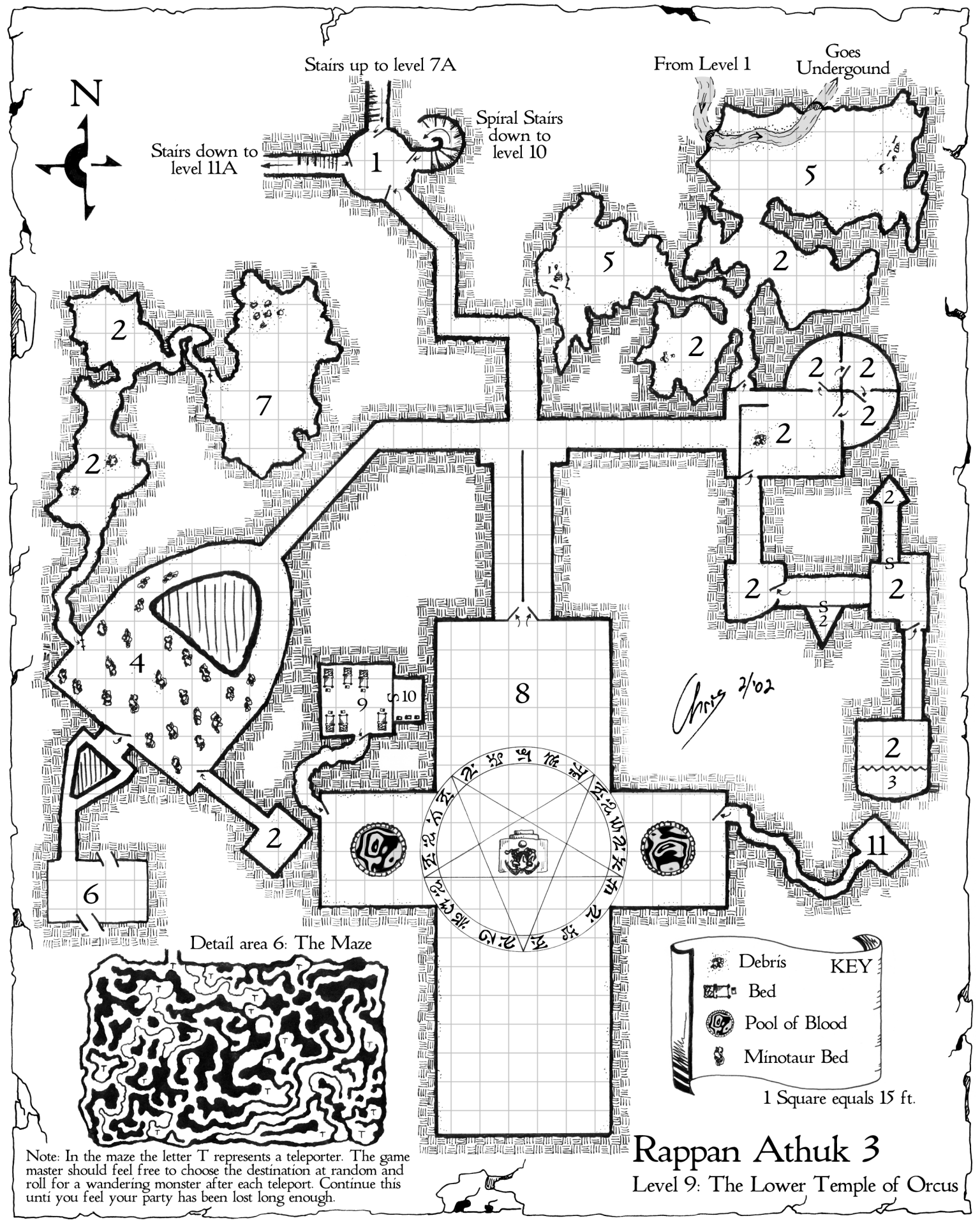

Note: In the maze the letter T represents a teleporter. The game master should feel free to choose the destination at random and roll for a wandering monster after each teleport. Continue this unti you feel your party has been lost long enough.