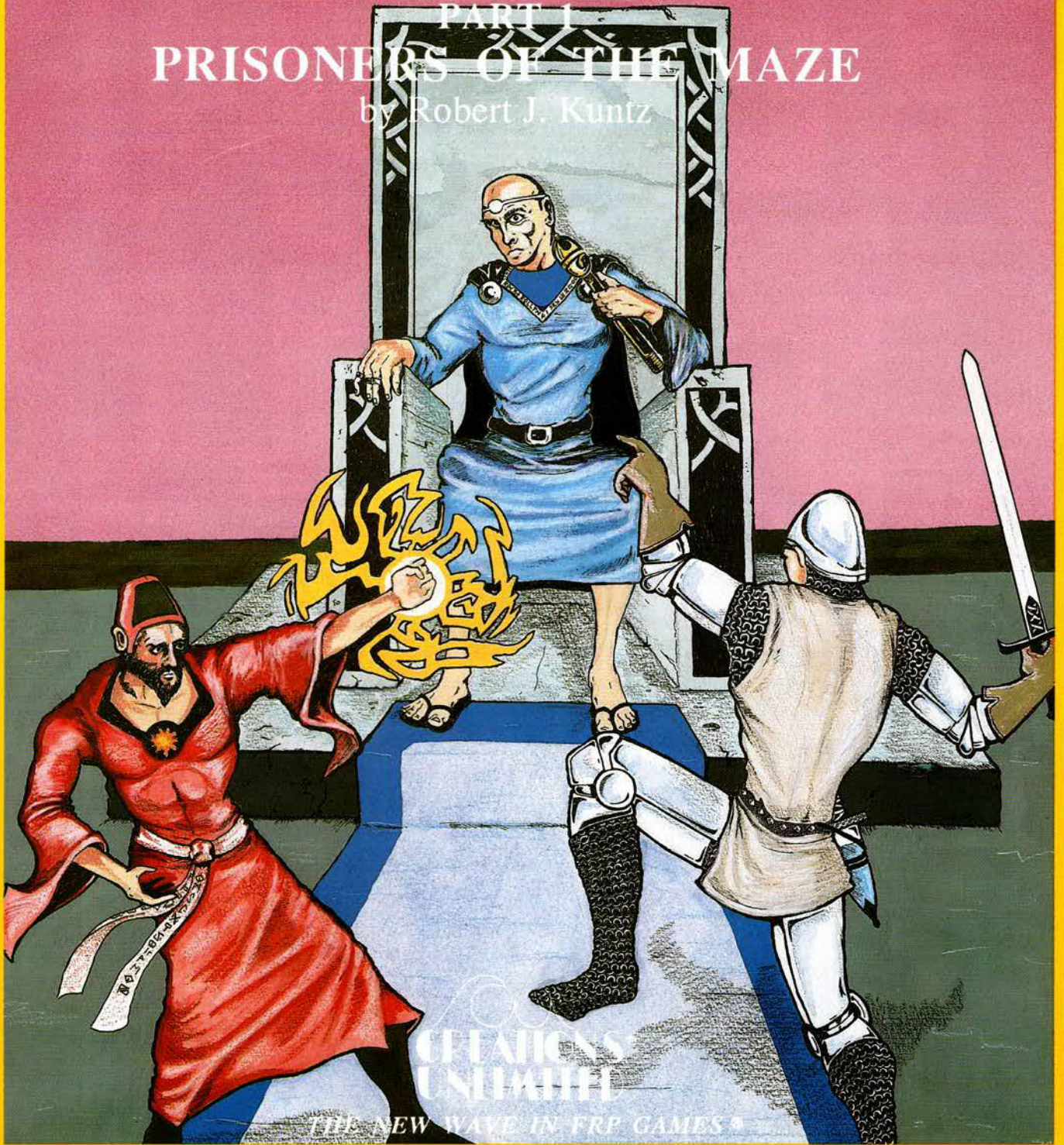
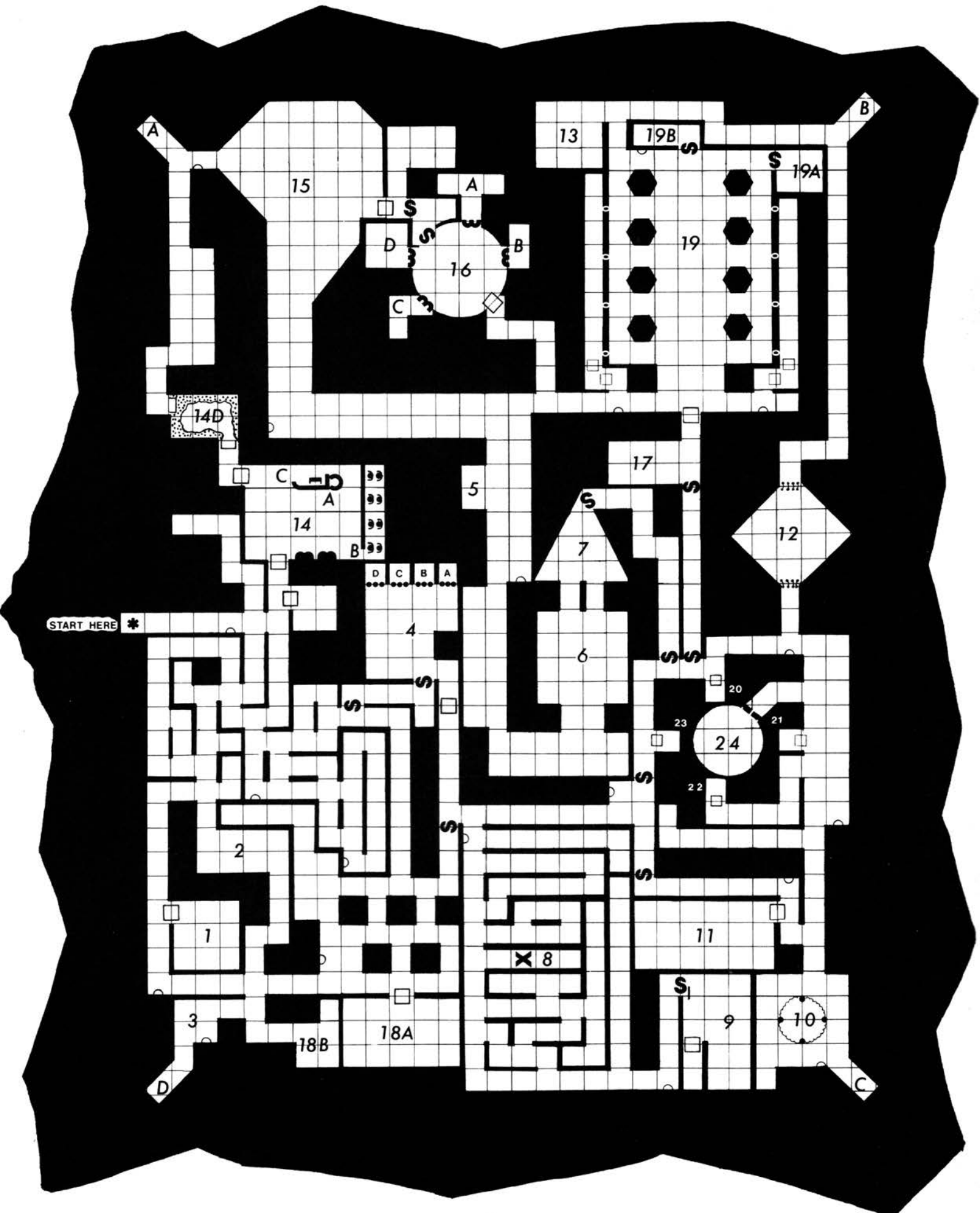


WORLD OF KALIBRUHN[®]
ADVENTURE

THE MAZE OF ZAYENE

PART I
PRISONERS OF THE MAZE
by Robert J. Kuntz





ZAYENE'S MAZE

A World of Kalibruhn™ Adventure

The Maze of Zayene — Part 1

Prisoners of the Maze

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Abbreviations/Terms Used In This Series

<i>St</i>	Strength	<i>CL</i>	Character-Level: A variety of MP usually used to indicate Player-, Non-Player character's MP only	<i>Character Types:</i>	<i>F</i> Fighter, <i>Mg</i> Mage, <i>Pr</i> Priest, <i>Il</i> Illusionist, <i>Bd</i> Bard, <i>As</i> Assassin, <i>Tf</i> Thief, <i>Fp</i> Fighter (paladin), <i>Fr</i> Fighter (ranger).
<i>In</i>	Intelligence	<i>AL</i>	Alignment	<i>HtK</i>	Hits to kill
<i>Ap</i>	Appeal (sometimes known as charisma, leadership ability)	<i>AT</i>	Armor Type	<i>Atk</i>	Numbers of attacks possible
<i>Ws</i>	Wisdom (also insight)	<i>Dm</i>	Damage	<i>Lair:</i>	Chance of being in lair/home, etc.
<i>V</i>	Vitality (also constitution)	<i>EX</i>	Value or <i>EX</i> : Experience point value	<i>THATO</i>	To hit armor type 0
<i>Ag</i>	Agility (also dexterity, et al.)	<i>GM</i>	Game Master (also known as DM, CM, etc.)	<i>/flying speed</i>	- game inches
<i>Bt</i>	Beauty (also known as comeliness)	<i>SP</i>	Special (attacks, powers, defenses, weapons, etc.)	<i>//swimming speed</i>	- game inches
<i>MI</i>	Magical Immunity (also magical resistance; also used to indicate SRs which are above normal, or different in some way)	<i>ft</i>	feet	<i>gp, sp, ep, pp</i>	(gold, silver, electrum, platinum)
<i>MP</i>	Melee Prowess (level of monster/being; MP: F7 stands for melee prowess, level 7 fighter)	<i>M</i>	Moves (or movement) usually in game inches	<i>1st Order, (spell):</i>	Rank or level of spell use
<i>SR</i>	Savings Rolls (or 'throws, saves, et al.)	<i>D</i>	(D%, D6, etc.): Type of die (or dice) used	<i>Time:</i>	Segment =6 seconds; Melee round = 10 segments, or 1 minute; Turn = 10 rounds, or 10 minutes.

Using These Series Modules

This four part series is organized as follows:

Part 1, *Prisoners of the Maze*: This can stand alone with a little extrapolation; or it may be used with its intended partner, Part 2, below. This module has several exit/entry points for Parts 2 and 3; and, there are other modules yet to be tied into this.

Part 2, *Dimensions of Flight*: This details the acquiring of the stones which must be used to exit the maze. Alternately, these stones are keys to Part 3, *Tower Chaos*. This module can stand alone with little difficulty.

Part 3, *Tower Chaos*: This continues the quest against evil King Ovar and his conniving count wizard Zayene. This is also the introduction to Part 4, *The Eight*

Kings, wherein all is revealed about King Ovar and the wizard Zayene. This module can stand alone.

Part 4, *The Eight Kings*: This wraps up the adventures in the *Maze of Zayene* series. This can be used as a separate adventure with little input required.

Introduction

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 Ersillian 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 re-established once again. These savants of power would bring Ersille to the fore, with its riches and splendor, its influence and might again supreme, and 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 cloaked figures represent unknown embodiments of 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 towards 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 peoples' hopes. In its place a greater tree of Ersille 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 towards 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; and 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 know; but where you are bound is certain: At one stroke you will

seal the future of Ersille 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, stand to 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, 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 crazy 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 rise and approach to where the sumptuous rugs of red silk and silver thread are spread. As you near the throne you are elated. NOW! Each of you attacks by bounding with drawn weapon or by quickly motioning in spell casting. 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 waiting outside; then a sprint to lose pursuit in the labyrinthine 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 MOZ Part 1, **PRISONERS OF THE MAZE.**

Notes for the GameMaster

BEGINNING: The party is transported to the beginning of **PRISONERS OF THE MAZE, START (*)**, indicated on **map number 1**. Their 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 are allowing players to use their own characters, be certain that you read the section entitled **GUIDELINES FOR REGULAR PLAYER-CHARACTER PARTICIPANTS** (note the **Table of Contents**).

DUNGEON DESCRIPTION: The corridors are composed of well-worked stone, with 15' 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 at this point and time. (See the section on **STARTING(*)**.)

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 turns, after which time they function normally.

As they proceed east from (*) they will notice a dim radiance -- torches ahead. What they don't know is that these brands, placed every 100' or so, are magical, and will burn eternally if left in their respective holders. Any torch taken and used by the party will burn out in 2 turns.

MAPPING: Do not allow players to map. They have absolutely no mapping equipment with them. If they are creative they will 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 player-characters locate proper mapping utensils.

DIRECTION: Direction will probably be impossible to determine in this maze until the party gets information from some encounter, or uses magical aid (i.e., by communing with a god, for instance). 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, give

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.

NOISE: The party will be pretty quiet as it moves, as the red carpeting muffles the sound of footfalls. The party will not notice this unless someone inquires about noise. Add 6-10% of attempts made by thieves to move silently.

SURPRISE: While the inhabitants of this maze are used to the carpeting's effects, player-characters will never be so. Therefore, use the following surprise rules:

Party without bright light/ D6 / 1-4 surprises

Party with bright light/ D6/ 1-3 surprises

Normal dungeon adventuring light sources, such as magical weapons, torches and unmasked lanterns, are considered "bright" in this instance. Dimly glowing magical weapons and torchlight from a brand over 30' distant is considered "without bright light." Even if the player-characters are properly prepared with light, the carpet's silencing effect allows monsters to surprise the party 50% of the time. However, if a ranger is along, and is unengaged in combat or other procedures (tracking, for instance), surprise rolls are reduced by one pip in each separate case (these become 1-3 and 1-2, respectively).

THE CARPET: Although the carpeting is of a highly magical nature, and will radiate a faint dweomer of an "alteration" type, 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 will not affect it; but fire-, or electrical-type magic attacks will damage it. Burning damage done by magical flame, electricity, or by strong acid, will cause the carpet to smoke and fume. For every square yard of carpet so affected, the fumes created will equal a pillar of smoke slightly more than one yard in diameter, and reaching to the ceiling. This smoke is highly toxic. Anyone entering it will sustain 2-5 HtK per yard traveled through, no saving roll. The smoke will thin in one turn, whereupon only half damage will be taken from passing through it. After two turns the smoke disappears completely.

Damage to the carpet will repair (regenerate) at the rate of one square yard per turn.

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, water, et al., does not remain on the carpet, but is assimilated and used for regenerative purposes -- a sort of outre sustenance. Flaming oil spilled on the carpet will burn 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.) will be seen. Animal and vegetable matter left upon the carpet for more than one hour will be affected. A scroll, for instance, will be partially absorbed in one hour and considered useless. Bare flesh so exposed for the same time will contract a purple rash, and sustains 1 HtK of damage for every turn 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 upon the simple explanations and guidelines given above.

N.B.: 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:

Each 6 hours without water: -1 HtK
Each full day without water: -1 point of Strength; -1 point of Agility; -1 point of Vitality; and -50% of remaining HtK
Each 8 hours without food: -1 HtK
Each full day without food: -1 point of Strength; -1 point of Agility

Point losses are easily restored. Drinking normally while resting will restore 1 HtK/Agility point; 6 turns of rest will restore an additional 10 points. HtK are always restored first. A full day of rest will make the individual normal again, with all lost points restored. This assumes that regular fluid intake continues. Food is likewise helpful when suffering from starvation. A normal meal will heal the effects of a full day of starvation. Characters should be warned that without rest and/or food/liquid intake that they will sustain mounting point losses.

RANDOM ENCOUNTERS: There are a few monsters wandering the maze. Those denizens of this place who might be randomly encountered are listed on a special table following this short treatment. Normal random encounters occur every . . .

- 1) ...200'-300' of normal (slow) movement
- 2) ...400'-500' of rapid (non-mapped) movement
- 3) ...time the party is particularly noisy in an open/exposed area
- 4) ...hour the party rests in an exposed area
- 5) ...four hours spent resting in a well secluded area

To determine if an encounter occurs, roll 1 D10. A 0 (10) 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' 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 will absolutely occur in D4 rounds. Simply determine the encounter, and the direction it is coming from, in advance.

N.B.: NO ENCOUNTERS OF ANY SORT OCCUR WITHIN 30' OF THE TRANSPORTER AREAS (q.v.). RANDOM ENCOUNTERS DO NOT OCCUR ON THE DIMENSIONAL SUBLEVELS (See Module 2, "Dimensions of Flight").

As a final note to the GM, discretion must be used when a party is in trouble. If they have obviously goofed off to the extent that they have brought upon 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. GMs are the final arbiters in every case, but adjustments can be made so as to allow players to further explore the possibilities of this module.

ENCOUNTER DISTANCE: Random encounters will be from 30'-60' (D4 roll) distance if no surprise exists. If either or both groups are surprised, encounter distance will be from 10'-20' (1/2D6 roll). Individuals of each group may move 10' / surprise segment; and being within 10' is considered close enough to launch an attack during a surprise segment.

RANDOM ENCOUNTER MATRIX

Many of the encounters have been specially produced for this adventure. You will find these described in the appendices (see Table of Contents).

(Roll 1D20)

- | | |
|----------------------|----------------|
| 1) 1-2 Xorns | |
| 2) 3-12 Shadows | |
| 3) 4-9 Wraiths | |
| 4) 2-5 Phase spiders | |
| 5) 2-5 Doppelgangers | |
| 6-9) The Jester | See appendices |
| 10) Grotin | See appendices |
| 11) 10-60 Giant rats | |
| 12) Harry | See appendices |
| 13) 2-7 Spectres | |
| 14) 4-40 Gnolls | |
| 15) Bubbles | See appendices |
| 16) Grell/Beholder | |
| 17) Flesh golem | |
| 18) Red slime | See appendices |
| 19) 1-2 Gorgons | |
| 20) Friendly Ghost | See appendices |

LEVEL TRANSPORTERS: Zayene has built four magical transporter areas into his maze. Each such area has a letter code, A, B, C, and D, respectively. When any life form enters the center of a transporter, it activates and transports such beings (with items, and possessions up to 100 pounds beyond normal encumbrance per being) within 20' to the next sequential area (viz., A transports to B, B to C, and so on, with D transporting back to A). After functioning, a transporter will 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, and/or marked in such a way to convey warning of their proximity. Zayene will have destroyed paintings restored-in 2-8 days.

Examination of the very bottom left-hand corner of each painting will reveal a small "P" initial painted in a reddish pigment.

SPECIAL PLAYER CHARACTERS: Because of the unusual nature of the scenario, in concert with the continuing requests for ready-to-play-characters made by enthusiasts, four special characters have been pre-generated for use with **PRISONERS OF THE MAZE**. Basic, as well as special, powers for each player-character are detailed in the appendices.

GMs having more than four participants, or, wishing to use regular player-characters from existing campaigns, should read each special character to get a feel for the balance worked into them: this should provide enough data to enable substitutions of complimentary weapons, spells, and C-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 of Ersille. Each character is fearless, although individual play could vary this superimposition. This, and the honor expressed with the vow given to defend every member of the party, must be stressed to the players. They will 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 were so tremendous that the eventual saving of a party member would mean the total annihilation of the party, then the good of the party, and its mission, could prevail without too much reflection upon the mores involved. On the whole, however, this group is loyal and cooperative to a fault!

GUIDELINES FOR REGULAR PLAYER-CHARACTERS: 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 36, with a mage of level 12, a ranger or paladin of level 13, and a priest of level 11. If five characters participate, the average level should be 8. In any event, all characters should be human and of one of the professions -- priest, mage, or fighter -- which is common to this race. Though not recommended, a single half-elf may be permitted in a group of five or six. All characters are of Lawful/Neutral or Lawful/Good alignment!

None of the characters may be equipped for a dungeon expedition, but each should have a selection of magical items which powers approximate those given to the four special characters. After checking the whole of this work, GMs should have a fair idea as to 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 which are 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 under-equipped 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, these items would be used for the party's escape from the maze. Be careful in balancing these degrees. You will have to live with the results.

SPECIAL GM NOTE

Read this module and become so familiar with it until it seems as if you actually participated in devising it. In this way you will not only know what is

written, but this will allow for you to augment, delete, extemporize, or develop whatever you feel needs such as play progresses. Begin at **START (*)**. Read this 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 GM, must keep in mind that this is a nasty, evil place. It is populated by inhabitants with intelligence and cunning; and these desire to harm the party in any way. These denizens will use

tricks, dissemble, lie, cheat, and generally deceive the adventurers as to their actual nature and purpose. Bold-faced evil, cheap tricks, and irrational and insane behavior are not uncommon to many modules, so the party will probably expect such. Therefore, the GM 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 role-playing, and skillful handling. The spice of this adventure is the near storybook detail of events which can be developed as the exploration of the maze, and its environs, unfolds.





Prisoners of the Maze

Keyed Encounters (X-24)

START

Characters appear at point *looking down the corridor. They are standing on a red carpet. A faint light can be seen issuing from up the corridor. To their 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?”*

The GM should consult the preceding sections on **MAPPING** and **DIRECTION**. Let the party organize and form a marching order. Tell them that any magical weapons which shed light are not doing so. This situation will correct itself in 5 full turns, and then all weapons previously affected return to normal. Also consult the section on **LIGHT**.

As the player-characters proceed along the corridor they will note a torch, in its holder, at 30'. If taken out and used, it extinguishes in 2 turns. 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 immediately extinguishes.

N.B.: This is the case with every torch and torch-holder on this level.

1. THE ROOM OF LEVERS

There are five metal levers on the far (south) wall of this otherwise empty room. A definite hissing noise is heard when you enter.

The hissing is merely a magical noise activated when beings enter or leave this room. Reduce surprise chances by -1 if the party is quietly engaged with the levers and encounter a wandering monster, for the hissing will serve as a partial alert system in that case.

Brass Lever One: 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 south-west wall. Characters in this area as the pillars descend sustain 3D6 of crushing damage, and then are trapped against the wall. Any items in hand must save vs. crushing. It takes a combined 36 strength, or more, to

slide the pillars up so that those trapped can escape. If trapped characters cannot be dislodged, remember the section on **FOOD AND WATER**, keeping in mind that dehydration and starvation could be the trapped character(s) worst enemy. If this lever is pulled again, a second set of pillars moves downward to block the initial set, thus making it impossible to get at and move the first set of pillars.

Iron Lever Two: When this is pulled an acid rain pours forth from many small pin-like holes in the ceiling, covering all occupants of the room. An immediate 2D6 of damage is dealt; and a poison saving roll must be made by each character to determine his or her successful exit from the room. Those failing to save have not exited immediately, and the down pouring acid rain causes an additional 1D6 damage. The acid pours down for 1-12 turns and then stops, seemingly depleted; but, if the lever is pulled again, double the amount of acid pours forth for 2-24 turns, and then stops. Nothing happens if the lever is pulled a third time.

Tin Lever Three: Nothing seems to happen when this lever is pulled. In actuality, the golden statue at key #2 will animate and proceed to this room (read key #2 for the statue's statistics). If the characters have not posted a guard, they will be surprised by the statue as it enters this room. Note that the hissing noise will not serve to warn the characters due to the magical nature of the statue. If the statue has been previously defeated, an unaligned sword +3 will appear instead. Pulling this lever a second time causes the same effect as lever number two.

Bronze Lever Four: When pulled nothing seems to happen; but the stone golem statue of King Ovar at key #3 will immediately activate and move to this room. As with the golden statue, the hissing noise will not function to alert the characters. The statue does make noise, however, thus normal chances of surprise are possible. If the statue was previously dispatched, a healing mist will fill the room instead. This heals all physical damage. The mist is beneficial for 1-4 segments; it then thins and has no subsequent healing potential. If this lever is pulled a second time nothing happens.

Silver Lever Five: When pulled nothing will happen for one full round. Then a 2' wide x 3' high panel slides open along the (east) wall, revealing a picture of the same size. The picture is removeable from the panel, and depicts a collage of this level (at a guess, for a fragment of this level shows a room with five levers). The lever room is marked by an X spot; and upon closer examination the picture seems to be a map which starts from this very room!

When followed, the map leads the characters to keyed encounter #4, one of the keepers of the caged animals, then south of King Ovar's Trophy Chamber, key #6. The map concludes with a 20' x 20' room. Then magical verses appear on the picture's surface:

*“Pass the living, close to the dead
Two doors, secret, go south instead
Two ways, twenty, which way to go?
A bed time dream, or an icy foe?”*

Two new lines appear on the map after someone reads the verses aloud. One line leads through a secret door to the south, and onto key #11, the King's Bed Chamber; the other leads north to key #22, the sub-dimensional entryway to Poharn's realm (module 2). Note that players establish a **TRUE** north direction in this case.

2. THE GOLDEN STATUE

On a 2' round pedestal is a 6' high human clad in golden armor. There is nothing else here.

When the adventurers enter this room, the statue will come to life and attack. As it commences to battle, a brilliant light will permeate the entire room, seemingly issuing from the pedestal. Nothing is affected by this light source, save that when the statue is killed, the pedestal's light reproduces an exact duplicate of the statue; this appears on the pedestal 1 segment later and moves to attack if there is any being within the room.

The pedestal must be destroyed to stop the duplication process.

KNIGHTS OF CHAOS: AT O, M 12", MP: FB, HtK 50, Atk 3/2, Dm 1-8 sword; average abilities, SP armor protects from fire base attacks; (See Appendices for further information.) Special Note: The

statues do not move beyond the confines of the room.

PEDESTAL: AT -1, HtK 63, SP saves vs. spells as F8; all weapons damage it at -2 HtK per blow.

3. OVAR STATUE

Set upon a 3' round dias in the middle of this room is a 9' 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, it is noticed 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, type of stone.

A successful secret door check before the statue's right foot will reveal a small (8 inch square) compartment; inside this is a **Wand of Wonder**, which has 6 charges remaining:

- 1) Slows creature pointed at for 1-2 turns
- 2) Heavy rain falls for 1 round in a 3" radius about the wand-wielder
- 3) Lustrous colors dance over a 3"x3" area blinding all who are susceptible for 2-7 (D6+1) rounds
- 4) Darkness covers wand wielder, and invisibility covers opponents, for 1-6 turns
- 5) A rat appears, squeaks and runs away
- 6) An 8D4 **Fireball** shoots forth

1-4 segments after the secret compartment is opened the statue animates and moves to attack as a stone golem.

STONE GOLEM: AT 5, M 6", MP 10, HtK 60, Atk 1, Dm 3-24, SP casts **Slow spell 1"** in front every other melee round; +2 weapons to hit, **Rock to Mud** slows 50% for 2D6 rounds, **Mud to Rock** restores all damage, **Stone to Flesh** makes golem susceptible to normal attacks.

4. ASSISTANT KEEPER OF THE CAGED

This is a sparsely furnished room: various furs are on the floor; hanging on the right-hand (or east wall, if the characters have discovered a true direction) is a chain and collar. On pegs next to these is a set of three keys. To the left (west) is a table set before many cages, which are inset into the wall ahead of you. As you

enter and note these things, a figure rises from a bed 20' to your left.

Harry (see the appendices for full statistics) has been hiding near his bed. He rises to confront the characters, using his special attack powers to confine, then eliminate, them all. If his HtK falls to 5 or below he will attempt to escape, possibly releasing the caged beasts in the confusion. If Harry is out of position, if he would expose himself to attack, or if he cannot get to the cages, then he will not be able to easily release the creatures (only a 0-20% chance). But if he has maneuvered into position, he may make 1-4 attempts, at a 40-70% chance of success per try, to release the beasts. Use discretion in this case, judging whether Harry has any chance to perform this type of operation.

If Harry escapes he will flee to key #11 to warn the keeper of the caged of the party's presence.

THE CAGES (A-D): These cages are made from iron and are openable with the previously mentioned keys.

- A) In this cage is a snarling, yapping hyaenodon which will attack any being within its reach. Set before this cage is a small barrel of meats.
- B) The carnivorous ape here will attempt to grab anyone coming near its cage. A cask of rank fruits and meats is kept near, but out of reach of, this cage.
- C) Two dirty, scruffy humans are within the cage. They look to have been maltreated; and they beg, in raspy, maybe parched voices, to be set free.

In actuality, these are two jackalweres. The largest has a magical copper ring inset with 6 crystal stones. When a stone is crushed, a jackal is summoned, and may stay and fight for the wearer of the ring for 1-10 turns. If the jackalweres are set free, they automatically attack, turning to their true form. The largest one crushes all six stones at once to summon the jackals.

- D) A strange creature, short and hairy, resides in here. It does nothing immediately. If freed it will drink all of the water in the area, insisting to sample the characters' supply, if any. It seems neutrally disposed towards the characters, otherwise.

This is a spleckle (see the appendices for this new creature). It will follow the party, and perhaps even assist 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, just that it requires constant intake of water; and

if slain, characters so-doing might have their alignment(s) changed!

HARRY: (See the appendices).

HYAENODON: AT 7, M 12", MP 5, HtK 30, Atk 1, DM 3-12).

CARNIVOROUS APE: AT 6, M 12", MP 5, HtK 31, Atk 3, Dm 1-4/1-4/1-8, SP rends for 1-8 if both hands hit.

JACKALS: AT 7, M 12", MP 1D4, HtK 4, 4, 3, 3, 1, 1, Atk 1, Dm 1-2.

JACKALWERES: AT 4, M 12", MP 4, HtK 25,21, Atk 1, Dm 2-8, SP gaze causes sleep, iron or +1 weapon to hit.

SPLECKLE: AT 7/5, M 9"/12", MP 5, HtK 30, Atk 1, Dm 2-8 (1D8+1), SP psionics. Note the appendices for amplification.

5. BAS RELIEF

A bas relief is set into the wall here. It has no framing, other than the outline of the wall itself. It is 10' wide by 4' 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 which could be judged as insanely abstract.

In actuality, this is no bas relief at all, but a conglomeration of green slime, ochre jelly, and black pudding. If characters come within 1' of this, the pudding and the jelly slide forth and attack. The green slime is thus dislodged and falls to the floor, where there remains a 20% chance per turn that any character in the area of it will step into it.

In the middle (5' up and 5' across) section of the alcove which serves to house this horribleness, is a secret compartment. Located therein is a cheap copper medalion inset with 6 large glass beads. This is a form of **Necklace of Missles**, with one 7, two 5, and three 3 D6 **Fireballs**.

BLACK PUDDING: AT 6, M 6", MP 10, HtK 50, Atk 1, Dm 3-24, immune to cold and lightning.

OCHRE JELLY: AT 8, M 3", MP 6, HtK 32, Atk 1, Dm 3-12 (1D10+2); lightning divides it.

GREEN SLIME: AT 9, M 0", MP 2, HtK 0, Atk 0, Dm 0, SP 1-4 melee rounds turns ones touching into slime.

6. KING OVAR'S TROPHY CHAMBER

This room is well lit by many torches and ornate lanterns placed 5'-7' above the floor. Upon the walls, interspaced 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 head pieces 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 exhibition-like poses: A spotted lion, wild bull, titanotherium, dire wolf, ceratosaurus, yeti, hell hound, and a displacer beast. 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 head pieces. 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 towards you!

The noise made by the head-pieces will alert Oleck at key #7 (read that carefully). He will animate a stuffed owl bear and send it to assist in the attack against the intruders. The owl bear 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 key #6.

DISPLACER BEAST: AT 4, M 15", MP 6, HtK 30, Atk 2, Dm 2-8/2-8, SP -2 on opponent's attack dice, MI saves as F12+2.

HELL HOUND: AT 4, M 12", MP 7, HtK 34, Atk 1, Dm 1-10, SP 7 point breath weapon, sight allows to locate hidden or invisible 50%.

OWL BEAR: AT 5, M 12", MP 5+2, HtK 47, Atk 3, DM 1-5/1-5/2-12, SP hugs for 2-16.

These are King Ovar's trophy chambers; and the characters can check these thoroughly if they defeat the combined forces of keys #6 and #7. Most of these animals/monsters were brought back from successful hunting expeditions to the Happy Hunting Grounds, where Ovar maintains an outpost.

Upon examination of the head-pieces' eyes, characters will note that these are fashioned from gems of various worth as follows:

Two 5,000 gp white pearls; two 500 gp topaz; two 1,000 gp black opals; two 5,000

gp fire opals; two 500 gp aquamarines; two 500 gp peridots; two 1,000 gp rubies; two 1,000 gp oriental topaz; two 1,000 gp sapphires, two 1,000 gp emeralds.

Flanking the entryways to key #7 are two framed 6' high by 2 1/2' wide pictures. The right one depicts King Ovar slaying a gynosphinx with a fiery sword. The left one shows Ovar with his foot propped upon a mastadon's left foreleg. He looks quite regal with his scepter in hand.

Behind the gynosphinx picture is a secret compartment which holds 500 pp and a 11,000 gp valued pearl necklace. The pictures have no sale value.

7. OLECK'S STUFFING ROOM

There are a lot of items in this well lit chamber; but before you can identify anything two ogres attack you. A small man standing behind them seems to be doing something requiring his attention.

OLECK: MP: F7, AT 4 (chain mal, +1 ring), HtK 39, Atk 1, Dm 1-6 short sword, SP +1 for **Ring of Protection**, average abilities. **Amulet of Animation** (see below).

OGRES (Ralph and Joe): AT 5, M 9", MP 4 +1, HtK 30, 27, Atk 1, Dm 1-10.

The Amulet of Animation: Oleck will be using this amulet if charges and stuffed creatures remain. This amulet has 12 charges remaining before the animation of the owl bear. Keep track of expended charges. The magic of this piece allows the user to animate 6 MP creatures and below with a 1 charge expenditure; creatures above 6 MP require 2 charges. The animation is immediate (1 segment); and creatures animated are attuned to the amulet and obey the animator by general mental commands, such as "Kill the intruding humans," "Slay those attacking the animals," etc. As is stated, the mental command is general, and thus must be carefully thought out. Animated creatures perform, attack, etc., as do their real counterparts. In this case all creatures represented here come with full HtK.

Oleck need not concentrate upon an animated creature outside of giving it its first command; thereafter it performs as ordered until killed or ordered to perform differently.

The amulet is not rechargeable, but is worth 5,000 gp if sold with charges, or 1,000 EX if kept.

In addition to the materials common to a taxidermist, such as cotton, thread, needles, chemical solutions, scalpels,

knives, etc., there is a metal box located on work table. In it are 65 100-500 gp value gems. There is a recently finished quartet of ape heads on a stand near this. (If sold to a taxidermist, or to a collector of such art, these may fetch 400 gp as a set, or 80 gp apiece.)

8. THE PIT

This pit is located in a 10' wide corridor of a real maze on this level. Its 10' x 10' immensity slants down to a bottom 8' x 8' square filled with four ranks of three spikes each. These spikes jut 3' high, are solidly placed, and have keenly sharpened points.

Roll for normal chances to fall into this. Characters falling in sustain 1D6 +1 per spike times 1-4 possible spikes which can be fallen upon. Theoretically, damage could total as high as 28 HtK! 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 spiles landed on.

The 8th spike can be moved to a 45 degree angle, if this is tried. When this is done a clicking sound is heard.

This is an opening device for the sliding secret door at key #9 (q.v.).

The tenth spike has a hollow side. If casually probed this will be easily noted. Inside is a scroll of 10 spells; all ten are written in a large circle, and in small lettering. The spells are listed below.

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 which are not noticeable even by elvish sight, and can be revealed only through the use of a set of **Eyes of Minute Seeing**, or by some item which would magnify.

After each spell is read, and disappears, there is a corresponding 10% cumulative chance that the type V demon imprisoned at the middle of the scroll will be released. For instance, if one spell out of the ten possible is used, an immediate check is made to see if the demon escapes: this requires a 91-100 or D% roll; if two spells are used, thus weakening the protective circle, a roll of 81-100% would release the demon, etc.

The only warning the players might receive about the scroll's weirdness is when after each 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, read the players the following: A foul wind seems to issue from nowhere. **Darkness** (as the spell) instantly covers a 5' radius area; the demon comes forth from the darkness, the party is automatically surprised.

The demon attacks all types and classes of magic-users first, then concentrates its efforts on clerical-types and paladins; and thereafter it pursues and attacks whoever is in sight.

Mage Scroll Spells (10 at level 12)

1st: Charm Person	1st: Push
2nd: Detect Invisibility	2nd: Invisibility
2nd: Mirror Image	3rd: Flame Arrow
3rd: Gust of Wind	4th: Hallucinatory Terrain
5th: Hold Monster	6th: Move Earth

TYPE V DEMON: AT -7/-5, M 12", MP 7+7, HtK 52, Atk 7, Dm 2-8, and six for 1D6 + each, Spells: **Charm Person, Darkness** (used 1st round), **Levitate, Detect Invisibility, Pyrotechnics, Polymorph Self, Projected Image**, SP +1 or better weapons to hit.

9. THE TORTURE CHAMBER

In this large amply lit room are these immediately noticeable objects: two racks, an iron maiden, a table with attached shackles, many wall chain/manacle sets; a large cage attached to a chain and pulley hovers above a 10' round flaming fire pit at the center of the room; tables in the corners are heaped with implements of torture: metal rods, pokers, three daggers, stone and wood splinters, and a number of stone jugs. Before you can start investigating, a man jumps out from behind the iron maiden, and another runs screaming at you from the right!

Rufus, the master of this chamber, and Lorin, his assistant, attack, attempting to kill or capture the party members. Rufus appears as a humanoid, while Lorin is outfitted in chain mail.

During the fight Lorin and Rufus will throw the jugs of acid (10) at the characters. They may hurl one/round each; and when these hit 2D6 of acidly burning damage is dealt. One hit equals the

emptying of an entire jug's acid.

There is a 5% chance that one of the characters will fall into a covered refuse pit in the middle of the area. Roll for each character after the first round, and subsequent rounds thereafter. Those falling in sustain 2D6 impact damage, and will be out of the fight until they can exit the pit.

Hidden amongst some garbage in the pit is a quiver of 14 arrows. All, except one +3, are normal arrows.

RUFUS: AT 4, M 9", MP: F9, HtK 54, Atk 3/2, Dm 1D8, battle axe +3, SP AT 4 **Bracers of Def.**

LORIN: AT 5, M 9", MP: F6, HtK 37, Atk 1, Dm 1D8, scimitar +2.

10. CHAMBER OF THE ORACLE

A vermilion curtain propped upon sturdy poles circles this area.

If the curtain is parted the following is seen:

There is a man squatting on the floor. He appears to be meditating. His features are intense but withered, and his dress -- robes of vermilion hue and a white silk waist-sash inset with a lovely purplish gem -- seem to be his only possessions. As you stare at him he opens his eyes and strokes his black beard, then looks at you.

This is the evil oracle, Zulg. He sustains 10 HtK, is AT 10, and is considered level 0 for attack purposes. He does not attack, but will, if attacked in any way, curse the party with a dire and long-lasting confusion (much like the spell of the same name). The confusion's effects last 1-8 hours and stop the characters affected from recognizing alignments. Characters meeting monsters and/or other N-PCs while so affected must sustain spell SRs or become friends (as with spell) with those beings or creatures. There is no save/cure from/for this curse.

Zulg will be irritated by the intrusion, but almost instantly directs the characters to letter key (C) to the south-east. This establishes true direction. Otherwise, he supplies them with false information when asked a question.

The gem is a 3,500 gp amethyst.

11. THE KING'S BED CHAMBER

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 BED: This is fashioned from teak-

wood and carved with images of beautiful maidens. The sheets are dyed royal purple.

The sheets (collectively) is actually a sheet phantom.

SMALL BIRCHWOOD CHEST: In this are various silken robes and gowns. Under these is a gold buckle for a belt. Next to this is a pair of boots.

The collective sheets is also a phantom, and attack when touched or attacked in any way.

The buckle is golden (worth 255 gp); and the boots are those of **Striding and Springing**.

OAK DRESSER: This is set against the near (northern) wall.

The mirror atop this is magical. The first character coming near this and looking therein will be exchanged with the doppelganger within. Only one human-sized live object can fit in the mirror. If the mirror is broken, the inhabitant is released, but with -10 to 40% HtK. **THE PLAYER MUST PLAY THE PART OF THEIR DOPPLEGANGED CHARACTER:** and since the exchange happens so fast, other characters will have no idea that it indeed took place.

The top dresser drawer has two 1" high alabaster figurines wrapped in felt therein. When looked at, characters note that these depict a carrion crawler and shrieker, respectively.

There is a secret compartment in the shrieker's base which contains a magical ring. If donned, both figurines transform to flesh, grow to normal size and start their attack functions. If killed, they revert to their alabaster figurine size and form, but all cracked and pulverized.

NIGHTSTAND: This electrum-plated stand is set on the door's (eastern) wall.

The lantern on top this is made of silver (worth 150 gp if stripped), and is completely hooded. The lantern has a **Continual Light** spell within it which will illuminate the room if the hood is raised. The lantern's base is attached to the stand by a secreted hook. If the lantern is moved (pulled at, lifted) a **Fireball** trap will explode dealing 5D8 of damage to all in the room. The lantern is ruined in this instance; and the stand (normally worth 600 gp) is reduced to cinders.

ROCKING CHAIR: In the left-hand (south-east) corner is an oaken rocking chair with a black fur rug before it. The chair is carved with scenes of a boreal land: bears are romping, penguins are diving, and fishermen are throwing harpoons at various sea creatures.

The rug appears normal, (but will radiate magic if this is checked for).

If the chair is sat in, the floor will collapse, hurtling a character into a 14' deep pit for 2D4 +2 impact damage. Matters are complicated since the rug -- actually a **Rug of Smothering** -- is connected to the chair by a thick fur strand, and will be pulled into the pit to land upon the character in question. If the rug is removed before the character dies, a random D% roll is made to determine the percentage of remaining HtK lost due to smothering.

CHEST AND LARGE MIRROR: Set against the far (west) wall is a 4' 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 which is 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, immersion equals death. Jumping out of the pit insures no further contact damage, but affected characters must rid themselves of (or water-douse) their now acid-soaked clothes/dress or continue to sustain 50% above-listed damage per turn thereafter.

The mirror is magical. Its power to negate magical sendings will affect beings' spells/items, etc. which are directly in front of it, and extending 4' up/down and across to the far wall it faces. Among other magics negated by this mirror are any attempts at ascertaining the chest's actual form (as in detecting true form, or some such). As a general rule, any power, item, spell, etc. is non-functional when used from in front of this mirror.

The mirror is attached to the wall by studs. If pulled/forced from its hanging position, it breaks and forever becomes non-magical.

SHEET PHANTOM: AT 3, MP 3, HtK (Bed) 17, (Chest) 15, Atk 1, Dm 1D4, SP suffocation.

DOPPLEGANGER: AT 5, MP 4, HtK 23, Atk 1, Dm 1D12, SP immune to sleep and charm, saves as F10.

SHRIEKER: AT 7, MP 3, HtK 17, Atk 0, DM 0.

CARRION CRAWLER: AT 3/7, MP 3 +1, HtK 16, Atk 8, DM paralysis.

12. THE KING'S HAREM

The opening to this room is shaded by a finely wrought bead curtain. Interwoven

in several spots upon the curtain are many different sized bells.

GM NOTE WELL: One of the inhabitants of this room has a magical item which permeates a 10' radius area with a **Mind Blank**-type spell. No detection powers (detecting lies/alignments, or even ESP powers) reveal anything about the room's occupants prior to entering it. Also note sub-key #1, Veeredra the Vampiress.

As the characters enter this room they note that it is lit by three chandeliers of clear crystal and electrum make. The floors here are covered in a patchwork color design consisting of gold, red, and green rugs. There are numerous furs of rare cats everywhere. The walls are covered 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 five figures: two bald-headed men -- with large scimitars -- are guarding three women reclining upon an assortment of sequined pillows. There is a feast spread before the women: succulent meats, cheeses, fruits and breads, with clear takar wine (a rare wine said to be made by the gods themselves!) bottles to be seen among these viands. The women invite the party to attend the feast; and although the men seem somewhat ill at ease by your presence, they make no objection to the women's offer and step aside as you approach.

The women and men are not what they seem. The women are detailed below. The men are zombie eunuchs which attend the vampiress.

Note that the **Mind's Eye Amulet** possessed by the vampiress will stop successful checks of the men's and women's alignments, intentions, etc. The information the women reveal is limited to 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.
- 3) They might know a way out; and if the guards are killed, they will show them that way. (They take the party to key #19, The Art Gallery, q.v., hoping to set a trap with the Wizard/Artist Pynyck there.)
- 4) They haven't seen men in many months now. (This is an attempt made by the vampiress to get closer to a male character to drain/charm him.)
- 5) King Ovar has placed spells of concealment on them so that their former

friends/benefactors cannot find them. (An excuse for any question about their immunity to detection, etc.)

The women evade any other questions which might be indicative of accusative remarks, doubts, and suspicions leveled at them. When the characters are sufficiently duped and out of position, or when they show signs of departing (and turn their backs), the women will attack. At that time they show their true forms and purposes!

#1) Veeredra: This lithe, black haired, pale woman is by far the most beautiful of the three present. She wears tight fitting black robes which reveal a shapely figure.

Veeredra is actually a vampiress. Her robes conceal an intricately made dagger and amulet beneath.

Amulet of the Mind's Eye: This amulet always functions, permeating a 10' radius space about the wearer with a **Mind Blank** spell. All creatures possessing thought process's are guarded from any spells/powers having to deal with detection, communing, information retrieval, etc. as long as they stay within the range of the amulet's protective field.

#2) Cryenna: She is a hardy looking, middle-sized woman with long red hair and shiny green eyes. Her voice seems gruff, yet at times this changes to a soft whine. She is dressed in khaki-colored robes.

Cryenna is a weretigress. She will stay near the vampiress and attacks when she does, turning to were-form and leaping upon her closest opponent. She uses her natural claw/bite attacks. She has no treasure.

#3) Helga: This woman appears as a sturdy, muscle-bound amazon with blonde hair and chestnut colored eyes. She wears full plate armor and has a reversible yellow/green cloak.

N.B. Sewn shut inside the cloak is **Periapt of Wound Closure** and a potion of **Storm Giant Strength**. Her sword is beneath some pillows.

Helga is presently charmed by the vampiress and will follow her commands. If she is freed from Veeredra she will (D% roll) 1-50, join the adventurers for equal divisions of treasure and magic, or 51-100 will leave on her own. (GM Note: Write in Helga's name next to all Jester encounters on the wandering monster encounter table, q.v.; there is an equal chance thereafter for The Jester or Helga encounter to occur when this is rolled.)

ZOMBIES: AT 9, M 6", MP 5, HtK 29,24, Atk 1, Dm 1D10 +1.

VEEREDRA THE VAMPIRESS: AT 1, M 12"/18", MP 8, HtK 51, Atk 1, Dm 5-10 and energy drain x 2, SP +1 or better weapon to hit, 3 HtK regeneration/round; **Sleep, Charm, Hold,** and **Paralysis** do not affect; cold and electrical damage is halved; onyx dagger = 500 gp.

CRYENNA THE WERETIGRESS: AT 3, M 12", MP 6 +2, HtK 34, Atk 3, Dm

1-4/1-4/1-12, SP 2 rakes for 2-5 each, silvered/+1 or better weapon to hit.

HELGA THE FIGHTER: AT 0, M 12", MP: F7, HtK 54, Dm 1D8 +1; SP **Flame-tongue** sword, +2, plate mail.

13. WRECKED ROOM

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 room, he surrenders to them, for he has wearied of fleeing about in the maze without food or water. For amplification on this N-PC and what he knows, read the section in the appendices detailing him.



14. (A-C). OVAR'S COURT

This room is well lit by torches (one every 10'). As the characters enter it 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; and at the same time the two jailers, which are standing out of sight behind the bench, move to capture or kill the characters through use of their **Shackles of Imprisonment** (q.v.). 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 key **14 D., The Prison Room**. If the characters resist, jailers, jury, and judge attack/act as outlined above.

A) JUDGE: AT 10, MP: F0, HtK 2, Atk 0, Special Note: He is insane and will not attack, but acts his part as the judge.

B) JURY: 6 Skeletons: At 7, MP 1, HtK 6,5, 4,4,1,1, Atk 1, Dm 1-6.
2 Wights: At 5, MP e +3, HtK 20,22, Atk 1, Dm 1-4 and drains energy, SP silvered/magical weapons only hit.

C) JAILERS: 2 Knights of Chaos: AT 2, MP: F8, HtK 47,43, Atk 2/3, Dm 1D8 +3, SP 20% immune to fire attacks, missed saves vs. fire = 50% damage, 2 **Shackles of Imprisonment** each.

Shackles of Imprisonment: These are whirled in the air for one melee round to set them in motion; then they can be thrown up to 30' distance. If a to hit roll is missed, the shackles spend another round boomeranging back to the original thrower; and if that person/being has moved during that time the shackles merely land within 1'-6' (D6) of where they were originally thrown from.

If a hit is scored, the shackles lock around the recipient's ankles and clasp shut. Thereafter, any escape-type or hurtful-type thoughts which are aimed at the original wielder of these shackles results

in excruciating pain to the recipient (this interferes with the attempted action); and if the thoughts/attempted actions are forced to continue, unconsciousness, for D4 hours, results. Other actions (such as moving, and attacking other creatures, etc.) can be accomplished only if the character in question rolls a successful spells SR at -4-- a missed save causes unconsciousness (as above). Only 25% movement speed is possible due to the restraining nature of the shackles. Initiative is likewise reduced by -2.

The shackles are only removeable by beings outside their magical influences.

14. D. THE PRISON ROOM

This is a room with dirt floor, ceiling and walls. There are bones spread about. In each corner is a shovel.

If the characters were brought here while under the influence of the shackles, they wake up D4 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. However, the room is magical, and when/if 3' of dirt is dug it will magically reappear, 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 will take effect even then.

The only way for the characters to win their freedom is by going through the door. There is an inscription upon the door, which might be noted if any one of the characters near it when it is uncovered inquires about the door's make, or description. There is a cumulative 20% chance that the inscription may be fully noted upon each separate dig. The fifth dig automatically reveals this sentence:

"Speak they 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 at the time the dig reveals the door, the door will open. The dirt remains heaped until they pass beyond the room, at which time the door slams shut and the dirt returns to the wall.

No other means will secure the characters' escape from this room. If they stay in here for a long time period, refer to the section on **STARVATION**. 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 key #14 B.

15. THE ARCHERY CHAMBER

This room is well lit by a blazing light near the ceiling. As the characters enter here, archers, which had been invisible, appear along the far (south-eastern) wall and commence firing at the characters.

The archers continue to fire until they are meleed; and then they fight hand-to-hand. The captain steps back from a concerted attack and will shoot into the melee thereafter. Of course, this indiscriminate shooting might hit his own men instead of the characters, so note the chances for this well.

The blazing light is a level 20 **Continual Light** spell, of triple area/strength.

FOUR ARCHERS: AT 8, M 12", MP: F4, HtK 25,22,21,20, Atk 2 bow or 1 sword, Dm 1D6 + magical arrow bonus, or 1D6 for short sword, SP Each has four arrows +3, six +2, and ten +1.

CAPTAIN: AT 5, M 12", MP: F6, Atk 1, Dm 1D8 +3 w/**Crossbow of Accuracy** and bolts, longsword for 1D8, SP fourteen bolts +3, sixteen bolts +2.

16. THE KEEPER OF THE CAGED

At the center of this circular chamber is a man bedecked in full plate mail. He sits at a table, and is setting down a mug of some steaming liquid and reaching 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 at this time is bubbling over with a hot gruel.

Rukshilan -- the master keeper of Ovar's caged specimens here -- will attack with all of his know-how and skill: He will kick the poles, thus spilling the stew pot. The gruel will spill out in a 2" radius, thus covering Rukshilan's flank so that he may not be surrounded if he defends the open space next to the spill. The gruel will scald all those stepping into it for 2D4; it cools in one hour, decreasing in temperature so that it may be hopped on/over without sustaining damage in half that time, and is fully examinable in one hour's time, if this is desired.

There are four cages located here. Rukshilan will choose to release his caged beasts if his HtK are reduced to 16 or less. At that time he throws the lever (near the NW secret door); the cages open and he attempts a stealthy but confused escape out the door and to key #15. If the archers there have not been dispatched, he will lead them in a counterattack of his room.

Rukshilan has many magics, not least of which is a **Bag of Tricks**. He may choose to use the creatures from this if so hard pressed that he fears that his death is imminent. He will also pull forth several creatures from this to aid in the recapture of his room, and/or in the tracking of the characters.

Rukshilan's Magical Items

Whistle of Control: This appears as a silver 3 (real) inch long tube. When blown upon a shrill pitch affects all those within 60' of it, and saving rolls vs. command/control must be made. This device will affect mammals and water creatures but not plants or other monsters which are not specifically related. For example, an owl bear would be affected, since its makeup is similar to the animal kingdom, but a chimera would not be, since its physiology is mixed between animal/monster.

Beings so affected are controlled for 2D4 rounds; they then stand in a stupor for 1 round before regaining normal faculties, at which time they may act as they wish. The wielder of the whistle **MUST** be able to speak the language of the creature/being he or she are attempting to control, or those creatures/beings merely stand immobile for 1D6 rounds, then are normal.

The whistle may be blown twice per full day. It is worth 12,000 gp if sold or 3,400 EX if kept. It is useable by all classes.

Whip of Pain: Beings struck by this whip must sustain a Vitality check (4D8 roll) to make their score. Scores over the amount equal the number of rounds the being is unconscious due to the massive pain inflicted.

The whip entangles on rolls of 2 and 3 and thus is not useable in the next round while it is being untangled. On a roll of 1 the whip accidentally strikes the user. Agility bonuses, magic, etc. will help change the roll in the user's favor. On a natural 20 roll the target is automatically knocked out no matter the Vitality score involved.

The whip is worth 23,000 gp if sold or 4,600 EX if kept. It is useable by all classes.

Bag of Tricks: The creatures below come out in the order listed:

CREATURE	AT	MP	HtK	DAMAGE
Tiger	6	5+5	28	2-5/2-5/1-10
Jaguar	6	4+2	22	1-3/1-3/1-8
Leopard	6	3+2	15	1-3/1-3/1-6
Buffalo	7	5	34	1-8/1-8
Eagle	7	1	6	1-2/1-2/1
Ostrich	7	3	14	2-8

THE CAGES: The lever on the far (NW) wall is in a cross-slot. CENTER

position = all cages closed; UP = A open; DOWN = B open; RIGHT = C open; LEFT = D open; any slots beyond one at any position besides center = all cages open.

A) Two bugbears are held captive here. The keeper has mistreated them, so if they are loosed, they attack him first, then the characters. They will, of course, attack anything which stands in their path to the keeper.

B) A larger than normal-sized peryton is kept here. It has been trained to attack magic-users first. It will obey Rukshilan's commands since it fears the whistle and the whip.

C) A giant wolverine is here. It is not trained and thus will always attack the being closest to it.

D) Located within the confines of this cage is a poisoned toad. It is submerged at this time, awaiting feed.

In its stomach is a **Ring of Regeneration** x 2. This merely doubles the rate of regeneration.

Since the party would have been preoccupied with attacking Rukshilan, the room contents are now described.

The room is laid with many animal furs; on the table is a mug of strong tea which Rukshilan was sipping when the characters entered. The pit is fired with a bundle of wood -- no value. The steaming gruel upon the floor is just that.

There is a cot near the doorway. Beneath this is a box which contains these personal belongings: A ring of gold with an inset ruby (worth 3,200 gp); a map to key #4 via key #17 and three secret doors; 345 gp, and a box of tea leaves. Food for the creatures is stored in grain bins, casks, barrels, and boxes near the cages. In front of (A) are casks with meats for the bugbears; in front of (B) is a box with dried fruit and meat for the peryton; in front of (C) are roots and rank meats for the wolverine; in front of (D) is a barrel of stinky fish for the toad. Rukshilan's food must consist of grain, and perhaps some of the food for the peryton, since this is dried. Otherwise there is a large barrel of water located along the wall between cages A and B. Next to this is a drinking cup and about a dozen wooden buckets.

RUKSHILAN: AT 2, M 12", MP: F9, HtK 62, Atk 1, Dm 3D4 for whip plus special, SP **Whip of Pain, Whistle of Control, Bag of Tricks** (see above).

BUGBEARS: AT 5, M 9", MP 3+1, HtK 19,20, Atk 1, Dm 2-8.

PERYTON: AT 4 (thicker feathers/hide), M 12"/21", MP 6, HtK 32, Atk 1, Dm 4-16, SP +2 to hit, +1 weapons needed to hit it.

GIANT WOLVERINE: AT 4, M 15", MP 4+4, HtK 29, Atk 3, Dm 2-5/2-5/2-5.

GIANT POISONOUS TOAD: AT 6, M 6"/hops 6", MP 5, Atk 1, Dm 2-8, SP bite = poison, +2 to melee rolls due to enclosed quarters of pool.

17. GONG ROOM

This room contains a set of three gongs along the far upper right-hand (NW) corner. Their colors are gold, electrum, and silver. Each is 2 feet round and all appear dented. Next to each of these are their separate beaters.

The electrum gong's beater has a hollow cap with a **Ring of Spell Turning** in it; however, the ring functions only three times, and then, for some inexplicable reason, disintegrates from the user's finger.

The gongs are summoning devices: If one gong is rung, a minotaur appears and attacks; if two gongs are rung simultaneously, a mantichore appears and attacks, using its missile offense first; if all three gongs are rung in unison, a type VI demon appears already immolated!

The summoned monsters will attack any intruder in their room; they will not pursue beyond the room's limits, even though they might duel missile-, spell-wise with any character attempting to fight them in this fashion through the doorway.

If all of the gongs' inhabitants are somehow defeated, one of the characters instantly becomes aware that he or she has the power to grant one Wish to someone else. The gongs will summon up to three minotaurs, two manticores, and but one demon.

The gongs function in this room only, and will not even sound if struck while beyond these limits. Their values are: Gold = 4,500 gp; electrum = 3,400 gp; silver = 1,350 gp. The beaters are valueless.

MINOTAUR: AT 6, M 12", MP 6+3, HtK 39 each, Atk 2, Dm 1-4/1-12 +2.

MANTICORE: AT 4, M 12"/18", MP 6+3, HtK 36 each, Dm 1-3/1-3/1-8, SP Spikes.

DEMON: AT -2, M 6"/15', MP 8+8, HtK 39, Atk 1, DM 2-9 for magic sword, SP 4-24 for immolation, shed **Darkness 10' r., Cause Fear, Detect & Read Magic, Read Language, Detect Inv. Objects, Pyrotechnics, Dispel Magic, Sugges-**

tion, Telekinetic up to 6,000 gp weight, Symbols: Fear, Sleep, Stun, Discord, 75% MI, (N.B. Nogatting allowed for this adventure.)

18. ABANDONED CHAMBER

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 disused nature litter its entirety.

Many of the condemned, wandering prisoners of this level have at one time sought refuge here. Their tell-tale signs are emeshed in the room's various contents as follows:

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

Any character reaching within this, or in any way exposing its interior (cracking it, dumping the contents, etc.) will be attacked by a huge spider lurking therein (see below).

2 Lanterns: The first one examined is broken and unuseable; the other is a bulls-eye type which will function for 3 full turns on its remaining oil.

2 Vermilion Cushions: These appear torn and discolored.

Broken Bucket: This is moldy and smells awful.

Shattered Crystal Goblet: This appears totally destroyed.

Close examination reveals a single ruby worth 900 gp.

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 this. If swallowed the imbiber becomes **Delusioned** for 1-8 rounds, no SR. (He/she immediately believes that this room's worthless items are of value, and vice versa.)

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 was written by a person who swigged from the **Delusion** potion above.

Crumpled Mage's Hat: A foreign sentence with obvious signature appears on this.

Let those who understand ogrish language read: "I dun it wit mi club -- Ralf"

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

Cloven Copper Trumpet: This tarnished and dusty item lies in a (SE) corner.

This is a cloven **Bronze Horn of Vahalla**; and if the parts are thrust together and held (with rope, glue **Mend** spell, etc.) there is a 65% chance of it retaining its former powers.

GM SPECIAL NOTE: There is a 25% chance per turn that the roll from key #18 A will enter this room; and if no guard was posted here, it surprises the characters on a D6 roll of 1-4.

HUGE SPIDER: AT 5, M 18", MP 2 +2, HtK 7, Atk 1, Dm 1-6, SP Surprises on D6 roll of 1-5, weak poisonous bite = +1 to SR.

18 A. VORACIOUS TROLL

There are piles of dirt, an assortment of bones, rusty and shattered weapons, and tattered and shredded clothing in this room.

It will take the adventurers D4 turns 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, roll %:

1-25 The troll is gone and will not return before the characters leave this chamber.

26-50 The troll is in transit to this room and will arrive in 1/2D6 turns.

51-100 The troll returns 1/2 turns after the party enters the room.

TROLL: AT 4, M 12", MP 6 +6, HtK 45, Atk 3, Dm 1-8/1-8/1-12, SP Regenerates, hunger insanity allows this creature to attack as a level 10 monster and score +2 on damage dealt out.

19. THE ART GALLERY

GM NOTES

The floor here is laid with a light gray carpeting, and a dull white light permeates the room. Many pictures of various sizes hang within view of the entryway, though characters must go in to see more.

In the center part of the gallery (see inset map) is a multi-faceted crystal which 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 window panes on the walkway above; these arc inside the apse-shaped dome and strike the crystal, which in turn, sheds its dull light upon the gallery's contents. Due to this magical circumstance, the pictures themselves seem surreal at times, or oddly bizarre to one's corner vision. At times the pictures seem to move, though this must be a trick of the lighting.

These pictures are hung upon the walls and hexagonal columns here, perfectly interspaced with sculpture work displayed on pedestals.

The creator of these art pieces is Pynyck, the Wizard-Artist. He is at this time occupied with another of his works at key #19 A. He will not come forth to deal with the characters unless they somehow alert him to their presence (excess noise, etc.). It is left up to separate GMs to ascertain if the party has indeed alerted him.

There is a small chance that those players passing near picture key #35 will be seen by Pynyck through his one-way mirror (Read key #19 A, **Pynyck's Work Room.**)

THE PAINTINGS

There are 39 paintings located here. Those that are magically gifted (have animateable monsters therein, are enterable, etc.) are indestructible. All physical, mental, or magical attacks negotiated against these fail, merely bouncing off, or having no effect.

Those non-magical pictures are easily destroyed. All picture frames are merely decoration, and unless specifically noted can be removed from the paintings; but 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, etc.). If characters devise some method of removing the frames without damaging the craftsmanship, increase those listed values by 10-40% (D4 roll).

The frames' dimensions (viz., 5 1/2' x 2', et al.) indicate height, then width.

TOUCHING THE PICTURES

Touching the pictures actually means reaching out with a fleshy part of one's body and making contact with the art piece. Characters using any other method, such as probing pictures' surfaces with poles, etc., will not activate their magic.

ENTERING PAINTINGS, AND RE-ENTERING THE GALLERY

Some pictures, where noted, are enterable. Having done this, characters find themselves in areas as previously noted from the gallery-side.

These areas are actually sub-dimensional "pockets"; and all spells, abilities, or magical items (except those which allow transportation, such as Teleportation, etc.) are useable here. Note that transportation spells can be used inside of the areas - just that they cannot be used to exit these due to the magical interference of the dimensional pockets.

Characters note that there are pictures on the walls of these areas, directly where they enter from: These depict the gallery from the adopted viewpoint, as if these were actual windows looking upon some still life painting. The characters must re-enter the gallery through these separate pictures. Each are 5' x 2' and allow one human-sized, or halfling-sized, being to transport through, one per round. These characters appear outside the picture they originally entered to get to the dimensional area. This type of traversal is not limited by degree in any way.

PICTURE KEYS:

1) This 5' x 2' picture is framed in teak (worth 500 gp) and festooned with many small flowers. It depicts a table of oak with a large silver mug upon it. Rising from the mug is a clenched leprous fist with a silver ring adorning a finger. In the background are swirling ethereal-like clouds which are sprouting flames and hurling meteor-like rocks about the table -but these do not touch it.

If approached and touched, the fist will activate and comes forth up to 10' distance from the picture. The fist corresponds to the spell **Bibgy's Clenched Fist**; it is able to sustain 40 HtK and is AT 4. It strikes at any characters within its vicinity; and if the characters retreat out of its range, it recedes back into the picture, whereat it heals/regenerates damage at 1 HtK/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 with a limited spell storing capability: stored within it is a 1D10 **Fireball**.

The ring cannot be re-stored with spells after the loosing of the **Fireball**.

2) This piece is set in a simple 7' x 3' 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 where lesser statured baboons can be seen descending from.

If the picture is touched nothing happens immediately; but the mandrill becomes magically aware of the party. It will wait until all adventurers have passed and are presumably occupied elsewhere, and then it and its minion baboons will enter the gallery and attack the party. If the mandrill is killed, the remaining baboons become ferociously excited, attacking for +1 to hit until all are eliminated or driven away.

MANDRILL: AT 6, M 12", MP 5, HtK 34, Atk 2, Dm 2-7/1-3.

15 BABOONS: AT 7, M 12", MP 1 +1, HtK (10) x 4, (5) x 2, Atk 1, Dm 1-4.

3) This picture is set in a gold and platinum filigreed 5' x 2' 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.

Touching the bottle in any way causes it to drop to the gallery floor in front of the characters. If opened a Djinni will come forth and serve its new masters: It states that this is a limited service connected with the picture, and no more (i.e., it cannot grant a wish, nor will 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 all he has gotten before the characters' feet. The characters immediately recognize the true worthlessness of these articles; and if they press the Djinni for recompense he returns to the picture again to bring forth the true treasure: 3 silver crystals, 2 amber crystals, 1 violet crystal and 100 gems. The crystals are magical; but the gems are all worthless glass.

If the Djinni is ordered to procure more than the share he already brought, he will **whirlwind** as per his ability, sending the characters flying to the walls for a D6 of impact damage each; and the crystals, if not previously stored away, will be flung about the gallery to be (D% roll each), 1-40%, shattered and thus made useless or, 41-100%, to be lost for D6 rounds as the characters search for them. The Djinni then appears back in the picture and

cannot be resummoned by the same party for a full week.

THE CRYSTALS

Silver Crystals: These are greasy to the touch. When placed in water and let set for three rounds, each will produce a **Healing** potion.

Amber Crystals: These feel brittle to the touch. When eaten these will **Neutralize Poison**.

Violet Crystal: This feels rough to the touch. If crushed and mixed with water, it functions as a **Treasure Finding** potion.

4) This portrayal is set in a 6' x 2 1/2' frame of ebony (worth 354 gp if stripped). Depicted upon 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 buttons can be seen on the upper right-hand side of the frame.

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. Only flesh will activate this magical process. The floor beneath the character will spout water (stale but drinkable, if players think of this); and an electrical shock travels through the wall and jolts the grounded character, and any in contact with him/her, for 7D6 damage. The pin then recedes and the character is released.

5) This 5' x 2' oak frame holds an empty canvas. Set before this is a small artist's table, with a paint brush, and a jar of rainbow-colored paint, obviously made of crushed gemstone and other pigments.

If the characters use the paint and brush to paint a picture, a generic type will always appear on the once empty canvas: A depiction of a cavern heaping with gems appears. 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 picture they appear (one at a time) in the first set of foot prints. 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

SRs vs. petrification. Those failing are turned to gem material and fall upon the gem mass. Characters are irrecoverable in this form, except through divine intervention.

Characters flying (etc.) above the mass find dead end rough hewn chambers filled with the same gem material.

Characters which sit (one at a time) upon the throne come into contact with their deities. When this is done a purple gem on the right hand arm of the chair 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 re-lights to go out after the four questions have been answered. However, any character asking more than his or her share of questions will be thrown from the chair onto the gem pile; they must make a SR upon landing and another while returning to the foot-printed 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 it disintegrates into a pile of dust.

6) This illusion is set in a 5' x 2' silver frame (worth 500 gp) and depicts a great black-armored fighter. He holds aloft a huge metallic mace which has a spiked head and black haft.

When the picture is touched, the fighter leaps from it to do battle. He fights to the death, choosing to attack in order of preference fighter types, then cleric-, priest-types, then mages. This fighter is not affected by 1st-3rd order spells of any type. The mace's function is noted below.

Black Mace: The mace head is fashioned from iron and formed in the likeness of a spiked skull. The haft is made from a large discolored bone and streaks of aged blood can be seen on its surface.

The Black Mace is magical but has no plus to hit. Damage dealt is dependent upon the wielder's strength score.

Strength	
9 or below	deals 2Dr
10-12	deals 2D6
13-15	deals 2D8
16	deals 2D10
17	deals 3D8
18	deals 3D10
19=	deals 4D10

The above damage amounts cannot be altered due to other bonuses or spells; the damage given is the total amount dealt by a blow.

BLACK-ARMORED FIGHTER: AT -1, M 12", St 18(75), MP: F9, HtK 58, Atk 3/2, Dm 3D10, SP plate mail +4, partial spell immunity.

7) This representation is set in a 6' x 2 1/2' 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.

These weapons may be taken from the picture, but only in proper sequence: First the shortsword; then the bow; and then the javelin.

Cursed Sword: When first used in combat, and every hour thereafter, this cursed sword +2 screams, affecting creatures within hearing distance as does a shrieker. If thrown away, the sword re-seeks its owner's sword hand, floating and following forever, no matter where he or she flees to! A **Remove Curse** will destroy the item; a **Wish** will send it back to the picture.

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 the woods west of Ersille, characters receive 20,000 elf coins (comparable to platinum, but having the further attribute of usefulness in forming light mail +2 therefrom, with the additional payment of 2,000 gp for armorer costs involved).

Javelin of the Far Eye: This +3 weapon can be thrown double normal javelin distances (ranges increase to 4, 8, 12).

8) This picture is set in a 4' x 1-1/2' frame of burgundy-stained walnut. Depicted are two crossed battle-axes.

If touched, nothing happens. Characters walking away from this, or passing by again, will be attacked by the axes which fall upon them, striking at all times from behind. Hits are automatic for those beings with AT 1 or lower, and 50% likely if AT is above that. Damage dealt is 2D6. These axes continue to float up to 20' from the picture, attacking all those which attempt to parry them, or cast a spell, etc. They go back to their containment when characters disengage. They will continue to come forth from their picture if characters pass near them (within the 20') again. This picture is indestructible.

9) This work of art is set in a 6 1/2' x 3' frame of carved stone. Depicted is one large-, one medium-, and one small-sized

rough hewn corridor.

This picture may be entered. Ask the characters what corridor they have chosen. Actually, these corridors are pits as seen from floating above. Anyone entering these will fall into their depths: 10' for the small, 20' for the medium, and 30' for the large. One D6 of damage/10' fallen is dealt in this case. A picture of the gallery is located at each pit's bottom so that characters may return.

(10) This painting is set in a 6' x 2 1/2' frame of malachite (worth 600 gp). Depicted are seven distinctly different hands.

GM NOTE: The hands will reach out to grasp passerbys that fail to make SRs vs. spells.

The hands attack the characters and can hit only if SRs vs. spells are missed. The characters then return chops/spells vs. the hands; then the hands return to the picture to come out in the next melee round. The hands always attack first.

The hands must be eliminated, or they will follow the characters throughout the gallery, darting back to the picture and then reappearing to haunt the characters. They will not leave the gallery.

If the hands are destroyed, the picture's surface changes form to reveal a large 2' x 3/4' gauntleted hand, palm facing the characters. Characters placing their own hands upon any of this hand's area gain 2-24 points of healing and +2 on all SRs for the next 2-5 (D4 +1) hours. This hand remains on the canvas for D6 rounds. It then disappears, and the canvas turns deathly black in color.

#1, Clawed Hand: This is embroiled in flame and will cause 1D12 fire damage to those not making their spell SRs.

#2, Mummy Hand: This will cause 1D6 of rotting damage to those failing their spell SRs. The affected character will also contract a disease which will deal an additional 1D6 per hour until it is cured.

#3, Black Hand: This will reach out and strangle those failing their spell SRs. It causes 1D4 the first round, and is attached; it then does 1D10 thereafter until destroyed, no SR possible.

#4, Skeletal Hand: This bony appendage will shoot its fingers at those failing their spell SRs. Each finger deals a D4-1 of damage (0-3); The fingers regenerate inside the picture, so upon returning to melee the hand has a full compliment of these again.



#5, Metallic Hand: This appears as a bronze gauntlet with many sharp spikes protruding from its knuckles. It will punch those not making their spell SRs for 3D4 of damage.

#6, Banded Hand: This appears carved from black walnut and banded with adamantite and iron. Its open-handed strike will deal 2D12 to those not making their spell SRs.

#7, Poisoned Hand: This appendage has strong fingers which drip a greenish ichor. It rends for 3D8; and an additional poison SR must be made by those not making their initial spell SR.

HANDS (general): AT7, M12'' floating, HtK12 each, SP SRs as level 12 Mage.

11) This 4' x 2' picture is set in a frame of embossed silver which has layers of aquamarine gemstone inlaid into it (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 small chests are clearly seen nearer to the bottom of the picture.

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

The first chest has a water trap upon it; and when opened three globes of water shoot forth, impacting the opener for 1D10 of damage each. Inside the chest are 4 potions of **Water Breathing**.

The second chest has a large (3' high, 2' cylindrical), water-filled glass jug in it. It is corked shut at this time.

If the jug is uncorked the water weird inside will attack the character closest to it. The chest also contains a woolen sack. In this is a blue pearl which if looked at closely reveals two words -- "Water" and "Elements" -- inscribed upon its shiny surface. If purposefully crushed, a water elemental is summoned to serve the one whose action freed it. If the pearl is accidentally crushed, the water elemental departs upon being freed. It serves its summoner for D6 +1 melee rounds and then departs. If the water elemental is loosed in the 'wierd's presence, it will be controlled and ordered to attack the party.

WATER WEIRD: AT4, M12'', MP3 +3, Htk24, Atk special, Dm Paralyzation, SP Edged weapons do 1 point, concentrated cold (Cold spell, etc.) slows it, fire-type spells do 50% or 0% damage, Purify Water kills it, controls water elementals.

WATER ELEMENTAL: AT2, M6''/18'', MP16, Htk90, Atk1, DM5D6, **NOTE:** -5 points per strike, SP weapons, +2 or better to hit.

12) This 5' x 2 1/2' piece is framed in cherry wood and is etched with geometrical designs. Depicted are many different colored geometrical forms: gold prisms, green trapezoids, mauve tetragonal prisms, maroon sphenoids, and olive hexahedrons.

Any character gazing at this for more than one melee round must make a spell SR roll -3 due to the swirling, hypnotic patterns these shapes appear as. Characters failing their saves are mesmerized, rooted to their separate spots for 1 full turn. During this time they may not move, attack or defend. If they are not withdrawn from in front of the picture immediately after the expenditure of 1 turn, they are magically sucked into it. Such characters are forever lost unless Pynyck (key #19A) is convinced to retrieve them.

13) This 6' x 2 1/2' picture is framed with ivory sections and depicts a giant juggling boulders while balancing himself on a mountain side.

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; and if it is destroyed by the characters he might well seek revenge (of sorts) upon them.

14) This 4' x 1 1/2' picture is framed in copper and depicts many strange symbols and runes -- all upon a field of black

In a 1' x 1' x 1' secret panel in the column's surface just above this picture is a magnifying glass and three sheets of vellum. If the glass is found, and then used to scrutinize the painting, several lines of backward magical writing will appear. If the vellum is placed a sheet at a time upon the area of this writing, pressed upon, and then lifted off, spells will be transferred to their surfaces. There are four level 3-5 priest spells and five level 5-6 mage spells on the canvas. Each vellum sheet holds three spells. **NOTE:** Elves will sense something hidden about the picture; other items/powers that allow similar magnification may be used in place of the glass.

15) This 6' x 2' 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.

The picture is of little worth, but if moved, a recess behind it will reveal two potions: one **Extra Healing**, one **Poison**. The bottles and liquids appear to be of the same form and content.

16) This 5' 1/2 x 2' painting's frame is made of teakwood inlaid with many gray and black colored birds of prey. Depicted on the canvas proper is a large griffon circling about a mountain top.

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 touched three times, the pair disappear. 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 wizardry with paintings.

17) This 6' x 2' 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.

18) This 5 1/2' x 2 1/2' picture is framed with platinum and inset with jasper and sunstones (worth 5,500 gp total). Depicted is a cupola area with four human-sized rectangular windows of colored glass.

When entered this picture functions as a transportation device to, but not from, the walkway above.

You can now look down upon 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-type representations, bizarre patterns, obtuse shapes, unearthly landscapes, etc. The characters become aware instantly that these depictions are all a product of one mind! Built into the lower north wall are 6' wide by 2 1/2' wide 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 which arc and then join within the dome; then this light is transmitted to the crystal globe which in turn sheds an off-white light upon the gallery (re-read the introduction to key #19 for amplification).

These portals 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 will note landscapes -- with occasional moving figures -- common to the plane viewed. Thus fiery lands with volcanoes are seen through the rose pane; and sustained viewings (one or more hours) reveal a fire creature/being of some sort (dragon, salamander, et al.); and 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/turn: Characters then find themselves on the plane selected. GMs are on their own in designing adventures for the characters on these planes. There is no way to cross back to the gallery from the planes.

The panes are indestructible, resisting all magics and physical attacks.

19) This 5' x 2' picture is framed in bone and depicts a dark cavern. The cave is filled with many large piles of bones -- some appearing to be of humanoid and human extraction.

If any character touches the picture in any way (including probing its surface with non-flesh-type devices of any sort) one of the large piles of bones falls forth upon the gallery's floor.

Upon close inspection all of these remains will be noted as human in configuration. They do not radiate evil or magic if these qualities are detected for.

As soon as the characters are out of sight of these, the bones will instantly (1 segment) form into animated skeletons (elves, rangers, and/or thieves within 60' might hear an audible clacking noise on D6 rolls of 1 or 2 as the skeletons recombine.) The skeletons immediately search out the characters to attack them. One abnormally large skeleton seems to be this macabre group's leader.

19 SKELETONS: AT7, M12", MP1, Htk 3 x (19), Atk1, DM1D6, SP 50% damage from sharp/edged weapons, holy water does 2D4.

LARGE SKELETON: AT4, M15", MP6, Htk37, Atk1, DM1D6+1 (bone club), SP Treat as mummy for turning, holy water does 1D4, edged/sharp weapons do 50% damage.

20) This 6' x 3' 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 quarterstaff to poke at his companion with -- a sandy-haired young man of intense features. This other youth seems to be ignoring his jocose friend, and is instead staring directly at the artist's point of view.

These are Pynyck's two adopted sons. Not so long ago they attempted to assassinate him and thereby gain favor with King Ovar. The attempt failed, and it is not known what unpleasant circumstances have overcome the two.

21) This 2' x 4' painting is framed in normal stained birchwood (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 the Maze of Zayene Part 2, "**Dimensions of Flight.**")

22) This 5' x 2' 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-type representations, which seem to move and shift as the viewer watches.

If stared at for more than two rounds, seven silverish letters appear upon the surface which spell the word "GREVLYN."

If the black jade is probed or touched, a large top piece will dislodge, revealing a small compartment in back of it. In this is a iron ring which when donned feels cold to the touch. This ring is a homing device for the "Realm of Shadow" (Publisher's note: A planned future release.) When the character wearing this approaches an annex to this plane, the ring will start to heat; and when touched to the actual dimensional entry point to this plane, it will burn a hole through it (much like a cigarette would burn a hole in paper), thus allowing the characters to enter the "Realm of Shadow."

23) This 4' x 2' 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/moves, with a faint thumping noise being heard.

If the heart is touched actual blood will be felt. This action causes a cloud of scarlet gas to shoot forth from the organ. All beings within a 10' radius of the picture are enveloped and must make SRs vs. poison or be affected as by a **Stinking Cloud** spell; to complicate matters,

immediately after the gas shoots forth, an acid sprays 1-3 targets within a 5' radius, causing 1D10 burning damage, no SR possible.

Nothing will happen for a hour after this; and then the picture functions as described, shooting gas and spraying acid.

24) This 5' x 2' picture is framed with embossed silver serpents which coil about the picture in such a way so as to 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; the last is bulbous and tan-colored, with a black center.

If the tan/black fifth eye is touched (with flesh only) a tiger's eye gem (worth 650 gp) will drop into the palm of the touching-character's hand. It radiates magic (if this is checked for); and if placed in the missing eye of the tiger at picture key #26 the tiger there will come to life and serve the character who replaced the gem.

GM NOTE: Do not reveal the identity of the stone unless some character present (dwarf, jeweler, et al.) would know about it. There is a 10% chance that any uninformed character would know this gem by name.

25) This 6' x 3' picture is framed in chissled porphyry and represents a human-sized bird-like creature. Its skull sports a saw-tooth 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.

26) This 5' x 2' 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.

If any character puts the gem from picture key #24 in the tiger's missing eye-socket this creature will jump from the picture and obey its new master completely. It will obey the commands of the person/being who replaced the gem.

TIGER: AT2, M12", MP5, Htk38, Atk3, Dm1-5/1-5/1-10, SP rear claws rake, 2-8/2-8, serves until killed or ordered hence, never checks morals.

27) This 3' x 2' picture is framed in black-, and red-colored satinwood; and its design consists of alternately inlaid black and red squares. The picture itself details a huge emerald set against a black backdrop.

If any corner of the frame is pressed upon, the picture slides down to reveal a 1' deep by 2' wide by 1' high niche. Contained therein is an emerald necklace (worth 6,000 gp) which is actually a **Necklace of Adaptation**. Pynyck uses this item to assist him when he enters other realms of existence, such as the Elemental Planes (note picture key #18).

28) This 4 1/2' x 2' 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 snow-capped mountains, is a palace of blue ice.

29) This 4' x 2' picture is framed in a hard stone and depicts a wall of bricks. A number of bricks appear missing.

If the picture is touched (with flesh) this wall will fall from the picture, landing upon those standing to its immediate front. Damage dealt is 2D6; and as long as the painting is touched, bricks will fall. However, the bricks disappear one round after contacting solid objects, so there is no real chance to be buried, nor is there a possibility of accumulating thousands of bricks!

30) This 5' x 2 1/2' picture is framed in gold (worth 565 gp) and is engraved with many fighters in gladiatorial-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 (25% chance each) might be familiar enough with to recognize by this depiction.

31) This 6' x 2' 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 grey night robe. He appears to be angry.

If checked for, this radiates magic. The characters will feel an oppressive -- and ever present -- evil emanating from this at all times (range = sight). And 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 which after 2-5 rounds of continuous viewing will cause all those having done so to make SR rolls vs. **Fear**. Those failing saves run screaming in terror for the next D20 rounds. Characters are only affected once by this picture, and then can never be Feared again.

32) This 5' x 2 1/2' picture is framed in clear glass. Depicted is a golden-armored knight astride an unearthly looking black charger which 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.

33) This 6' x 3' picture is framed in jade (worth 800 gp) and depicts a large fighter in shining black and silver armor. His shield bears a heraldic green dragon. Above him circle many dragons, but he seems not to care.

34) This 7' x 4' 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 magical 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.

If the ivory wand is touched by any character it will fall from the picture -- and right at that moment a soft laugh will be 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 **Secret Doors and Trap Detection** (12 charges).

35) This 6' x 3 1/2' picture is framed in platinum (worth 4,700 gp) and shows a larger than normal wearbear wearing a golden crown.

This is actually a one-way magical mirror connecting gallery key #19 A (Pynyck's Work Room). If anyone stands in front of this picture/mirror for more than three rounds, Pynyck will become aware of them, since he often checks on the gallery by peering through this. If alerted, Pynyck will be prepared for the characters' entry to his room.

GM NOTE: Non-magical pictures 36-39 represent Pynyck throughout several parts of his life.

36) This 5' x 3' picture is framed in pink marble. Represented is a young boy with black hair and sparkling grey eyes. He sits upon 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 -- starting to enter through it -- is a shadowy figure in dark robes.

37) This 5' x 3' 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) This 5' x 3' 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) This 6' x 3' picture is framed in platinum and inlaid with jet, smokey quartz, and jasper (worth 10,000 gp total). Depicted is the man from picture key #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 paint brushes, much like the way a king would hold a scepter.

THE CARVINGS (A-J): There are ten carvings deposited throughout the gallery. Statues are set by themselves; figurines and statuettes are set on 3' high pedestals; and the one relief is carved into the wall at carving letter key J.

A) Set upon this red pedestal is a clay 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.

If the box is opened and its contents examined, the characters will discover finely powdered wolfsbane (about 20 pinches worth).

The pipe is magical, and if a pinch of powder is placed within the bowl, and subsequently lit, and puffed, red smoke will pour forth to cover a 10' radius area about the smoker. This smoke will deter all types and amounts of were-type creatures from entering the area covered by it. However, each pinch lasts about 5-10 (D6) rounds; and after that time period all were-creatures held at bay can attack -- and it will be noted that the majority of attacks (75% of the time) are launched

against the pipe wielder. The person smoking this pipe must remain stationary in order for the smoke to settle and take affect.

If the wielder -- or anyone in proximity to the smoke -- moves through the smoke during the smoke-spewing interval, the magical affects of the smoke are cancelled. One pinch of powder is expended in this instance.

(B) Set upon an emerald green pedestal is a 1" (real inches) high statuette carved from red amber (worth 12,500 gp to a collector of this rare amber, or 5,000 to a jeweler, et al.). Represented is an effigy of a salamander.

This item radiates a dim magical aura detectable by all intelligent life forms without the use of items, magic, etc. Anyone touching this piece will trigger 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) Set upon 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.

When approached (within 1 foot) the bust will begin to speak, with eyes and lips moving in unison. It immediately commands the entire party to place their magic and weapons at its pedestal's base. If the characters do not do this the head threatens to summon monsters from the pictures to destroy them. If the party finally complies, and all place the entirety of their weapons/magic as ordered, the bust will stop talking. Attempted retrieval of the placed items reactivates the process of demands and threats. If they do not comply, the bust starts shouting; and the loudness will increase diametrically each round until (3 rounds later) the gallery itself begins to shake from the vibrations! (Note that Pynyck will be alerted in this case). If the characters attempt to destroy the bust it will explode, causing 3D6 of fragmentation/concussion damage to all within a 5' radius of it!

(D) Set upon a simple wooden pedestal is a 9" (real inches) high serpentine carved figurine. 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 a simple illusory magic which makes its form appear to change shape. If sold to an illusionist, or to someone with similar interests, a total of 2,000 gp can be netted.

Otherwise, it is worth 800 gp to others inclined to purchase it.

(E) 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 300 gp each). The bust's overall expression is like that of a crazed elf.

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, 1) the bust's facial features have changed and now resemble the viewer's own face, and that, 2) they can feel bugs running about on their own heads!

Characters must make SRs vs. spells or sustain 2-20 points of shock damage; those saving no longer feel the bugs on their heads, nor do they see their own facial features on the bust. Those failing SRs take 1-10 additional points of shock damage each time they see this bust, though the bugs can no longer be felt. If the bust is covered (with a sheet, for example) the magic is negated, since it can no longer be seen.

(F) This bust is set upon 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.

(G) This 10' high statue is carved from fire-blackened steatite and inlaid with carnelian and rock crystal. A deformed, quasimodoish, creature is featured.

If this statue's rock crystal nose is pushed, a poison dart will shoot from the base of the statue. There is a 75% chance that the dart will hit any one character standing in front of the statue (GMs must make determinations). The character struck must make a SR vs. poison or sustain 4-16 (4D4) points of damage due to sweating, vertigo weakness, vomiting, etc. Those saving take no damage. 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 (Drow bolt gun, et al.) the dart will be inefficient as a hurled or held weapon, accruing -3 to hit in all cases.

(H) On this stone pedestal is a painted black head piece. 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 lifted from the pedestal and viewed, a soft lining of black feathers are noted.

If the helm is donned, all characters must make SRs vs. spells. (**GM NOTE:** Only the SR for the player character trying the helmet on is really required, the other SRs being mere bluff to steer players from the truth of the matter.)

There is a creature in the helm which 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 keep it on. If the SR is failed, the character in question comes under the direct control of the creature of the helm (a symbuus; note the appendices for this new monster). Controlled characters follow the commands of the creature; they avoid confrontation in battle where they would be exposed to damage; they will lag behind, looking for a good chance to flee and escape their fellows. Any attempt to remove the helm will result in -- D% -- 1-50%, the character's skull, brain tissue, being torn out (this equals death), or 51-100%, the victim falling unconscious for 2-8 (2D4) rounds. The creature will communicate these nasty outcomes to its victim beforehand.

SYMBUUS: AT 9, M3", MP 3+3, HtK 13, Atk 2-5, Dm special, SP controls victim's thoughts/actions. Refer to the appendices for amplification.

(I) Set against the wall here is a 6' 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 key #20's quarterstaff-wielding young man. The statue is not magical, the fleshy parts being only a process of using certain leathers to attain its consistency. Only Pynyck knows for what strange reasons he has created this weird representation of his adopted son.

(J) Set into the wall here is a 6' x 2' relief of a young man (the second of Pynyck's adopted sons as noted in picture key #20). Its hands and face are fleshy to sight and touch.

This 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 picture key #19 B).

19 A. PYNYPCK'S WORK ROOM

GM NOTE: In this room, busy at work on a new painting (if he hasn't stopped to deal with the characters), is Pynyck, the

Mage-Artist. If Pynyck wasn't aware of the characters, or if he was surprised, read the following:

You 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, head pieces, and other 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; and on these are canvas, paints, palettes, chisels, brushes, paper, rocks, clays, stones, glass shards, metal pieces, casts, hammers, molds, bottles, etc. After you note these things a person in bright colored robes jumps out from behind an easel where he was obviously hidden. (GM NOTE: Normal surprise rolls apply; also note Pynyck's description below.)

If Pynyck surprises the characters, or if he is awaiting them in any case, read the following:

Pynyck's Description / First Round: The man before you appears old, of medium build with black cropped hair. His emerald green eyes stare at you, betraying in their recesses a mix of madness and mysticism! You note that his brilliantly colored robes shine and move on their own accord. (GM NOTE: This is a **Robe of Scintillating Colors** which is on when the characters enter. Note that the robe's powers will take precedence over any other attack mode since it is functioning before the first round.)

Pynyck will attack the party with the following spells while summoning his Plant Creature (see #1, below): 1) **Burning Hands**, 2) **Fumble** on a fighter or priest, 3) **Web** at the most characters, 4) **Slow** on the toughest looking mage.

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

#1: 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 knobby human leg with a three-toed foot. This monstrosity sports three rows of different sized green and white eyes on top a clump of brush which just might be its head.

Pynyck will summon this monster on the second melee round. It bursts forth from its magical containment and attacks

the nearest opponent. This plant is intelligent, in a way, and if damaged 75% or more, it will flee back to the picture. Otherwise it never checks morale.

#2: Centered on a (east) wall is a 5' x 2' 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 will be spirited into the picture, and then returns 5 rounds later to re-inhabit his body; his dead body regains 70% of all lost HtK, and otherwise operates as if resurrected (like the spell **Resurrection**).

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

#3: On the right-hand (west) wall is a 6' x 3 1/2' mirror.

This mirror is one-way, allowing the viewer to see that portion of the gallery-side from picture key #35's vantage point. This magical mirror could be dismounted and taken; and if remounted it allows viewing through 2' thick intervening non-magical substances. Note that picture #35 and this room mirror are interconnected, and weigh about 1,300 lbs. total.

#4: Located on a cluttered table next to some stone pieces is a metal box.

This 1" x 2" x 1/2" real size, white gold box (120 gp value) is engraved with ice peaks and lightning bolts. Inside the box, on a piece of velvet, is a white coin.

This item is the **Coin of the Ice King**, a rare artifact which was acquired by Pynyck while he traveled Poharn's realm (q.v.). If thrown into the air, it floats and gyrates on its own accord; and just as it falls towards the floor/ground 3 segments later, a white light, approximately 6' high by 2 1/2' wide and extending from ground level upwards, appears. This light will remain in place for 1 full hour, allowing those so desirous to pass into it: they find themselves in the Realm of Poharn, The Ice King (Publisher's Note: An upcoming release.) The coin's light is also noted on this icy plane, and may be traveled through to get back to known areas of existence. Transported characters are deposited at the exact point exited from to arrive here. The coin functions but once a

month; and GMs must arbitrarily determine where the user(s) of this will be transported to. There is a 25% chance that the characters' previous realm of existence will be found per every use of this coin; but beyond this the sky's the limit!

PYNYCK: AT 7, M 12" MP: Mg 11, HtK 66 (18 vitality), Atk spell of GM's choice, SP **Robe of Scintillating Colors**.

PICTURE PLANT: AT 7, M 12", MP 7, HtK 43, Atk 2, Dm 1D12, AL N, SP Immune to lightning, cold does 50% damage; note that the plant eats its killed remains. This removes it from combat for 1 round per 100 pounds ingested, fractions rounded up. Eaten objects are recoverable only through divine intervention or by implementation of a Wish.

19 B. PYNYCK'S SLEEPING CHAMBER

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

At the foot of the bed are a pair of boots -- nothing special. 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; and next to this in a gold-colored, wooden box (no value), are flint and steel.

There is a 1 1/2' x 1' x 1' chest behind the divan on the far (north) wall. The chest is trapped with a poison gas which could spill forth to cover the entire room in 2 segment's time. Those characters saving vs. poison accrue no damage and remain immune to the gas; but those failing their SRs sustain 3-30 points initially and 2-12 points for every round they remain in the gas-filled room.

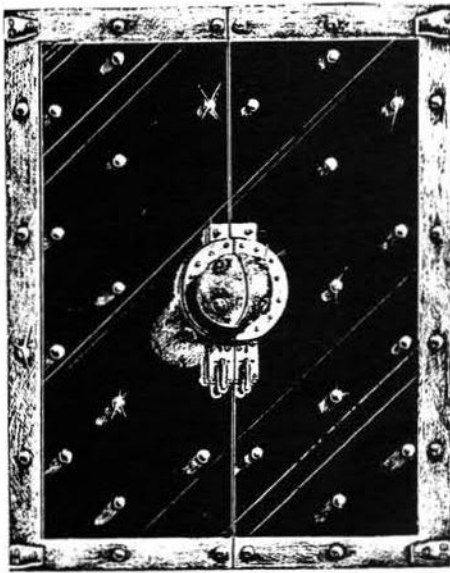
The chest's interior is lined with 60 inlaid wooden knobs. All are removeable (taking 5 rounds, total), but only the 8th and 42nd knobs contain treasure: 100 base 500 gp pearls each.

20-23. FIVE FOOT WIDE DOORS

You see a dark room with something in it.

The characters must go in to see more since no type of light or scrying device/spell works to reveal the nature/makeup of these rooms.

If the characters enter a room and close its door, the room lights up with a faint faerie fire.



IMPORTANT GM NOTE: These are the four dimensional annexes which the party must go into to recover the stones needed to escape the maze. Characters entering the transporational areas here are sent to those different realms. GMs should refer to the descriptions detailed in Maze of Zayene Part 2, "**Dimensions of Flight**," sections A-D.

24. LARGE IRON DOOR

This door is split down the middle forming two 5' wide iron doors. To either side of the split and perfectly aligned with each other, are two (each) circular slots with small, round depressions in them.

The stones found in the dimensions (note GM information at maze keys #20-23) must be inserted into these four depressions in order to open this door. When accomplished, the door opens easily.

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

If the characters go into the space beyond they find themselves in a 30' circular rom. A set of 8' wide stairs circle upwards from the center of the room. Nothing else is apparent.

The stairs ascend to the ground level of Ovar's tower. If the characters go up the stairs, GMs must refer to Maze of Zayene Part 3, "**Tower Chaos**" key #2.

On the east wall of this circular chamber is a secret door. If located, opened, then stepped through, the characters find a set of stairs leading down. After descending 100' these end. A corridor leads off to the west; and 1,000 yards later a blockage occurs -- rocks and dense brambles.

It will require 2 hours of digging to clear away this stuff in order for the characters to proceed. They notice light after 1 3/4 hours of digging. Daylight! Upon digging through, the characters find themselves 1/2 mile from the capitol city. **They are free of Zayene's maze at last!**

Appendix A, New Monsters/Traps

BUBBLES (Magical Trap)

There are six types of bubbles floating throughout the maze. Objects contacting these cause them to burst and to release their power/effect as noted below under separate headings. All bubbles float at 6"/turn.

Roll a D6 upon encountering:

1. Clear Bubble: When burst this releases 2D6 sonic damage to susceptible beings within a 15' radius.

2. Black Bubble: When popped this releases a volatile acid up to 10' in all directions, dealing 2D8 acid damage to all hit. Treat the acid as a level 9 monster for hitting purposes.

3. Red Bubble: This bubble will explode if lightning or fire touches it, dealing 7D6 fire damage to all beings in a 10' radius area. If touched in any other way, it merely deflates, causing no damage.

4. Double Bubble: Combine two bubbles from 1-3, and/or 5, 6.

5. Yellow Bubble: When burst this releases yellow mold spores in a 20' radius area.

6. Grey Bubble: When popped a poisonous water is loosed in a 15' radius area, causing 2D4 damage/round for the next 2-5 D4 +1 rounds, no SR possible.

THE FRIENDLY GHOST

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 doesn't remember when, nor does

this fact seem important now.

If pressed for information the ghost will tell the adventurers how to escape by gaining the keys in the separate dimensions (key #'s 20-23; and see module 2, "**Dimensions of Flight**"), placing them in the door at maze key #24, and proceeding up the tower (unfortunately for the characters, the ghost does not know about the secret door at key #24 which would reveal an easy escape route if found!). It vaguely warns about many dangers in the tower, but does not specify these.

After conversing the ghost begs for any priest present to cast a **Remove Curse** upon 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/ignore the characters during subsequent run-ins, unless they have the **Remove Curse** spell!

GROTIN

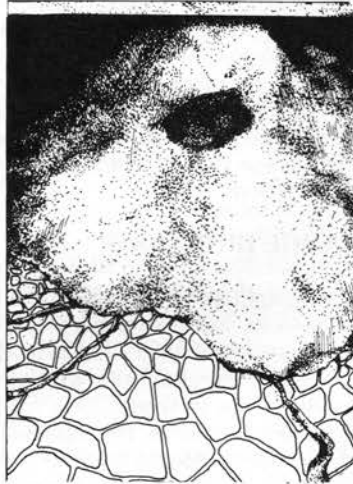
Number Encountered: 1
Armor Type: 3
Moves: 6"
Melee Prowess: Level 12 monster
Lair: 70%
Treasure: I, S
Attacks: 1-4
Damage: See below
Special: Listed below
Magic Immunity: As level 12 mage
Intelligence: Average
Size: 7-11' round
Psychic/Psionic: No
EX Value: 5,350

The grotin appears as a mass of gray dust particles varying in size from 7' to 11' in radius. Its 1' round, solid black core remains stationary as the outer parts re-flow and re-shape themselves.

The grotin moves by levitation motion, exuding a low humming sound, which increases to a sharp shrilling whistle, as it attacks.

This creature is aware of its immediate surroundings, and cannot be surprised since it acts upon totally different sense impressions (more feeling than sight or smell, etc.) than most mammals do.

The grotin preys upon anything digestible, and attacks nearly everything that moves. When attacking it looses 1-4 1/2' round dust strands which can extend up to 20' from its central core. If these strands contact an object, consult the following for results:



Skin, Fur, Leather, Cloth, Paper, Plant stuff: Strands deal 2D4+1 of damage to beings protected/dressed with/in such material. The material contacted disintegrates. Magical-type armors, weapons, et al. are subject to standard SRs vs. disintegration.

Metal: Strands deal 1D4 of damage to those protected with such material; the metal must be contacted by 2 or more strands to be affected. Missed SRs vs. disintegration reduce the metals AT rating by two columns. Metal reduced by more than four columns automatically disintegrates, no more SRs allowed.

KNIGHTS OF CHAOS

Number Encountered: Varies
Armor Type: Variable
Moves: 12"
Melee Prowess: Fighters, Levels 4-10
Lair: None
Treasure: Variable
Attacks: As per level
Damage: By weapon type
Special: Defenses noted below
Magic Immunity: Standard
Intelligence: Exceptional but controlled
Size: Human (6'-7')
Psychic/Psionic: No
EX Value: As level (plus two specials, one exceptional)

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 a further use of spreading terror amongst those he considers enemies of the realm.

Knights of Chaos are created beings,

Treat metal weapons as plate metal base, plus one column for every weapon plus (i.e., a sword +2 would equal AT 0, etc.) it has. Weapons and armor do not lose their intrinsic plusses/powers until disintegrated. Regular weapons disintegrate after being reduced by two columns (from AT 2 to AT 4); magical weapons gain the benefit of their plusses for additional AT columns which must be overcome in order to cause disintegration (i.e., a sword +5 would have to be reduced seven AT columns before it disintegrated).

Damaged armor or weapons can be repaired at a cost of 200 gp per AT column lost; however, the knowledge to repair grotin-type disintegration damage is known only to a few magical-type armorers (a dwarf, an elf, and an insane mage/artificer), and these persons would have to be found and then persuaded to repair the damage.

The grotin's strands cannot be chopped off since they are resupplied with new dust material which extends from the core.

Grotins are susceptible to concentrated fire attacks, taking 1 point of extra damage for every 4 points dealt in this manner. Its SRs vs. all types of fire attacks are at -2.

Lightning, or cold-base, attacks score only 50% damage vs. this creature, while water-base attacks will slow it by 2" per 2' radius of the grotin's body area covered. Total immersion equals death.

Beings killed by the grotin are disintegrated, and considered irrecoverable unless the gods favor their return!



and though they have good intelligence, it is controlled. Their weaponry is standard, with swords being favored. The armor of the higher-leveled knights (7 and better) is enchanted against fire, these types of attacks not affecting them in the least way.

Knights of Chaos never check morale. They can be controlled by human control magics, but their SRs in these instances are at +6. If killed and examined they appear as manikins.

RED SLIME

This is a variation on green slime (or other favorite slimes). This particular slime is drawn towards red colors. Thus when encountered in the maze area there is an 80% chance (on D%) that the encountering party will be surprised by it, since it lies hidden on the red carpeting there. There is an off-hand (20%) chance that either its uneven surface, or its somewhat glassy sheen, is noticed, thus alerting adventurers of its presence.

SPLECKLE

Number Encountered: 1 or 2
Armor Type: 8/6
Moves: 9"/12"
Melee Prowess: Lever 3/5 monster
Lair: 35%
Treasure: Q
Attacks: 1
Damage: 1-4 or 3-9 (by size)
Special: Psi attacks possible
Magic Immunity: Level 7 fighter
Intelligence: Above average
Size: 2' or 9'
Psychic/Psionic: Yes. Points = 90-140: All
EX Value: 522 or 755



Spleckles come in two distinct sizes: 2' or 9' tall. They appear as truncated, long-haired creatures, with purplish mottlings on their tannish fur. They have evil-looking eyes -- all dark and with depth to them -- but they are basically pacifistic creatures.

When feeding they protrude a 10' long fibrous tentacle from their mouth areas; and with this they draw water from any object, be it living or not. When the tentacle is attached the spleckle feeds itself, but at the expense of the living being (in those cases) since this process causes 1/2D6 of damage to the drained creature in question.

Spleckles are primarily water creatures, but can function on land as well, moving about on many centipede-like feet. When they're born, they appear as bulbous spores. Spores are bourn by the winds; and later, after absorbing air-water, they land, now 5' round. Spores hatch 1D10 days later, this process requiring about 15 gallons of water. If no water is available the spore lies dormant for 12 days, then dies. Spleckles swell to 2' high upon hatching; and it takes a full 3 years to attain to their second size, this 7' growth process culminating in but one night's time! Spleckles must consume the equivalent of four quarts of water per hour; and if they fall below this mark they seek out alternate sources (as in filtering the liquids from a human, etc.).

SYMBUUS

Number Encountered: 1-4
Armor Type: 9
Moves: 3" (crawl)
Melee Prowess: Level 3+3 monster
Lair: 100%
Treasure: 1 x2
Attacks: 2-5
Damage: Special
Special: Controls victim (see blow)
Magic Immunity: Standard
Intelligence: High
Size: 1/4' to 1/2' roughly round
Psychic/Psionic: Immune
EX Value: 260

This creature appears as a central mass of fleshy, pulp-like brain tissue with a feathered (black, grey, or brown) bottom. A feather antennae extends 6" (real inches) above the brain portion; and this allows the symbuus sensory capacity (like a radar).

The symbuus may be found concealed within any head piece (helmets, caps, turbans, etc.). It uses these pieces as natural protection areas, and for other reasons more diabolical.

When a symbuus is "tried on" (these creatures wait for unsuspecting humans/humanoids, etc. to place the helmet (or whatever) on their heads) it will shoot 2-5 needle-like appendages into its victim's head. These penetrate the skull and cause the victim to save vs. spells at -1 per needle (i.e., if four needles hit, then four SRs at -1 each are required). Victims failing any one of these SR rolls immediately come under the symbuus' mental control. While controlled, a character is directed by the creature to avoid harmful confrontations; and during that time the symbuus feeds off of the host's brain matter, draining 1 intelligence, 1 vitality/constitution point per week of feeding. Once intelligence reaches 0 victims are "vegetablized" having no thoughts other than those imparted to it by the symbuus. Death occurs at -3 vitality; and if raised from the dead, these characters require **Restoration** spells cast upon them to bring their vitality scores to 0 (at least), or death reoccurs 1-3 hours later.

During the symbiotic attachment the victim also loses appeal (charisma) points at a rate of 1 per month. However, only 6 points can be lost in this manner. Appeal points may be replaced with **Wish** spells (1 point/wish).

Forceful removal of the attached symbuus will kill the host, for skull-parts, and brain tissue, will be torn away. Spells which hold, stun, sleep, or which offer control ability, may be used to remove the symbuus. However, treat this symbuus/host arrangement as an equal proposition



in deciding the division of the directed spell's potency. Roll D% and note how much of the spell affected the host. The remainder affects the symbuus. Then adjust SRs, spell effects, and duration accordingly. SRs are increased by 1 for every 10% below the spell's full 100% effect. For instance, a symbuus would receive a +5 to a SR if it was affected by 50% of the spell.

These creatures are often found in caves and in other deserted areas where they rest in helms, etc. Assassins have been known to present these creatures, complete with head pieces, as gifts to unsuspecting victims. If a symbuus is captured alive the Assassin's Guild will pay 500 gp per damage point it can sustain (i.e., a 6 HtK creature = 3,000 gp, etc.). Wounded creatures -- no matter their sustainable points -- net 50% less.

Appendix B, Non-Player Characters/Spells

HARRY, The Assistant Keeper of the Caged

(Note: As a wandering encounter, Harry will attempt to kill the characters. If outnumbered, or his HtK fall below 18, he flees.)

Character-Level: Level 10 Fighter
Moves: ("'
Hits to Kill: 53
Armor Type: 4 (= adjustment)
Attacks: 1
Damage: 3-8 (hand axe +2)
Special: See below
St 17 In 11 Ws 10 Ag 14 V 16 Ap 7

Harry is the chaotic-evil Assistant Keeper of the Caged (key #4). He appears as a 6 1/2' tall, ugly man dressed in a heavy black fur suit. His hands are covered with gloves made of the same black fur. A hand axe +2 and a set of 3 keys are always at his belt.

His fur and gloves are magical. Three times/day he can generate a growth of hair which exudes from the suit, and which covers a 10' high by 20' deep by 20' wide area. All beings of less than 8' tall, or weighing less than 600 lbs. are affected immediately, since the hair will swirl to engulf them, thus reducing their movement and attacks by 75%. Likewise, such trapped beings attack at -5. Mage spells take twice as long to cast; priest spells are 80% ineffective since the hair muffles them, making it impossible for them to intone requests to separate deities. Agility bonuses for defense do not apply to trapped beings.

Harry may travel freely through the hair; and he is delighted to do so, for by using his gloves upon trapped victims he may strangle them for 10 points of damage/hit. Once the gloved-hands have latched onto a victim's throat, damage is automatic/round.

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 D4 rounds. Harry can withdraw the unburnt portion at any time.

The fur suit and gloves come as a set; and if they are destroyed, lost, or used apart from each other, neither will function. EX Value for the set is 2,300; and if sold these will net 12,000 gp from barbarian/berserker types, or 10,000 gp from other interested parties.

THE JESTER

(NOTE: The jester has been thrown into the maze for having affronted 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 will talk -- from a distance; but if there are signs of hostility he either runs, hides in shadows, or uses his spells to escape (viz., **Disappear**). If befriended he joins the adventurers in their escape-quest (but will 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.)

Character-Level: Level 6 Thief
Moves: 12"
Hits to Kill: Full: 28, Presently: :19
Armor Type: 5 (= adjustment)
Attacks: 2
Damage: 2-5 (dagger +1)
Special: Spells
St 12 In 13 Ws 9 Ag 13 V 14 Ap 15

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

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

Card: This is wrapped in silk. It is a card once given to him by Pynyck after Mar told him a great joke. He was told not to use -- or even look at -- the card unless he was in desperate circumstances. The card is any good draw from a **Deck of Many Things**.

Globes of Light: Any one of these lights (used in the **Juggling Lights** spell (q.v.)) can be used to shed light in a 20' radius area. There are four globes in the bag.

Bag of Dust: When used in concert with the other components/gestures inherent to the **Dust of Uncontrollable Laughter** spell (q.v.) it functions; but otherwise it is just dust.

2 Glass Balls: Used with the **Stink Bomb** spell. If used apart from the spell's other necessary components, etc., it will merely act to obscure the area affected.

Balanced Dagger +1: Though only +1 on damage this weapon accrues a +3 to hit when thrown. The jester will only throw it under extreme life-threatening conditions.



JESTER SPELLS

Juggling Lights: The jester juggles four different-colored (colors optional), palm-sized glowing globes in the air before him. This corresponds to a **Suggestion** spell, and the hypnotic affect produced allows the suggestion to be made effectively. Any being within sight may be affected. The time/duration of this spell is 9 turns, and 3 segments are required to cast it.

The globes may be used as light sources. Each lights up a 20' radius area; and they last in this secondary function for 48 hours. Globes may still be used in the **Juggling Lights** spell if they are not used up (a full 48 hours of lighting used). If any of the lights are used/burnt out, the **Juggling Lights** spell will not function in its primary capacity until the burnt out globe(s) are replaced.

Stink Bomb: This corresponds to a **Stinking Cloud** spell except that hand-sized balls are thrown then burst, spewing the noxious fumes in a 2" x 2" x 2" area. The balls may be thrown up to 6" and explode upon impact.

If the components are mixed improperly, or if the required verbalizations/gestures of the spell are failed, upon exploding, the bomb's gas is non-toxic, and only acts to obscure the area affected. The gas-cloud's duration is 5 rounds; and 2 segments are required to cast this spell.

Disappear: This spell corresponds to a **Rope Trick** spell, except that the jester does a double backwards flip, then springs into the air and vanishes into his extra-dimension. Time/duration is 6 turns; and 2 segments are required to cast this spell.

Joke: This covers a 5" x 5" area. A joke spell has a 65% chance of raising a listening character's morale and fighting capabilities (as the **Bless** spell). Each character receives a D% roll to determine the spell's effects. The listeners must be within hearing and spell distances, unengaged in fighting, spell casting, or in actions quite opposite of resting or normal activity. Listeners must be at least neutrally disposed towards the jester in any case, or the joke will have no effect. A score of 66% or better indicates an adverse effect upon the listeners, and they will

become embittered with the jester and their general situation, losing points to hit/defend as explained under the spell, **Curse**.

This spell's time/duration is 6 rounds; and casting it takes 1 round.

Dust of Uncontrollable Laughter: This affects a 10' x 10' area 7 feet high, and can be thrown 2". All human/humanoid-type creatures must make SRs vs. spells. All failing SRs roll D% and consult the following table:

- 01- 10% Small Snicker: lose -1 to hit/react.
- 11- 30% Substantial Giggle: Lose -1 to hit, -1 to react, moves reduced by 3".
- 31- 50% Revealing Chuckle: Lose -2 to hit, -2 to react, moves cut by 6".
- 51- 70% Full Fledge Laugh: Lose -3 to hit, -3 to react, moves cut by 6".

71- 90% Uncontrollable Guffaw: Recipients can only attack every other round and cannot defend themselves. They are further reduced by -3 to hit/react and may move no more than a 1" crawl per turn.

91-100% Belly-Acher: Recipients fall 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, attack or defend themselves.

Duration/time is 2-7 rounds; and casting time takes 1 round.

The jester also knows these spells: **Ventriloquism, Friends, Jump**. All listed/known spells may be used twice each by the jester and no more.

Appendix C, Player-Characters

CARJUS OF ROURS

Character-Level: Level 11 Mage
Hits to Kill: 51
Moves: 12"
Armor Type: 3 (= adjustment)
Magical Adjustment: +5
Agility Bonus: +2
Weapon in Hand: Dagger +3
Damage Base: 1-3/1-4
Alignment: Lawful/Neutral
Deity: Nusu-Sa (a sun god)
St 12 In 17 Ws 16 Ag 16 V 16 Ap 14

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' dark blue cloak is of +2 **Protection**; his cobalt blue ring is **Protection** +3. His tunic and hose are parti-colored red/yellow; and his boots are made of soft leather.

Carjus fears that all might not go right, so he has brought along a pouch containing the following items:



Scroll: With **Infravision, Passwall, Extension II**.

3 Potions: **Mammal Control, Plant Control, Gaseous Form**.

SPECIAL: Carjus may cast two illusionist spells per day (per his own spell level). These must be chosen before the adventure begins and are in addition to his regular spells. Because of his training in illusory magic, he is resistant to illusion/phantasms of any sort. Because of this training he may also adjust his eyes to bright light in such circumstances. Thus he cannot be blinded by massive light emission, etc.

SPELLS: 1st Order (**Burning Hands, Charm Person, Jump, Unseen Servant**) 2nd Order (**Invisibility, Ray of Enfeeblement, Stinking Cloud, Web**) 3rd Order (**Lightning Bolt, Fireball, Haste, Hold Person**) 4th Order (**Confusion, Fumble, Polymorph Others, Wall of Fire**) 5th Order (**Cone of Cold, Feeblemind, Magic Jar**)

SORREN THE WORTHY

Character-Level: Level 12 Fighter
Hits to Kill: 91
Moves 12"
Armor Type: -3 (= adjustment)
Magical Adjustment: +3
Agility Bonus: +3
Weapon in Hand: Long sword +3
Attacks: 3/2
Damage Base: 1-8/1-12
Strength Benefits: +1/+3
Alignment: Lawful/Neutral
Deity: Reh-Pog (an earth god)
St 18(1%) In 12 Ws 15 Ag 18 V 12 Ap 13

Sorren is just over 6' tall and is broad shouldered. His armor is inlaid with gold, but despite its appearance is quite serviceable, being plate mail +3. His coif is black, and he carries his helmet in his left hand (initially). His long sword is known as "Striker." Under his sable cloak is a large pouch. Contained in this are:

2 Potions: **Speed, Fire Giant Strength**
Scroll: **Protection from Petrification**
Periapt: **Wound Closure**



Tucked into his girdle are **Gauntlets of Swimming and Climbing**. Sorren wears doe-skin boots.

SPECIAL: Sorren has been blessed by his deity and thus has some special defensive attributes he may use. These are useable twice per day and last 6 mele rounds each.

1) **Missile Invulnerability:** When his deity's name is spoken a glow radiates his air, protecting him from all types of missiles -- magical or other.

2) **Fire Invulnerability:** Upon speaking the word "flame," tongues of cool flame envelope his form, protecting him from all but those fires generated by the highest-ranked demons, devils, or gods.

3) **Attack Invulnerability:** Upon speaking the word "shield" a yellow light wreathes his form, making him immune to magical-, magical spell-, and beast-type physical attacks (i.e., a wand attack, **Bigby's Clenched Fist**, and/or a monster's claws, etc., etc.). Sorren remains vulnerable to humanoid/human/et al. attacks which employ weapons.



HORRUL RIZZUK

Character-Level: Level 9 Priest
Hits to Kill: 64
Moves: 12"
Armor Type: -1 (= adjustment)
Magical Adjustment: +2
Agility Bonus: +2
Weapon in Hand: Footman's mace +2
Attacks: 1
Damage Base: 2-7/1-6
Alignment: Lawful/Good
Deity: Nusu Sa (a sun god)
St 12 In 13 Ws 17 Ag 16 V 16 Ap 14

Horrul Rizzuk is a stocky fellow, much like a horseman in appearance, but being far from that, of course! The embroidered yellow robe he wears over a suit of plate mail +2 is reversible to a **Robe of Blending**. His deity's holy symbol -- a ten-pointed sun -- hangs about his neck in the form of a necklace. On his belt are two small pouches containing 2 potions of

Extra Healing, 4 vials of holy water, and a candle with tinder box. A scroll of **Protection from Demons** is hidden in his robe.

SPECIAL: Horrul is blessed with the ability to cast two spells at once, twice per day.

SPELLS: 1st Order (**Bless, Command, Detect Evil, Light, Light, Sanctuary**) 2nd Order (**Chant, Hold Person, Silence 15' Radius, Slow Poison, Slow Poison, Speak with Animals**) 3rd Order (**Continual Light, Dispel Magic, Prayer, Remove Curse**) 4th Order (**Cure Serious Wounds, Sticks to Snakes**) 5th Order (**Flame Strike**)

SPECIAL NOTE: Spells may be changed after one day's time, but this requires 4 hours rest and prayer in a secluded area.

FALLEHN THE FAIR

Character-Level: Level 10 Paladin
Hits to Kill: 82
Moves: 12"
Armor Type: -1 (= adjustment)
Magical Adjustment: +3
Agility Bonus: +3
Weapon in Hand: **Flame Tongue**
sword +1
Attacks: 3/2
Damage Base: 1-8/1-12
Strength Benefits: +1/+1
Alignment: Lawful/Good
Deity: The White One (a nature god)
St 17 In 13 Ws 12 Ag 17 V 17 Ap 17



Fallehn is called fair due to his beauty and persuasiveness; but has never been termed "fair" because his rigid standards, which he imposes upon all he meets, are hard for his friends and acquaintances to deal with.

Fallehn wears gold-washed plate armor +2; and he has a set of **Striding and Springing** boots (+1 to AT in addition). Wrapped about his 6 1/2' frame is a purple cloak with a pouch hidden under this. In it is a potion of **Invulnerability**, scroll of **Protection from Possession**, and 20 gp. His sword, "Cleanser" (see Weapon in Hand, above), has many powers: 13 In, +7 ego, is Lawful/Good, detects gems/invisible objects within a 5' and 10' radius, respectively. It communicates with Fallehn through empathatic means.

SPECIAL: Paladin Powers: Detect evil (enemies) 60' distant; SRs at +2; diseases immunity; hand-cures 20 HtK/day; twice/week = cure disease.

Besides these powers, Fallehn has been blessed with the ability to always hit the object he is striking at with "Cleanser," thrice daily.

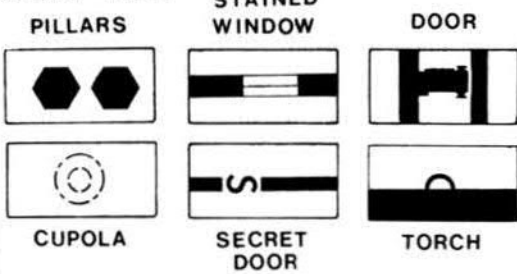
SPELLS: 1st Order (**Cure Light Wounds, Cure Light Wounds**)

NOTES:

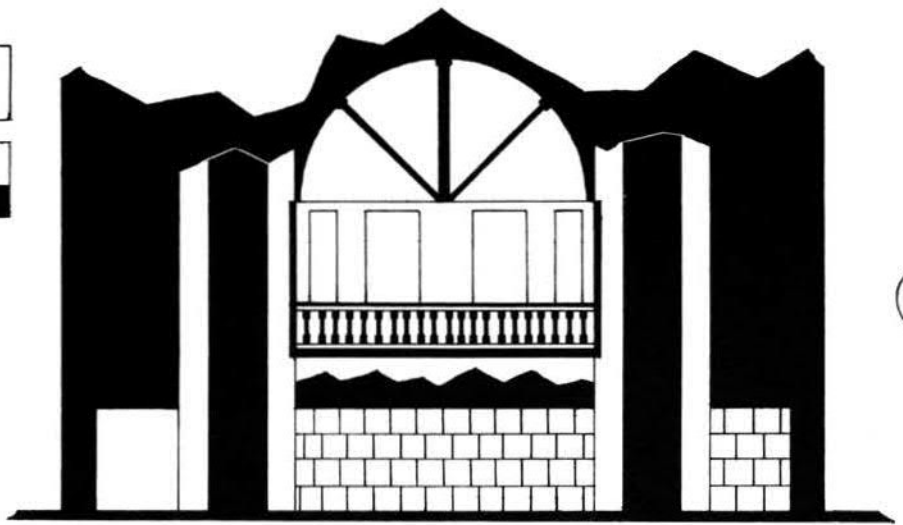


PYNYCK'S ART GALLERY

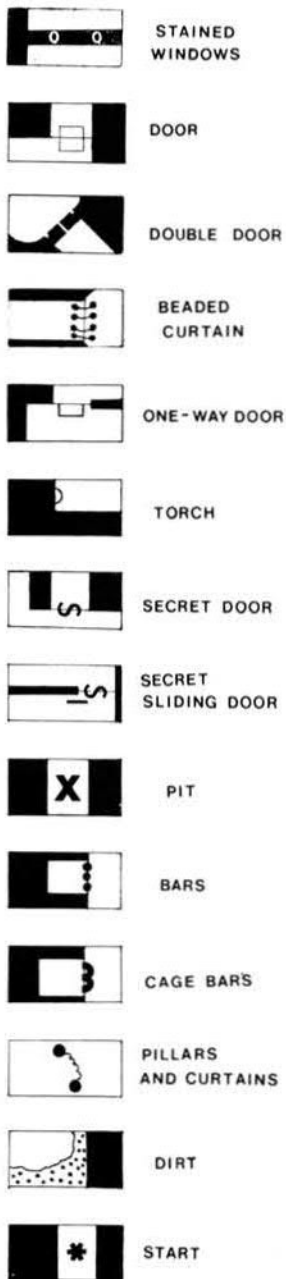
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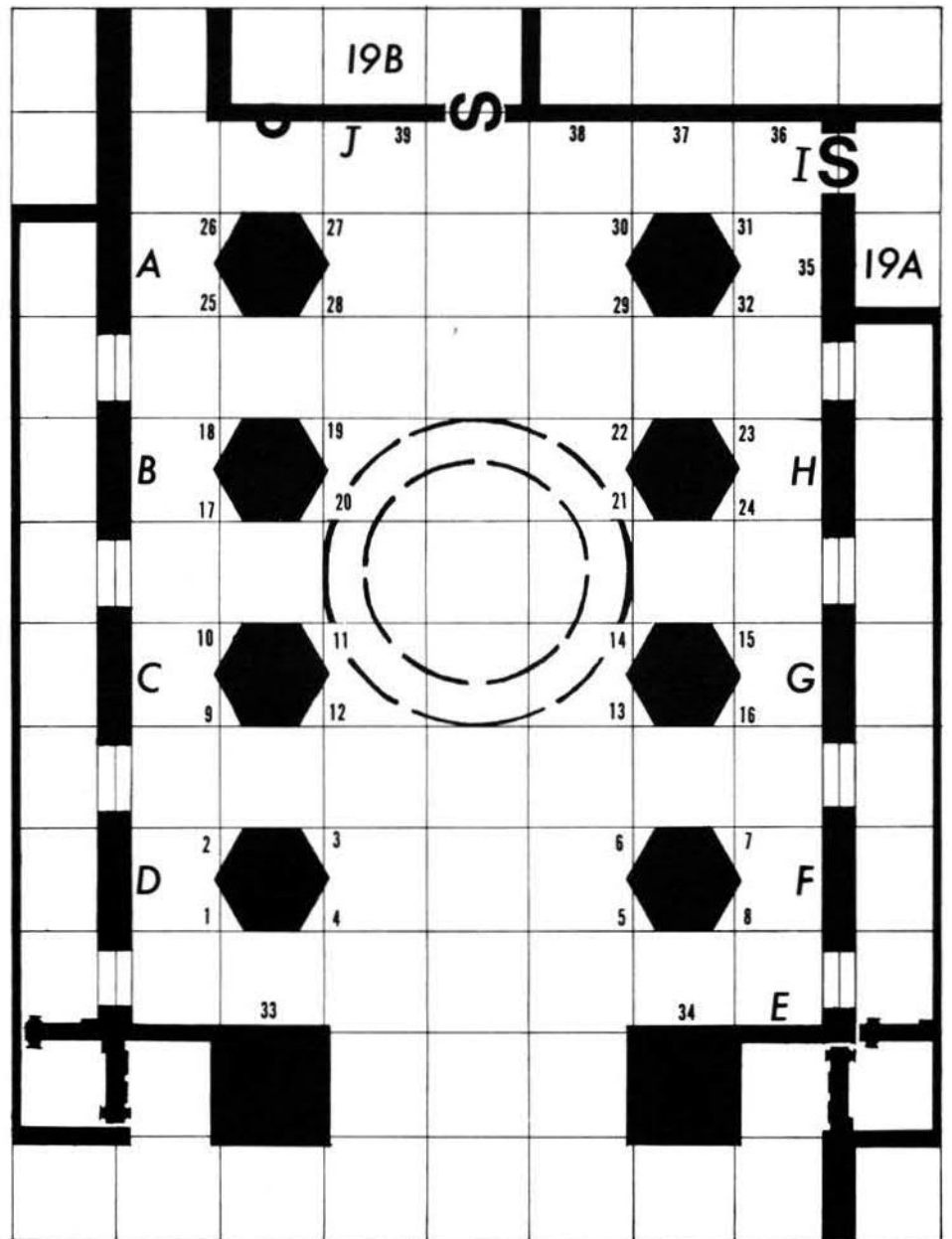
SCALE: 1 sq = 10 FT



MAP KEY



SCALE: 1 sq = 10 FT



ROOM 19

PRISONERS OF THE MAZE

by Robert J. Kuntz

The Queen is dead! The King is mad! Long live the... Kingdom! Death to King Ovar the Tyrant! Life to law and order!

Four characters are a number complete -- complete with a mission so insane, so daring, that terming it an assassination hardly satisfies the imagination. Are the four volunteers who would lay low King Ovar assassins? Or are they heroes? If they are the former, how are they better than the madman they are assigned to kill? And if they are the latter, will their heroism be enough to overcome the trials of...

THE MAZE OF ZAYENE!?

PRISONERS OF THE MAZE is an advanced FRP adventure for four characters of skill levels 8-12. It is fully compatible with the most popular **ADVANCED FRP** game system(s).

ABOUT THE AUTHOR

Robert J. Kuntz has been active in game design and gaming philosophy for 19 years. His published credits in Fantasy Role Playing include **GREYHAWK ***, **GODS, DEMIGODS & HEROES, DEITIES AND DEMIGODS ***, **LEGENDS AND LORE ***, and **MORDENKAINEN'S FANTASTIC ADVENTURE**. His co-authored game, **KINGS & THINGS ****, was recently released in England and Japan. Mr. Kuntz lives in Whitewater, Wisconsin and is President of Creations Unlimited.

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