghost begs for any cleric present to cast a *remove curse* on him so that his wanderings on this plane may end. If this is done, the ghost disappears, never to return. If this is not accomplished, the ghost wanders off. It will avoid or ignore the characters during subsequent run-ins, unless they have the *remove curse* spell!

If it is attacked, it merely disappears, never to return.

Grotin

Large Aberration

Hit Dice:	12d10+36 (96 hp)
Initiative:	+4
Speed:	20 ft. fly (poor)
Armor Class:	16 (-1 size, +3 natural, +4 Dex)
Attacks:	Up to 4 Tendrils +14 melee
Damage:	Special
Face/Reach:	5 ft. by 5 ft./20 ft. (tendrils)
Special Attacks:	Disintegration (see text)
Special Qualities:	Electric and cold resistance; fire susceptibility, water susceptibility.
Saves:	Fort +11, Ref +8, Will +6
Abilities:	Str 20, Dex 18, Con 17, Int 9, Wis 14, Cha 2
Skills:	Hide +5, Listen +10, Spot +7
Feats:	Multiattack
Climate/Terrain:	Various, equal
Organization:	Solitary, unknown
Challenge Rating:	12
Alignment:	Neutral
Advancement:	None

The grotin appears as a mass of gray dust particles varying in size from 7 feet compact to 11 feet in radius dispersed. Its 1-foot-round, solid black core remains stationary as the outer mass reflows and reshapes itself. It is not known where these creatures bear from; many sages

have guessed that they are connected with the Negative Plane of existence. Some crazed guessers even suggest that these creatures are the result of tampering with a *sphere of annihilation*.

The grotin moves by levitation motion, exuding a low humming sound, which increases to a sharp shrilling whistle as it attacks. This creature is supernaturally aware of its immediate surroundings and cannot be surprised, since it acts on totally different sense impressions than do mammals.

Combat

The grotin preys on anything digestible and attacks nearly everything that moves.

Disintegration (Su): When attacking, a Grotin looses up to 4.5-foot round dust tendrils that extend up to 20 feet from its central core. These tendrils inflict damage and disintegrate what they touch, though the disintegration power is more lethal against living creatures than nonliving matter. If the grotin's tendrils contact an object, consult the following for results:

Fur, Leather, Cloth, Paper, Plant Matter: Strands deal 2d4+1 damage to beings protected or dressed in such material. The material contacted disintegrates unless a Fortitude save (DC 25) is successful. Magical pluses at this level do not prevent disintegration, though the pluses do apply to the save roll.

Metal: Strands deal 1d4 of damage to those protected with metallic material. In addition, the metal must be contacted by 2 or more strands to be affected. The metal item must make a Fortitude save (DC 25). Missed saving throws reduce the metal's AC bonus by two. Metal



reduced by more than four AC points *automatically* disintegrates, falling away from the body as brittle chunks unless it is magical armor. Magical pluses count as AC bonuses for reduction purposes (e.g., +1 *chainmail* loses its +1 and loses 1 point of AC bonus).

Magical metal weapons or masterwork weapons do not lose their intrinsic pluses or powers until disintegrated. Regular metal weapons disintegrate after being reduced by 2 (one missed save). Magic weapons gain the benefit of their pluses, which must be overcome to cause disintegration (e.g., a +5 *longsword* has to be reduced by before it disintegrates—1 for each plus and 2 for being a sword).

Damaged armor or weapons can be repaired at a cost of 200 gp per AC bonus lost. However, the knowledge to repair grotin-type disintegration damage is known only to a few armorers (DMs must prescribe these), and these persons have to be found and then persuaded to repair the damage.

Skin: Once all protective coverings are disintegrated (or if the grotin attacks an unprotected creature), attacks are made against the skin. If a grotin makes an attack against unprotected skin, any living creature struck must make a Fortitude save (DC 20) or be afflicted as per the *disintegration* spell cast by a 12th-level sorcerer. Beings killed by a grotin are disintegrated and considered irrecoverable, unless the gods favor their return.

The grotin's strands cannot be chopped off since the core constantly resupplies these with new dust material. Attacking a grotin with a weapon susceptible to its disintegration attack automatically counts as a hit against that weapon; it must roll a save.

Electricity and Cold Resistance (Ex): Lightning or cold-based attacks score only 50 percent damage versus this creature.

Fire Susceptibility: The grotin suffers +1 damage per die from fire attacks. Its saving throws against all types of fire attacks are as that of a 4th-level cleric.

Water Susceptibility: Water-based attacks slow it by 10 feet per 4-foot radius of the grotin's body area covered. Total immersion in water immediately destroys a grotin.

Knight of Chaos

Medium-Sized Construct

Hit Dice:	12d8+36 (76 hp)
Initiative:	+3
Speed:	30 ft.
Armor Class:	19 (+8 armor, Dex)
Attacks:	+17/+12/+7 melee
Damage:	1d8+5, +1 <i>longsword</i>
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	None
Special Qualities:	Construct, fire resistance, imparted powers, darkvision (90 ft.)
Saves:	Fort +11, Ref +11, Will +9
Abilities:	Str 18, Dex 16, Con 17, Int 12, Wis 12, Cha 1
Skills:	Listen +9, Ride +7, Spot +8

Feats:	Cleave, Power Attack, Quick Draw, Sunder
Climate/Terrain:	Specific as per mission
Organization:	1d4 group
Challenge Rating:	12
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	None

These totally evil servants of the chaotic wizard Zayene appear as well-armed and armored knights in golden trappings. They are used to marshal King Ovar's armies, though Zayene has put them to the further use of spreading terror amongst those he considers enemies of the realm. Knights of Chaos are created beings, and though they have good Intelligence, it is controlled.

Combat

Their weaponry consists of magic swords, commonly +1 or +2 (50%/50%). Their full plate armor is gilded. If killed and examined, they appear to be nothing more than mannequins.

Fire Resistance (Ex): Knights of Chaos resist fire attacks of all types, reducing damage to half or none (successful Fortitude save).

Construct: Knights of Chaos are immune to mind-influencing effects, sleep, poison, paralysis, stunning, disease, death effects, necromantic effects, critical hits, subdual damage, ability damage, ability drain, energy drain, massive damage.

Imparted Powers (Ex): These constructs have powers imparted upon creation that instill semihuman qualities and special powers in them. A raw form of Intelligence is imparted that is unassailable, a rawer form of unearthly energy that allows Fortitude but with no adverse effects (see appendices for amplification). The design defies conventional understandings of this type of being, making it a "superconstruct" in many ways.

Spleckle

Small or Large Aberration

Hit Dice:	3d8+9 or 5d8+15 (27 or 38 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
Armor Class:	14 (+1 Dex, +3 natural)
Attacks:	Tube +3 melee
Damage:	1d3 plus Water Drain (see below)
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Water drain
Special Qualities:	Psionic immunities
Saves:	Fort +3, Ref +4, Will +6
Abilities:	Str 13, Dex 13, Con 16, Int 10, Wis 10, Cha 13
Skills:	Hide (in water) +3 (+5), Listen +3 (+5), Spot +4 (+6), Swim +8



Feats:	None
Climate/Terrain:	Any water
Organization:	Colony 2d4
Challenge Rating:	2 or 3
Treasure:	None
Alignment:	Always chaotic neutral
Advancement:	See text

Spleckles come in two distinct sizes: 2 feet tall or 7 feet tall. They appear as truncated, shaggy-haired creatures with purplish mottling on their tan fur. They have evil-looking eyes with darkness and depth to them, but they are basically pacifistic creatures.

Spleckles are primarily water creatures but can function on land as well, moving about on many small amphibian-like feet. When they're born, they appear as bulbous spores. Spores are borne by the winds and later, after absorbing airborne water, they land, now 5 feet round. Spores hatch 1d10 days later. This process requires 15 gallons of water; if no water is available, the spore lies dormant for 12 days, then dies. Spleckles swell to 2 feet high within hours of hatching. They take a full 3 years to reach their second size. Remarkably, this 5-foot growth process culminates in but one night's time!

Combat

Spleckles live to feed and reproduce. When feeding, they protrude a 10-foot-long, fibrous tube from their mouth area and draw water from any object, be it living or not.

When the tube is attached, the spleckle feeds itself, but at the expense of the living being (in those cases) since this process causes 1d3 of damage to the drained creature in question, plus water drain as described below.

Spleckles must consume the equivalent of 3 gallons of water per day. If they fall below this mark, they seek out alternate sources (such as filtering the liquids from a human). However, similar to camels, they store water and do not suffer adverse effects from having no water until days equal to their Constitution has passed, after which they suffer 1 hp damage per hour until dead.

Water Drain (Ex): Spleckles drain water from living beings at a rate of 1d3 points of temporary Con damage per round until satiated; their systems filter impurities, thus making any flesh and blood creature a viable target for this attack.

Psionic Immunities (Ex): The spleckle is immune to all mind-influencing psionic powers or spells and spell-like powers that imitate these.

Symbuus

Tiny Aberration	
Hit Dice:	3d4+3 (14 hp)
Initiative:	-5
Speed:	5 ft.
AC:	11 (+1 natural), or by host armor
Attacks:	20 needles +0 melee
Damage:	1 plus Attach, Mind Control and Brain Drain (see text)
Face/Reach:	2.5 ft. by 2.5 ft./0 ft.
Special Attacks:	Attach, Mind Control, Brain Drain (see text)
Special Qualities:	Telepathy
Saves:	Fort +4, Ref +2, Will +6
Abilities:	Str 2, Dex 12, Con 12, Int 12, Wis 10, Cha 1
Skills:	Hide +8
Feats:	Iron Will
Climate/Terrain:	Any land; caves, tunnels
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Neutral
Advancement:	None

This creature appears as a central mass of fleshy, pulplike brain tissue with a feathered (black, gray or brown) bottom. A feather antenna extends 6 inches above the brain portion; this appendage allows the symbuus sensory capacity (up to a 60-foot radius for movement and sound). The symbuus may be found concealed within any headpiece (helmets, caps, turbans). It uses these pieces as natural protection areas and for other reasons more diabolical.

These creatures are often found in caves and other deserted areas where they rest in helms and other headgear. Assassins have been known to present these creatures, complete with headpieces, as gifts to unsuspecting victims. If a symbuus is captured alive, the Assassin's Guild pays 500 gp per hit point the creature possessed.



Combat

When a symbuus comes into contact with a humanoid head, it shoots 20 needle-like extensions into its victim's skull. All attacks are rolled as if the target were flat-footed and at the lowest armor class and circumstances available.

Attach (Ex): Once the symbuus has scored a hit with a minimum of 4 of its needles, it is attached to the head of the humanoid. The victim is now subject to the creature's mind control ability (see below). It is excruciatingly painful to the victim to attempt to forcibly remove the symbuus, and the symbuus uses telepathy to tell the victim that this course of action is very painful and results in the victim's death. If forcible removal is attempted, the symbuus sinks all 20 needles deep into the victim's brain, causing 20 points of damage. This move is treated as a coup de grace attack (see *PHB* page 133) and requires a Fortitude save (DC 30) or the character dies. Regardless of outcome to the host, the symbuus is removed by the attempt—along with a good portion of the character's skull and brain tissue. The helpless symbuus may now be easily destroyed.

Once a symbuus is attached, the only way to remove it from the victim—short of the death of the victim or forceful removal—is to cast a *heal* spell on the victim. This surge of restorative energy flings the symbuus from the character. The spell also *heals* the symbuus.

Mind Control (Su): Once the symbuus is attached, the victim must make a Will save (DC 12) for each needle that successfully hits. Victims failing any of these saves are immediately under the symbuus's mental control. Treat the PC as under a *dominate person* spellcast by a 12th-level sorcerer for the duration of the attachment. A *protection from evil* spell prevents such control. While controlled, the victim is directed by the creature to avoid harmful confrontations.

Brain Drain (Ex): An attached symbuus feeds off of the host's brain matter, permanently draining 1 point of Intelligence and 1 point of Constitution per week of feeding. Once Intelligence reaches 0, victims are "vegetables," having no thoughts other than those imparted to them by the symbuus. Those reaching 0 Constitution die; if *raised from the dead*, the characters may require *restoration* spells prior to successful raising. When the symbuus senses the host is near death, he controls the host and uses him to set up the location where he can await his next victim.

Telepathy (Su): The symbuus communicates with its host by telepathy.

Bubbles (Magical Trap)

Six types of bubbles float throughout the maze. Objects contacting these cause them to burst and release their effect as noted below. Bubbles are Hardness 0; hp 1. They are 1 to 2 feet in diameter. All bubbles float at a speed of 10 feet. They do not attack, nor do they have any intelligence. They are AC 5.

Roll a 1d6 to determine what type of bubble is encountered:

1. **Clear Bubble:** When burst, this bubble releases 2d6 sonic damage to susceptible beings within a 15-foot radius (Fortitude save DC 18 avoids).

2. **Black Bubble:** When popped, this sphere releases a volatile acid up to 10 feet in all directions, dealing 2d8 acid damage to all hit, Reflex save (DC 14) for half-damage.

3. **Red Bubble:** This bubble will explode if lightning or fire touches it, dealing 7d6 fire damage to all beings within a 10-foot radius, Reflex save (DC 18) for half. If touched in any other way, it merely deflates, causing no damage.

4. **Yellow Bubble:** When burst, this bubble releases poisonous spores in a 20-foot radius area. All beings within it must make Fortitude saves (DC 15) or sustain 2d6 damage and lose 2d4 temporary Constitution points.

5. **Gray Bubble:** When this orb is popped, rancid water is loosed in a 15-foot radius area, causing spell effects as per a *stinking cloud* spell cast by a 9th-level sorcerer.

6. **Double Bubble:** Combine two bubbles.

Appendix B: New Spells

Mar's Jester Spells

Mar the Jester has a number of strange and unique spells that he learned from traveling bards and minstrels during his days in Ovar's court.

Juggling Lights

Evocation

Level: Brd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: 60-ft. radius burst

Duration: 1 minute/level
or until completed (if shorter)

Saving Throw: Will

Spell Resistance: Yes

The jester juggles four palm-sized globes in the air before him, which glow with different colored light. The juggled globes create a hypnotic effect corresponding to a *suggestion* spell, and the effect allows the suggestion to be made effectively. Any being within the area may be affected. This version of the suggestion spell affects more targets but lasts a significantly shorter time.

Material Component: 4 juggling globes.

Stink Bomb

Conjuration (Creation)

Level: Bard 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud that spreads in a 20-foot-square area

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell creates small globes that, when thrown, burst and cause the effects of a *stinking cloud* spell, spewing the noxious fumes in a 20- by 20- by 20-foot area. The globes may be thrown with a range increment of 20 feet and explode upon impact.

Material Component: A small glass ball.

Chide

Enchantment (Mind-Affecting) [Compulsion]

Level: Brd 1, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 living creature

Saving Throw: Will negates

Spell Resistance: Yes

This spell is initiated by conversation between the jester and a person within range who is not engaged in

combat. The jester pokes fun at his opponent, mocking him or her (for example, making fun of his opponent's lack of intelligence or inability in some particular area, physical or mental). The target being must be intelligent and able to converse in the jester's tongue.

A Will save negates the effects, though the victim of a failed save becomes enraged and flings itself into combat, using all appropriate feats, skills and powers available to close the distance between it and its antagonist. If the caster flees, the target continues its pell-mell charge until exhausted or until the end of the spell duration. Line of site must be held for the being to continue to be enraged; if this is broken for more than two rounds, the affected being stops all pursuit. If the character reaches the jester while enraged, or engages other opponents while in this state, all attacks occur at +2 to hit and +2 to damage for the duration of the enragement. Concentration checks for enraged individuals are made at -2. The enraged individual may not take actions or use skills not aimed at attacking the caster.

Disappear

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: You

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell corresponds to a *rope trick* spell, except that the jester does a double backward flip, then springs into the air and vanishes into his extra dimension.

Joke

Enchantment (Mind-Affecting) [Compulsion]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: 50 ft.

Area: All allies within 50 ft.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes, allies may invoke

A *joke* spell raises a listening character's morale and fighting capabilities (as the clerical *bless* spell). The listeners must be within hearing and spell distances and unengaged in fighting or spellcasting or otherwise distracted. Listeners must be at least neutrally disposed toward the jester in any case, or the *joke* will have no effect. The jester must succeed at a Perform check (DC 8) to tell the joke. If the check succeeds, the joke takes effect as detailed. If failed, the joke has an adverse effect on the listeners, and they become embittered with the jester and their general situation, losing points to hit/defend as explained under the clerical spell, *bane*.

APPENDIX B: NEW SPELLS

Dust of Uncontrollable Laughter

Enchantment (Mind-Affecting)

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 10 ft.

Area: 20- by 20-ft. area

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

In conjunction with the casting of this spell, the jester tells a joke and tosses the material component into the air. Those making Will saves are immune. However, those failing their Will saves must roll of the following table:

d% Roll	Result:
1—10	<i>Small Snicker</i> : -1 to all rolls

11—30	<i>Substantial Giggle</i> : As <i>Small Snicker</i> , but target also has -2 to awareness and initiative.
31—50	<i>Hearty Chuckle</i> : -2 to attack, awareness, initiative, save and skill checks, can't run and movement reduced by 10 ft.
51—70	<i>Tearful Laugh</i> : -3 to all rolls, can't run and movement reduced by 20 ft.
71—90	<i>Uncontrollable Guffaw</i> : Recipients are considered stunned.
91-100	<i>Bellyacher</i> : Recipient falls to the floor in the throes of insane laughter. All weapons in hand, or loosely held items, are dropped. Those thus situated may not move and are considered helpless.

Material Component: Dust.

Appendix C:

Pregenerated Characters

These pregenerated PCs are meant to be used in this adventure. They can also serve as guidelines for the prospective DM when allowing players to use their own PCs in the adventure. Refer to the beginning notes on **Using Pregenerated Or Regular Characters and Guidelines For Regular Player Characters** for further guidance.

Each of the PCs below has special powers that have been granted by their respective deities to aid them in overthrowing Ovar. Should the PCs abandon that task, the special powers are removed.

Single sheet versions of these character sheets are available from the Product Support page of the **Necromancer Games** web site (www.necromancergames.com). In addition, the web site includes short descriptions of each PC all contained on one page that you may pass out to the potential players from which they can select the character they wish to play without knowing the full statistics of the character.

Carjus

Male Half-Elf, Sor11
Hit Dice 11d4+16
Hit Points 46
Initiative +6 (Dex, Imprv. Initiative)
Speed 30 ft.
AC 15 (Dex, *ring of deflection* +3)
Attack +8 melee, +3 *dagger*, shortspear
Damage 1d4+3 (+3 *dagger*), 1d6 (shortspear)
Alignment Neutral Good
Saves Fort +5, Ref +5, Will +9
Abilities Str 11, Dex 14, Con 15, Int 17, Wis 14, Cha 15
Skills Spellcraft +14, Concentration +14, Alchemy +10, Scry +9, Knowledge (arcana) +11, Listen +4, Move Silently +4, Hide +6, Jump +6
Feats Maximize Spell, Still Spell, Improved Initiative, Extend Spell, Quicken Spell

Description: Carjus shows more of his elven blood than other half-elves. He is silent and pensive, contemplating the various outcomes of numerous possible paths and choices. He carries a non-magical shortspear more for show of martial prowess, preferring his magical dagger in combat. He has a nice looking cobalt ring on his right index finger (+3 *deflection*). Carjus is very precautionary; he feels that something could go wrong with this mission and has thus brought along many magic items.

Arcane Spells Known (Castable per day: 6/7/7/6/6/4): 0—read magic, detect magic, meding, mage hand, disrupt undead, open/close, light, flare, daze; 1st—summon monster I, charm person, color spray, spider climb, feather fall; 2nd—web, blur, mirror image, knock, ghoul touch; 3rd—

dispel magic, fireball, haste, slow; 4th—fire shield, ice storm, dimension door; 5th—summon monster V, wall of force.

Possessions: +3 *dagger*, shortspear, +3 *ring of deflection*, *cloak of elevenkind*, three potions: *fire breath*, *bull's strength*, *gaseous form*; a scroll of 3 *arcane spells* (caster level 13, *infravision*, *passwall*, *Mordenkainen's magnificent mansion*).

Special Power: Due to the mighty ritual that prepared the adventurers for their mission, Carjus has been blessed with the ability to cast spells from the clerical trickery domain. These are in addition to his regular spells.

Special Power Domain Spells (Trickery): 1st—change self; 2nd—invisibility; 3rd—nondetection; 4th—confusion; 5th—false vision.

Hesbet the Worthy

Female Human, Ftr12
Hit Dice 12d10+36
Hit Points 96
Initiative +5 (Dex, Imprv. Initiative)
Speed 20 ft.
AC 22 (Dex, +3 full plate armor)
Attack +20/+15/+10 melee, +3 *longsword*
Damage 1d8+7
Alignment Chaotic Good
Saves Fort +12, Ref +5, Will +6;
Abilities Str 18, Dex 16, Con 17, Int 12, Wis 13, Cha 12
Skills Climb +12, Jump +12, Ride +10, Swim +10, Bluff +6, Diplomacy +6, Hide +5.
Feats Power Attack, Improved Initiative, Weapon Focus (*longsword*), Cleave, Great Cleave, Blind-Fight, Iron Will.

Possessions: +3 *full plate*, +3 *longsword* ("Striker"), 2 *potions: speed, bull's strength; periapt of wound closure, gauntlets of swimming and climbing.*

Description: Hesbet is tall, with black hair, shortly cropped. She is well-muscled and has a decided martial and mercenary bearing. Her armor is inlaid with gold, but despite its appearance is quite serviceable. She carries her steel helmet in her left hand (initially). Her long sword is known as Striker.

Special Power: Hesbet has been blessed by her deity and thus has some special defensive attributes she may use. She may invoke each of these powers 1/day:

1. **Missile Invulnerability:** When her deity's name is spoken a blue glow radiates the air about her from all types of missiles, magical or other. This effect lasts for rounds equal to her Wisdom (13).

2. **Fire Resistance (20):** Upon speaking the word "flame," tongues of cool flame envelope her form, protecting her from all but those fires generated by the highest



ranked demons, devils, or gods. The protective flames lasts a number of rounds equal to her Intelligence (12).

3. *Attack Invulnerability*: Upon speaking the word “shield” a yellow light wreathes her form, making her immune to all melee attacks for 1d3 rounds. Roll the 1d3 in secret and do not inform the PC of the result. (Note: This is not available the first day, as it was used during the failed assassination.)

Horrul Rizzuk (aka Horrul the Meek)

Male Human, Clr12
Hit Dice 12d8+36
Hit Points 93
Initiative +5 (Dex, Imprv. Initiative)
Speed 20 ft.
AC 21 (Dex, +2 full plate armor)
Attack +14/+9 melee, +2 mace
Damage 1d8+5
Alignment Lawful Good
Saves Fort +10, Ref +5, Will +11
Abilities Str 16, Dex 15, Con 15, Int 14, Wis 17, Cha 14
Skills: Spellcraft +14, Concentration +14, Diplomacy +12, Scry +10, Knowledge (arcana) +8, Knowledge (religion) +14, Listen +4, Jump +4
Feats: Power Attack, Improved Initiative, Weapon Focus (mace), Maximize Spell, Still Spell, Enlarge Spell.

Description: Horrul Rizzuk appears as a sandy-haired, small young man—not at all what one would expect a priest of his rank to look like! He is called “the meek” because his face constantly shows an expression of worry and concern. He is tentative in his actions and, like Carjus, fears the worst. The embroidered yellow robe he wears over a suit of full plate is reversible to a robe of blending (requires a standard action).

Divine Spells Prepared (6/6/5/5/3/3/2): 0—resistance (x2), cure minor wounds (x3), guidance; 1st—bane, command (x2) divine favor, remove fear, summon monster I; 2nd—cure moderate wounds, delay poison, lesser restoration, silence, sound burst; 3rd—cure serious wounds (x2), dispel magic, searing light, wind wall; 4th—dimensional anchor, inflict critical wounds (x2); 5th—flamestrike (x2); 6th—blade barrier.

Domain Spells Prepared (Good/Law): 1st—protection from chaos; 2nd—aid; 3rd—cure serious wounds; 4th—cure critical wounds; 5th—dispel evil; 6th—Heal.

Granted Powers (Good/Law): Horrul casts good and law domain spells at +1 caster level. Horrul can also Turn/Rebuke Undead (See the *PHB*).

Possessions: +2 full plate, +2 heavy mace, robe of blending, 4 vials of holy water, 2 potions of cure serious wounds, silver holy symbol.

Special Power: Horrul has been blessed with the ability to cast two spells at once, once per day. He must roll a Concentration check (DC 10+ average level of the two spells being cast—thus a *cure light wounds* (level 1) and a *true seeing* (level 5) would equal 6 levels/2 spells, or 3 levels total. Thus to cast these spells in combination would require a DC 13). If successful, he can cast a combination spell, if not, both

PRISONERS OF THE MAZE

spells fail. Note that spells can cancel each other, thus casting a *slay living* and a *raise dead* results in dispelling both attempts; likewise, a *dispel magic*, *anti-magic field*, etc., cannot be chosen, as these immediately cancel all other spell attempts. However two *flamestrike* spells could be chosen.

Fallehn the Fair

Male Human, Pal10	
Hit Dice	10d10+30
Hit Points	86
Initiative	+5(Dex, Imprv. Initiative)
Speed	20 ft.
AC	20 (Dex, +1 full plate armor)
Attack	+15/+10, +2 longsword of wounding
Damage	1d8+5
Alignment	Lawful Good
Saves	Fort +10, Ref +4, Will +6
Abilities	Str 17, Dex 15, Con 16, Int 13, Wis 12, Cha 17
Skills	Climb +12, Jump +12, Ride +10, Swim +8, Knowledge (religion) +12, Diplo macy +12.
Feats	Power Attack, Improved Initiative, Weapon Focus (longsword), Cleave, Toughness (2), Iron Will.

Description: Fallehn is called "fair" due to his beauty and persuasiveness. His piercing green eyes seem to target every

word that he hears—in fact he seems to be waiting, wondering, perhaps, when his intercession will be needed. He has never been termed "fair" because his rigid standards, which he imposes upon all he meets, and are hard for his friends and acquaintances to deal with. Fallehn wears +1 *full plate armor* and a pair of *elven boots*. Wrapped about his 6 foot 6 inch frame is a purple cloak with a pouch hidden underneath. In it is a *potion of iron body*. He always carries a pouch containing 20 gp which he keeps on hand for tithing and offerings for the poor.

Paladin Class Features: Detect Evil (at will); Divine Grace (+3 on all saving throws); Lay on Hands (27 points); Turn Undead; Smite Evil (1/day, +10 hit points damage); Remove Disease (4/week); Immune to Disease; Immune to Fear.

Possessions: +1 *full plate*, +2 *flaming longsword of wounding* ("Cleanser"), *elven boots*, *potion of iron body*, *scroll of 1 divine spell*: (caster level 9, *endure elements*).

Special Powers Granted to "Cleanser": His sword, Cleanser, has been specially blessed for this adventure and has the additional spell-like powers:

1. Twice per day, prior to an attack, Fallehn can invoke his deity and the next attack automatically hits. Fallehn can roll to determine if a critical hit was scored.
2. Once per day, Cleanser casts *haste* on Fallehn, as per the spell cast by a 9th-level sorcerer. (Note: This is not available the first day, as it was used during the failed assassination.)
3. Once per day, Fallehn can invoke his deity's protection and his Fortitude, Reflex and Will save totals are increased by +2 each, for a total number of minutes equal to Fallehn's Wisdom/2 (6).

All the special functions operate as free actions.

About the Author

Robert J. Kuntz, along with Gary Gygax and Dave Arneson, created the original Dungeons and Dragons game back in 1974. Mr. Kuntz contributed to the original boxed set and to *Supplement 1: Greyhawk*. In addition, Mr. Kuntz co-DM'd the famous original Greyhawk campaign along with Gary Gygax. He was the sixth person hired when TSR was originally formed. He contributed to and edited *Supplement 2: Blackmoor* as well as wrote the classic *Gods, Demigods and Heroes* Supplement with Jim Ward, which later became the hard-back *Deities and Demigods*. He edited the classic *Empire of the Petal Throne*. He contributed heavily to the ground-breaking First Edition module *Expedition to the Barrier Peaks*. He has written various articles for *Dragon Magazine*, such as "Sorcerer's Scroll," which he started and which was later picked up by Gary Gygax after Mr. Kuntz left the industry. Later, he published *Mordenkainen's Fantastic Adventure*, as well as his own works, including the *Maze of Zayene* Series and *Garden of the Plantmaster* through his own company, Creations Unlimited. He contributed to the Second Edition module the *Fate of Istus*. He was TSR's Content Editor for their licensing of the D&D name for product released through Judges Guild. He has also published several board games, including *King of the Tabletop*, *Magus*, *Kings & Things*, which won the Charles Roberts Award in 1986. Mr. Kuntz is also slated to write a column for reviewing and benchmarking d20 products in Corsair Publishing's new *Campaign Magazine*. Mr. Kuntz' d20 products are currently published and distributed exclusively by **Necromancer Games!**

Look for the next installment in the *Maze of Zayene* Series coming soon from **Necromancer Games**, as well as Rob Kuntz' legendary *City of Brass* Series, also coming soon from **Necromancer Games!**

Disclaimer: Dungeons and Dragons; Greyhawk; Blackmoor; Gods, Demigods and Heroes; Deities and Demigods; Expedition to the Barrier Peaks; Dragon Magazine; Mordenkainen's Fantastic Adventure and Fate of Istus are copyright and/or trademark TSR, Inc./Wizards of the Coast. *Prisoners of the Maze* is not published by or affiliated with TSR, Inc. or Wizards of the Coast. This product is not licensed by Wizards of the Coast. The above trademarked and/or copyrighted names are used in this biography by written permission from Wizards of the Coast. *Empire of the Petal Throne* is copyright and/or trademark M.A.R. Barker. No challenge to any of the trademarks or copyrights is intended by these references, which are made solely for biographical purposes regarding the author.

APPENDIX FOUR: OPEN GAME CONTENT AND LICENSES

This printing of *Prisoners of the Maze* is done under the Open Game License version 1.0 and version 1.0 of the D20 System Trademark License by permission from Wizards of the Coast. Some of the open content used herein is from a draft version of the d20 System Reference Document and is used with permission of Wizards of the Coast, by and through Ryan Dancy.

This publication contains Open Game Content, as defined below. Open Game Content may only be Used under and in accordance with the terms of the Open Game License as fully set forth here.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1 (e) of the Open Game License, version 1.0: All Necromancer Games logos and identifying marks and trade dress, including but not limited to the Orcus logo and the phrase "Third Edition Rules, First Edition Feel," as well as all Necromancer Games Product and Product Line names, including but not limited to The Wizard's Amulet, The Crucible of Freya, The Tomb of Abysthor, Bard's Gate, Rappan Athuk, The Dungeon of Graves; all Sword and Sorcery Studios logos and identifying marks and trade dress, including all Sword and Sorcery Product and Product Line names, including but not limited to the Creature Collection and Relics and Rituals; all trademarks of Robert J. Kuntz, including but not limited to The Maze of Zayene, Prisoners of the Maze, Dimensions of Flight, Tower Chaos, The Eight Kings and the Hidden Realms of Zayene; all artwork, illustration, graphic design, maps and cartography; the story, story line, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations contained herein; the proper names of the characters, creatures, groups, deities and items, other than those originating in the d20 System Reference Document or its draft, as well as places and their descriptions and other accompanying text, though not their stat blocks, specified as follows: King Ovar, Zayene, Horse Lords, Mar the Jester, Poham, Poham's Realm, Oleck, Zulq, Veendra, Cryenna, Hrolga, Rukshilan, Pynyck, Pynyck's Art Gallery, Tharsilon, Grezbale the Witch, Enot, Enot's Realm, Grevlyn, Karnghu, Coin of the Ice Lord, Baal, Baal's Realm; and all text and description. The above Product Identity is not Open Game Content, and reproduction without the written permission of the copyright holder is expressly forbidden, except for the purpose of review.

Designation of Open Game Content: The following material is hereby designated as Open Game Content and may be Used pursuant to the terms of the Open Game License: all creature, character, item, spell, town, deity and trap "stat blocks," including the stat blocks of any such creatures, characters, items, spells, towns, deities and traps original to this adventure module, except for the names of the above which are specifically designated as Product Identity; as well as all attribute, skill, feat, spell, creature, item, trap and deity names, except for those specifically designated as Product Identity, above. New creatures, spells and magic items original to this module are hereby added as Open Game Content, including: all new magic items detailed in side bars and within the module itself, all new monsters detailed in the module itself as well as in Appendix A and all spells detailed in Appendix B, except for any references to Product Identity detailed above in any such monsters, spells or magic items.

OPEN GAME LICENSE Version 1.0.

PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST.

The following text is the property of Wizards of the Coast, Inc. and is Copyright © 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks, including trade dress; artifacts;

creatures; characters; stories, story lines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto and designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may be Used only under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content, You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content, You must clearly indicate which portions of the work you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order or governmental regulation, then You may not Use any Open Game Material so affected.

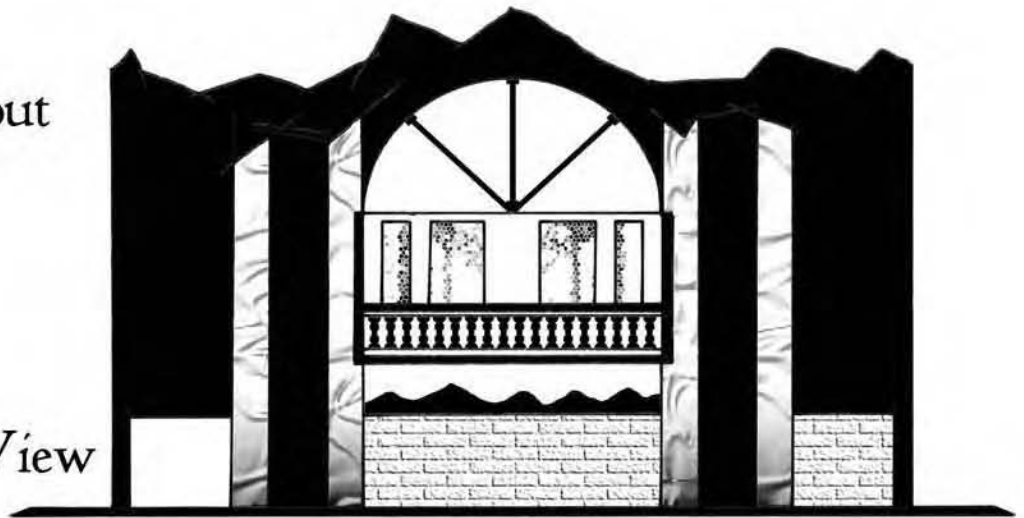
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.






15. COPYRIGHT NOTICE: Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.; *Prisoners of the Maze* is copyright 2001, Robert J. Kuntz.

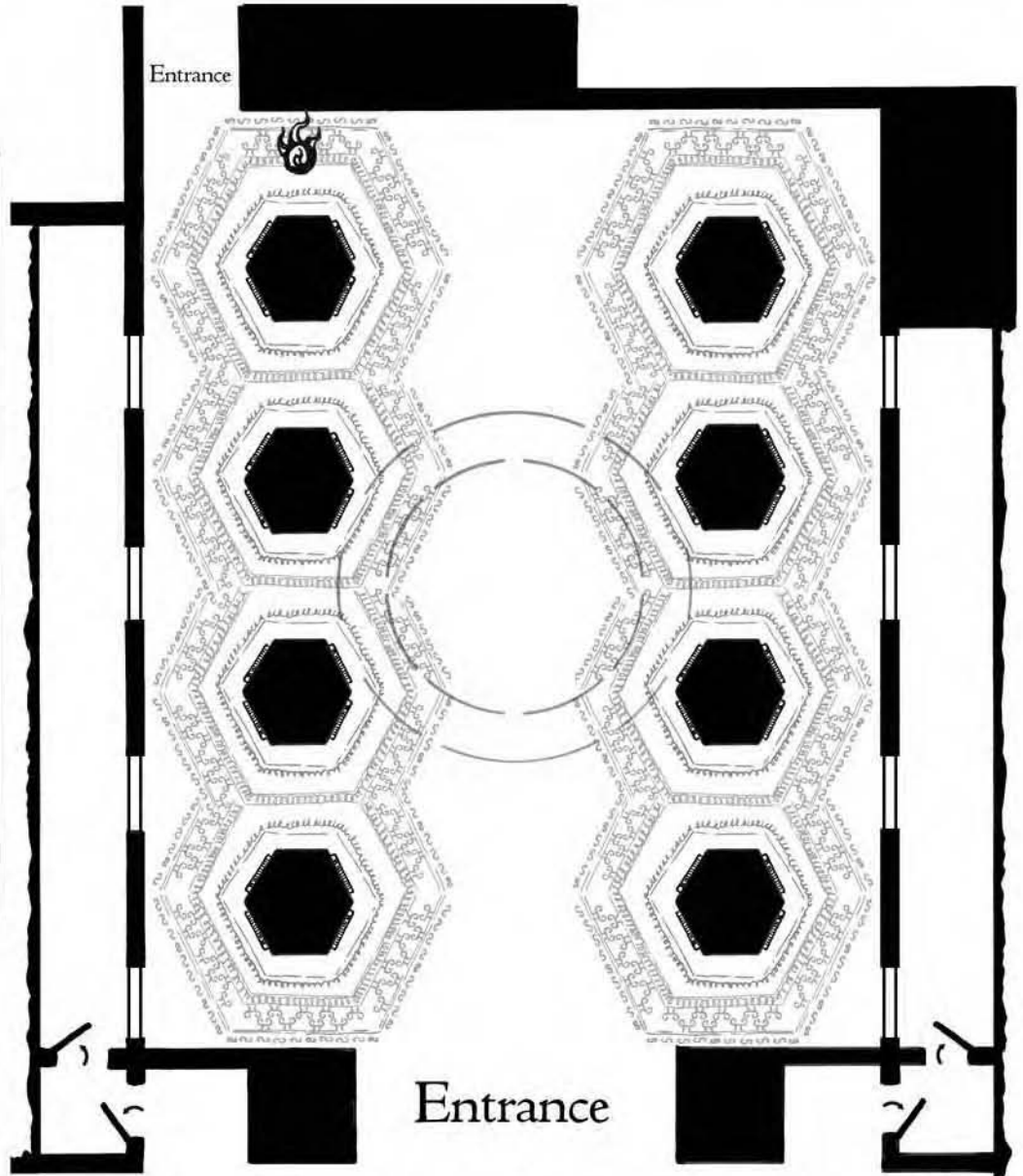
Player's Handout

Elevation View



KEY

	Pillars
	Stained Glass Window
	Dome
	Carpet
	Torch



Pregenerated Characters for Prisoners of the Maze

By Rob Kuntz

The following pregenerated characters can be used in this adventure. Pass out copies of this first sheet and let your players select their characters from these descriptions. Individual character sheets follow.

Carjus (Sorcerer)

Carjus appears as a sandy-haired, small, young man, not at all what one might expect a mage of his obvious rank to look like! Carjus is very colorful with his dress, preferring a parti-colored red/yellow tunic, a light blue cloak, soft leather boots and a green hood. He has a nice looking cobalt ring on his right index finger. Carjus is very precautionary; he feels that something could go wrong with this mission and has thus brought along many magic items.

Hesbet the Worthy (Fighter)

Hesbet is nearly 6 feet tall, with black hair and penetrating blue eyes. She is well-muscled and has a decided martial and mercenary bearing. Her armor is inlaid with gold, but despite its appearance is quite serviceable. Her hair is long and black, and she carries his steel helmet in her left hand (initially). Her long sword is known as Striker.

Horrul Rizzuk (Cleric)

Horrul Rizzuk is a stocky fellow, with brown curly hair and intelligent but humorous brown eyes. He is much like a heavy horseman in appearance, but is far from that, of course! The embroidered yellow robe he wears over a suit of full plate is reversible.

Fallehn the Fair (Paladin)

Fallehn is called “fair” due to his beauty and persuasiveness. His piercing green eyes seem to target every word that he hears—in fact he seems to be waiting, wondering, perhaps, when his intercession will be needed. He has never been termed “fair” because his rigid standards, which he imposes upon all he meets, and are hard for his friends and acquaintances to deal with. Fallehn wears full plate armor and a pair of well-crafted boots. Wrapped about his 6 foot 6 inch frame is a purple cloak with a pouch hidden underneath. He always carries a pouch containing 20 gp which he keeps on hand for tithing and offerings for the poor.

Once your players have selected their PCs, pass out the following character sheets to them. Note that each character has a special power.

Now, perhaps, they are ready to confront the great wizard Zayene!

Enjoy! Adventure awaits!

Rob Kuntz



Carjus the Meek

Male Human, Sor11

Hit Dice	11d4+16
Hit Points	46
Initiative	+6 (Dex, Improved Initiative)
Speed	30 ft.
AC	15 (Dex, <i>ring of deflection</i> +3)
Attack	+8 melee, +3 <i>dagger</i>
Damage	1d4+3
Alignment	Neutral Good
Saves	Fort +5, Ref +5, Will +9
Abilities	Str 11, Dex 14, Con 15, Int 17, Wis 14, Cha 15
Skills	Spellcraft +14, Concentration +14, Alchemy +10, Scry +9, Knowledge (arcana) +11, Listen +4, Move Silently +4, Hide +6, Jump +6
Feats	Maximize Spell, Still Spell, Improved Initiative, Extend Spell, Quicken Spell

Description: Carjus appears as a sandy-haired, small, young man, not at all what one might expect a mage of his obvious rank to look like! Carjus is very colorful with his dress, preferring a parti-colored red/yellow tunic, a light blue cloak, soft leather boots and a green hood. He has a nice looking cobalt ring on his right index finger (+3 *deflection*). Carjus is very precautionary; he feels that something could go wrong with this mission and has thus brought along many magic items.

Arcane Spells Known (Castable per day: 6/7/7/6/6/4): 0—read magic, detect magic, med-ing, mage hand, disrupt undead, open/close, light, flare, daze; 1st—summon monster I, charm person, color spray, spider climb, feather fall; 2nd—web, blur, mirror image, knock, ghoul touch; 3rd—dispel magic, fireball, haste, slow; 4th—fire shield, ice storm, dimension door; 5th—summon monster V, wall of force.

Possessions: +3 *dagger*, +3 *ring of deflection*, *cloak of elevenkind*, three potions: *fire breath*, *bull's strength*, *gaseous form*; a scroll of 3 *arcane spells* (caster level 13, *infravision*, *pass-wall*, *Mordenkainen's magnificent mansion*).

Special Power: Due to the mighty ritual that prepared the adventurers for their mission, Carjus has been blessed with the ability to cast spells from the clerical trickery domain. These are in addition to his regular spells.

Special Power Domain Spells (Trickery): 1st—change self; 2—invisibility; 3rd—nondetection; 4th—confusion; 5th—false vision.



Hesbet the Worthy

Female Human, Ftr12

Hit Dice	12d10+36
Hit Points	96
Initiative	+5 (Dex, Improved Initiative)
Speed	20 ft.
AC	22 (Dex, +3 full plate armor)
Attack	+20/+15/+10 melee, +3 <i>longsword</i>
Damage	1d8+7
Alignment	Chaotic Good
Saves	Fort +12, Ref +5, Will +6;
Abilities	Str 18, Dex 16, Con 17, Int 12, Wis 13, Cha 12
Skills	Climb +12, Jump +12, Ride +10, Swim +10, Bluff +6, Diplomacy +6, Hide +5.
Feats	Power Attack, Improved Initiative, Weapon Focus (longsword), Cleave, Great Cleave, Blind-Fight, Iron Will.

Possessions: +3 *full plate*, +3 *longsword* (“Striker”), 2 *potions: speed, bull’s strength; periapt of wound closure, gauntlets of swimming and climbing.*

Description: Hesbet is nearly 6 feet tall, with black hair and penetrating blue eyes. She is well-muscled and has a decided martial and mercenary bearing. Her armor is inlaid with gold, but despite its appearance is quite serviceable. Her hair is long and black, and she carries her steel helmet in her left hand (initially). Her long sword is known as Striker.

Special Power: Hesbet has been blessed by her deity and thus has some special defensive attributes she may use. She may invoke each of these powers 1/day:

1. *Missile Invulnerability:* When her deity’s name is spoken a blue glow radiates the air about her from all types of missiles, magical or other. This effect lasts for rounds equal to her Wisdom (13).
2. *Fire Resistance (20):* Upon speaking the word “flame,” tongues of cool flame envelope her form, protecting her from all but those fires generated by the highest ranked demons, devils, or gods. The protective flames lasts a number of rounds equal to her Intelligence (12).
3. *Attack Invulnerability:* Upon speaking the word “shield” a yellow light wreathes her form, making her immune to all melee attacks for 1d3 rounds. Roll the 1d3 in secret and do not inform the PC of the result. (Note: This is not available the first day, as it was used during the failed assassination.)



Horrul Rizzuk

Male Human, Clr12

Hit Dice	12d8+36
Hit Points	93
Initiative	+5 (Dex, Improved Initiative)
Speed	20 ft.
AC	21 (Dex, +2 full plate armor)
Attack	+14/+9 melee, +2 mace
Damage	1d8+5
Alignment	Lawful Good
Saves	Fort +10, Ref +5, Will +11
Abilities	Str 16, Dex 15, Con 15, Int 14, Wis 17, Cha 14
Skills:	Spellcraft +14, Concentration +14, Diplomacy +12, Scry +10, Knowledge (arcana) +8, Knowledge (religion) +14, Listen +4, Jump +4
Feats:	Power Attack, Improved Initiative, Weapon Focus (mace), Maximize Spell, Still Spell, Enlarge Spell.

Description: Horrul Rizzuk is a stocky fellow, with brown curly hair and intelligent but humorous brown eyes. He is much like a heavy horseman in appearance, but is far from that, of course! The embroidered yellow robe he wears over a suit of full plate is reversible to a robe of blending (requires a standard action).

Divine Spells Prepared (6/6/5/5/3/3/2): 0—resistance (x2), cure minor wounds (x3), guidance; 1st—bane, command (x2) divine favor, remove fear, summon monster I; 2nd—cure moderate wounds, delay poison, lesser restoration, silence, sound burst; 3rd—cure serious wounds (x2), dispel magic, searing light, wind wall; 4th—dimensional anchor, inflict critical wounds (x2); 5th—flamestrike (x2); 6th—blade barrier.

Domain Spells Prepared (Good/Law): 1st—protection from chaos; 2nd—aid; 3rd—cure serious wounds; 4th—cure critical wounds; 5th—dispel evil; 6th—Heal.

Granted Powers (Good/Law): Horrul casts good and law domain spells at +1 caster level. Horrul can also Turn/Rebuke Undead (See the *PHB*).

Possessions: +2 full plate, +2 heavy mace, robe of blending, 4 vials of holy water, 2 potions of cure serious wounds, silver holy symbol.

Special Power: Horrul has been blessed with the ability to cast two spells at once, once per day. He must roll a Concentration check (DC 10+ average level of the two spells being cast—thus a *cure light wounds* (level 1) and a *true seeing* (level 5) would equal 6 levels/2 spells, or 3 levels total. Thus to cast these spells in combination would require a DC 13). If successful, he can cast a combination spell, if not, both spells fail. Note that spells can cancel each other, thus casting a *slay living* and a *raise dead* results in dispelling both attempts; likewise, a *dispel magic*, *anti-magic field*, etc., cannot be chosen, as these immediately cancel all other spell attempts. However two *flamestrike* spells could be chosen.



Fallehn the Fair

Male Human, Pal10

Hit Dice	10d10+30
Hit Points	86
Initiative	+5 (Dex, Improved Initiative)
Speed	20 ft.
AC	20 (Dex, +1 full plate armor)
Attack	+15/+10, +2 longsword of wounding
Damage	1d8+5
Alignment	Lawful Good
Saves	Fort +10, Ref +4, Will +6
Abilities	Str 17, Dex 15, Con 16, Int 13, Wis 12, Cha 17
Skills	Climb +12, Jump +12, Ride +10, Swim +8, Knowledge (religion) +12, Diplomacy +12.
Feats	Power Attack, Improved Initiative, Weapon Focus (longsword), Cleave, Toughness (2), Iron Will.

Description: Fallehn is called “fair” due to his beauty and persuasiveness. His piercing green eyes seem to target every word that he hears—in fact he seems to be waiting, wondering, perhaps, when his intercession will be needed. He has never been termed “fair” because his rigid standards, which he imposes upon all he meets, and are hard for his friends and acquaintances to deal with. Fallehn wears +1 *full plate armor* and a pair of *elven boots*. Wrapped about his 6 foot 6 inch frame is a purple cloak with a pouch hidden underneath. In it is a *potion of iron body*. He always carries a pouch containing 20 gp which he keeps on hand for tithing and offerings for the poor.

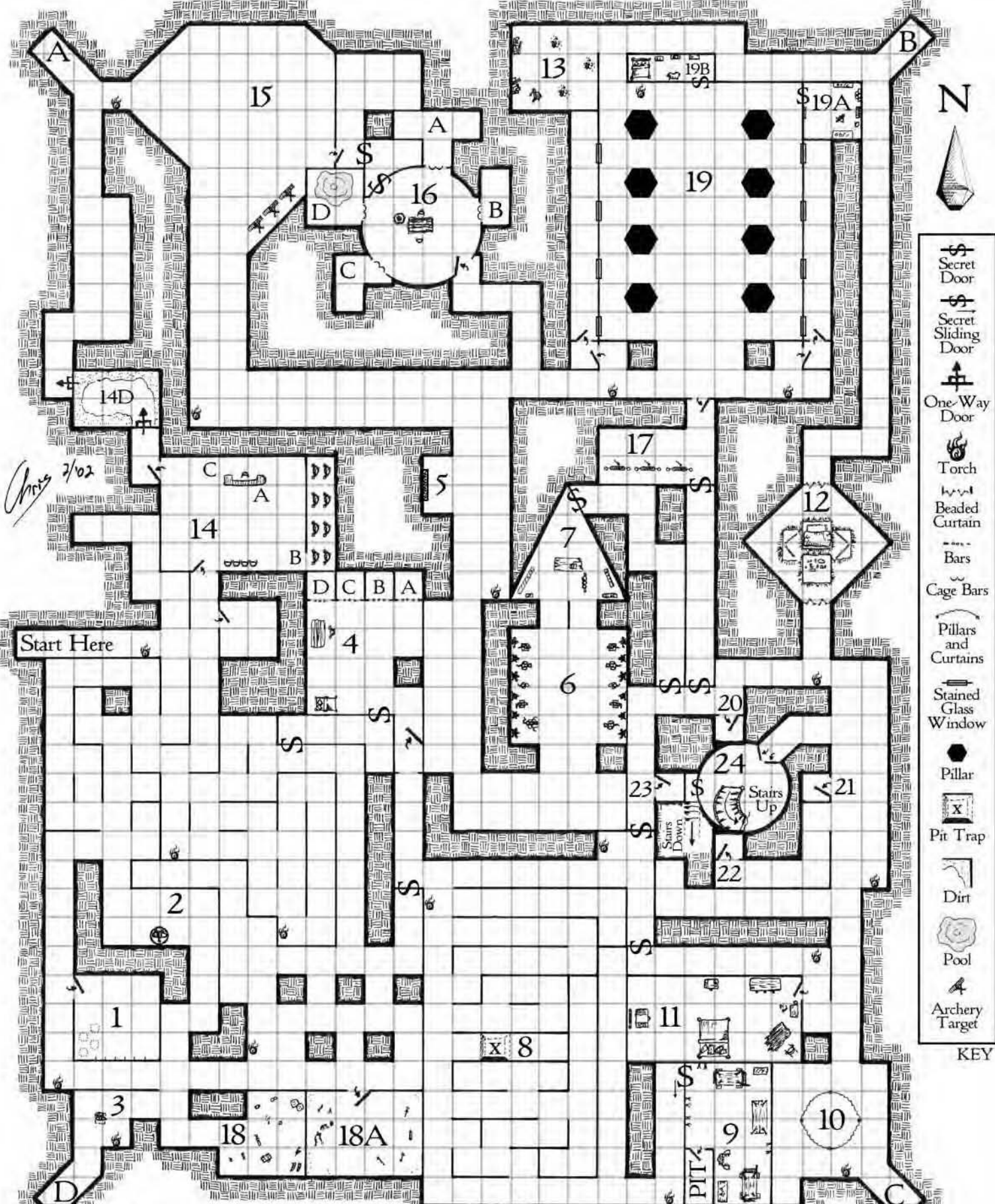
Paladin Class Features: Detect Evil (at will); Divine Grace (+3 on all saving throws); Lay on Hands (27 points); Turn Undead; Smite Evil (1/day, +10 hit points damage); Remove Disease (4/week); Immune to Disease; Immune to Fear.

Possessions: +1 *full plate*, +2 *flaming longsword of wounding* (“Cleanser”), *elven boots*, *potion of iron body*, *scroll of 1 divine spell*: (caster level 9, *endure elements*).

Special Powers Granted to “Cleanser”: His sword, Cleanser, has been specially blessed for this adventure and has the additional spell-like powers, that function as free actions:

1. Twice per day, prior to an attack, Fallehn can invoke his deity and the next attack automatically hits. Fallehn can roll to determine if a critical hit was scored.
2. Once per day, Cleanser casts *haste* on Fallehn, as per the spell cast by a 9th-level sorcerer. (Note: This is not available the first day, as it was used during the failed assassination.)
3. Once per day, Fallehn can invoke his deity’s protection and his Fortitude, Reflex and Will save totals are increased by +2 each, for a total number of minutes equal to Fallehn’s Wisdom/2 (6).





- N
- Secret Door
 - Secret Sliding Door
 - One-Way Door
 - Torch
 - Beaded Curtain
 - Bars
 - Cage Bars
 - Pillars and Curtains
 - Stained Glass Window
 - Pillar
 - Pit Trap
 - Dirt
 - Pool
 - Archery Target
- KEY

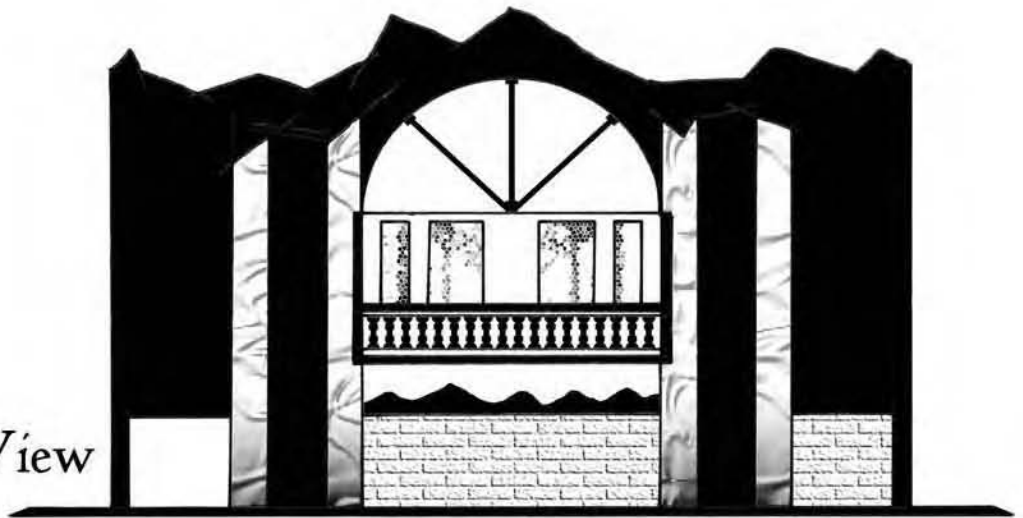
Prisoners of the Maze

1 Square equals 10 ft.

N



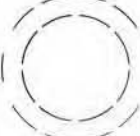




Elevation View

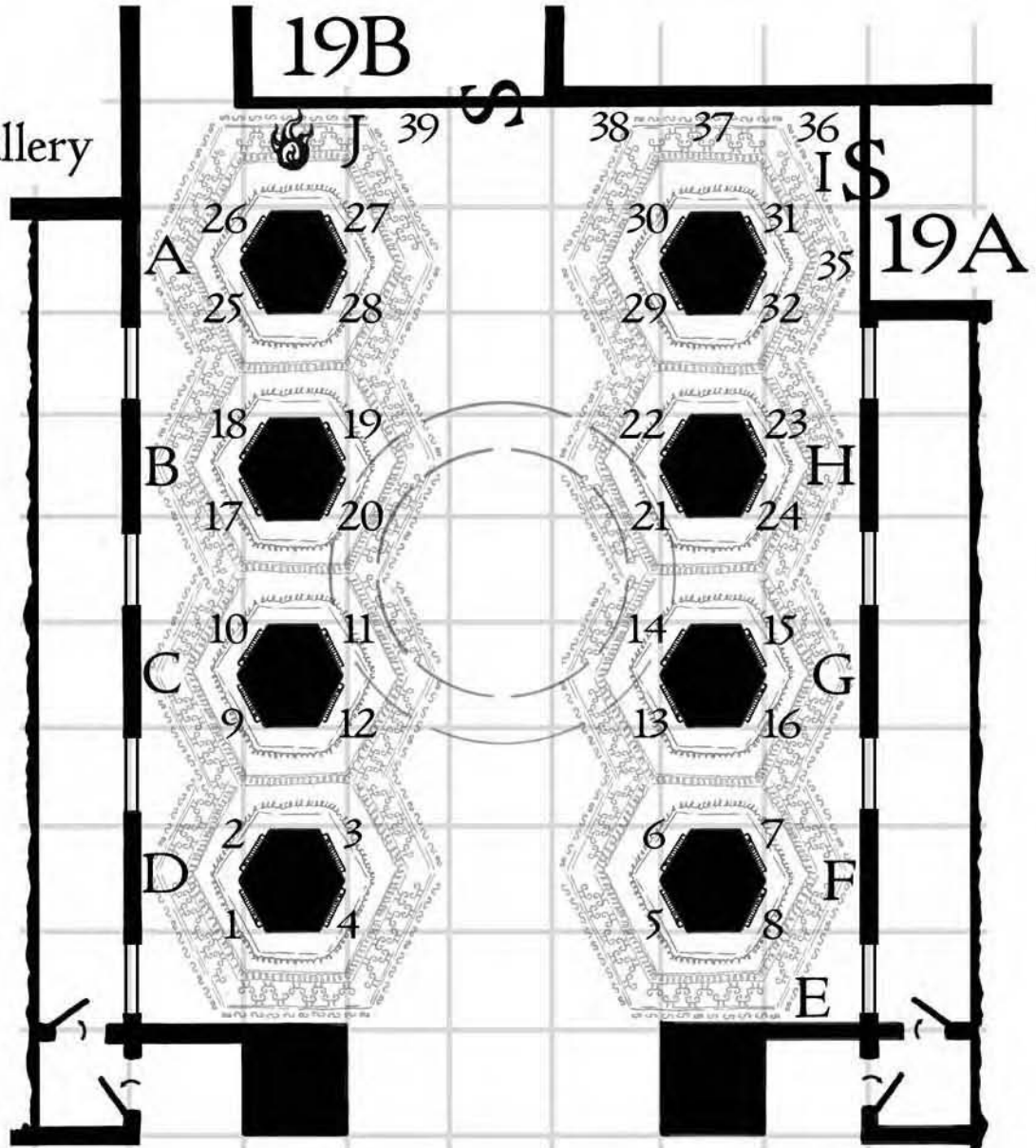


Pynyck's Art Gallery

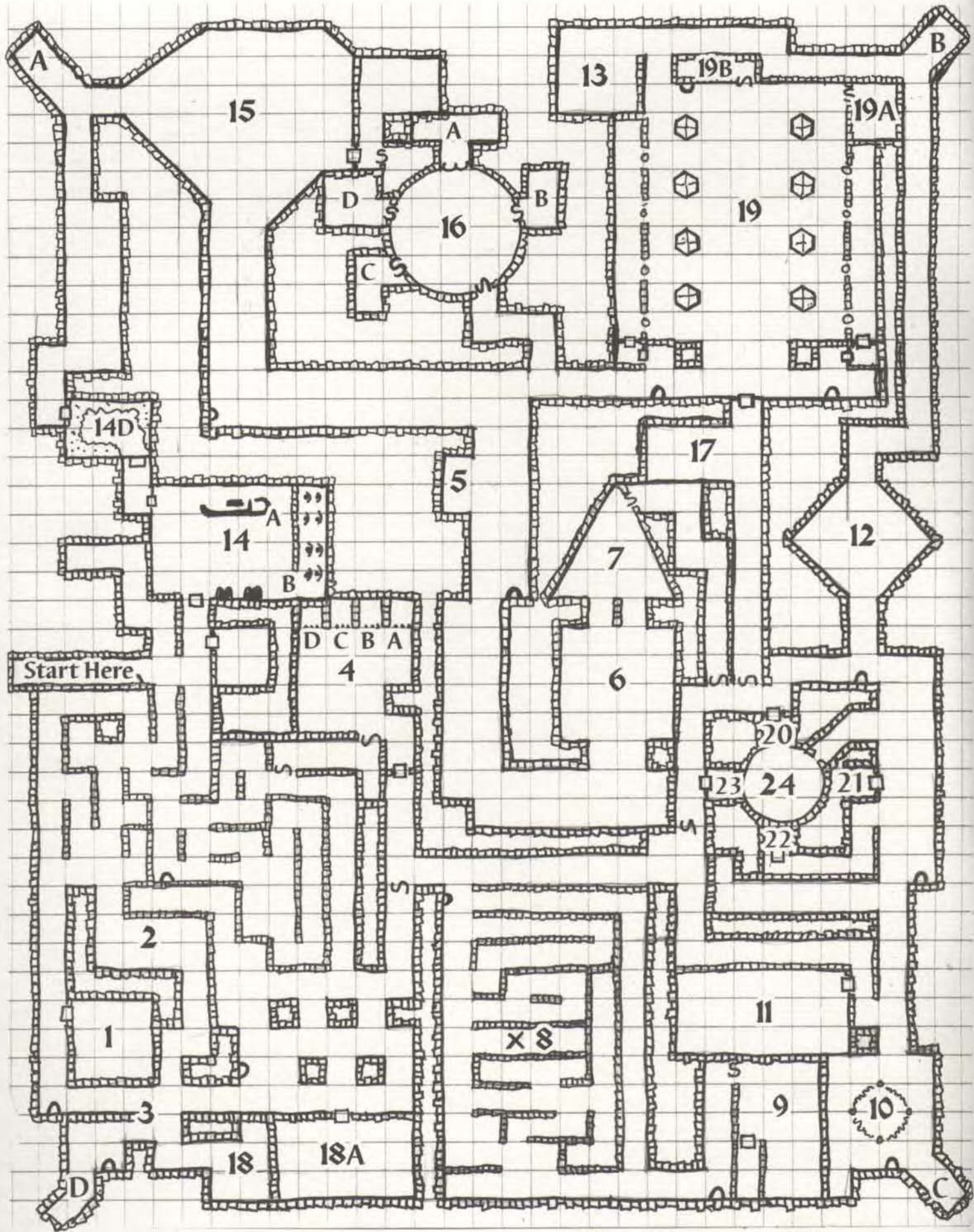
KEY

-  Pillars
-  Stained Glass Window
-  Dome
-  Secret Door
-  Torch

1 Square equals 10 ft.



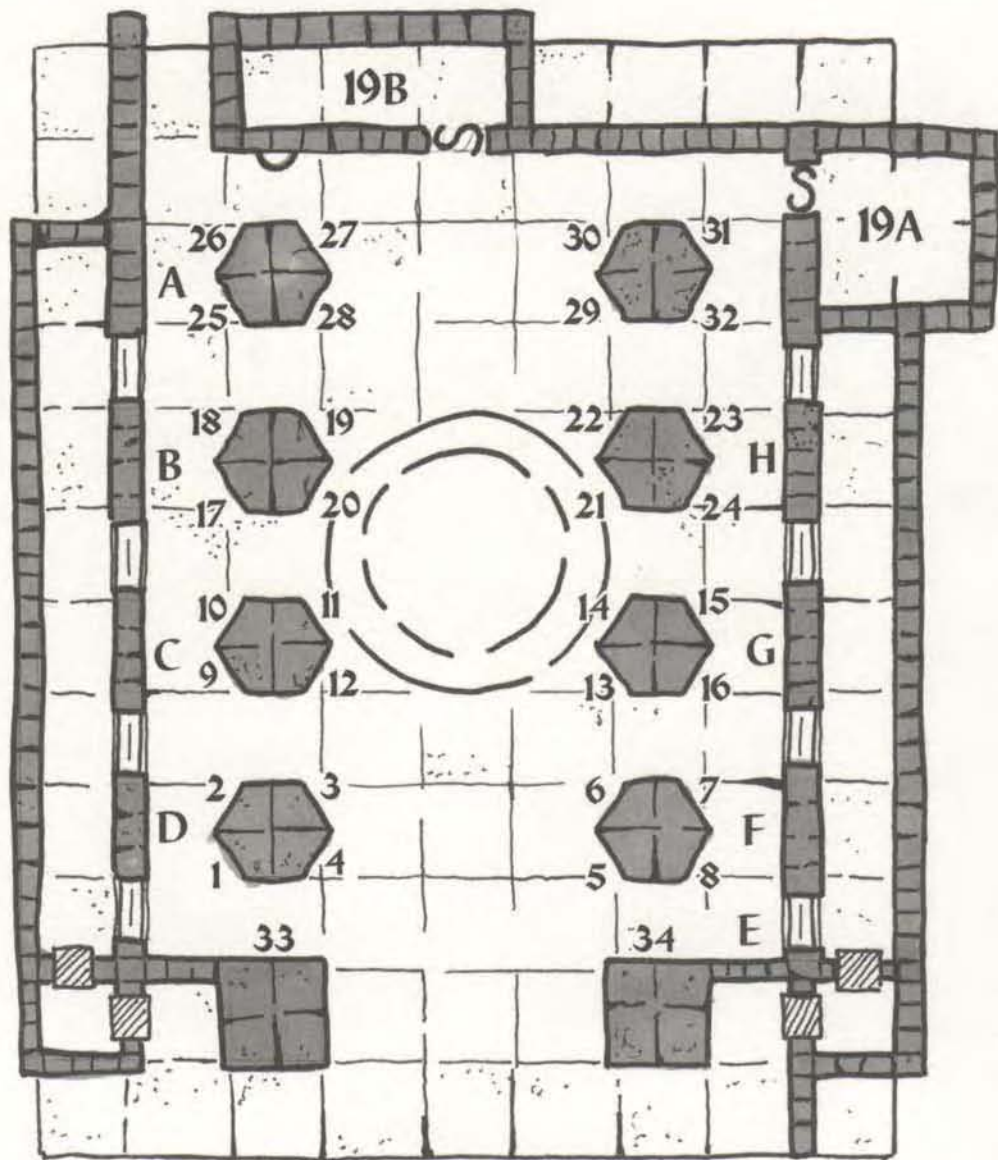
Chris 2/02



The Maze of Zayene

Pynyck's Art Gallery

Map Key



Scale: 1sq= 10ft

Room 19

PRISONERS of the MAZE™

To Kill a King...

Death to King Ovar the Tyrant! Life to Law and Order! Four characters are charged with a mission so insane, so daring, that terming it an assassination does not do it justice. Are the four volunteers who would lay low King Ovar assassins? Or are they heroes? If the former, how are they better than the madman they are assigned to kill? And even if they are the latter, will their heroism be enough to overcome the Maze of Zayene?

Snared in the Wizard's Web

Prisoners of the Maze is the first part of the **Maze of Zayene** series by Robert J. Kuntz, an award-winning author and co-creator of the world's most popular roleplaying game! This module describes Zayene's dungeon maze in which the characters are trapped and the many new magics and monsters he has placed within it to defeat those imprisoned there. The wealth of adventure detail will energize any campaign and serve as a starting point for many subsequent adventures. Can your players survive the maze to complete their final mission, or will they become permanent residents of the Maze of Zayene?

A fantasy adventure for 4 to 6 characters of 9th to 12th level.

Fantasy—Swords and Sorcery
Adventure (Dungeon)
Core D20 System



©2001, Robert J. Kuntz. Produced and distributed
exclusively by Necromancer Games, Inc.
necromancergames.com

ISBN 1-58846-157-2
WW8380 \$10.95 U.S.



9 781588 461575