



Year of the Open Road



**PATHFINDER
SOCIETY**

MISTRESS OF THE MAZE

By Christen N Sowards

PATHFINDER SOCIETY

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How to Play

Pathfinder Society Scenario #1-21: Mistress of the Maze is a Pathfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5-8; Subtiers 5-6 and 7-8). As a scenario, this adventure is designed to take about 4 hours to play. It is designed for play in the Pathfinder Society Organized Play campaign but can easily be adapted for use with any world. For more information on the Pathfinder Society campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

GM Resources

Mistress of the Maze makes use of the *Pathfinder Core Rulebook* and *Pathfinder Bestiary*, as well as *GameMastery Map Pack: Extra-Dimensional Spaces* and *Pathfinder Flip-Tiles: Forest Highlands Expansion Set*. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at paizo.com/prd.

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Pathfinder Society Guide to Play* at <http://www.organizedplayfoundation.org/paizo/guides/>. This scenario does not have any tags.



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Mistress of the Maze

By Christen N Sowards

GM SYNOPSIS

This adventure is a mix of exploration, scholarly, and social challenges, many of which can become combats depending on the actions and successes of the party members.

ADVENTURE BACKGROUND

Eliza Petulengro (N female human diviner) is a venture-captain hailing from Galt. Recently, Eliza also revealed herself as a member of the Decemvirate, the Pathfinder Society's enigmatic leaders who hide their identities behind magical masks. Eliza set aside her Decemvirate helm and now serves as an open and accessible link between the members of the Pathfinder Society and their mysterious leaders. Eliza is a talented diviner with an eidetic memory for text, names, and faces. Her duties in the Grand Lodge in Absalom involved managing the Society's army of librarians and administrators.

Eliza was once the venture-captain of the Woodsedge Lodge in Galt, though now that responsibility has been assumed by **Venture-Captain Armeline Jirneau** (CG female half-elf detective). Along with stewardship of the Woodsedge Lodge, Armeline has also become the de facto caretaker of the Maze of the Open Road.

The Maze of the Open Road is a magical hedge maze that warps the dimensions of space and time. A gift of the Druid King Narven, the maze was of great use to the Pathfinder Society for many years. It allowed the leaders of the Society to swiftly—and secretly—travel the face of Golarion and beyond. In the time since its creation, the maze has grown somewhat unstable, including growing new connections to dangerous planes and planets beyond Golarion. Eliza now seeks to study the damage and repair the maze, so that the Pathfinder Society might use it once more.

ADVENTURE SUMMARY

The party meets with Eliza Petulengro in the Grand Lodge, where she has summoned them to serve as escorts through the Maze of the Open Road. The maze appears to have grown dangerously unstable while it has been sealed away for the last few years.

Eliza has determined that the maze has grown unstable in the years of its neglect. She summons the PCs to assist her in studying the damage to the maze and collecting the samples necessary to repair it. To preserve the samples, she must focus her efforts on maintaining a magical stabilization device, so she needs the PCs to handle most tasks. She plans to rendezvous with

WHERE ON GOLARION?

Mistress of the Maze takes place inside the magical Maze of the Open Road, where the PCs travel from Absalom to the Woodsedge Lodge in Galt. More information on Galt can be found on page 126 of the *Pathfinder Lost Omens World Guide*, available in hobby and game stores, and online at paizo.com.



an operative sent from the Woodsedge Lodge in Galt. Unbeknownst to Eliza, the Galtan operative, **Rindle Rainfickle**, was waylaid and replaced by a dandasuka rakshasa. The fiend joins the PCs on their journey and continually interferes with the PCs' mission until the PCs catch on and confront him. As the PCs explore the maze, they pass through several portions that have been corrupted by various incursions from other planes.

After a final battle with mysterious alien sorcerers, the PCs escort Eliza and the samples safely to the Woodsedge Lodge.

GETTING STARTED

The party assembles at the Grand Lodge in Absalom and prepares to escort Eliza into the Maze of the Open Road. She answers questions over tea and explains the nature of the stabilization device and the sampling mission. She mentions Armeline's operative and the expected arrival back through the gate.

Read or paraphrase the following.

Inside the foyer of Skyreach at the Grand Lodge, a masked servitor awaits. A specter in white, save for the ribbon of scarlet around their neck, the servant bows and gestures to the central staircase, silently leading the way upstairs to a large study.

Mistress of the Maze

Eliza Petulengro, the unmasked member of the Decemvirate, sits behind a wooden desk covered in neatly arrayed stacks of books and hand-written reports. She gazes quietly across the edge of her teacup. Setting the tea down, she glances to the side at a rune-etched sphere studded with strange metal canisters.

"I expect you know who I am, so I shall dispense with unnecessary formalities. Mostly, I deal in two things—truth and potential. I haven't the time to shield the first, but I see the second in you. I need you to join me in traveling the Maze of the Open Road. It was once a great asset to the Society. For many years, the Decemvirate and trusted agents could travel all of Golarion in moments. A gift from an ancient druid king, the maze lent us power, discretion, and speed. In time, it also allowed for a terrible betrayal.

"The current Master of Spells, Sorrina Westyr, elected to seal the maze despite its advantages. And for some time I agreed with that wisdom. However, fate has forced our hand. The maze has grown dangerously unstable and we need its abilities now more than ever. With Sorrina currently traveling to the Mwangi Expanse, it falls to us to collect the necessary samples required to diagnose the maze and make it safe and reliable once more.

"Regrettably, this stabilization device," Eliza indicates a hovering sphere honeycombed with canisters, "will require almost all of my concentration. I will need you ready to protect me as we gather samples along the path through the maze to the Woodsedge Lodge in Galt. Thankfully, Venture-Captain Armeline Jirneau is sending an agent to meet us, who should smooth our progress considerably. You have my trust in this. Any questions before we begin?"

Below are some questions the PCs may have, and Eliza's answers.

How much can you aid us in times of danger?

"I can spare the concentration to move, but any more and the field that stabilizes the samples would collapse. And with such strong samples, a collapse could be disastrous for the device. In the unlikely event that the mission proves too dangerous, I can evacuate us all to the Grand Lodge, but there may not be another chance to save the maze if I do."



ELIZA PETULENGRO

What can we expect inside? "The walls of the maze are 20-foot-tall manicured plants with corridors of varying width. Something similar to a barrier of magical force prevents passage between the vegetation and or flight above the height of the maze."

Anything we should know about the stabilization sphere? "It's an ancient device made of the skymetal noqual, a powerful magical insulating material. It's fairly difficult to operate while it's actively collecting magical samples, requiring complete care and focus, so you'll need to guard my back while I collect the samples."

Terrible betrayal? "An unfortunate series of events a decade ago that cost the lives of several members of the Decemvirate. I'd prefer not to dwell on it."

Does the maze have any guardians?

"Once, the maze had a guardian in the form of an immortal medusa named Condria. The Woodsedge Lodge reports that other than the shattered remnants of her petrified victims, no sign of her has been found."

Boons and Hero Points

Once the PCs have asked their questions, give them some time to buy supplies and slot their boons. Remind them that they each have 1 Hero Point available. After the party has slotted their boons and completed their purchases, Eliza takes them to the verdant entrance of the Maze of the Open Road and leads them through.

A. THE RUNDOWN FROM RINDLE

Rindle Rainfickle, a halfling explorer of the Woodsedge Lodge, was sent through the Maze of the Open Road to meet Eliza and the PCs. However, the real Rindle was slain by the dandasuka rakshasa Nevashi, who's now disguised as the halfling. Nevashi tries to subvert the Society on behalf of an unseen master.

Read or paraphrase the following when the PCs enter the maze.

A single step somehow stretches across the length of timeless moments until a strange sky snaps into place above you. Eliza winces a bit and gives the stabilization sphere a look of concern. Blue sky has been replaced by pale lavender with a fringe of starry indigo. The orderly emerald walls of the maze are spotted with irregularities as ragged branches tear at the open air like talons and sections of new growth swell like verdant tumors.

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"It's worse than I feared," Eliza continues, "Take some earth and clippings next to the portal threshold as a baseline. Keep your eyes out for other deviations." She frowns and looks to the sphere as it obediently hovers to her side and eldritch bands of energy begin stretching from its protrusions to follow her commands.

As Eliza finishes her instructions, the dandasuka Nevashi, disguised as Rindle Rainfickle, approaches.

A cheerful if somewhat road-worn halfling crawls from between wild and unruly plant growth. He spends a second brushing stray twigs from his curly hair before giving up on appearing presentable. Picking up his satchel and an unusually large, chattering squirrel, he addresses Eliza.

"You aren't monsters! Could it be? Eliza, your picture does not do you credit! I am so glad I found you. The way to the Woodsedge Portal is particularly plagued by planar anomalies. We considered the Edme cavern portal instead, but as you know overland travel in Galt is nearly as troublesome. That device is fascinating! But since time is of essence, you can explain how it works as we travel."

He offers a letter marked with the seal of the Woodsedge Lodge, "My credentials."

Give the PCs **Handout #1: Rindle's Letter of Introduction** before proceeding.

Rindle's Deception: As you run this adventure, Nevashi starts with nearly every advantage in being accepted as the Woodsedge agent. The Perception checks to Sense Motive or detect Nevashi's true nature in this scenario should be done as secret checks (*Pathfinder Core Rulebook* 234) to avoid tipping the party off to the dandasuka's true identity prematurely. Some encounters list alternate skills that might be used when a particular check is triggered with the fiend. The nature of several encounters changes if Nevashi's true nature remains undetected. Review each encounter for these conditions if the dandasuka still successfully impersonates Rindle.

While Nevashi is successfully impersonating Rindle, use the illustration on page 33 for him; once his identity is revealed, use the illustration on page 37.

Sense Evil: The result of Nevashi's Deception check to hide his evil aura is 25 (28 in Subtier 7–8). If a champion or other character with Sense Evil or a similar ability is in the party, compare this number to their Perception DC to determine if Nevashi's evil aura is detected. If a PC detects Nevashi's evil aura, read or paraphrase the following.

"Ah yes, this ring is cursed," Rindle holds up his hand to show a copper ring, "It imparts a malice toward the current government

of Galt. Oddly, it grants a number of languages to me as well, but if you can break the curse I would gladly be rid of it."

The ring's curse can't be broken, as it isn't real, but in the unlikely event that a PC tries to break it, the fiend does his best to support the lie, telling the PC that they clearly aren't powerful enough to break the curse.

Questioning Rindle

Some of the questions the PCs might ask "Rindle" and his answers can be found below.

What can we expect along the way? "I have a map of the shortest route to the Woodsedge portal. There's some weird stuff along the way... Strange symbols, luminous orbs, tears in reality, that kind of thing. At one point, I was almost buried in a wall of red sand. Shouldn't be too bad, really, as long as we keep our eyes on the path forward and don't get lost."

Have you seen Condria, the Guardian of the Maze? "The medusa? I've not had the pleasure, but I've seen a few suspicious statues here and there. I suspect that with all the weird planar anomalies I've seen, she's got her hands full dealing with more pressing concerns, if she's even still around."

What's with the nasty-looking squirrel? "Ah, this is Mr. Chitters, my trusted companion!" The squirrel is in fact a polymorphed protean aiding Nevashi in the cause of chaos, and his Deception check to hide the squirrel's true nature is 25 (28 in Subtier 7–8). If the adventure's scaling calls for it, Nevashi has a second "squirrel," Mr. Squeakers, which also peeks their head out of the pouch (refer to the scaling sidebar on page 19 for Subtier 5–6, or page 25 for Subtier 7–8, to determine if Mr. Squeakers is also present).

As long as the PCs don't see through his deceptions, Nevashi quickly attempts to urge them to continue to the journey to the Woodsedge Lodge. The dandasuka doesn't want the party to have enough time to unravel his deceptions.

Creatures: If Nevashi's ruse is discovered this early, he does his best to flee immediately, returning to menace the PCs in area C. In the event that he fails to flee, use the map for area G to represent the section of the maze where the PCs battle the rakshasa. Because the timing of combat between the PCs and Nevashi depends upon the PCs' perceptiveness and actions, information about combat with the rakshasa appears in the appendix for area A. Regardless of where combat occurs with the Nevashi, he doesn't attack the PCs during another encounter.

SUBTIER 5-6

NEVASHI

Page 19

CREATURE 5

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“MR. CHITTERS”

Page 20

CREATURE 3

SUBTIER 7-8

NEVASHI

Page 25

CREATURE 7

“MR. CHITTERS”

Page 26

CREATURE 5

Infamy: PCs attempting to determine Nevashi’s alignment by attacking with a damaging spell, such as *divine lance*, gain a point of Infamy.

Treasure: Nevashi carries a portion of the real Rindle’s belongings, including strange coins made of cut jewels and 3 *lesser healing potions* (3 *moderate healing potions* in Subtier 7–8). Rindle had intended to use the potions to manipulate the living bridges in Area F (page 12). This amounts to 2 Treasure Bundles, which the PCs receive after defeating the dandasuka in combat, regardless of when or where that confrontation occurs.

Petulengro’s Role

Eliza Petulengro counts on the PCs to handle the adventure’s challenges, as even brief distractions from her work with the stabilization sphere could compromise the mission. She trusts that the PCs, as some of the Society’s most capable agents, can handle whatever comes their way. However, if the PCs are ever in particularly dire straits, she offers to return everyone to the Grand Lodge immediately. However, she warns, doing so will ruin the samples she collected and the stabilization device, ending the mission in failure and with it, perhaps the only chance to save the Maze of the Open Road. Be sure the players know that taking this option ends the scenario.

Sampling Material Entries

Each area of the adventure includes notes on what samples can be gathered there. The group needs a minimum of four samples for Eliza to provide the samples that the Master of Spells needs. Most entries will also list a number of phytolith formations caused by the influence of area E, which are described first in area B. Collecting these alternative samples has consequences later in the adventure. The GM should note any time a player collects phytolith samples and how many they collect. The phytoliths are particularly of note in Areas E and F.

B. KNOTTED LOGIC

Energies from the plane of Axis have begun to interact

with the Maze of the Open Road along this portion of the structure. As the PCs enter the area, read or paraphrase the following.

Around this particular corner of the maze, a statue of a robed spellcaster rendered in the act of drawing forth a wand stands in a readied pose. Some of the statue’s fingers have been snapped off. Lichens spot its stone body here and there. Glinting sparkles shift in the topiary walls and a soft breeze comes from some unknown place, bearing clashing scents of cinnamon and tar.

The statue is one of the former Guardian’s trophies. The medusa Condria often left her victims where they fought her. If the PCs manage to free him, they discover that his name is Vergil Twinspell, a sorcerer from Katapesh. The damage to his fingers is severe enough he is incapable of casting spells until he receives proper healing. Vergil backtracks to the Grand Lodge, thanking the PCs for their assistance.

When the PCs reach this area, Eliza asks the PCs to help her find a suitable sample of the maze for the stabilization device.

Within the branches of the rose bushes lining the walls of the maze, there are clusters of crystallized sap resembling emerald-hued amber growing directly from the limbs of the plants. The crystals, also known as phytoliths, exhibit a strange humming sound and grow out from the branches in right angles.

RECALL KNOWLEDGE (ARCANA OR NATURE)

A PC who succeeds at a DC 20 Arcana or Nature check to Recall Knowledge (DC 22 in Subtier 7–8) recognizes the influence of extreme organizational energies exuded by the Plane of Law.

Critical Success The PC knows that humming is symptomatic of resonance between the phytoliths. Taking one as a sample might cause a disruption that will likely be harmless here but could cause a cascade of planar energies with unforeseeable effects further along the pathway. Collecting the soil at the base of the plants should provide a safe sample without exacerbating the energy imbalances affecting the maze.

Success Examining the right angles and straight edges of crystal, it becomes clear the influence of some greater force weighs on the ecosystem of the maze. Energies consistent with Axis, the Plane of Law, might explain the changes to the local flora

Failure The PC believes that the phytoliths are a normal part of the maze and doesn’t have any insight to offer Eliza in her sample collections.

Critical Failure Characters who critically fail this check become

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convinced that the phytoliths are key to understanding the mystery of the maze's current predicament and believes gathering as many of them as possible from this and future sample sites will give the best information.

If the PCs fail to uncover the phytoliths, Eliza eventually notices them and chooses to collect the phytoliths, ensuring that the creatures in area E (page 11) are agitated and attack the party on sight.



JANNI

Nevashi: The “halfling” suggests that the party take the phytoliths. He knows for certain that the creatures of Axis in area E will respond poorly to the theft or presence of the formations.

C. ARCANA OF AHKENEFTI LOW

With a single step, the world explodes into darkness and light. Walls of green become swirls of verdant light. A dizzying array of symbols and runes swims through the air, accompanied by the aromas of dried spice and parchment.

The PCs reach a portion of the maze that is slowly being overtaken by a conjunction with Nethys's divine realm of Ahkenefti. The planar rupture here has caused Nethys' arcane languages to become both the literal representation and underpinning of reality. Even the bodies of the PCs and Rindle are now made up of these symbols. The PCs find even basic movement difficult until they reconcile their relationship with the esoteric symbols. Thanks to the magic of the stabilization device, Eliza is protected from the transformative effects.

Petulengro informs the PCs that there is no other way forward. Rindle says that the maze didn't look like this when he came this way before. It didn't—because the rupture has grown. Rindle used his innate magic to navigate the area successfully and intentionally broke some of the nearby phytoliths to worsen the disturbance.

Navigating the Arcana of Ahkenefti: The ceilings of each hallway in this area are 20 feet high and typically composed of magical force. Magical fields provide normal lighting in each section. Each area is a pocket demiplane with a runed archway leading to the next area in sequence: areas C1, C2, and C3. To pass through this planar puzzle, the PCs must navigate three corridors that each challenge their perceptions and sense of self in different ways.

In each of the three areas, each PC can either roll an appropriate skill check as indicated in the area to bypass its challenges or attempt a DC 20 Will save (DC 22 in Subtier 7–8) to reshape the plane to overcome them. Petulengro warns the PCs that such reshaping, while effective, could anger any nearby guardians (see Creatures on page 8). The results of a Will save are the same as the results of the area's

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typical skill check, except that effects on the guardians' anger are reversed, with successful Will saves angering the guardians as much as failed skill checks. Eliza doesn't need to roll checks because of the stabilization device.

Nevashi is capable of traversing this area without angering the guardians, but he doesn't do so. The PCs automatically have 1 failure counting against them in each area if they are still accompanied by the dandasuka.

Creatures: This realm of Nethys is patrolled by jann who exist at a fundamental level of elemental magic. They can navigate these areas without difficulty. If the PCs anger the guardians in a particular room three times (or four times for groups of six PCs), the guardians attack. The PCs can't face the guardians more than once; if they would have angered the guardians enough to trigger another encounter, instead reduce their rewards earned (see Rewards on page 9).

If the PCs uncover Nevashi's ruse in area C, or if they discovered his ruse sooner and confront him when he returns to the group here, he attacks them. If given the choice, Nevashi prefers to fight the PCs in area C3.

SUBTIER 5-6

JANN (2) **CREATURE 4**
Page 21, art on page 34

SUBTIER 7-8

ELITE JANNI **CREATURE 5**
Page 28, art on page 34

ELITE DJINN (2) **CREATURE 6**
Page 28

C1. Gate of Soul

The first length of hallway appears in the shape of an Elysian field with a large stone archway at the far end, flanked by the area's guardians (use the map on page 9 for this area). Each PC must first learn how to control their runic soul-body before they cross this room, and is immobilized until they either attempt an Arcana or Religion check to Recall Knowledge or attempt a Will saving throw to take control of their new form by sheer force of will. Regardless of whether they pass or fail the attempted check, the PCs can move freely after the attempt.

ARCANA OR RELIGION (RECALL KNOWLEDGE)

A PC can attempt a DC 22 Arcana or Religion check to Recall Knowledge (DC 24 in Subtier 7-8) to work their way through comprehending how best to operate their

limbs and interact with their surroundings while their body is translated into this runic state.

Critical Success The PC manages not only to fully control their spiritual state, but also to correct or improve upon them while in this realm. The PC gains a +1 circumstance bonus to further skill checks, AC, and saving throws while in C1.

Success The PC can act normally.

Failure The PC's reckless shifting of the nature of magic causes the nearby guardians to consider the party a potential threat.

Critical Failure As failure and the PC's runic body becomes temporarily warped, causing them to become clumsy 2 for as long as they remain in area C1.

C2. Gate of Mind

The PCs materialize clustered on the north side of this area, opposite the runic archway (use the map on page 10 for this area). Crafted entirely from psychic and arcane energy bound in runes and musical notes, the very fabric of this area bombards the PCs' minds with pounding sensory overload. As in area C1, each PC is immobilized until they attempt either the skill check described below or a Will save.

ARCANA OR OCCULTISM (INTERACT)

The PCs find that moving to the psychic level of Ahkenefiti causes their thoughts to move too freely from their physical and spiritual forms. Even the slightest distraction can send their thought-form bodies into spasms. A PC can attempt a DC 22 Arcana or Occultism check (DC 24 in Subtier 7-8) to focus their thoughts and beings to a single point and interact freely with the world around them.

Critical Success The PC's reclamation of their thoughts and forms gives them unusual insights into the world around them. If Nevashi is still with the party in disguise, the PC notices something off about his aura and can attempt a single DC 25 (28 in Subtier 7-8) Perception check to Seek out Nevashi's true nature.

Success The PC can act normally.

Failure The PC's reckless shifting of the nature of magic causes the guardians to consider them a potential threat.

Critical Failure As failure and the PC is dazzled for as long as they are in area C2.

C3. The Final Gate

Passing through the gate of mind takes the PCs to the final stretch of the rune-warped corridor. This room combines the energies of the previous two rooms with primal energy and life essences, forming a forge of creation that the PCs must pass through carefully in order to proceed. Use the map on page 11 for this area.

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C1. GATE OF SOUL



ARCANA, ATHLETICS, OR NATURE

A PC attempt an DC 22 Arcana, Athletics, or Nature check (DC 24 in Subtier 7–8) to utilize their knowledge, physical coordination, or understanding of the natural world to fully reintegrate their beings before they pass through the final gate.

Critical Success The PC can act normally and is quickened 1 as long as they remain in area **C3**; they can use this extra action only to Stride or Step.

Success The PC can act normally.

Failure The PC's reckless shifting of the nature of magic causes the guardians to consider them a potential threat.

Critical Failure As failure, but this counts as two failures towards triggering the guardians' attack.

Sampling Materials: Eliza's relatively leisurely passage through the gates has allowed her to safely collect a danger-free sample. Successfully navigating all three of the corridors (including by defeating the guardians in one or more areas) earns the party one automatic success towards their goal of collecting four unique samples.

Rewards: The materialization of the PCs' forms has

crystallized some of the runes of magic into physical states. These intricate depictions of mystical symbols might be of great interest to the right collector or mage. These runes are worth 2 Treasure Bundles.

If the PCs fail their skill checks enough that they would have had to face the guardians a second time, remove 1 Treasure Bundle. If they would have had to face the guardians all three times, they do not earn either Treasure Bundle. This reduction represents damage the PCs deal to the metaphysical nature of the plane, which leads to fewer salvageable runes.

Hero Point: At this point, the party should be due for a Hero Point if they have not earned one already. Grant a Hero Point to the character who acted most heroically in this area, or who performed best across all three gateways.

D. Corridor of Crystallized Lyrics **Low**

A rupture into the Akashic Record, a library of infinite knowledge located in the depths of the Astral Plane, has caused crystallized lyrics of songs from all corners of existence to spill forth from their extraplanar depository and into this length of the maze. These lyrics now float

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C2. GATE OF MIND



1 square = 5 feet

GameMastery Map Pack: Extra-Dimensional Spaces

in physical form, barring passage forward. Use the map on page 12 for this area.

The seemingly natural pathway of this stretch of the maze is suddenly filled with gleaming, razor-edged objects. Each construct appears as a floating musical note, scribed from a minstrel's playbook and etched upon the very air.

As in other areas of the maze, the ceilings in this area are 20 feet high, the area is well-lit by magical lighting, and impenetrable magic barriers prevent passage beyond the seemingly natural walls and floors. The PCs enter from the western side of the pathway, which is blocked by a series of eight gently floating musical notes that slowly levitate up and down from floor to ceiling. Eliza has two sampling options here: she can collect a phytolith sample from the walls (potentially leading to negative consequences with the creatures in area E), or she can collect one of the floating notes. Successfully collecting a note requires the PCs' assistance to stabilize it in place via a Perform check or Acrobatics check (described below).

A Note Before Dying: Each of the musical notes is a highly unstable fragment of magical energy, and coming

into direct physical contact with one of the notes or hitting the wrong frequency during a performance causes the closest note to explode or shatter (as described in the skill checks below). If all 5 notes are destroyed, Eliza has no choice but to gather one of the phytoliths as her sample for this area.

Nevashi: The false Rindle pretends to Aid the party by "harmonizing" with one Performance check each round, though his twisted tunes give that PC a -1 circumstance penalty to the check instead. If the PCs encourage Rindle to cease his "aid," he sulks and mumbles that he just wanted to help.

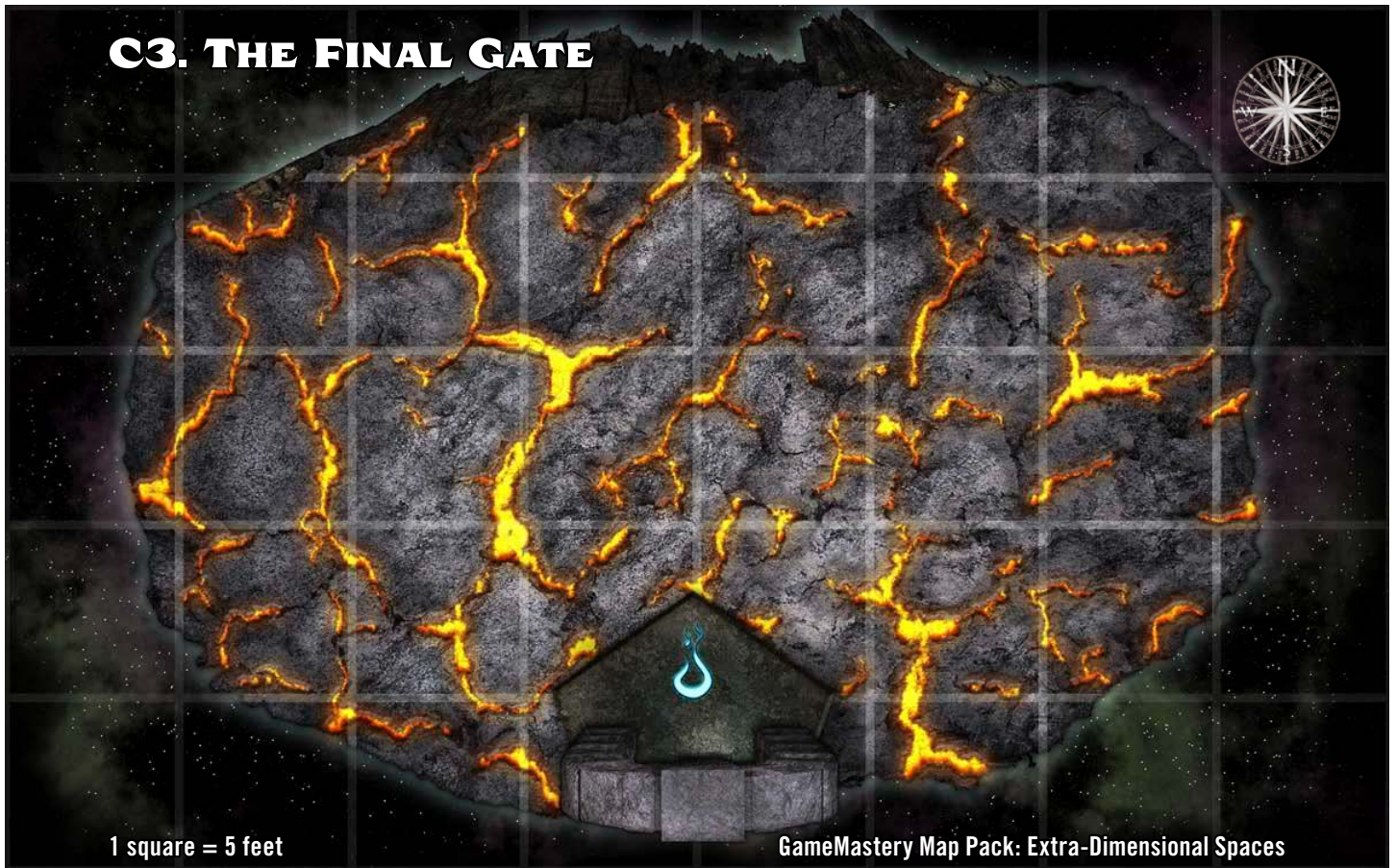
ACROBATICS (TUMBLE THROUGH)

A PC can attempt to gracefully extricate a note from the air, gently clearing it from the path or guiding it in to be secured by Eliza's stabilization device. The DC for this check is 22 (24 in Subtier 7-8). Each destroyed note lowers the DC of subsequent checks by 1, though a PC can't attempt another check once all 5 notes are destroyed.

Critical Success As success, but the PC can move the two closest notes.

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C3. THE FINAL GATE



Success The PC moves to the closest musical note, moving it to either side or securing it for Eliza as a sample. Either way, this grants access to the next note.

Failure The PC accidentally stumbles into the note, which explodes. The PC takes 2d6 slashing damage.

Critical Failure The PC knocks the closest note into the note behind, destroying both. The PC takes 5d6 slashing damage (8d6 in Subtier 7–8).

PERFORMANCE (PERFORM)

A PC can attempt to move a note with a successful musical performance. The PC must be standing adjacent to the nearest note to attempt this check. The notes themselves spell out the song the PC must perform, and their floating patterns make up the “sheet music” that is part of the puzzle the PC solves with a successful performance. The DC for this check is 20 (22 in Subtier 7–8). Each destroyed note increases the DC of subsequent checks by 1, and a PC cannot attempt another check once all five notes have been destroyed.

Critical Success As success, but the PC can move the two closest notes.

Success The PC moves the closest musical note, either locking it in place safely above the pathway or moving it to either side (either of which allows safe passage), or securing it for Eliza to take as a sample. Whichever choice the PC makes, this grants access to the next note.

Failure The PC hits the wrong frequency and the crystal explodes. The PC takes 2d6 slashing damage.

Critical Failure The PC creates a rupture, destroying the two closest notes. The PC takes 5d6 slashing damage from the detonation (8d6 in Subtier 7–8).

Development: Once the path has been cleared of notes, the PCs can proceed to the next area.

E. Axiom of Abeyance

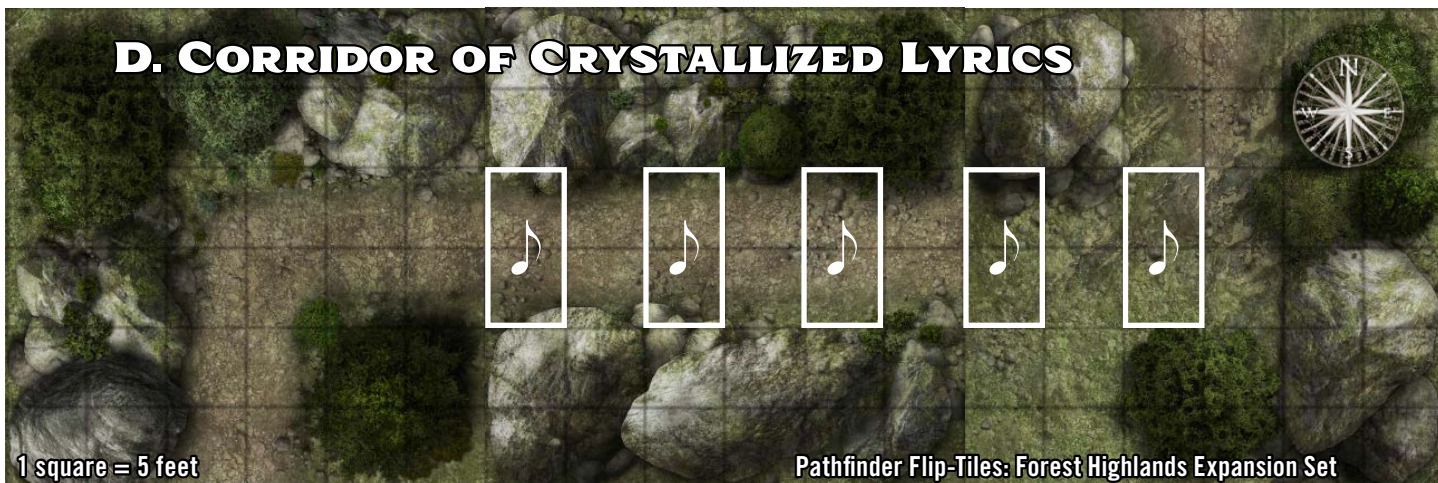
Moderate

Axiomites from the lawful plane of Axis have spilled into the maze and begun to structure a beachhead to further anchor the passageway to the Plane of Law. Use the map on page 13 for this area.

Masses of green crystallized sap form archways and honeycombs around a portal that has clearly been repaired and possibly augmented. Patterns of rigid luminous light mark the earth of the maze, frame various topiaries, and intersect

Mistress of the Maze

D. CORRIDOR OF CRYSTALLIZED LYRICS



around the base of each plant. Hovering spherical creatures survey the lengths of nearby topiary walls. At the center of the aperture hovers a living cloud made of shimmering runes and light.

Axiomites eagerly work in this area to build a bridge from Axis into the maze. It's unclear whether the axiomites realize that they've spilled out of their native plane and into extraplanar space, but they are determined to restructure the area until it resembles the rest of Axis's perfect order.

Phytoliths: If the party has two or more phytoliths in the sampling sphere or on their person, this encounter moves directly into combat as the axiomite immediately identifies them as a threat to its effort to enforce the power of Axis. If the party has fewer than 2 phytoliths in their possession, they can attempt to reason with the axiomites using Diplomacy or an appropriate Lore, as described below.

Nevashi: The fiend is eager to "help" the PCs once more with their skill checks, though his "assistance" actually imposes a -1 circumstance penalty on a PC's check. Mr. Chitters (and Mr. Squeakers, if present) are unnerved by the axiomite's presence, and hide as soon as they appear. Without his allies, Rindle doesn't risk provoking the axiomites further, lest his ruse be discovered at a time when he would have to fight the PCs alone.

DIPLOMACY (REQUEST), AXIS LORE, OR ENGINEERING LORE

So long as the PCs only have 1 or fewer phytoliths in their possession, the axiomites in this area are friendly and curious about the PCs' origins and purpose. If the PCs can make it through the jumble of logic statements and mathematical equations that pepper the axiomites' speech patterns (already reflected in the DC below),

they can attempt to convince the axiomites to withdraw back to Axis and seal the planar rift behind them. The DC for this check is 22 (24 in Subtier 7-8).

Critical Success The PC successfully convinces the axiomites that this area is an extension of the Maze of the Open Road and the rightful property of the Pathfinder Society. Apologetic for the confusion, the axiomite grants the PC a small fragment of crystallized law that grants the person holding it a +1 circumstance bonus to saving throws and AC against chaotic creatures (such as the proteans in Area F and Mr. Chitters) for the rest of the adventure before it begins sealing away the rift from the Axis side (check box B on the reporting sheet).

Success The PC successfully convinces the axiomite to cease its expansion further into the maze and assist the party with passing through to the next maze segment.

Failure The PC fails to win over the axiomite(s) and can't roll again, but another PC can attempt the check.

Critical Failure The PC angers the axiomite and provokes them into attacking.

SUBTIER 5-6

WEAK AXIOMITE

Page 22, art on page 35

CREATURE 7

SUBTIER 7-8

WEAK AXIOMITES (2)

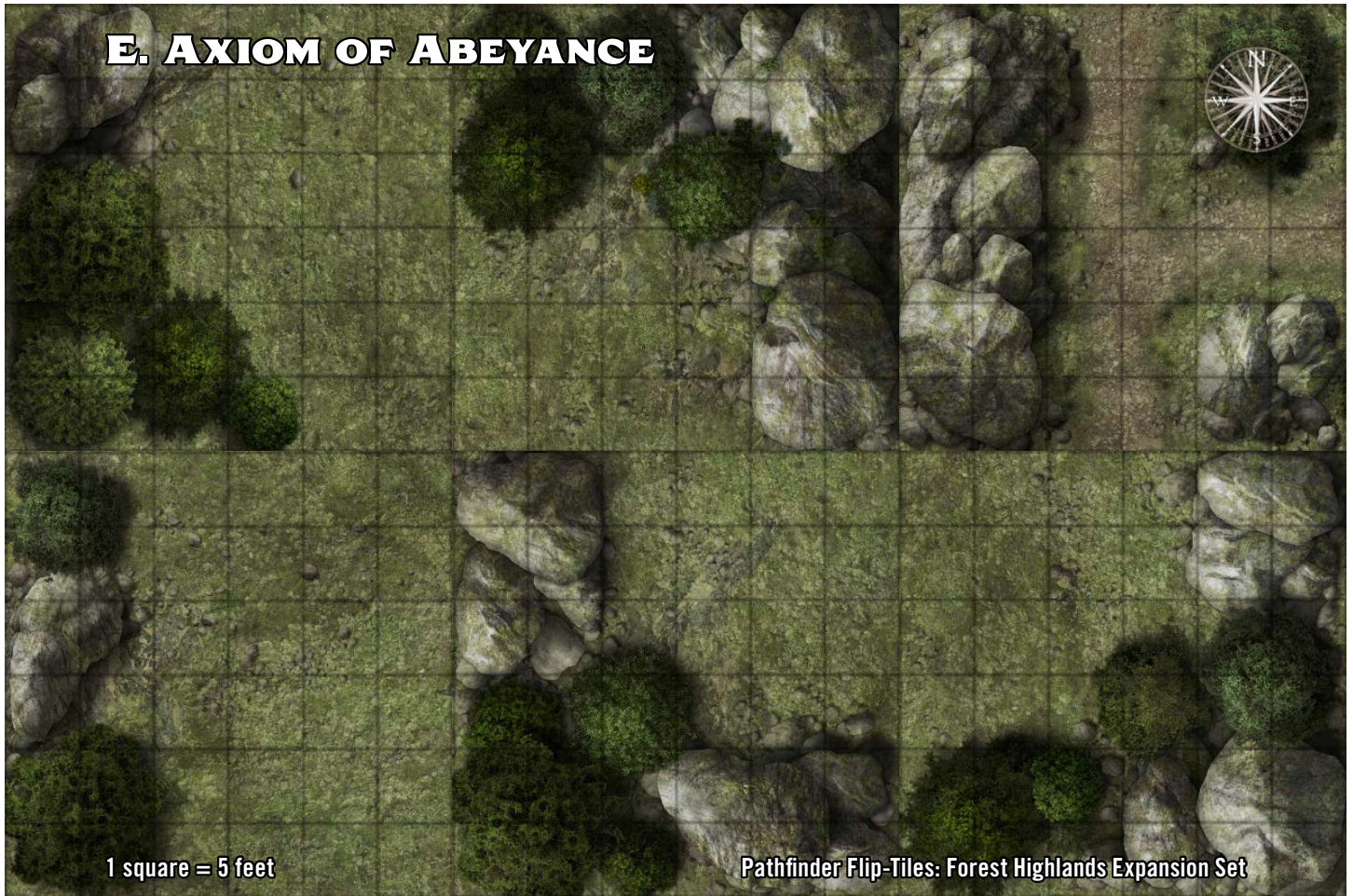
Page 29, art on page 35

CREATURE 7

Reward: The axiomites' presence has created several perfectly symmetrical metallic formations of gold and silver. PCs who successfully persuade or defeat the axiomites can collect these metallic formations, which are worth 2 Treasure Bundles.

Mistress of the Maze

E. AXIOM OF ABEYANCE



F. Rift of Radiant Chaos

Moderate

Sundered topiary beasts and tumorous growths of the maze's vegetation are torn free from the walls and floors, fed into a swirling nothingness by rampaging proteans. This segment of the maze has been shattered by a rift that has transformed the area into a deadly portal between the Maelstrom and the Abyss. The PCs appear in the middle stone island. Use the map on page 14 for this area.

As the PCs enter this area Eliza states the following.

"Sorry my friends! It looks like this area has been overtaken by the forces of chaos made manifest. It looks like our route forward is the same as our route back. We'll need to use those seedlings growing about to reconnect the broken shards of stone and change the destination of this portal we're standing on!"

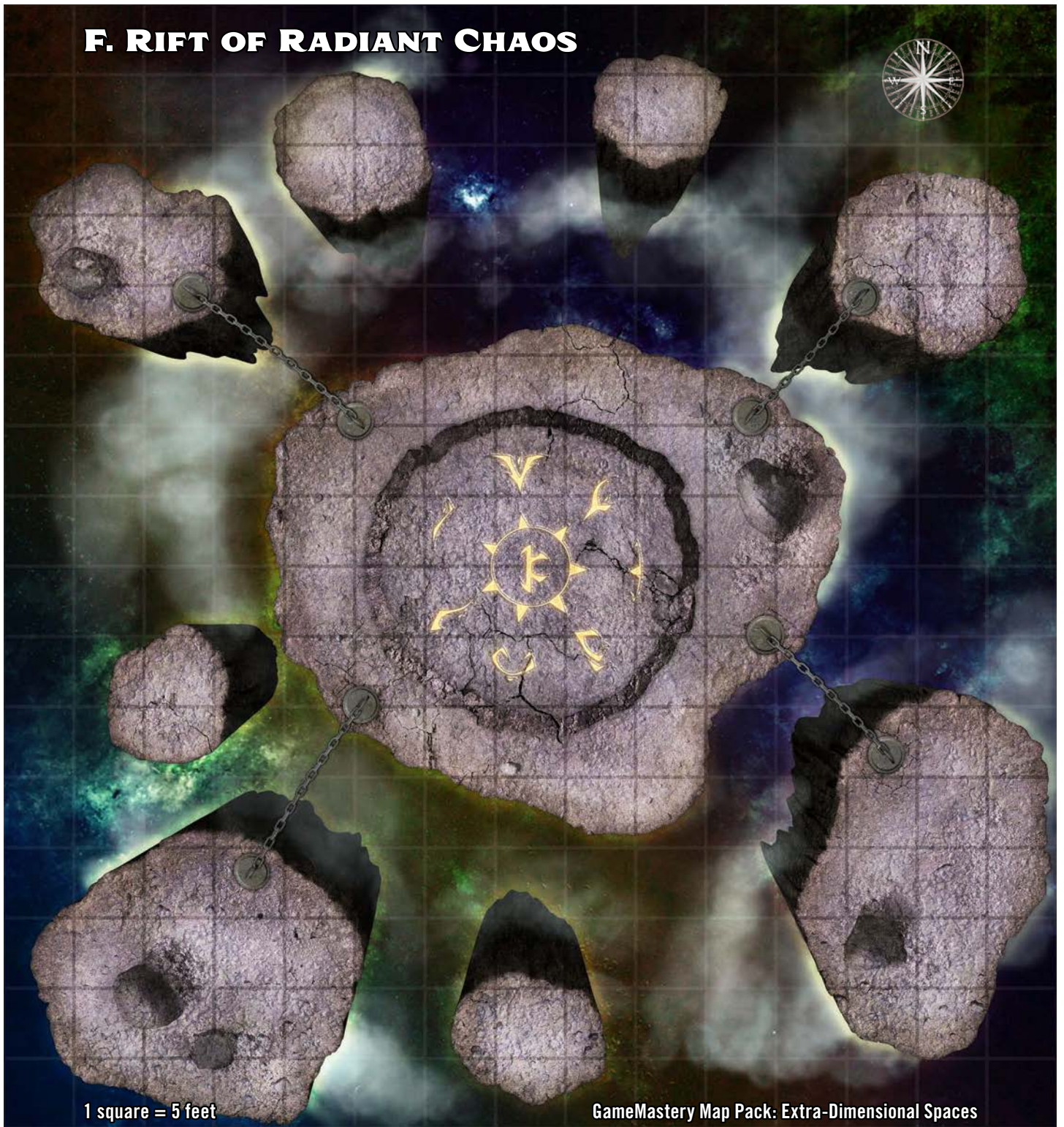
Eliza's brow furrows in concentration as the stabilization devices's magic is assaulted by the swirling chaos all around.

Seedlings: The main island of stone has eight small seedlings located around its edges, one in the square closest to each floating island. In order to reactivate the rune in the center of the main island and then proceed onward toward Galt and the Woodsedge Lodge, the PCs must begin the reconstruction of this area by nurturing the plants. The plants are full of vital life energy. A PC who Interacts with the plants to apply a *healing potion* or an elixir of life, or who succeeds at a DC 20 Medicine check to Treat Wounds (DC 22 in Subtier 7–8), can revitalize the plants, causing them to instantly grow into sturdy bridges of vine and bark that connect the broken islands to the main platform. Once the PCs have reformed all of the bridges, the rune in the center of the main island reactivates and the PCs can step on it to move to the next portion of the maze, regardless of whether or not there are any proteans remaining.

Creatures: The proteans in the area attack the PCs on sight, focusing their efforts on PCs attempting to nurture the plants.

Mistress of the Maze

F. RIFT OF RADIANT CHAOS



Mistress of the Maze

SUBTIER 5-6

VOIDWORMS (4)

CREATURE 1

Page 23, art on page 36

VOIDWORM OUROBOROS

CREATURE 5

Page 23

SUBTIER 7-8

NAUNETS (2)

CREATURE 7

Page 27

Reward: Random bits of treasure pulled from across reality dot the main island. The PCs can find a tarnished gold ring, a bottle of aged brandy, a masterwork pesh pipe, and a platinum sculpture of a howler monkey among other random items thrown across the planar border. These items are worth 2 Treasure Bundles.

G. The Rest of Rainfickle

An idyllic meadow materializes, its borders marked by the easily identified bushes and topiaries of the Maze of the Open Road. The area seems free of planar intrusions or magical distortions, without a single living thing in sight.

This location seems to present a section of stable maze. Eliza hopes to gather samples from this space as a baseline to compare against more disrupted areas. Use the map on page 16 for this area.

Eliza tells the PCs to take the opportunity to rest if they need it (ensure the PCs have a chance to rest for 10 minutes here before proceeding).

Nevashi: The fiend did not expect the PCs to make it this far, and now he knows that the body of the real Rindle Rainfickle lies just a few yards away, certain to be found by Eliza as she completes her sampling. The fiend uses the party's opportunity to rest to try and surreptitiously sneak behind a nearby bush and *charm* as many PCs as he can to prevent them from attacking him all at once.

Once the PCs have had an opportunity to rest, and dealt with Nevashi if appropriate, Eliza uncovers Rainfickle's corpse. The halfling appears to have stabbed in the back and tucked under the hedges, along with the body of a squirrel that can only be the real Mr. Chitters. Eliza asks the PCs to retrieve a magical satchel hanging from her belt and store the halfling and his pet's bodies inside. Once the remains of Rainfickle and Mr. Chitters are secured, the PCs can proceed on to the final encounter.

H. Ruse of the Red World

Moderate

A group of witchwyrds drawn into the maze attempt to travel to the planet of Akiton, but have been deceived by Nevashi during his first passage through the maze. They have been convinced that the Pathfinder Society is responsible for trapping them in this place and blocking the portal to Akiton.

To proceed, read or paraphrase the following.

A particularly thick section of the maze's hedges has grown over massive white structures. What may have been the spires of an ancient temple are now so choked with wild plants they are inaccessible. Even stranger, mounding dunes of red sand are gathered in the open paths between the living walls of the maze.

The portal to Akiton has been damaged by an explosion from the other side. Masses of stone, once part of a massive red stone pyramid, have blown through the aperture. A collective of witchwyrds works tirelessly to clear the blockage and reopen the portal, though they stop and attack as soon as the PCs come into view. Use the map on page 17 for this area.

SUBTIER 5-6

SOD HOUND

CREATURE 3

Page 24

WITCHWYRD

CREATURE 6

Page 24, art on page 38

SUBTIER 7-8

LIVING LANDSLIDE

CREATURE 5

Page 31

WITCHWYRDS (2)

CREATURE 6

Page 31, art on page 38

With the witchwyrds defeated, the way is clear to finally pass on to the Woodsedge Lodge. Eliza stops briefly near the still-partially-blocked portal to Akiton, noting that the portal seems to be sound and removing the detritus should be easy once the maze is stabilized. After the PCs have a moment to look around and collect items of value, Eliza leads them through the final portal to the Woodsedge Lodge.

Reward: The witchwyrds have a collection of planar maps, intricate devices, and etched gold medallions. The information and gold are worth 2 Treasure Bundles when sold.

Mistress of the Maze

G. THE REST OF RAINFICKLE



1 square = 5 feet

Pathfinder Flip-Tiles: Forest Highlands Expansion Set

Mistress of the Maze

H. RUSE OF THE RED WORLD



1 square = 5 feet

Pathfinder Flip-Tiles: Forest Highlands Expansion Set



Mistress of the Maze

CONCLUSION

The PCs and Eliza make it back to the Woodsedge Lodge with their samples. A group of Society spellcrafters and sages are ready with an array of arcane implements, eager to receive the samples Eliza has collected. Eliza calls for a cleric and turns over the magic satchel containing Rainfickle's body, asking that the halfling be raised at the Society's expense.

With her responsibilities and magic paraphernalia successfully handed off, Eliza thanks the PCs for their efforts and lets them know that if they don't mind resting overnight at the lodge, she'll arrange less "unstable" transport back to the Grand Lodge for them.

Reporting Notes

If Nevashi escapes, check box A on the Reporting Sheet. If the PCs convince the axiomite to seal the rift to Axis, check box B. If the PCs freed Vergil Twinspell, check box C.

Primary Objective

The PCs complete their primary objective by helping Eliza reach Galt via the Woodsedge Lodge portal while gathering at least 4 samples. Doing so earns each PC 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon and grants them the Maze Walker boon on their Chronicle sheet.

Secondary Objective

The PCs fulfill their secondary objective and gain 2 Fame and 2 Reputation for any faction associated with their currently slotted faction boon if they gather all 4 samples with no more than 1 phytolith, or if they negotiate with the axiomites to seal the Axis portal from their side.

Mistress of the Maze

APPENDIX I: SUBTIER 5-6 STAT BLOCKS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 44) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter A (Subtier 5-6)

Nevashi is accompanied by a unique voidworm protean named Mr. Chitters, who is polymorphed into a squirrel. If the adventure’s scaling calls for it, Nevashi has a disguised protean he calls Mr. Squeakers. In combat, Nevashi reveals his true form on the first round so that he can use his fangs. He and Mr. Chitters attack the same target, flanking whenever they can. If present, Mr. Squeakers follows the same tactics as Mr. Chitters. Nevashi attempts to flee if escape seems feasible and he is reduced to 20 Hit Points or fewer. If Nevashi successfully flees from the PCs after being injured in this way, he drops Rindle’s satchel and does not return. Mr. Chitters flees if reduced to 10 Hit Points or fewer.

In area E, Mr. Chitters hides behind Nevashi; they are terrified of the axiomite and unsettled by being on Axis; if combat with Nevashi takes place here, Mr. Chitters doesn’t participate, much to the rakshasa’s annoyance.

NEVASHI

CREATURE 5

UNIQUE

LE

SMALL

FIEND

RAKSHASA

Perception +12; darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +13, Deception +14, Stealth +13, Thievery +13

Str +1, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +3

Gear Rindle’s satchel (contains 3 *lesser healing potions* and coins made from cut jewels)

AC 23, **Fort** +12, **Ref** +13, **Will** +10; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 60; **Resistances** physical 5 (except piercing); **Weaknesses** good 5

Speed 25 feet, climb 20 feet

Melee ✦ fangs +15 (finesse, magical), **Damage** 2d6+4 piercing plus 1d6 persistent bleed

Melee ✦ claw +15 (agile, finesse, magical), **Damage** 2d4+4 slashing

Occult Spontaneous Spells DC 22, attack +15; **1st** (4 slots) *charm*, *ventriloquism*; **Cantrips (1st)** *daze*, *detect magic*, *ghost sound*, *mage hand*, *sigil*

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments, which aren’t cumulative.

10-11 Challenge Points: Increase Nevashi’s Hit Points by 10 and fangs damage to 2d6+6.

12-13 Challenge Points: Increase Nevashi’s Hit Points by 10 and fangs damage to 2d6+6. Use the voidworm ouroboros statistics for Mr. Chitters.

14-15 Challenge Points: Nevashi has two “squirrels,” Mr. Chitters and Mr. Squeakers. Mr. Squeakers is a voidworm ouroboros.

16-18 Challenge Points (5+ players): Nevashi has two “squirrels,” Mr. Chitters and Mr. Squeakers. They are both voidworm ouroboroses.

Occult Innate Spells DC 19; **4th** *clairvoyance*; **3rd** *clairaudience*, *mind reading* (at will)

Change Shape ✦ (concentrate, occult, polymorph, transmutation) Nevashi takes on the appearance of any Small humanoid. This doesn’t change the dandasuka’s Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal. The type changes to bludgeoning when disguised as Rindle. He typically loses his fangs Strike unless the humanoid form has fangs or a similar unarmed attack, which Rindle does not.

Sneak Attack Nevashi deals an extra 1d6 precision damage to flat-footed creatures.

Mistress of the Maze

MR. CHITTERS

CREATURE 3

UNIQUE CN TINY MONITOR PROTEAN

Perception +6; entropy sense (imprecise) 30 feet, darkvision
Languages Abyssal, Protean

Skills Acrobatics +10, Deception +9, Religion +7, Stealth +10

Str +0, **Dex** +4, **Con** +0, **Int** -1, **Wis** -1, **Cha** +1

Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of nondetection or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 20, **Fort** +7, **Ref** +11, **Will** +8

HP 16 (fast healing 1); **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine, transmutation) Immediately after the voidworm takes acid, electricity, or sonic damage, it gains resistance 5 to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The voidworm is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ✦ jaws +12 (chaotic, finesse, magical), **Damage** 1d12 piercing plus 1d8 chaotic

Melee ✦ tail +12 (chaotic, finesse, magical), **Damage** 1d8 slashing plus 1d8 chaotic and confounding lash

Divine Innate Spells DC 19; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ✦ (concentrate, divine, polymorph, transmutation) The voidworm takes on the appearance of a Tiny animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 19 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

VOIDWORM OUROBOROS (0)

CREATURE 5

CN SMALL MONITOR PROTEAN

Perception +9; entropy sense (imprecise) 30 feet, darkvision

Skills Acrobatics +13, Deception +12, Religion +10, Stealth +13

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2

Entropy Sense See Mr. Chitters.

AC 23; **Fort** +10, **Ref** +14, **Will** +11

HP 65 (fast healing 2); **Resistances** precision 5, protean anatomy 5

Protean Anatomy See Mr. Chitters.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ✦ slam +15 (chaotic, finesse, magical), **Damage** 1d12+1 piercing plus 1d12 chaotic

Melee ✦ spiraling tails +15 (chaotic, finesse, magical), **Damage** 1d8+1 slashing plus 1d12 chaotic and confounding lash

Divine Innate Spells DC 22; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ✦ See Mr. Chitters.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm ouroboros's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 22 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Divide ✦ (polymorph) In any round the voidworm ouroboros has less than half its total Hit Points, it can split into two standard voidworms which assume normal statistics for that creature (see below).

VOIDWORM (0)

CREATURE 1

CN TINY MONITOR PROTEAN

Perception +4; entropy sense (imprecise) 30 feet, darkvision

Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

Str -1, **Dex** +4, **Con** +0, **Int** -1, **Wis** -1, **Cha** +1

Entropy Sense See Mr. Chitters.

AC 17, **Fort** +5, **Ref** +9, **Will** +6

HP 16 (fast healing 1); **Resistances** precision 3, protean anatomy 5

Protean Anatomy See Mr. Chitters.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ✦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8-1 piercing plus 1d4 chaotic

Melee ✦ tail +9 (chaotic, finesse, magical), **Damage** 1d4-1 slashing plus 1d4 chaotic and confounding lash

Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ✦ See Mr. Chitters.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Mistress of the Maze

Encounter C (Subtier 5-6)

The genies are stationed near the portal to the next portion of area C (for example, if the PCs face them in area C1, they are near the portal to area C2). When combat begins, the portal goes dark, preventing the PCs from proceeding until they complete the encounter. The guardians fight until only one remains conscious, at which point the last guardian retreats to report the PCs' intrusion to superiors.

Even if the PCs make a large enough disruption to anger the guardians in multiple rooms, they do not face multiple copies of this encounter.

JANN (2)

CREATURE 4

N **MEDIUM** **ELEMENTAL** **GENIE**

Perception +11; darkvision

Languages Common; one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 feet

Skills Acrobatics +8, Arcana +10, Crafting +8, Deception +7, Survival +11

Str +4, **Dex** +2, **Con** +2, **Int** +2, **Wis** +3, **Cha** +1

Items composite shortbow (20 arrows), scimitar

AC 20, **Fort** +12, **Ref** +10, **Will** +11

HP 60; **Resistances** fire 5

Elemental Endurance A janni can survive on any Elemental Plane for up to 48 hours, after which it takes 1 damage per hour until it leaves or dies.

Speed 20 feet, fly 15 feet

Melee ✦ scimitar +14 (forceful +1, sweep), **Damage** 1d6+10 slashing

Melee ✦ fist +14 (agile, magical, nonlethal), **Damage** 1d4+10 bludgeoning

Ranged ✦ composite shortbow +12 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+5 piercing

Arcane Innate Spells DC 21; **7th** *plane shift* (to Astral Plane, Elemental Planes, or Material Plane only); **2nd** *create food*, *invisibility* (x3), *speaking with animals*; **1st** *create water*

Change Size ✦✦ (arcane, concentrate, polymorph, transmutation) **Frequency** Once per day. **Effect** The janni changes a creature's size. This works as a 4th-level *enlarge* or *shrink* spell but can target an unwilling creature (DC 21 Fortitude save negates).

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Replace 1 janni with 1 djinni.

12-13 Challenge Points: Add one janni.

14-15 Challenge Points: The PCs face 2 janni and 1 djinni.

16-18 Challenge Points (5+ players): The PCs face 1 janni and 2 djinni.

DJINNI (0)

CREATURE 5

UNCOMMON **CG** **LARGE** **AIR** **ELEMENTAL** **GENIE**

Perception +13; darkvision, detect magic

Languages Auran, Common

Skills Acrobatics +14, Arcana +11, Athletics +11, Crafting +9, Deception +11, Diplomacy +13, Society +9, Stealth +12

Str +4, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +4

Items scimitar

AC 22, **Fort** +9, **Ref** +14, **Will** +11

HP 71; Immunities acid; **Resistances** mental 5, sonic 5

Whirlwind (air, arcane, aura, evocation) 20 feet. All squares in the djinni's aura are difficult terrain for Striding and Flying creatures. Creatures with the air trait are immune.

Speed 25 feet, fly 40 feet

Melee ✦ scimitar +15 (forceful +1, reach 10 feet, sweep), **Damage** 1d6+10 slashing

Melee ✦ fist +16 (agile, finesse, magical, nonlethal, reach 10 feet), **Damage** 1d4+10 bludgeoning

Ranged ✦ crashing wind +15 (air, arcane, evocation, range increment 20 feet), **Damage** 1d8+6 bludgeoning

Arcane Innate Spells DC 23; **7th** *plane shift* (at will; to Astral Plane, Elemental Planes, or Material Plane only); **4th** *creation*, *gaseous form*; **3rd** *illusory creature*, *illusory object*; **2nd** *enhance victuals* (at will), *invisibility* (at will; self only); **Constant** (3rd) *detect magic*

Hurricane Blast ✦ (air, arcane, evocation) **Frequency** Once per round. **Effect** The djinni pushes all creatures in its whirlwind back 20 feet, or forces all creatures in the aura to move 20 feet clockwise or counterclockwise. Each creature must attempt a DC 21 Fortitude save. On a success, it avoids being moved, and on a critical failure it falls prone in addition to being moved. Creatures with the air trait are immune.

Mistress of the Maze

Encounter E (Subtier 5–6)

The weak axiomite, in crystalline cloud form, flies up to the 20-foot allowance of the maze, then casts *haste* upon themselves. They move to cast *lightning bolt* and maneuver away from harm. The axiomite flees if reduced to 25 HP or fewer, and any arbiters remain until the axiomite flees.

WEAK AXIOMITE

CREATURE 7

LN MEDIUM AEON MONITOR

Perception +17; darkvision

Languages Abyssal, Celestial, Common, Infernal, Utopian

Skills Acrobatics +14, Axis Lore +15, Crafting +19, Diplomacy +13, Occultism +15, Religion +15

Str +5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +5, **Cha** +3

Items sterling artisan's tools, +1 striking warhammer

AC 24, **Fort** +11, **Ref** +14, **Will** +16; +1 status to all saves vs. magic

HP 135; **Immunities** disease, emotion, fear; **Resistances** electricity 10, mental 10; **Weaknesses** chaotic 10

Speed 25 feet

Melee ♦ warhammer +18 (lawful, magical, shove), **Damage** 2d8+9 bludgeoning plus 1d6 lawful

Melee ♦ fist +15 (agile, lawful, magical), **Damage** 1d8+3 bludgeoning plus 1d6 lawful

Divine Innate Spells DC 25, attack +15; **5th telekinetic haul**; **4th dispel magic**, *divine wrath* (lawful), *lightning bolt* (x3); **3rd haste** (x3), *paralyze*; **2nd telekinetic maneuver**; **1st true strike** (at will); **Cantrips (4th) telekinetic projectile**

Crystalline Dust Form ♦ (polymorph) The axiomite shifts between its humanoid form and that of a cloud of crystalline dust in which strange symbols and equations flash. In this form it gains a fly Speed of 40 feet and can fit through even tiny apertures, similarly to gaseous form. It can cast spells, but it can't make melee or ranged attacks in this state. It can return to its humanoid form by using this action while in crystalline dust form.

ARBITER (0)

CREATURE 1

LN TINY AEON INEVITABLE MONITOR

Perception +7; darkvision, detect alignment (chaotic only), locate inevitable

Languages Celestial, Common, Infernal, Utopian

Skills Acrobatics +9, Axis Lore +5, Diplomacy +6, Stealth +9

Str +1, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +1

Locate Inevitable An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, but it cannot sense the range of the inevitable.

Items shortsword

AC 16, **Fort** +5, **Ref** +7, **Will** +7; +1 status to all saves vs. magic

HP 22; **Immunities** death effects, disease, emotion, poison, unconscious; **Resistances** electricity 3; **Weaknesses** chaotic 3

Speed 20 feet, fly 40 feet

Melee ♦ shortsword +9 (agile, finesse, lawful, magical, versatile

SCALING ENCOUNTER E

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add 2 arbiters.

12–13 Challenge Points: Replace the weak axiomite with an axiomite.

14–15 Challenge Points: Replace the weak axiomite with an axiomite and add 2 arbiters.

16–18 Challenge Points (5+ players): Replace the weak axiomite with an axiomite and add 4 arbiters.

S), **Damage** 1d6+1 piercing plus 1d4 lawful

Divine Innate Spells DC 17; **4th read omens**; **1st command**, *detect alignment* (at will, chaotic only), *mending* (x3)

Electrical Burst ♦♦ (divine, electricity, evocation) The arbiter releases an electrical burst from its body that deals 3d6 electricity damage (DC 17 basic Reflex save). Following such a burst, the arbiter becomes stunned for 24 hours.

AXIOMITE (0)

CREATURE 8

LN MEDIUM AEON MONITOR

Perception +19; darkvision

Languages Abyssal, Celestial, Common, Draconic, Infernal, Utopian

Skills Acrobatics +16, Axis Lore +17, Crafting +21, Diplomacy +15, Occultism +17, Religion +17

Str +5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +5, **Cha** +3

Items sterling artisan's tools, +1 striking warhammer

AC 26, **Fort** +13, **Ref** +16, **Will** +18; +1 status to all saves vs. magic

HP 155; **Immunities** disease, emotion, fear; **Resistances** electricity 10, mental 10; **Weaknesses** chaotic 10

Speed 25 feet

Melee ♦ warhammer +20 (lawful, magical, shove), **Damage** 2d8+11 bludgeoning plus 1d6 lawful

Melee ♦ fist +17 (agile, lawful, magical), **Damage** 1d8+5 bludgeoning plus 1d6 lawful

Divine Innate Spells DC 27, attack +17; **5th telekinetic haul**; **4th dispel magic**, *divine wrath* (lawful), *lightning bolt* (x3); **3rd haste** (x3), *paralyze*; **2nd telekinetic maneuver**; **1st true strike** (at will); **Cantrips (4th) telekinetic projectile**

Crystalline Dust Form ♦ (polymorph) The axiomite shifts between its humanoid form and that of a cloud of crystalline dust in which strange symbols and equations flash. In this form it gains a fly Speed of 40 feet and can fit through even tiny apertures, similarly to gaseous form. It can cast spells, but it can't make melee or ranged attacks in this state. It can return to its humanoid form by using this action while in crystalline dust form.

Mistress of the Maze

Encounter F (Subtier 5-6)

The voidworms cast *blur* and *obscuring mist* before moving in to attack. Their entropy sense allows them to navigate the mist to find targets. The voidworms focus on PCs attempting to nourish the bridges.

VOIDWORMS (4)

CREATURE 1

CN TINY MONITOR PROTEAN

Perception +4; entropy sense (imprecise) 30 feet, darkvision
Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

Str -1, **Dex** +4, **Con** +0, **Int** -1, **Wis** -1, **Cha** +1

Entropy Sense (divination, divine, prediction) A voidworm can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of nondetection or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 17, **Fort** +5, **Ref** +9, **Will** +6

HP 16 (fast healing 1); **Resistances** precision 3, protean anatomy 5

Protean Anatomy (divine, transmutation) Immediately after the voidworm takes acid, electricity, or sonic damage, it gains resistance 5 to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The voidworm is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ♦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8-1 piercing plus 1d4 chaotic

Melee ♦ tail +9 (chaotic, finesse, magical), **Damage** 1d4-1 slashing plus 1d4 chaotic and confounding lash

Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ♦ (concentrate, divine, polymorph, transmutation) The voidworm takes on the appearance of a Tiny animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

SCALING ENCOUNTER F

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments aren't cumulative.

10-11 Challenge Points: Remove 2 voidworms and add 1 voidworm ouroboros.

12-13 Challenge Points: Add 1 voidworm ouroboros.

14-15 Challenge Points: Add 2 voidworm ouroboros and remove 2 voidworms.

16-18 Challenge Points (5+ players): Add 2 voidworm ouroboros.

VOIDWORM OUROBOROS

CREATURE 5

RARE CN SMALL MONITOR PROTEAN

Perception +9; entropy sense (imprecise) 30 feet, darkvision

Skills Acrobatics +13, Deception +12, Religion +10, Stealth +13

Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2

Entropy Sense See voidworm.

AC 23; **Fort** +10, **Ref** +14, **Will** +11

HP 65 (fast healing 2); **Resistances** precision 5, protean anatomy 5

Protean Anatomy See voidworm.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ♦ slam +15 (chaotic, finesse, magical), **Damage** 1d12+1 piercing plus 1d12 chaotic

Melee ♦ spiraling tails +15 (chaotic, finesse, magical), **Damage** 1d8+1 slashing plus 1d12 chaotic and confounding lash

Divine Innate Spells DC 22; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ♦ See voidworm.

Confounding Lash (divine, emotion, enchantment, mental)

A creature hit by the voidworm ouroboros's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 22 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Divide ♦ (polymorph) In any round the voidworm ouroboros has less than half its total Hit Points, it can split into two standard voidworms which assume normal statistics for that creature.

Mistress of the Maze

Encounter H (Subtier 5–6)

The witchwyrd opens with *mirror image* followed by volleys of force bolts while the sod hound moves forward. Once the PCs have closed to melee range, the witchwyrd approaches and Strikes with their ranseur, trying to keep the PCs at reach. If reduced to 20 Hit Points or fewer, the witchwyrd tries to escape using dimension door. The sod hound flees into the ground if reduced to 10 Hit Points or fewer. Any additional witchwyrds and sod hounds added by the encounter's scaling follow the same tactics.

SOD HOUND

CREATURE 3

N **SMALL** **EARTH** **ELEMENTAL**

Perception +9; crystal sense (imprecise) 60 feet, darkvision

Skills Athletics +11, Survival +9 (+11 to Track)

Str +4, **Dex** -1, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1

Crystal Sense A sod hound can sense crystals or gems within 60 feet as if using the scent ability

AC 19, **Fort** +12, **Ref** +6, **Will** +7

HP 44; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide

Melee **◆** jaws +11, **Damage** 1d10+6 piercing plus Knockdown

Earth Glide The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

SCALING ENCOUNTER H

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Add 1 sod hound.

12–13 Challenge Points: Add 2 sod hounds.

14–15 Challenge Points: Add 1 witchwyrd.

16–18 Challenge Points (5+ players): Add 1 witchwyrd and 1 sod hound.

WITCHWYRD

CREATURE 6

UNCOMMON **LN** **MEDIUM** **HUMANOID**

Perception +12; darkvision, *detect magic*

Languages Common, Draconic; one or more planar languages; *tongues*

Skills Arcana +16, Deception +15, Desert Lore +14 (plus one or more Lore skills related to a specific plane), Diplomacy +15, Intimidation +15

Str +3, **Dex** +3, **Con** +1, **Int** +4, **Wis** +3, **Cha** +5

Items +1 *ranseur*

AC 22, **Fort** +13, **Ref** +13, **Will** +15

HP 110; **Resistances** force 5

Absorb Force **↻** (arcane, evocation, force) **Frequency** once per round; **Effect** The witchwyrd uses a free hand to "catch" a single *magic missile* fired at it, as long as it is aware of the incoming *magic missile*. This absorbs the missile and causes that hand to glow while it holds this energy. A hand that's holding energy can't be used for any other purpose except to use Force Bolt. The energy lasts for 6 rounds or until it is released.

Speed 25 feet

Melee **◆** *ranseur* +16 (disarm, magical, reach 10 feet), **Damage** 1d10+6 piercing

Melee **◆** fist +15 (agile, nonlethal), **Damage** 1d6+6 bludgeoning plus Grab

Arcane Innate Spells DC 23, attack +15; **5th** *dimension door*; **4th** *resilient sphere*, *resist energy* (x2), *suggestion*; **3rd** *dispel magic*; **2nd** *mirror image*; **1st** *floating disk* (at will), *unseen servant* (at will); **Cantrips** (3rd) *detect magic*; **Constant** (5th) *tongues*

Force Bolt **◆** to **◆◆◆** (arcane, evocation, force) The witchwyrd fires one *magic missile* per action spent (dealing 1d4+1 damage each). It can't spend more actions on this ability than it has free hands. If it uses a hand that has Absorbed Force, that hand hurls two missiles instead of one, expending the held energy.

Mistress of the Maze

APPENDIX 2: SUBTIER 7-8 STAT BLOCKS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the Challenge Points section of GM References (page 44) for instructions on how to use the scaling sidebars to adjust the encounters for your group.

If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

Encounter A (Subtier 7-8)

Nevashi is accompanied by an unusually strong voidworm protean named Mr. Chitters, who is polymorphed into a squirrel. If the adventure’s scaling calls for it, Nevashi has a second “squirrel.” The name Nevashi uses for this second disguised protean is Mr. Squeakers. In combat, Nevashi reveals his true form on the first round so that he can use his fangs. He and Mr. Chitters attack the same target. If present, Mr. Squeakers follows the same tactics as Mr. Chitters. Nevashi attempts to flee if escape seems feasible and he is reduced to 20 Hit Points or fewer. If Nevashi successfully flees from the PCs after being injured in this way, he drops Rindle’s satchel and does not return. Mr. Chitters flees if reduced to 10 Hit Points or fewer.

In area E, Mr. Chitters hides behind Nevashi; they are terrified of the axiomite and unsettled by being on Axis; if combat with Nevashi takes place here, Mr. Chitters does not participate, much to the rakshasa’s annoyance.

NEVASHI

CREATURE 7

UNIQUE LE SMALL FIEND RAKSHASA

Perception +14; darkvision

Languages Common, Infernal, Undercommon

Skills Acrobatics +15, Deception +17, Stealth +15, Thievery +15

Str +1, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +4

Gear Rindle’s satchel (contains 3 moderate healing potions and coins made from cut jewels)

AC 25; **Fort** +14, **Ref** +15, **Will** +12; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 124; **Resistances** physical 5 (except piercing); **Weaknesses** good 5

Speed 30 feet, climb 20 feet, swim 20 feet

Melee ✦ fangs +17 (finesse, magical), **Damage** 2d8+4 piercing plus 1d6 persistent bleed

Melee ✦ claw +17 (agile, finesse, magical), **Damage** 2d6+4 slashing

Occult Spontaneous Spells DC 25, attack +17; **1st** charm, ventriloquism (4 slots); **Cantrips (1st)** daze, detect magic, ghost sound, mage hand, sigil

SCALING ENCOUNTER A

To adjust for the PCs’ overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Increase Nevashi’s Hit Points to 144 and fangs damage to 2d8+6.

23–27 Challenge Points: Increase Nevashi’s Hit Points to 144 and fangs damage to 2d8+6. Instead of being a voidworm, Mr. Chitters is a naunet protean.

28–32 Challenge Points: Nevashi has two “squirrels,” Mr. Chitters and Mr. Squeakers. Mr. Squeakers is a naunet protean.

33+ Challenge Points: Nevashi has two “squirrels,” Mr. Chitters and Mr. Squeakers. They are both naunet proteans.

Occult Innate Spells DC 22; **4th** clairvoyance; **3rd** clairaudience, mind reading (at will)

Change Shape ✦ (concentrate, occult, polymorph, transmutation) The dandasuka assassin takes on the appearance of any Small humanoid. This doesn’t change the dandasuka assassin’s Speed or its attack and damage modifiers with its Strikes, but it might change the damage type its Strikes deal (typically to bludgeoning). It typically loses its fangs Strike unless the humanoid form has fangs or a similar unarmed attack.

Sneak Attack The dandasuka assassin deals an extra 2d6 precision damage to flat-footed creatures.

Mistress of the Maze

MR. CHITTERS

CREATURE 5

UNIQUE CN SMALL MONITOR PROTEAN

Perception +9; entropy sense (imprecise) 30 feet, darkvision
Skills Acrobatics +13, Deception +12, Religion +10, Stealth +13
Str +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +0, **Cha** +2

Entropy Sense (divination, divine, prediction) A voidworm ouroboros can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of nondetection or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 23; **Fort** +10, **Ref** +14, **Will** +11

HP 65 (fast healing 2); **Resistances** precision 5, protean anatomy 5

Protean Anatomy (divine, transmutation) A voidworm ouroboros's vital organs shift and change shape and position constantly. Immediately after the voidworm ouroboros takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The voidworm ouroboros is immune to polymorph effects unless it is a willing target. If blinded or deafened, the voidworm ouroboros automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ✦ slam +15 (chaotic, finesse, magical), **Damage** 1d12+1 piercing plus 1d12 chaotic

Melee ✦ spiraling tails +15 (chaotic, finesse, magical), **Damage** 1d8+1 slashing plus 1d12 chaotic and confounding lash

Divine Innate Spells DC 22; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ✦ (concentrate, divine, polymorph, transmutation) The voidworm ouroboros takes on the appearance of a Tiny or Small animal. This doesn't change its Speed or its attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm ouroboros's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 22 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Divide (polymorph) In any round the voidworm ouroboros has less than half its total Hit Points, it can split into two standard voidworms which assume normal statistics for that creature (see below).

VOIDWORM (0)

CREATURE 1

CN TINY MONITOR PROTEAN

Perception +4; entropy sense (imprecise) 30 feet, darkvision
Languages Abyssal, Protean

Skills Acrobatics +7, Deception +6, Religion +4, Stealth +7

Str -1, **Dex** +4, **Con** +0, **Int** -1, **Wis** -1, **Cha** +1

Entropy Sense See Mr. Chitters.

AC 17, **Fort** +5, **Ref** +9, **Will** +6

HP 16 (fast healing 1); **Resistances** precision 3, protean anatomy 5

Protean Anatomy See Mr. Chitters.

Speed 20 feet, fly 40 feet; *freedom of movement*

Melee ✦ jaws +9 (chaotic, finesse, magical), **Damage** 1d8-1 piercing plus 1d4 chaotic

Melee ✦ tail +9 (chaotic, finesse, magical), **Damage** 1d4-1 slashing plus 1d4 chaotic and confounding lash

Divine Innate Spells DC 16; **4th** *read omens*; **2nd** *blur* (self only), *obscuring mist*; **1st** *detect alignment* (at will; lawful only); **Cantrips (4th)** *dancing lights*, *ghost sound*, *prestidigitation*; **Constant (4th)** *freedom of movement*

Change Shape ✦ See Mr. Chitters.

Confounding Lash (divine, emotion, enchantment, mental) A creature hit by the voidworm's tail Strike is stupefied 1 for 1 round (stupefied 2 on a critical hit). A successful DC 16 Will save negates this effect and grants temporary immunity to confounding lash for 1 minute.

Mistress of the Maze

NAUNET (0)

CREATURE 7

CN LARGE MONITOR PROTEAN

Perception +14; entropy sense (imprecise) 30 feet, darkvision
Languages Abyssal, Celestial, Protean

Skills Acrobatics +14, Athletics +16, Intimidation +16, Stealth +14, Survival +12

Str +5, **Dex** +3, **Con** +5, **Int** +0, **Wis** +3, **Cha** +3

Entropy Sense (divination, divine, prediction) A naunet can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of nondetection or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 24, **Fort** +18, **Ref** +14, **Will** +12; +1 status to all saves vs. magic

HP 120 (fast healing 2); **Resistances** precision 5, protean anatomy 10; **Weaknesses** lawful 5

Protean Anatomy (divine, transmutation) Immediately after the naunet takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The naunet is immune to polymorph effects unless it is a willing target. If blinded or deafened, the naunet automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 25 feet, fly 30 feet, swim 25 feet; freedom of movement

Melee ✦ jaws +18 (chaotic, magical, reach 10 feet), **Damage** 2d10+8 piercing plus 1d6 chaotic

Melee ✦ tail +18 (chaotic, magical, reach 15 feet), **Damage** 2d8+8 bludgeoning plus 1d6 chaotic and Grab

Melee ✦ tentacle +18 (agile, chaotic, magical, reach 10 feet), **Damage** 2d8+6 piercing plus 1d6 chaotic and confounding slam

Divine Innate Spells DC 26, attack +16; **5th** *dimension door*; **4th** *acid arrow*, *solid fog*; **3rd** *shatter* (at will); **2nd** *obscuring mist* (at will); **1st** *detect alignment* (at will; lawful only); **Constant (4th)** *freedom of movement*

Adaptive Strike ✦ (divine, polymorph, transmutation) The naunet chooses adamantine, cold iron, or silver; its melee Strikes count as that type for 1 minute or until it uses Adaptive Strike again.

Change Shape ✦ (concentrate, divine, polymorph, transmutation) The naunet can take the appearance of any Small, Medium, or Large animal, beast, or humanoid. This doesn't change its Speed or its attack and damage bonuses with its Strikes but might change the damage type its Strikes deal.

Confounding Slam (divine, emotion, enchantment, mental) A creature hit by the naunet's tentacle Strike is stupefied 2 for 1d4 rounds (DC 24 Will negates). If the creature was already stupefied in this way, the duration extends by 1 round instead. A chaotic creature is only stupefied 1 instead.

Constrict ✦ 1d8+8 bludgeoning, DC 26

Mistress of the Maze

Encounter C (Subtier 7-8)

The janni and djinn are stationed near the portal to the next portion of area C (for example, if the PCs face them in area C1, they are near the portal to area C2). When combat begins, the portal goes dark, preventing the PCs from proceeding until they complete the encounter. The guardians fight until only one remains conscious, at which point the last guardian retreats to report the PCs' intrusion to superiors.

Even if the PCs make a large enough disruption to anger the guardians in multiple rooms, they don't face multiple copies of this encounter.

ELITE DJINN (2)

CREATURE 6

UNCOMMON **CG** **LARGE** **AIR** **ELEMENTAL** **GENIE**

Perception +15; darkvision, *detect magic*

Languages Auran, Common

Skills Acrobatics +16, Arcana +13, Athletics +13, Crafting +11, Deception +13, Diplomacy +15, Society +11, Stealth +13

Str +4, **Dex** +5, **Con** +2, **Int** +2, **Wis** +2, **Cha** +4

Items scimitar

AC 24, **Fort** +11, **Ref** +16, **Will** +13

HP 91; Immunities acid; **Resistances** mental 5, sonic 5

Whirlwind (air, arcane, aura, evocation) 20 feet. All squares in the djinni's aura are difficult terrain for Striding and Flying creatures. Creatures with the air trait are immune.

Speed 25 feet, fly 40 feet

Melee ✦ scimitar +17 (forceful +1, reach 10 feet, sweep), **Damage** 1d6+12 slashing

Melee ✦ fist +18 (agile, finesse, magical, nonlethal, reach 10 feet), **Damage** 1d4+12 bludgeoning

Ranged ✦ crashing wind +17 (air, arcane, evocation, range increment 20 feet), **Damage** 1d8+8 bludgeoning

Arcane Innate Spells DC 25; **7th** *plane shift* (at will; to Astral Plane, Elemental Planes, or Material Plane only); **4th** *creation*, *gaseous form*; **3rd** *illusory creature*, *illusory object*; **2nd** *enhance victuals* (at will), *invisibility* (at will; self only); **Constant (3rd)** *detect magic*

Hurricane Blast ✦ (air, arcane, evocation) **Frequency** Once per round. **Effect** The djinni pushes all creatures in its whirlwind back 20 feet, or forces all creatures in the aura to move 20 feet clockwise or counterclockwise. Each creature must attempt a DC 23 Fortitude save. On a success, it avoids being moved, and on a critical failure it falls prone in addition to being moved. Creatures with the air trait are immune.

SCALING ENCOUNTER C

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add another elite janni to the encounter.

ELITE JANNI

CREATURE 5

N **MEDIUM** **ELEMENTAL** **GENIE**

Perception +13; darkvision

Languages Common; one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 feet

Skills Acrobatics +10, Arcana +12, Crafting +10, Deception +9, Survival +13

Str +4, **Dex** +2, **Con** +2, **Int** +2, **Wis** +3, **Cha** +1

Items composite shortbow (20 arrows), scimitar

AC 22, **Fort** +14, **Ref** +12, **Will** +13

HP 75; **Resistances** fire 5

Elemental Endurance A janni can survive on any Elemental Plane for up to 48 hours, after which it takes 1 damage per hour until it leaves or dies.

Speed 20 feet, fly 15 feet

Melee ✦ scimitar +16 (forceful +1, sweep), **Damage** 1d6+12 slashing

Melee ✦ fist +16 (agile, magical, nonlethal), **Damage** 1d4+12 bludgeoning

Ranged ✦ composite shortbow +14 (deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+7 piercing

Arcane Innate Spells DC 23; **7th** *plane shift* (to Astral Plane, Elemental Planes, or Material Plane only); **2nd** *create food*, *invisibility* (x3), *speak with animals*; **1st** *create water*

Change Size ✦✦ (arcane, concentrate, polymorph, transmutation) **Frequency** Once per day. **Effect** The janni changes a creature's size. This works as a 4th-level *enlarge* or *shrink* spell but can target an unwilling creature (DC 23 Fortitude save negates).

Mistress of the Maze

Encounter E (Subtier 7–8)

The weak axiomites, already in crystalline cloud form, fly into the air to the limit of the 20-foot allowance of the maze, then casts *haste* upon themselves. Following that, they move to strategically place themselves for *lightning bolts* and then maneuver away from harm. The axiomites flee if reduced to 25 Hit Points or fewer.

WEAK AXIOMITES (2)

CREATURE 7

LN MEDIUM AEON MONITOR

Perception +17; darkvision

Languages Abyssal, Celestial, Common, Infernal, Utopian

Skills Acrobatics +14, Axis Lore +15, Crafting +19, Diplomacy +13, Occultism +15, Religion +15

Str +5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +5, **Cha** +3

Items sterling artisan's tools, +1 striking warhammer

AC 24, **Fort** +11, **Ref** +14, **Will** +16; +1 status to all saves vs. magic

HP 135; **Immunities** disease, emotion, fear; **Resistances** electricity 10, mental 10; **Weaknesses** chaotic 10

Speed 25 feet

Melee ♦ warhammer +18 (lawful, magical, shove), **Damage** 2d8+9 bludgeoning plus 1d6 lawful

Melee ♦ fist +15 (agile, lawful, magical), **Damage** 1d8+3 bludgeoning plus 1d6 lawful

Divine Innate Spells DC 25, attack +15; **5th** *telekinetic haul*; **4th** *dispel magic*, *divine wrath* (lawful), *lightning bolt* (x3); **3rd** *haste* (x3), *paralyze*; **2nd** *telekinetic maneuver*; **1st** *true strike* (at will); **Cantrips (4th)** *telekinetic projectile*

Crystalline Dust Form ♦ (polymorph) The axiomite shifts between its humanoid form and that of a cloud of crystalline dust in which strange symbols and equations flash. In this form it gains a fly Speed of 40 feet and can fit through even tiny apertures, similarly to gaseous form. It can cast spells, but it can't make melee or ranged attacks in this state. It can return to its humanoid form by using this action while in crystalline dust form.

SCALING ENCOUNTER E

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Replace one weak axiomite with an axiomite.

23–27 Challenge Points: Replace both weak axiomite with axiomites.

28–32 Challenge Points: Add 1 axiomite.

33+ Challenge Points: The PCs face 1 weak axiomite and 2 axiomites.

AXIOMITES (0)

CREATURE 8

LN MEDIUM AEON MONITOR

Perception +19; darkvision

Languages Abyssal, Celestial, Common, Draconic, Infernal, Utopian

Skills Acrobatics +16, Axis Lore +17, Crafting +21, Diplomacy +15, Occultism +17, Religion +17

Str +5, **Dex** +4, **Con** +3, **Int** +5, **Wis** +5, **Cha** +3

Items sterling artisan's tools, +1 striking warhammer

AC 26, **Fort** +13, **Ref** +16, **Will** +18; +1 status to all saves vs. magic

HP 155; **Immunities** disease, emotion, fear; **Resistances** electricity 10, mental 10; **Weaknesses** chaotic 10

Speed 25 feet

Melee ♦ warhammer +20 (lawful, magical, shove), **Damage** 2d8+11 bludgeoning plus 1d6 lawful

Melee ♦ fist +17 (agile, lawful, magical), **Damage** 1d8+5 bludgeoning plus 1d6 lawful

Divine Innate Spells DC 27, attack +17; **5th** *telekinetic haul*; **4th** *dispel magic*, *divine wrath* (lawful), *lightning bolt* (x3); **3rd** *haste* (x3), *paralyze*; **2nd** *telekinetic maneuver*; **1st** *true strike* (at will); **Cantrips (4th)** *telekinetic projectile*

Crystalline Dust Form ♦ (polymorph) The axiomite shifts between its humanoid form and that of a cloud of crystalline dust in which strange symbols and equations flash. In this form it gains a fly Speed of 40 feet and can fit through even tiny apertures, similarly to gaseous form. It can cast spells, but it can't make melee or ranged attacks in this state. It can return to its humanoid form by using this action while in crystalline dust form.

Mistress of the Maze

Encounter F (Subtier 7-8)

One of the naunets casts *obscuring mist* around the largest group of PCs while the other strikes a chosen target with *acid arrow*. They then *dimension door* near targets and strike with tentacles, trying to stupefy characters that display obvious supernatural or spellcasting abilities. They do not remain in any one location long, instead preferring to spread out debilitating conditions until a likely target to grab and constrict is evident.

NAUNETS (2)

CREATURE 7

CN LARGE MONITOR PROTEAN

Perception +14; entropy sense (imprecise) 30 feet, darkvision

Languages Abyssal, Celestial, Protean

Skills Acrobatics +14, Athletics +16, Intimidation +16, Stealth +14, Survival +12

Str +5, **Dex** +3, **Con** +5, **Int** +0, **Wis** +3, **Cha** +3

Entropy Sense (divination, divine, prediction) A naunet can anticipate the most likely presence of a creature through a supernatural insight into chaotic probabilities and chance. This grants it the ability to sense creatures within the listed range. A creature under the effects of nondetection or that is otherwise shielded from divinations and predictions cannot be noticed via entropy sense.

AC 24, **Fort** +18, **Ref** +14, **Will** +12; +1 status to all saves vs. magic

HP 120 (fast healing 2); **Resistances** precision 5, protean anatomy 10; **Weaknesses** lawful 5

Protean Anatomy (divine, transmutation) A naunet's vital organs shift and change shape and position constantly. Immediately after the naunet takes acid, electricity, or sonic damage, it gains the listed amount of resistance to that damage type. This lasts for 1 hour or until the next time the protean takes damage of one of the other types (in which case its resistance changes to match that type), whichever comes first.

The naunet is immune to polymorph effects unless it is a willing target. If blinded or deafened, the naunet automatically recovers at the end of its next turn as new sensory organs grow to replace the compromised ones.

Speed 25 feet, fly 30 feet, swim 25 feet; freedom of movement

Melee ◆ jaws +18 (chaotic, magical, reach 10 feet), **Damage** 2d10+8 piercing plus 1d6 chaotic

Melee ◆ tail +18 (chaotic, magical, reach 15 feet), **Damage** 2d8+8 bludgeoning plus 1d6 chaotic and Grab

Melee ◆ n tentacle +18 (agile, chaotic, magical, reach 10 feet), **Damage** 2d8+6 piercing plus 1d6 chaotic and confounding slam

Divine Innate Spells DC 26, attack +16; **5th** *dimension door*; **4th** *acid arrow*, *solid fog*; **3rd** *shatter* (at will); **2nd** *obscuring mist* (at will); **1st** *detect alignment* (at will; lawful only); **Constant** (4th) *freedom of movement*

SCALING ENCOUNTER F

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Give both naunets 20 additional Hit Points.

23-27 Challenge Points: Add 1 naunet to the encounter.

28-32 Challenge Points: Add 1 naunet to the encounter, and give all three naunets 20 additional Hit Points.

33+ Challenge Points: Add 2 naunets to the encounter.

Adaptive Strike ◆ (divine, polymorph, transmutation) The naunet chooses adamantine, cold iron, or silver; its melee Strikes count as that type for 1 minute or until it uses Adaptive Strike again.

Change Shape ◆ (concentrate, divine, polymorph, transmutation) The naunet can take the appearance of any Small, Medium, or Large animal, beast, or humanoid. This doesn't change its Speed or its attack and damage bonuses with its Strikes but might change the damage type its Strikes deal.

Confounding Slam (divine, emotion, enchantment, mental) A creature hit by the naunet's tentacle Strike is stupefied 2 for 1d4 rounds (DC 24 Will negates). If the creature was already stupefied in this way, the duration extends by 1 round instead. A chaotic creature is only stupefied 1 instead.

Constrict ◆ 1d8+8 bludgeoning, DC 26

Mistress of the Maze

Encounter H (Subtier 7-8)

The witchwyrd opens with *mirror image* followed by volleys of force bolts while the living landslide advances. Once the PCs have closed to melee range, the witchwyrd approaches and Strikes with their ranseur, trying to keep the PCs at reach. If reduced to 20 Hit Points or fewer, the witchwyrd tries to escape using dimension door. The living landslide flees into the ground if reduced to 20 Hit Points or fewer. Any additional witchwyrds and living landslides added by the encounter's scaling follow the same tactics.

WITCHWYRDS (2)

CREATURE 6

UNCOMMON LN MEDIUM HUMANOID

Perception +12; darkvision, detect magic

Languages Common, Draconic; one or more planar languages; tongues

Skills Arcana +16, Deception +15, Desert Lore +14 (plus one or more Lore skills related to a specific plane), Diplomacy +15, Intimidation +15

Str +3, **Dex** +3, **Con** +1, **Int** +4, **Wis** +3, **Cha** +5

Items +1 ranseur

AC 22, **Fort** +13, **Ref** +13, **Will** +15

HP 110; **Resistances** force 5

Absorb Force \curvearrowright (arcane, evocation, force) **Frequency** once per round; **Effect** The witchwyrd uses a free hand to "catch" a single *magic missile* fired at it, as long as it is aware of the incoming *magic missile*. This absorbs the missile and causes that hand to glow while it holds this energy. A hand that's holding energy can't be used for any other purpose except to use Force Bolt. The energy lasts for 6 rounds or until it is released.

Speed 25 feet

Melee \curvearrowright ranseur +16 (disarm, magical, reach 10 feet), **Damage** 1d10+6 piercing

Melee \curvearrowright fist +15 (agile, nonlethal), **Damage** 1d6+6 bludgeoning plus Grab

Arcane Innate Spells DC 23, attack +15; **5th** *dimension door*; **4th** *resilient sphere*, *resist energy* (x2), *suggestion*; **3rd** *dispel magic*; **2nd** *mirror image*; **1st** *floating disk* (at will), *unseen servant* (at will); **Cantrips** (3rd) *detect magic*; **Constant** (5th) *tongues*

Force Bolt \curvearrowright to $\curvearrowright\curvearrowright\curvearrowright$ (arcane, evocation, force) The witchwyrd fires one *magic missile* per action spent (dealing 1d4+1 damage each). It can't spend more actions on this ability than it has free hands. If it uses a hand that has Absorbed Force, that hand hurls two missiles instead of one, expending the held energy.

SCALING ENCOUNTER H

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Add 1 living landslide to the encounter.

23–27 Challenge Points: Add 2 living landslides to the encounter.

28–32 Challenge Points: Add 3 living landslides to the encounter.

33+ Challenge Points: Add 2 witchwyrds and 1 living landslide to the encounter.

LIVING LANDSLIDE

CREATURE 5

N MEDIUM EARTH ELEMENTAL

Perception +12; darkvision, tremorsense (imprecise) 60 feet

Languages Terran

Skills Athletics +14, Stealth +8

Str +5, **Dex** -1, **Con** +4, **Int** -2, **Wis** +1, **Cha** -1

Earthbound When not touching solid ground, the living landslide is slowed 1 and can't use reactions.

AC 21, **Fort** +15, **Ref** +8, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep

Crumble \curvearrowright **Trigger** The living landslide takes damage from a hostile source while atop rock or earth; **Effect** The living landslide crumbles into the ground, Burrowing down 10 feet. This Burrowing does not trigger reactions. The living landslide can't Crumble again for 1d4 rounds.

Speed 25 feet, burrow 25 feet; earth glide

Melee \curvearrowright fist +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning

Earth Glide The living landslide can Burrow through any earthen matter, including rock. When it does so, the living landslide moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Mistress of the Maze

APPENDIX 3: ART & HANDOUTS



ELIZA PETULENGRO

Mistress of the Maze



RINDLE RAINFICKLE

Mistress of the Maze



JANNI

Mistress of the Maze



AXIOMITE

Mistress of the Maze



VOIDWORM

Mistress of the Maze



DANDASUKA

Mistress of the Maze



WITCHWYRD

Mistress of the Maze



Area D, Page 12

Mistress of the Maze



Area E, Page 13

Mistress of the Maze



Area G, Page 16

Mistress of the Maze



Area H, Page 17



Mistress of the Maze



HANDOUT #1: RINDLE'S LETTER OF INTRODUCTION

Eliza,

I am sending this letter in response to your request for an agent to aid you in exploring and mapping recent changes to the Maze of the Open Road. Rindle Rainfickle is possibly the most capable halfling I have ever known. Like you, he too is a Galtan patriot though he spent time far and wide on the business of the Society. Particularly, he served for years freeing his distant kin from Chelaxian bondage. A number of the refugees have even become part of the community here in Woodsedge. I was a bit surprised to find that the two of you had not yet met. He is one of my most reliable scouts and explorers, and has already taken the initiative to begin mapping the changes to the maze. Hopefully you and Sorrina will find him as indispensable as I have.

Venture-Captain Armeline Jirneau

Mistress of the Maze

GM REFERENCES

TREASURE TABLE

Level	Treasure Bundle
5	10 gp
6	15 gp
7	22 gp
8	30 gp

Chronicle Sheet

PCs who successfully complete their Primary Objective for this adventure gain the Maze Walker boon on their Chronicle sheets.

TREASURE BUNDLES:

- Area A, page 6: 2 Treasure Bundles
- Area C, page 9: 2 Treasure Bundles
- Area E, page 12: 2 Treasure Bundles
- Area F, page 15: 2 Treasure Bundles
- Area H, page 15: 2 Treasure Bundles

CHALLENGE POINTS PER PC

Level	Challenge Points
5	2
6	3
7	4
8	5

CHALLENGE POINTS AND SUBTIER

CP Total	Subtier
8-14	5-6
16-18 (5+ players)	5-6
16-18 (4 players)	7-8
19+	7-8

Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has, using the Challenge Points per PC table above.

Then use the Challenge Points and Subtier table to determine which Subtier is appropriate for your PCs. Subtier 5–6 encounters appear in Appendix 1, and Subtier 7–8 encounters appear in Appendix 2.

Mistress of the Maze



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____			
Adventure #: _____	Adventure Name: _____				
Reporting Codes: (check when instructed, line through all if no conditions to report)					Fame Earned:
					A B C D
Bonus Faction Goal Achieved: _____ Yes No N/A	Scenario-based Infamy earned? _____ Yes No N/A				

Faction:				
Character Name: _____	Grand Archive Radiant Oath Vigilant Seal	Envoy's Alliance Horizon Hunters Verdant Wheel	Slow Track	
Org Play #: _____ -2	Level _____		Dead	
			Infamy	

Faction:				
Character Name: _____	Grand Archive Radiant Oath Vigilant Seal	Envoy's Alliance Horizon Hunters Verdant Wheel	Slow Track	
Org Play #: _____ -2	Level _____		Dead	
			Infamy	

Faction:				
Character Name: _____	Grand Archive Radiant Oath Vigilant Seal	Envoy's Alliance Horizon Hunters Verdant Wheel	Slow Track	
Org Play #: _____ -2	Level _____		Dead	
			Infamy	

Faction:				
Character Name: _____	Grand Archive Radiant Oath Vigilant Seal	Envoy's Alliance Horizon Hunters Verdant Wheel	Slow Track	
Org Play #: _____ -2	Level _____		Dead	
			Infamy	

Faction:				
Character Name: _____	Grand Archive Radiant Oath Vigilant Seal	Envoy's Alliance Horizon Hunters Verdant Wheel	Slow Track	
Org Play #: _____ -2	Level _____		Dead	
			Infamy	

Faction:				
Character Name: _____	Grand Archive Radiant Oath Vigilant Seal	Envoy's Alliance Horizon Hunters Verdant Wheel	Slow Track	
Org Play #: _____ -2	Level _____		Dead	
			Infamy	

Mistress of the Maze

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