

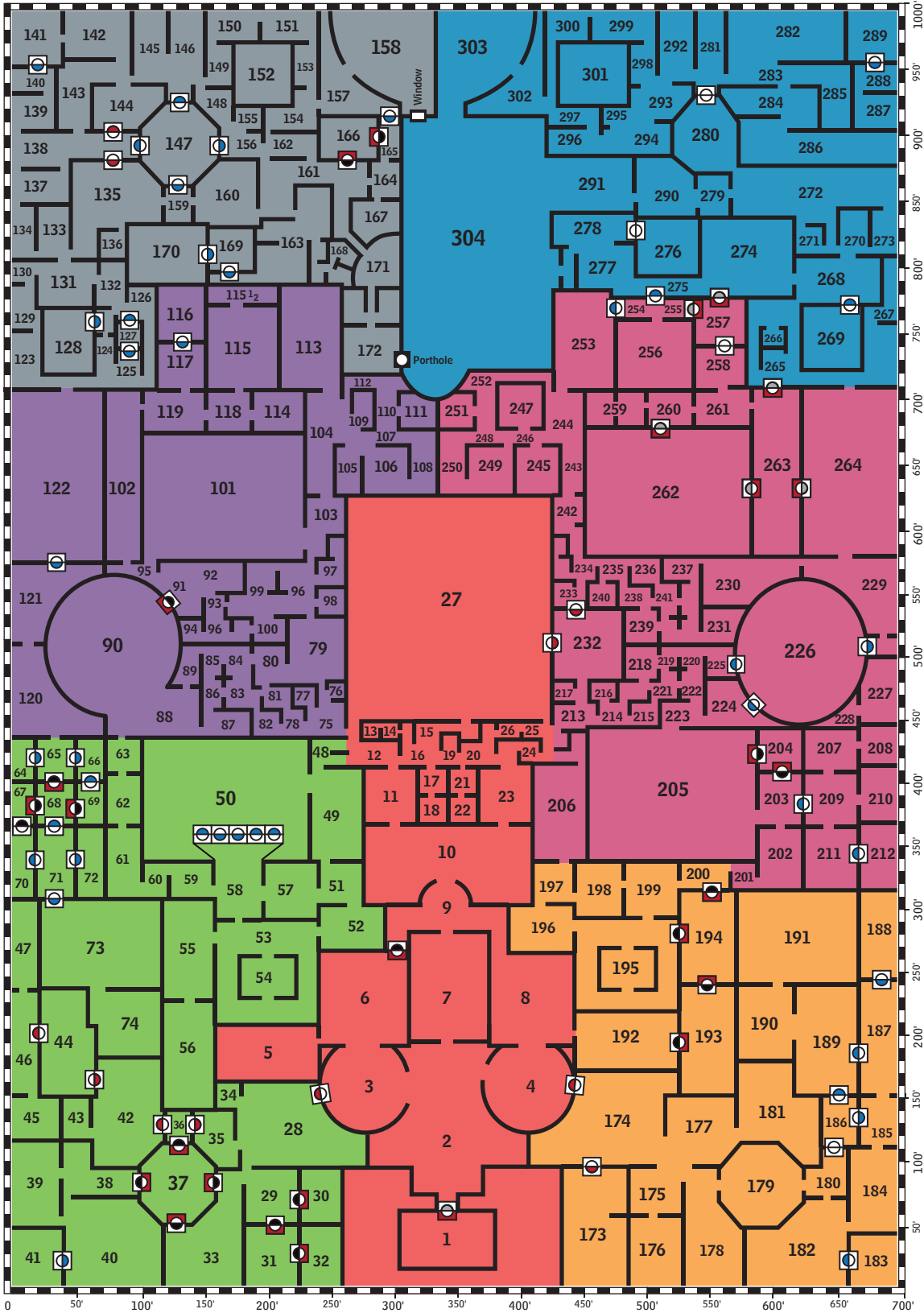


MAZE *of the* BLUE MEDUSA

ZAK SABBATH & PATRICK STUART

- ZONES**
 - 01. Chronia's Halls, #1-27
 - 02. The Gardens, #28-74
 - 03. The Gallery, #75-122

DOORS CODES
 - 04. The Reptile Archive, #123-172
 - 05. The Dead Wedding, #173-200
 - 06. The Almery, #201-264
 - 07. The Cells, #264-304
- Opening the door from the red side causes or requires solving a special problem.
 - There's a trap on the black side.





For a full-size scan of the Maze, see satyr.press/motbm.jpg

TIMELESS EONS AGO	Psathyrella, Medusa, born.
DURING THE FIRST AGES OF THE WORLD	Elephant King rules Selenium Isles.
20,000 YEARS AGO	Reptile Empire takes over & builds Archives.
14,500 YEARS AGO	Psathyrella entraps father & cuts off his hands.
8,000 YEARS AGO	Torn sisters born. Psathyrella takes over Archives & builds Maze. Empire & religion forms around Torn sisters. Torn empire—a.k.a. the Triarchy—becomes barbarous.
5,000 YEARS AGO	Draco Scabra, Xanthoceras, & Sophronia Wort imprison Torn sisters in Maze. Sophronia Wort betrayed by son.
4,000 YEARS AGO	Cadamosto, Dogon, and Ashen Chanterelle pursue Torn sisters but are petrified & imprisoned.
THE LAST THOUSAND YEARS	Elatior believes Maze to be their afterlife.
OVER THE PREVIOUS DECADE	Adventurers & psychopaths invade Maze.
NOW	You enter.

MAZE
of the BLUE
MEDUSA

by

Zak Sabbath and Patrick Stuart

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YOU'RE HOLDING A BOOK that Zak and Patrick worked on for years, and a book that convinced me to start an imprint to publish tabletop RPG books. Zak and Patrick's work got me excited about tabletop games, got me playing them, and this book—this massive, poetic, gorgeous labyrinth—convinced me that tabletop roleplaying games can be the most innovative and beautiful games there are. (And that games can contain art and writing better than most of the work spat out from the Big Four publishers or hung up in Soho.) This book holds a dungeon that I hope you get lost in amid friends and murder and snacks. Thanks for buying a copy.

—Ken, publisher & co-editor of Satyr Press

I MADE A PAINTING and then Patrick wrote room descriptions for each part of the painting. Then we passed it back and forth for years writing and rewriting, trying to make it into the kind of dungeon we wish we found all those times we cracked open a new module only to be disappointed—something strange and interconnected and bringing enough ideas to the table to be worth what you paid. And we wanted to make sure our maze was designed so those ideas weren't buried under piles of words but instead unfolded as it was read and became easier to run for that unfolding. When fickle players send you flipping pages toward one of 300 rooms, we want you to land thinking "Oh yeah—that guy, I know how to run him." Let us know if it worked.

—Zak

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—Patrick

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WHAT EXACTLY IS GOING ON?

There is a rumor of an empire, ancient and lost to time. An Empire ruled by three perfect women who could never do wrong, and who would never die. And though they were beautiful, ageless, and merciful, the kingdom that grew around the Triarchy was the most monstrous yet made. A tyranny of torture and pain that could never end while the three immortal sisters lay at its center like pearls in a poisoned shell. Until one day it did. The women disappeared and were never seen again. The Empire slowly faded and fell, leaving only a memory, like a nightmare recalled at dawn.

ONCE, THERE WAS AN EMPIRE ruled by three perfect women. One time would not touch—she would never age or die. One was loved—everyone who met her eyes would want nobody else. And one stopped harm—no one who kissed her could hurt another being.

Perfection drives man mad. Beyond its inner court, the Empire was murderous, evil, and insane, but the sisters at its heart would never age and no one who met them would, or could, ever do them harm. The Empire could not end, only change hands.

So the world was fucked.

The sisters lived a cosseted, disconnected existence, almost unaware of the horror that occurred outside of their direct presence. Blind, protected, puppet Queens of a nightmare realm. Until, one day, three treasonous ministers—with rather mixed motives—devised a plan.

They would take the sisters to the Maze of the Blue Medusa.

The Medusa, Psathyrella, was aeons old even so long ago. Immortal, clever, cold-hearted, and almost without fear, she could keep the sisters prisoner without being seduced by their various perfections.

The Maze of the Medusa—where she held immortal threats in forms of stone—was lost, broken from reality and time, near impossible to find, and, if found, still harder to survive.

The plan succeeded: the three sisters, and their three treasonous ministers, disappeared.

The Empire fell and is now little more than legend, a dark mark on the memory of mankind.

The Maze of the Blue Medusa?

Lost. Until today.

A CHRONOLOGY OF THE MEDUSA'S MAZE

YOU DON'T NEED to memorize or reference any of this, it's just here to clarify things. The first time you read it, there will be a lot of names you don't know—don't worry, you'll meet them later.

IN SOME TIME, OR TIMELESS EON, IN WHAT CAN ONLY BE CALLED THE PRIMAL CHAOS OF THE COSMOS

The Medusa Sisters are born. One, Psathyrella (see *Cells 304*), is the child of the Arch-Devil Dendrosathol with a mother as yet unknown. Psathyrella does not get on with her father.

DURING THE FIRST AGES OF THE WORLD

Psathyrella plays a variety of roles in the developing cultures of intelligent beings. Sometimes liberating hero, sometimes villain, sometimes simply adventurer.

The creature known only as “The Elephant King” begins its dominion over a recently formed scrap of rock in what will one day be known as the Selenium Isles. Cursed with the power of prophecy, the Elephant King knows exactly how its island will be destroyed. (By being hung in interdimensional nonspace, reinforced with the fragmented petrified flesh of various creatures and then collapsed from this inside when the flesh depetrifies).

POSSIBLY 30,000 YEARS AGO

Rise of the Reptile Empire.

After acquiring a notable collection of strange and useful items, as well as terminally angry enemies, the Medusa Psathyrella starts to think about obtaining a place where she may store the first and escape the second.

As one of its final acts the Elephant King creates Crazy Cap Nebularis (see *Almery 206*) and gives it a prophecy before setting it on an outcropping of rock.

MAYBE 20,000 YEARS AGO

The Reptile Empire conquers the island and dispossesses the Elephant King.

Psathyrella's arguments with her father reach a dangerous level of intensity; she begins to make longterm plans to dispose of him.

The Imperial Lizard Men and Reptile Women—also known as the Saurids—build an archive adjacent to the spot occupied by Crazy Cap Nebularis.

AROUND 14,500 YEARS AGO

Psathyrella succeeds in cutting off her father's hands and trapping him in a very small puzzle box which is continually reencrypted by a succession of savant-kings.

PROBABLY AROUND 14,000 YEARS AGO

The Reptile Empire reaches the peak of its cultural and military influence.

It looks like the thing with the kings isn't working out; worried, Psathyrella petrifies the last of their line as he is encrypting the box and looks for somewhere to store both boy-king and prison-box far from the eyes of man or the reach of demons (see *Cells 274*).



ABOUT 8,000 YEARS AGO

Somewhere in the world three perfect sisters are born: Chronia, Zamia, and Charity Torn.

The Reptile Empire goes into very slow decay. Self-mummification becomes a thing.

The Perfect Three quickly come under the “protection” of a local warlord.

By mutual agreement, Psathyrella takes over the Reptile Archive, expands it, and builds the Maze from the petrified bodies of her enemies. The Maze is torn out of the Real World, and is now only accessible via the stairs at Elatior in the Selenium Isles.

The local warlord is killed by a bigger warlord; the sisters now come under his “protection”.

The Triarchy begins to form. An empire and religious faith based around the worship of the Perfect Three.

Psathyrella comes into contact with the man called “Levalliant Green” for the first time (see *Cells* 291). Over the long reach of history, they will dog each other’s steps and foil each other’s schemes time after time after time.

The Triarchy slowly becomes a murderous hell state.

There are numerous rebellions against the Triarchy. Most are put down with terrible force. The few that succeed simply become the basis for a renewed Triarchy and slowly, but inevitably, decay again.

ABOUT 5,100 YEAR AGO

Draco Scabra is sent as ambassador to the Triarchy from the dying Reptile Empire. He finds the place horrible. He is one of few people who know of the Maze of the Medusa and its location.

ABOUT 5,000 YEARS AGO

A small clique of obsessives, Ambassador Draco Scabra (now the Laughing Lich in *Archive* 160), the scholar Xanthoceras (now the Loving Lich in *Gardens* 62), and the Chancellor of the Triarchy

Sophronia Wort (now the Lying Lich in *Wedding* 183), hatch and carry out a plan to abduct the Perfect Three and carry them to the Maze of the Medusa (see *Halls* 27, *Cells* 285, *Almery* 212). In doing so, they trigger an event known to Saurids as “The Nyctocaust” (*Archive* 150), disabling the current leader of the Triarchy Zygmunt Wombwell (not quite the Arch Lich of Revelation in *Almery* 211), and taking with them a small clique of its upper class.

On the disappearance of the Perfect Three, the world falls into bloody chaos, slightly worse than the bloody order provided by their government.

The Nyctocaust finishes off what’s left of the Reptile Empire (*Archive* 150).

In an attempt to impress Chronia Torn, Psathyrella begins adding to her already extensive art collection.

Cadamosto, Dogon, and Ashen Chanterelle, all former servants of the Perfect Three, set off to find them. Though many will search, only these three will get close.

During the wedding of the Marquis Aeolis and Lady Torc (*Wedding* 179), Chancellor Sophronia Wort is betrayed by her constructed son, Torcul Wort (*Wedding* 191). The following events take place within a few seconds:

1. As the couple are about to kiss, Sophronia recognizes the rising whine of the Golden Machine.
2. She stops time for the couple.
3. She runs to the wedding swan (*Wedding* 180) and illegally places her soul inside.
4. The Empty Knight (*Wedding* 179) observes this crime.
5. The party is destroyed, souls blasted out as golden ghosts. Sophronia’s body is burnt but her soul is safe in the swan.
6. Sophronia flees the Empty Knight and hides in the hidden vault.

ABOUT 4,000 YEARS AGO

Cadamosto and Dogon descend the stairs connecting the real world with the Maze but are immediately petrified by the Medusa (*Cells 283*).

Ashen Chanterelle breaks her way into the Maze but is imprisoned in a painting formed from her own portal. However, the portal itself cannot be destroyed and still exists as a painting in the real world (*Halls 1*).

Dark and hybrid shapes begin to stir in the ruins of Nyctopolis, the annihilated capital of the Reptile Empire.

THE LAST THOUSAND YEARS

At this stage we enter familiar recorded time. On Elatior, a culture grows up around the stairs leading to the Maze which treats it as a kind of afterlife.

It is rumored that citizens of the Neonate Empire—blue-skinned Saurids descended from the original Reptile Lords—have begun mating with demons.

12 YEARS AGO

Zamia Torn effectively commits suicide-by-psychopath at the hands of Milo De Fretwell, and begs Psathyrella to petrify her ghost (*Gallery 102*).

10 YEARS AGO

Guided by Aelfadred the Glyph Witch (*Gardens 58*), Rinaldini Dodo and his gang of rogues (see *Encounters In The Maze #9*—the “Oku”) find the painting and use it as a hideaway. However, Aelfadred has her own agenda.

OVER THE PREVIOUS DECADE

Various wandering whack jobs find their way into the Maze—tales of a glistening subterranean showcase of ancient wonders reach sailors and merchants but also the Neonate Empire (see *Encounters In The Maze #1*—Chameleon Women).

A MONTH AGO

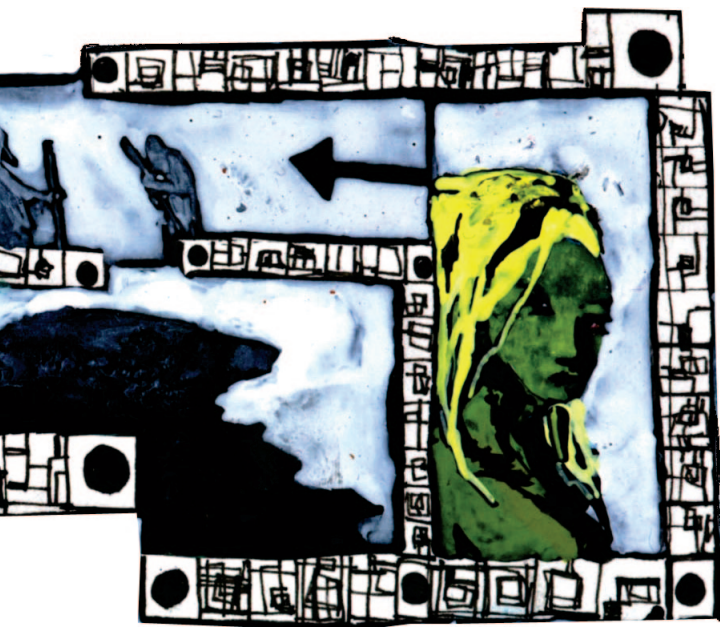
Halo (*Almery 263*) and Pylos Nilotic (*Cells 273*) are dispatched from Nyctopolis to release Dendrosathol from his imprisonment.

A FEW HOURS AGO

After the embarrassing failure of the Nilotic brothers, the more subtle minds of Nyctopolis contact Lady Crucem Capilli (*Halls 2*) and request that she aid in the rescue of Dendrosathol. She finds her way in but is unwilling to utilize her full power straight away.

Now

The PCs acquire the painting “The False Chanterelle” (*Halls 1*). They enter the Maze.



SOME GUIDELINES

- Never read text out loud word-for-word, it's too dense and only terrible GMs do that. Just use the general impression to shape your own description. The idea is you read all the way through the dungeon before running it and, as you're running, the pictures will remind you where you are so you can just grab the relevant details.
- Have initial NPCs be voluble about the broad layout and general context of the Maze but cagy about details. The Maze is a strange and densely interrelated environment, and without any frame in which to place the strange and seemingly disconnected events that face them, players may find it simply incoherent rather than mysterious.
- Random encounters are very important—many of the rooms in the Maze are mere curios unless activated or interacted with. Without Random Encounters, the party may find themselves simply sneaking past lots of things they're scared to touch—remember to roll not only when the party is noisy but also every in-game 10 minutes. That means every time the players stop to do a thorough search of a room, for instance, or if they take their armor off.
- There are two events which change things throughout the Maze. The activation of the Protocols of Antipathy by the Chameleon Women (see *Encounters In The Maze*, #1) and the Death of the Medusa, Psathyrella (see *On The Death of The Medusa*). Both of these things make the whole Maze harder in response to the party doing more impressive things. For this reason and a few others, a wide range of character levels should be able to have fun in the Maze—low level parties (1–4) may find it tough but survivable if they deal carefully with the more powerful creatures, whereas higher level parties (5–10) should be able to try to target the bigger threats without too many nuisance encounters along the way.
- This dungeon does not have “levels” in the traditional sense of Up=Easier & Down=Harder—instead there is a handful of truly nasty villains (lots of Liches, for instance) scattered throughout the 304 rooms, each surrounded by its own network of lesser beings. Players will have to keep alert, gather information, and interpret local tea leaves to avoid an early grave.
- The space of the Maze is Escheresque and irrational.
- **For example:** To get from the area where *Gallery 117* is to the area where *Archive 126* is, you normally have to walk down stairs (in *Gallery 122*) for quite some time. However, if the west wall of *Gallery 117* got knocked down, you'd be able to step into *Archive 126* as if the two rooms had been built on the same floor and had shared a wall all along. That's part of the weirdness of the Maze.
- Room entries start with a spread offering an overview of each area—room descriptions too long to fit on that spread are marked “*more ►*” and have longer descriptions on the following pages.

SYSTEM NOTES

- This module tries to be edition-agnostic. You should be able to run it in any version of the world's most popular RPG as well as its relatives and simulacra. Also, we have tried to keep system-specific crunch low enough that, with a little tweaking, you can run it in any fantasy RPG.
- Some creatures have no listed stats—treat them mechanically as 1 hit die, unleveled humans.
- Assume creatures have a to-hit bonus equal to their HD, so a 3 HD creature would have a +3 to hit.
- Assume creatures have 8-sided hit dice; you can roll them, or assume 4 hit points per die (if you're nice) or 5 hit points per die (if you're not).
- A slash (/) in the “ATK” entry indicates more than one attack per round.
- Assume any stats you need but don't have are as a similar creature of similar hit dice in whatever your base system is.
- Saving throws are left vague on purpose—they should be of whatever kind is appropriate to the system you're using (i.e. “vs spells” or “vs dexterity” or whatever).
- Tables for Random Encounters and random treasure found on dead creatures are on the back endpapers.

ENCOUNTERS IN THE MAZE

1. D6 CHAMELEON WOMEN

Also known as “librarians” or “those fucking Chameleon Women”, these are scouting parties and adventurers from the Neonate Empires, eager to reclaim the Maze and its Archive for living Saurids—as highly evolved as their culture, with sinuous bodies (similar to *Cyanoxantha Halls 7* and the Gognata clan in *Halls 10* and *Cells 282*) and a fiercely dismissive attitude toward the achievements of warm-blooded creatures.

They are suspicious of the Medusa (for being a part-mammal abomination) and disturbed by the Saurid Mummies (for being their uncanny-valley undead ancestors), but are willing to negotiate with them both. They may be pawns of Levalliant Green (*Cells 291*) and worship Mdaga Gognata (*Cells 282*) as a god. The most important and awful thing about them is they are an organized and learning foe—any group you meet is in communication with others, is aware of your presence, and is part of an organized campaign to (among other things) eliminate it.

Chameleon Women won’t make the same mistakes twice—if a platoon does not return to the knot, or returns with tales of armed and talented mammals bent on plundering their patrimony, ever more esteemed warriors will be sent, and the Protocols of Antipathy will be initiated.

The Protocols of Antipathy

The Protocols of Antipathy are a set of rituals designed to ward an area for the Saurids. Essentially, the Chameleons attempt to organize resistance in the dungeon to the PCs using promises, threats, and gossip. They will attempt to bring as many creatures as possible into their feud with the PCs—if the PCs ever did anything that anyone in the dungeon might not approve of, the Saurids will let them know.

In addition: when the Chameleon Women are rolled as a Random Encounter, they will not engage if they see the party, but rather attempt to quietly track the party until their next encounter with something else, then attack when the party is in a weakened or delicate situation.

Chameleon Women

AC



HD

1+1 FOR EACH DISTINCT

GROUP OF CHAMELEON WOMEN THE PC

PARTY HAS DEFEATED IN THE MAZE, UP TO A MAXIMUM OF 10

ATK

D4 BITE/D6+2 MACHETE,

OR OTHER WEAPON +2



They carry machetes, barbed nets (ignores armor; do 6 pts of damage to net to escape, or someone else can remove it in one action), and S-shaped throwing knives (d4).

They have infravision, their adaptable skins allow them to maintain stealth on a 1–5 on a d6, and they climb walls as normal terrain.

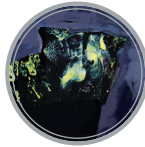
Each party will have one sorceress who can cast any basic wizard or cleric spell (Lvls 1–5) at a hit point cost equal to $2 \times$ the level of the spell. So *Magic Missile* (a 1st Lvl spell) would cost the sorceress 2 hit points.

2. RATLEOPARD

This creature is a kind of biological golem or spliced predator. A leopard and Giant Molerat have been Frankensteined together. It hunts living creatures in the Maze by tunneling beneath the earth—aided by acidic steam from its pores—and waiting beneath the stone flags of the floor or wall, then leaping from below. It escapes the same way, diving back into its tunnel which it fills behind it.

RatLeopard

AC  14
HD 5
ATK 1D4+1D10



Ambush from below (from taxidermied bifurcated mouth and acidic steam); if successful, will hang on and do same damage each round. It will not stay in combat if hurt and will retreat to its tunnel or to dark rooms.

Any weapon successfully hurting it has a 1 in 20 chance of being corroded beyond use by the steam. It sleeps in a tank of formaldehyde in *Gallery 114*.

3. NEGAMANCER & D4+1 THRALL MAMMALS

The high-crested Negamancers of the Neonate Empire practice the philosophies of anticausality. These chameleonoid antisorcerers come forth from the ruins of Nyctopolis to contest any human claim to the Maze. They are typically accompanied by an escort of Thrall Mammals, controlled with a pearl-white globe—if they are defeated, the Negamancer will retreat.

Negamancer

AC  15
HD 4
ATK D6 CURSED KNIFE +
SAVE OR TAKE 2 × DAMAGE NEXT TIME
YOU'RE HIT, OR BY SPELL



Negamantic spells (line of sight, no save, at will):

- Undo effect last round of combat on himself
- Undo effect last round of combat on another
- Change one failed die roll into a critical fumble
- Transfer damage from one discrete attack from self to target

Thrall Mammals are mixed groups of moronic humans (some recruited from the ranks of the Cannibal Critics) and mandrills or other apes whose will to resist has been shattered by the Negamancer.

Thrall Mammals

AC  10
HD 2
ATK D6 BITE

The control globes do not function in the hands of anyone unskilled in Negamancy, but the pearly globes are the size of a human brain and worth 200GP.

4. LION IN LAPIS LAZULI

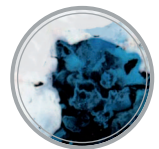
This intelligent and valuable tiger* composed of beautifully sculpted rare blue stone does not eat flesh, but can be dangerous none the less. It is extremely socially insecure; encounters with it often lead to violence.

The claws of the tiger grate on the floor of the Maze like brittle glass.

On contact, it will ask the PCs what they think of it. If they are not critical, it will circle them asking ever deeper and more complex questions. It will keenly follow any implied negative opinion. Should they admit to one, of any kind, it will—baffled, enraged, and genuinely surprised—assault them with prejudice.

Lion in Lapis Lazuli

AC  16
HD 5
ATK D4/D4/D10



Worth: 5000GP “alive”, 500GP for recovered pieces.

* It thinks it's a lion. Best not upset it.

5. 2D4 CANNIBAL CRITICS

The Cannibals are of a variety of races and genders. All are finely (if bloodily) clothed and somewhat sinewy; only the strongest individuals and those with the most base cunning have survived this far. The rest were eaten.

Many were wanderers and adventurers seeking gold or the release of petrified prisoners, lost and driven mad by the strangeness of the Maze. Some may be the last few descendants of Triarchy members who survived the Dead Wedding (bottom right of the map). Some are fools who broke into the Maze from Elatior and found only this grim labyrinth full of surreal horrors.

(It is a popular belief in Elatior that one version of hell is being cursed with cannibalism and being forced to talk about art. The population almost never talk about art in their daily lives for exactly this reason.) Whatever they were before, they are cannibals now. Cannibal critics.

For some reason, the insane are drawn to the Gallery area and to the study of the many strange works of art collected by the Medusa. They tend to fall under the sway of Blamphin and Bon Clerk, two erudite consumers of human flesh who form as much government as the Cannibals are able to muster.

They prefer to attack separated members of the group, subdue them, and carry them off to The Critical Faculty in *Gallery 80* where they will be slowly boiled alive and asked detailed questions about aesthetics. They can no longer communicate in normal language but only howl bestial war cries of generic criticism.

Howls of the Cannibal Critics:

1. WHAT DOES THIS MEAN!
2. WHERE'S THE WINE!
3. WHAT DOES THIS SAY TO YOU!
4. HOW IS THIS DIALOGUING!
5. WHAT'S IT TRYING TO SAY!
6. WHAT'S THE MESSAGE!
7. IS IT IRONIC!

8. IS IT KITSCH!

9. IS IT ART!

10. WHO'S THE AUDIENCE!

11. HOW DOES IT SIGNIFY!

12. DON'T YOU FIND IT PROBLEMATIC!

Successfully answering a question of the Cannibal Critics will cause them to pause for a round and grunt amongst themselves before they scream another random question.

Cannibal Critics seeing anyone but other critics interact with artwork in any way will try to prevent it.

Cannibal Critics

AC



HD

2

ATK

D6 WEAPONS



They use broken glassware, serving forks, and long knives stolen from the Dead Wedding reception *Wedding 177*, or nets of human hair weighted with bone hooks. They have a stealth capacity of 3 in 6 (or 50%) but tend to believe they are hidden.

6. DECADENT WASTE

Decadent Waste is an animated sculpture of a hummingbird made of paper-thin ruby, diamond, emerald, and sapphire which can fly with the swiftness and accuracy of the real thing. It is both beautiful and valuable.

It eats bone marrow and gains access to this by luring intelligent creatures it locates into nearby dangerous environments and situations, watching them die, then licking at their exposed bones.

If this fails it may locate dangerous Maze predators (roll a Random Encounter every other round that it searches) then lead them to vulnerable prey, or simply lure together opposed groups in the hopes that someone dies.

Its lair is in *Gallery 118*.

Decadent Waste

AC

19

HP

1

WORTH: 3000GP “alive”; jeweled parts
500GP if destroyed.



7. PELLORY-OF-THE-WALLS

Pellory is a hideous, mutated being evolved from a toxic mix of bad romance and magic plants. A former slave of Xanthoceras, she now haunts the walls of the Maze, growing within them, emerging when she pleases to prey upon those she finds.

Her primary desire is to bud a fertile version of herself, the first step in the creation of a brand-new race. To this end she has produced a root and seeks to lure weak wanderers to its seeking tip.

Any encounter with Pellory-Of-The-Walls will be a hostile one.

Pellory can go anywhere inside the Maze, growing and crawling inside the walls. She can move on walls and the ceiling as if they were the floor and disappear back into them as a standard action.

She can speak with plants and they will report to her what they have experienced.

Pellory-Of-The-Walls

AC

15

HD

7

ATK

D6/D6



SPECIAL (count as 2 attacks):

Retch Juice—Pellory can release vile juice whenever she suffers a direct hit. Vomit and retch for three rounds, half normal STR for one hour. Must be washed off with alcohol or will attract carnivores. (Save to avoid.)

Mnemoclast Moss—a caster within 60 feet must save or lose all memory of last 24 hours. Pellory then vomits up a tiny blue moss homunculi of the victim which will cast stolen spells in her defense. (Once per day.)

Strangleweed—those within 6' of Pellory are wrapped in rapidly-growing weeds. The weed has STR 4d4 each turn and will hold them in place.

Pellory is highly vulnerable to salt. Throwing salt on one of her active spell effects ends it. Throwing salt on Pellory does d6 damage and prevents her from escaping back into the walls for one turn.

8. LOST LIZARDMAN / REPTILE WOMAN MUMMY

There are several Reptile Mummies who could well have wandered away from their Archives (top left of the map) and gotten lost. Away from the music of the Seeping Chimes that fills that space and calms them, they may be frightened, irritable, and angry.

Roll a d6 to see which Mummy you encounter:

1. **Naja Natrrix** – A pompous and aggressive manserpent mummy stuffed with cookbooks (*Archive 129*).
2. **Chiromantis** – A little mummy stuffed with prologues to speeches (*Archive 132*).
3. **Scripta Elegans** – A sinuous, elegant, and intelligent mummy stuffed with strategic maxims (*Archive 134*).
4. **Salamandra Puntata** – A serious mummy stuffed with history books (*Archive 144*).
5. **Crotalus Horridus** – A mummy stuffed with misspelt index cards (*Archive 168*).
6. **Linneax Gruel** – An excellent librarian mummy stuffed with reviews who talks like an interviewer (see *Archive 169*).

See room entries.

9. 2d8 “Oku”

The “Oku” are human beings, the last remnants of a gang of notorious thieves lead into the Maze by their leader Rinaldini Dodo to escape the forces of law and order. After Rinaldini died they unwisely bargained with AELFADRED THE GLYPH WITCH for the means to survive in their strange new environment. Aelfadred gave them the long-beaked Oku bird masks they now wear, which gave them some of the other-natural power of that legendary crow-headed race. Unfortunately, the masks also drive the wearer slowly mad. The “Oku” now truly believe themselves to be those mythic creatures; even when not wearing the masks, they are simply “in disguise” as ordinary humans and will often give themselves away (50% of the time) with birdlike behavior.

Akerstrom, their most competent and sane remaining leader, was sent by Aelfadred to kill the Medusa. He has not been seen since, and the remaining “Oku” are riven by factionalism and choice paralysis, easy for Aelfadred to manipulate.

To generate an encounter, roll 2d8 and count down the active “Oku” one by one. All of these “Oku” are present and the one counted last is the leader; the mission on the leader’s line is the mission the “Oku” are currently on.

When an “Oku” dies or become incapacitated for any reason, draw a line through their name and do not count them again. If they are still alive, they will be found recovering in *Gardens 53*.

If more “Oku” are rolled than are left, start back at the beginning again, assume new “Oku” rolled have the same spells and missions in the same order.

The results of particular interactions with PCs are more powerful than the results of this table. If PCs make a genuine enemy, or friend, that particular “Oku” will act accordingly no matter what the table says.

2D8	NAMES	SPELL KNOWN	MISSION
1	Yarrow	Unseen Servant	Fleeing someone they have robbed and in need of help.
2	Tutsan	Spider Climb	
3	Agrimony	Magic Missile	
4	Dark Mullein	Hold Portal	Planning a heist of nearby treasure, could do with extra hands.
5	Great Mullein	Knock	
6	Black Medick	Darkness	
7	Kidney Vetch	Shrink	On a mission to steal back AKERSTROM in Cells 296.
8	Vetchling	Sleep	
9	Devil-Bit Scabious	ESP	
10	Thrift	Web	Stalking the PCs till they fight something then robbing whoever looks weakest.
11	Common Dodder	Mirror Image	
12	Sainfoin	Locate Object	
13	Hell Borine	Invisibility	Trying to rob the PCs.
14	Valerian	Forget	
15	Meliot	Audible Glamer	
16	Dog Mercury	Change Self	

If a group of “Oku” faces a complex or subtle choice about how to proceed, roll a d6. On a 4+, they act sanely. On an 1, 2, or 3, the group breaks down into arguing factions and either does nothing or each proceeds a different way.

“Oku”

AC

12

HD

3

ATK

D6 (VARIOUS SWORDS,
BUCKLERS, KNIVES, AND BOW)



Skills of 4th Lvl thieves.

Each has a single spell (see previous page) which they can cast as a Lvl 1 Magic User. Like a Magic User, they must rest 8 hours to recover their spell before they can cast it again.

10. 2D6+2 ORCHIDMEN

These man-shaped plants have the heads of carnivorous orchids and sometimes wander out of *Gardens 50* to stagger about like drunks, sloshing caustic acid laced with brain-compelling pheromones. Man-shaped, man-sized twists of green stem that pop and hiss with hydraulic pressure from joint-sap transfers as they move. The Orchidmen are very beautiful and they seem a lot more beautiful than they are because the pheromones in their pits cause palpable desire in human beings.

The Orchidmen grapple their targets en masse. Whomever is held in their viney embrace finds themselves surrounded by the looming flowers, each smelling of home, of a lost love, of a favorite drug or food. Overcome by the mind-altering fumes, they often willingly plunge their own heads into the acid pits of the surrounding flowers, stripping the flesh from their face.

The Orchidmen then slowly digest the victim, remaining in position for most of a day, gradually feeding the dissolving body into an orchid-pit that gapes its radius to absorb them. Eventually all that can be seen is a pair of feet sticking straight up into the air, emerging from a giant flower that stands immobile with its “head” tipped back like an awestruck priest.

Feeding Orchidmen send out tendrils to others nearby to share the nutrients of a kill, meaning a whole crowd of them can sometimes be found gathered motionless around a Prime Digester.

Orchidmen

AC

13

HD

2

SPEED

¾ UNENCUMBERED HUMAN

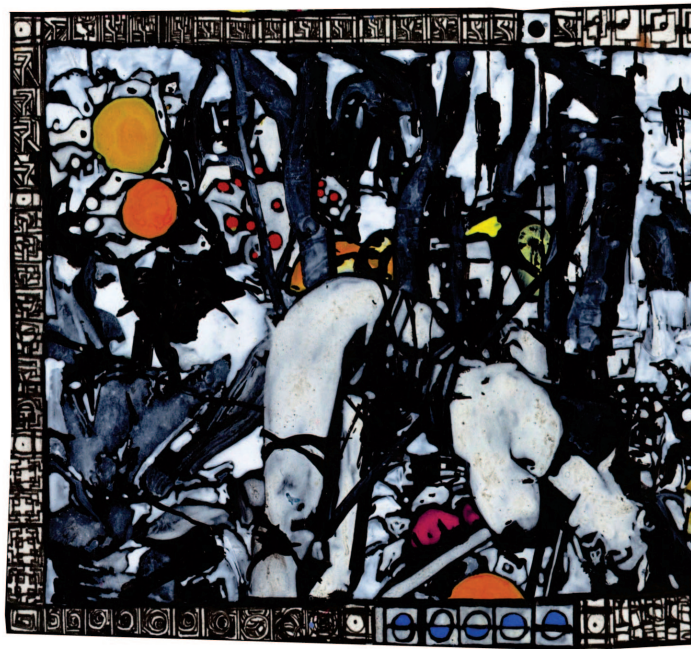
ATK

D4 GRAPPLE/D4 GRAPPLE WITH STR 12



Any grappled target must save or willingly melt their own face off in the Orchidman’s pit. d10 damage per round, save each round.

Any Orchidman violently destroyed then ruptures, spreading acid in a 3’ radius. Save or d6 damage. This acid is addictive and seductive; anyone sprayed must save or spend a round rubbing the acid into their flesh, doing a further d4 damage.



11. D4 AURUM SPECTERS

The Aurum Specter are agonized ghosts of gold that swirl like sheets of foil with the distant black-line shadows of their former skeleton sometimes visible in the billowing shifts of their form. Their eyes glow with a terrible radioactive light.

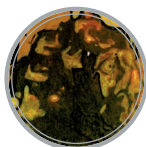
These are the souls of people from the Dead Wedding (bottom right of the map), blasted out of their bodies by the explosive activation of a machine created to transform human souls to spendable gold.

They are incredibly angry, desperate, and vengeful. They hate all fleshy life and will do as much harm as they can to anyone they find.

They loathe Torcul Wort, their creator (*Wedding 191*), yet must obey his commands as all gold must.

Aurum Specters

AC	10
HD	3
ATK	D6



First attempts to possess the target (save every other round to expel) then force the body to commit most violent possible crimes. If unsuccessful, they will attack; their touch destroys gold. The target loses $d4 \times 100GP$ for every hit and takes $d6$ damage as the ghost slices, constricts, and burns them with radiation. This counts against any accumulated XP the PC would've received for gold acquired for the session in which the attack occurs, even if the XP was acquired in some other valuable currency.

Immunities as per undead; immune to normal weapons—though they are vulnerable to weapons that are magnetic or corrode metal.

12. TYKO WORT

Tyko is a silent, semi-transparent spirit boy. He was blasted from his body during the event that created the Dead Wedding, however he was not transformed as the others were, but simply left to wander alone and intangible through the Maze.

Tyko will usually try to lead lost PCs to safety, either by taking them softly by the hand, or by gesturing to the best path. Rooms *Wedding 173*, *Gallery 98*, and *Gardens 41* are relatively safe places to rest.

Tyko wants his Mother (Sophronia Wort in *Wedding 183*) to be freed from her imprisonment yet has no way to communicate this. He fears the Aurum Specters controlled by Torcul Wort and will flee from them.

He is kind and only semi-tangible so stats would be meaningless, though if some asshole wanted to turn or exorcise him he may be treated as a 10 HD ethereal undead.



13. 2d4+1 BONDYE REPARATÈ

The Bondye Reparètè appear as a group of strong, athletic youths dressed in robes and wearing stylized masks. The masks are all individual but always portray the features of plain, almost ugly, women.

The Bondye Reparètè repair heaven. Simply put, they fix the Maze, keep lanterns fueled, deal with repairs, keep many of the occupants fed and supplied, and do everything they can to keep the whole place stable.

The job of servicing heaven earns serious status on the island of Elatior. Competition is hard and those performing it are effectively regarded as knights on the island. They are heavily trained and spiritually purified both before and after their journey. The Priestesses of Elatior know that the most powerful Loa of Other World are all women, and the masks and costumes are to make sure that none of them show any interest in a man from Elatior. They live in terror of the idea of the Medusa or one of the Three Sisters falling in love with a mortal and pursuing them to earth. This is a reasonably sensible fear.

A crew will be composed of 2d4 of the bravest young men (Lvl 2) lead by one of the most cunning old men (INT 18).

All groups possess a wide range of basic repair tools and materials, as well as some luxury consumables like rum and cigarettes. They also have carefully concealed machetes.

If not directly threatened, the Bondye Reparètè will begin every encounter with an offering of either primitive cigarettes, fine rum, or food.

They are all trained craftsman and will be happy to repair any clothing or tools. They will replace clearly missing or broken tools like-for-like. (If you break or lose your rope, they will bring you new rope, because you are meant to have it; they will not bring you any more than that.) They will also offer water and food if it seems needed.

Bondye Reparètè will never do any of the following:

- Offer violence first. “Great One, you are beyond my comprehension.”
- Intervene in a conflict between dungeon inhabitants. “Who can judge the Gods?”
- Give directions. “I will learn if you teach.”
- Give any information on any dungeon inhabitant. “If the eagle knows not the crow, shall the frog remind him?”
- Offer healing of any kind. “If a dog fears the night shall it drag the sun back into the sky?”
- Tell you anything about Elatior or even admit it exists. “I am from nowhere, I return to nowhere.”
- Take off the masks. “This is my face.”
- Give their names. “I am a slave, I am beneath your notice. My name is shame.”

If persistently questioned, they may direct PCs towards Lady Nine-Bones (*Halls 17*). Once PCs have made contact with Lady Nine-Bones, the results of that meeting affect all the Bondye Reparètè. They do what she does, they follow her lead, obey her instructions, and will avenge her death.

Bondye Reparètè

AC



HD

2

ATK

D6 MACHETE

Leader has 18 INT.

14. TORGOS ZOOH, OVERDOSE, & MISTER GRASP

Torgos Zooth is a Selenian, or Sub-Lunary man. His head is a moon that fills the room with pale white light. The moon of his head is always the same shape as the moon in the sky and the strange power of its light differs according to the stage the moon is in. Torgos serves the Medusa loyally as her Majordomo. If found abroad, he will almost certainly be seeking his kidnapped sons, Anole and Anolis (*Archive 166*), and will be willing to either employ or terrorize interlopers if he thinks it will help him find them. He is intelligent, perceptive, civilized, and—though rarely cruel—is a very ruthless man. If encountered outside his study in *Almery* 256, he will have with him his pet, the Armored Chem-Stoat “Overdose”, and “Mister Grasp”, a hideous creation formed from a severed hand, a dead man’s eye, and the body of a snake. Both will obey and serve him intelligently and without question.

Torgos Zooth

AC	14
HD	5
SPEED	¾ UNENCUMBERED HUMAN
ATK	D4 SILVER DAGGER/D10 SLICE WITH OWN HEAD



His glance roots a target’s feet to the ground (no save). An uncomfortable squint teleports d4 people to random locations (save). Each is an action and cannot be done at the same time. Detaching one’s own head is horribly impolite. But when crescent and in extremis, he can remove his and fling it like a boomerang. It returns to his hand on a miss. He can slash it like a saber, too. No one can stand in the light of his head when it is full and tell a lie. No one can stand in his light when crescent and tell the truth. Under a full moon he will ask simple questions. In a partial moon he poses negative statements: “I’m sure you’ve never...”, “It couldn’t be true that...”, “You can’t seriously...”

Overdose

AC	20
HD	12
ATK	D4, ATTACKS D10 TIMES PER ROUND



Mr. Grasp

AC	19
HD	10
SPEED	2 × HUMAN
ATK	D20 STRANGULATION



Stealth 5 in 6.

The eye set into the withered palm acts as both a scrying device and a weapon. Torgos Zooth can see through this eye at will.

If anyone else should meet the gaze of Mr. Grasp:

1. Target becomes a kleptomaniac.
2. Target PC does exactly the opposite of whatever player wants him/her to do.
3. Target needs a strong drink before taking any action.
4. Target attacks nearest friendly PC.
5. Target believes self to be nearest friendly PC.
6. Target is paralyzed with indecision.
7. Target is confused.
8. Target believes self to be dead.
9. Target believes self to be nearest foe.
10. Target becomes obsessed with nearby irrelevant object.
11. Target falls in love with the Moon.
12. Target drops weapon and begins to cry for help in any and all languages target knows.

If slain, Mr. Grasp becomes a glove. The glove will fit no one except Torgos Zooth.

15-20. THE CURATOR

The Curator, a massive golem-sculpture of a pair of marble hands (*Gallery 101*), will begin seeking out the party if they see it and then rob or damage the Gallery.

The Curator

AC

18

SPEED

2 × HUMAN

HD

8

ATK

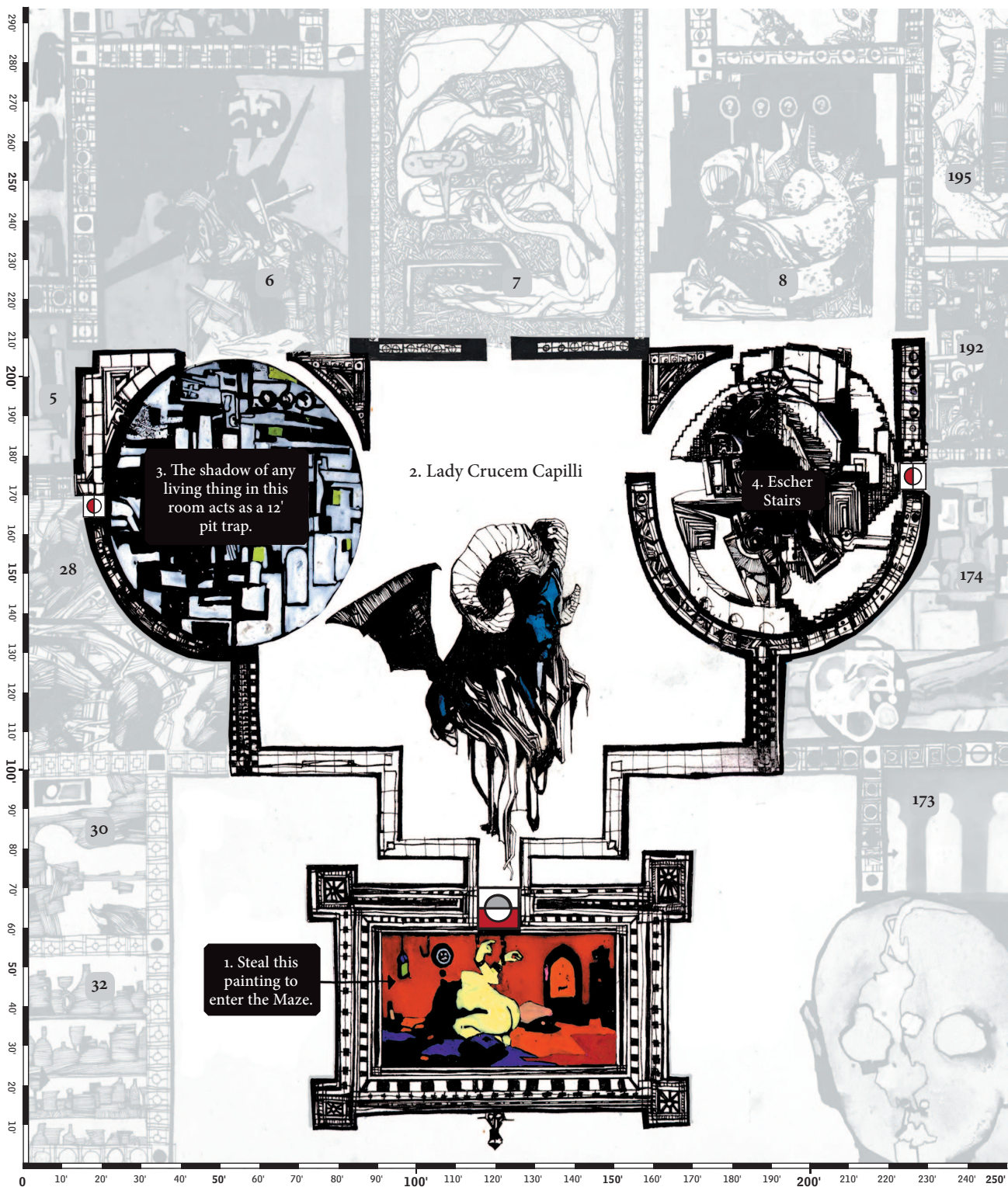
D6 PROD × 6 FINGERS, OR 3D10 GRAB
CRUSHING DAMAGE 1 × PER ROUND

If ZIKLAG (*Cells 299*) dies, he will attempt to inhabit this sculpture, and it will become a slave to his will.



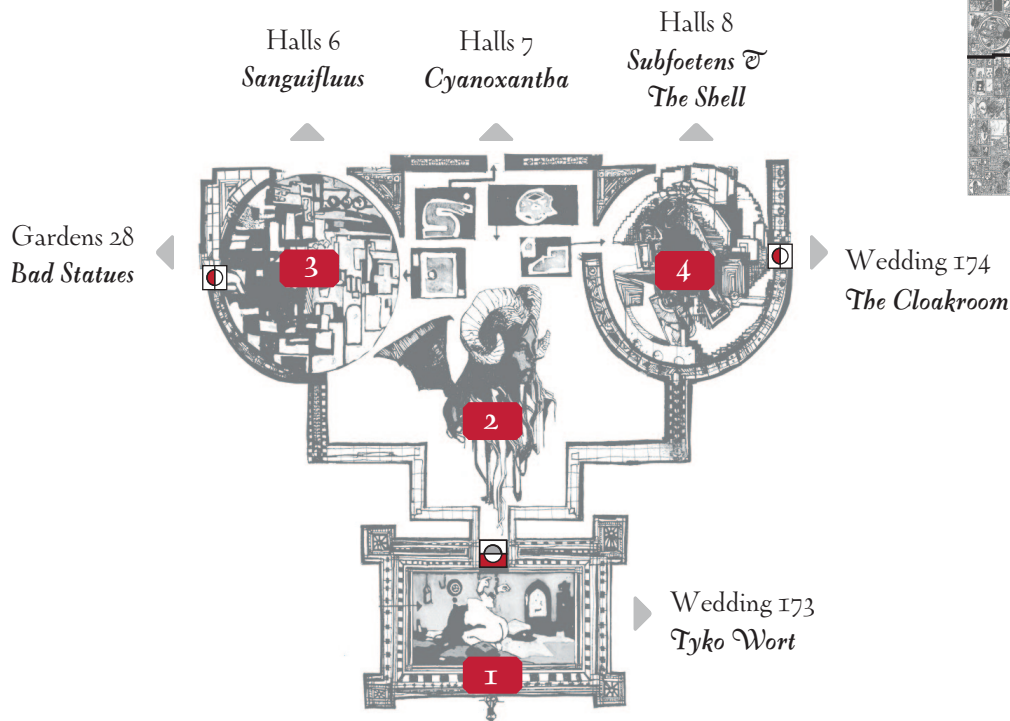


CHRONIA'S HALLS



- | | | |
|---|-----------------------------------|--------------------------------------|
| Opening from the red side causes or requires solving a special problem. | May not exist on the grey side. | The door is secret on the blue side. |
| Locked on the red side, can be unlocked on the other side. | There's a trap on the black side. | The usual door. |

THESE AREAS MAKE up the entry to the Maze. They are clearly lit with lanterns replaced at regular intervals by the Bondye Reparatè. The floors are clean. There is little sound and no smell. CHRONIA TORN's chambers mark their northernmost extent.



1. FALSE CHANTERELLE

The key to its entry is theft. It must be illegally stolen. Not bought, forgotten, inherited, or found. Fraud is acceptable. On the night of its theft, hang it on the north wall of a moonlit room. The woman in chains will turn and ask for help. [more ▶](#)

2. LADY CRUCEM CAPILLI

In the center of an empty room, latticed with shadow, stands a woman. Her skin glows midnight blue under the bars of shade. She walks deliberately back and forth, weaving through the threads of silhouette. Pauses, looks down at her feet, arms crossed across her chest.

“It would be a shame,” she mutters to herself, “to burn it all, with nothing left behind”. [more ▶](#)

3. STARLIT STONES

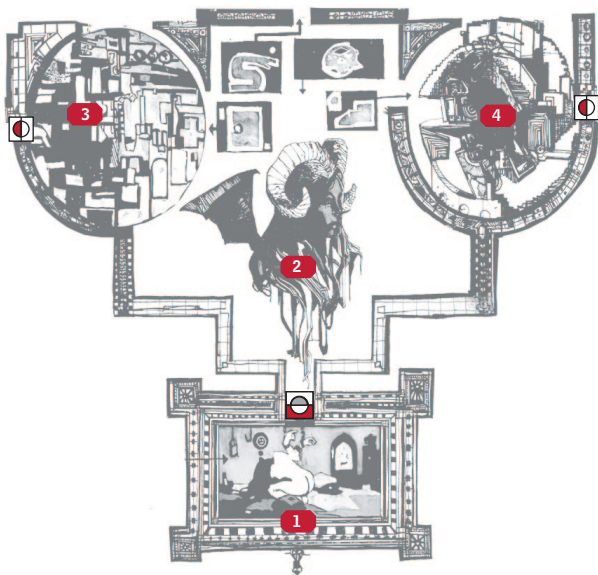
This circular chamber is floored with pale silver stones in irregular blocks. The stones are uneven and the shadows ebb in regular time.

The shadow of any living thing in this room acts as a 12-foot pit trap. Your own shadow does not affect you. [more ▶](#)

4. ESCHER STAIRS

The door opens. You see stairs leading down. Below you, three stairways tangle. A knot hanging in space. Nothing supports this webwork other than the stairs themselves.

There are three entries to this room: east, west, and north. [more ▶](#)



- 1. False Chanterelle
- 2. Lady Crucem Capilli
- 3. Starlit Stones
- 4. Escher Stairs

SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
- 51-56 Small gems/trinkets worth d10 × creature level GP
- 57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64 Day's rations.
- 65-70 Day's worth of fresh water.
- 71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79 Lamp oil, flint & tinder, 3 torches.

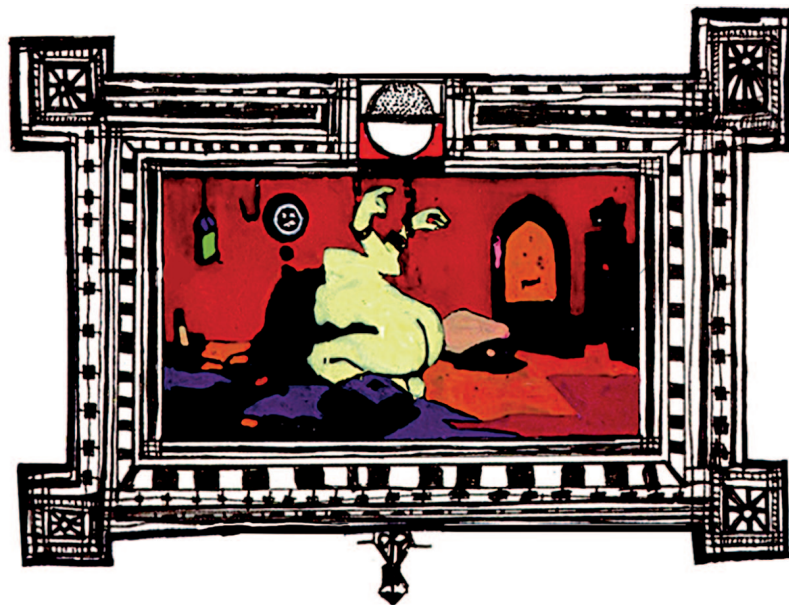
Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding 191*). Anything it sees, he sees; he can speak through its mouth.
- 83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery 255* pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
- 2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3 Negamancer & d4 + 1 Thrall Mammals
- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8 Lost Lizardman/Reptile Woman Mummy
- 9 2d8 "Oku"
- 10 2d6 + 2 Orchidmen
- 11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- 21-30 as 1
- 31-40 as 6
- 41-50 as 14
- 51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
- 54-69 A torch, if the party has any, goes out.
- 70-73 A lantern, if the party has one, goes out.
- 74 A wave of unspeakable melancholy
- 75-00 No encounter
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive 160*) who will find it HILARIOUS.
- 89 A note saying "possibly under the water-wheels but it's dangerous".
- 90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92 Scroll: *Rust Object* (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.)
- 93 Bag of flour.
- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
- 96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.



I. FALSE CHANTERELLE

Views on art change, but opinions of this painting never do. In every age these qualities hold: valuable, shamefully perverse, mildly significant, and not very good. No one thinks deeply on it. The title is always “False Chanterelle.”

 THE KEY TO its entry is theft. It must be illegally stolen. Not bought, forgotten, inherited, or found. Fraud is acceptable. On the night of its theft, hang it on the north wall of a moonlit room. The woman in chains will turn and ask for help.

In these exact circumstances the painting acts as a gate between the moonlit room and the prison of False Chanterelle. Touching the painting takes you into the room with the bound woman.

On the south wall of this room (a prison) is a painting showing the moonlit room from which the PCs came. Touching the painting in the moonlit room takes you to the prison; touching the painting in the prison takes you to the moonlit room. This effect lasts only as long as the moon’s light.

The woman in chains is **ASHEN CHANTERELLE**. Evil, abusive, deceptive and smart. All she wants is to escape into the moonlit room. She will tell PCs that

freeing her will open the north door. She will devise any necessary lie. Her **CHA** is 18. Enchantments give false signals to those who perceive by magical means. She will pretend to be an innocent slave cursed to guard the Medusa’s Maze forever.

In reality, to open the north door simply pull on her chains, pick the lock, or smash it in. There is no key.

If freed, she will secure the painting. To do this she must cover it, turn it round, or close the curtains in the room. She will try to resurrect the Triarchy. She is very clever but she will also be naked and carrying a stolen painting in a city she does not know so she will have a tough time with this. If players have not left the dungeon in one month, she will enter with a small force of mercenaries and the intention of persuading **CHRONIA**, **ZAMIA** and **CHARITY** to enter the world once more. The **MEDUSA** will oppose this.

If PCs in the prison look back at the painting on the south wall, and examine it carefully, they will see, in the shadows of the room they have just left, a small pale boy who was not there before, **TYKO WORT**.

If anyone goes to him and takes his hand **TYKO** can transport them instantly to the room with red pillars (*Wedding* 173).

2. LADY CRUCEM CAPILLI

In the center of an empty room, latticed with shadow, stands a woman. Her skin glows midnight blue under the bars of shade. She walks deliberately back and forth, weaving through the threads of silhouette. Pauses, looks down at her feet, arms crossed across her chest.

“It would be a shame,” she mutters to herself, “to burn it all, with nothing left behind”.

LADY CAPILLI is the daughter of a dragon. She has accepted a request from the Reptile Sorcerers of Nyctopolis. Her mission: to rescue a Daemon from inside a box, PSATHYRELLA’S father. (See PRINCE SHEKLESH, *Cells* 274.)

She is also a highly refined aesthete and connoisseur with a taste for strangeness and original beauty. She regards the Maze, its contents, and the relationships inside it as a kind of work of art.

Her work will be destructive. She wants to put it off. To save whatever fragments she can. Invading the Maze would mean destroying it. But... If she could find someone small, and insignificant, to wander round, collecting things and bringing them to her...

 SHE WILL FIRST offer to buy anything you bring back from the Maze. After the first transaction, roll d6 for each column on the table below to discover what she wants next.

If the party asks for information about the Maze to make their task easier, she’ll reply that their unknowing path through the Maze has its own aesthetic purity which she wouldn’t want to spoil. If she encounters a Cannibal Critic she (being a true aesthete) will attack it on sight.

D6	THE LADY WANTS...	AND...	AND IF YOU DON'T HAVE IT WHEN SHE SEES YOU...
1	She wants a personal history, here's some paper and a pencil. (No, not yours, theirs!)	With an amusing assessment of its flaws, by you.	She will recognize your stupidity and ask you for something easier to get. (<i>roll 2d3 on first two columns</i>)
2	She wants a curio.	And she wants you to talk her through its provenance.	She will sigh, unsurprised, and ask for something else. (<i>roll 2d4 on first two columns</i>)
3	She wants art.	And it better be a good match with the last thing you got her.	She will become irritated with you and demand something good. (<i>roll twice on each of the first two columns</i>)
4	She wants music.	She needs it to be an ironic commentary on the last thing you got her.	She will be very very angry with your stupidity. Make yourselves useful. Now. (<i>roll 2d6 on first two columns</i>)
5	She wants a statue.	Undamaged original. One-of-a-kind. Mint Condition.	She will kill you.
6	She wants a living thing.	With the owner's written consent.	She will do her job and then burn this place down.

Lady *Crucem Capilli*

AC

20

HD

14

ATK

3D4/3D4/3D8

or CORROSIVE

GAS BREATH 5D8



She can fly, and step into one shadow and come out another.

3. STARLIT STONES

This circular chamber is floored with pale silver stones in irregular blocks. The stones are uneven and the shadows ebb in regular time.



WHEN THE PCs first enter this area, if the players enter standing on the floor, a random player will fall into someone's shadow. The Maze's creatures know about this trap—roll initiative and roll for a Random Encounter as soon as this happens.

An unseen light source circles the room at height, shining in. It cycles once per minute, like the third hand of a clock. The average shadow is 10' long.

If trapped under the stones after the shadow moves on, you must wait for another shadow to be cast in the same position before you can climb out. If you have body parts sticking out when a shadow moves on they are cut off. Some of the pits have dead lamps and unlit torches in them (long story: see *Almery* 245).

If the PCs take no precautions after the first falls in, roll initiative—the light will catch 1 PC per round if they fail a save. If they all end up trapped, only a Random Encounter can free them.

If a PC interacts with the threshold of a pit in any way (like climbing out or in)—roll initiative. If the light goes first, they need to save to avoid having a limb clipped as the light moves.

If the PCs disperse, they're safe.

4. ESCHER STAIRS

The door opens. You enter and see stairs leading down. Below you, three stairways tangle. A knot hanging in space. Nothing supports this webwork other than the stairs themselves.

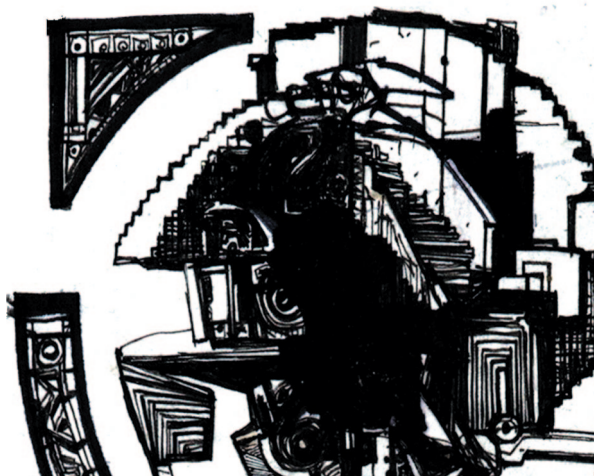


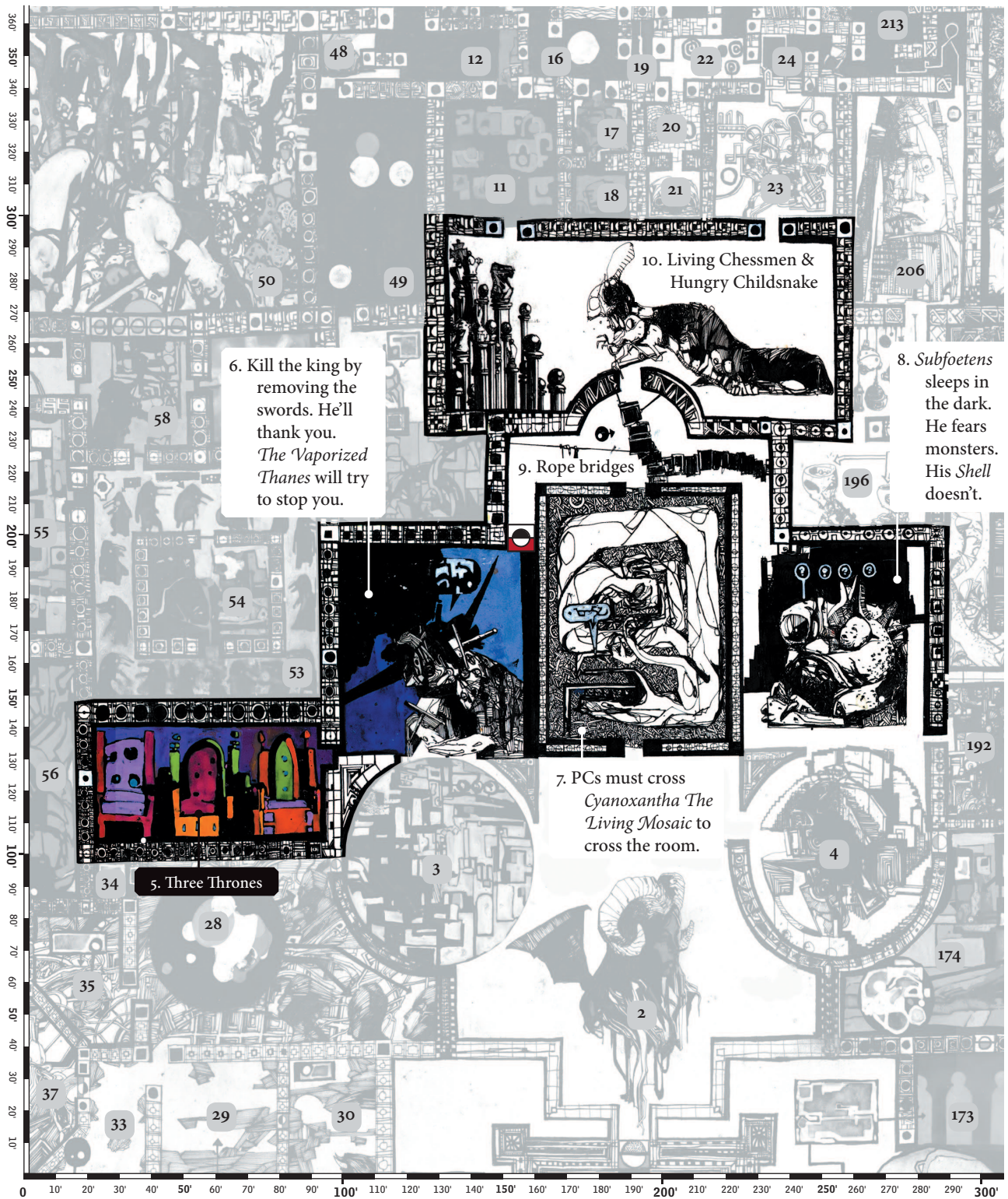
THERE ARE THREE entries to this room: east, west, and north. When anyone enters, gravity re-orientates in the room so that entrance is “up”. Whichever way you enter you are always looking “down” into the room.

Hold a d6 in front of you. If you imagine the room as a d6 with the 1 on top and 2 facing towards you, the 4 is the west exit, the 3 is the east exit, and the 6 is the north exit. Whenever an entrance is used, turn the die so that one is top. Unless two are in use, you are always climbing down. The stairs echo—roll a Random Encounter as soon as a single PC reaches the knots.

There are always dead bodies at the bottom of the room, robbed of valuables and stabbed in the back—victims of the Shell in *Halls* 8.

If you fall, it's 30' to the knot of stairs. Getting back on the right stairway is a climb test. If you miss the stairs it's 60' to the opposite wall of the sphere. If there is no entrance there then getting anywhere is a hard climb test.





Opening from the red side causes or requires solving a special problem.

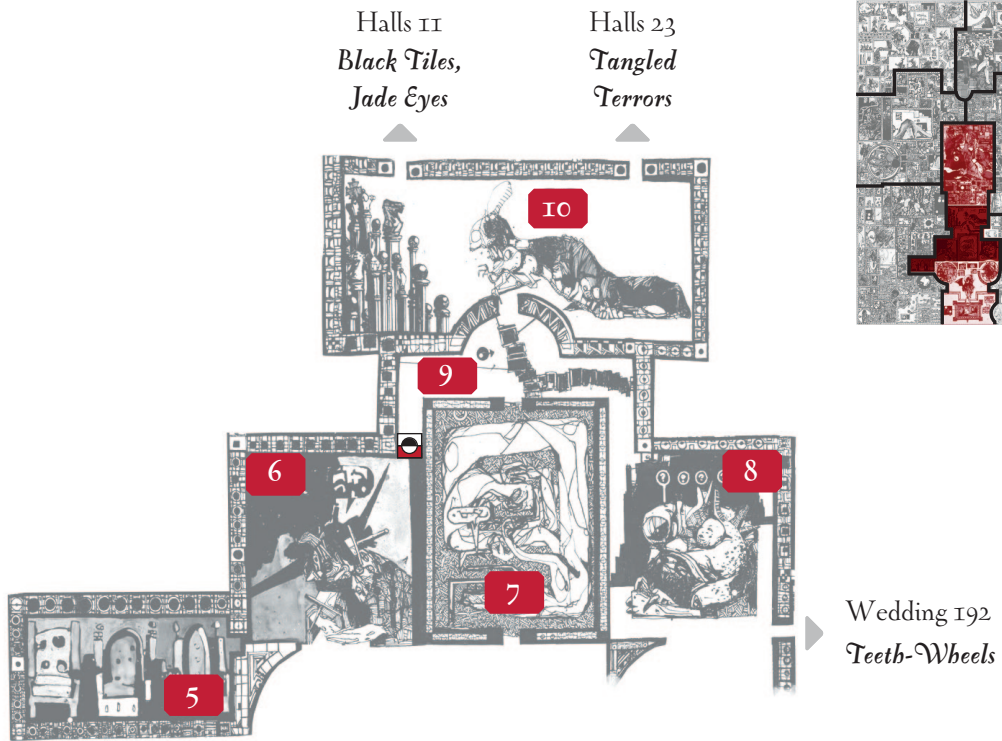
Locked on the red side, can be unlocked on the other side.

May not exist on the grey side.

There's a trap on the black side.

The door is secret on the blue side.

The usual door.



5. THE THREE THRONES

Each has armrest marks indicating that a sword can be laid there. Each has a small wooden decoration. [more ►](#)

6. SANGUIFLUUS

Once cruel, now merely cruelly afflicted, an old man totters carefully around the simple room. The swords that pierce him knock down chairs and scrape paint in the gloom. He winces as they touch the walls; he cannot sleep or sit. He moans and coughs out noble gas that bleeds from him in drips. [more ►](#)

7. CYANOXANTHA

She is a living mosaic. She can only ever turn right. If she needs to turn left she simply turns right three times. If she animates to attack, her body will extend infinitely from the mosaic and will always reach back there. [more ►](#)

8. SUBFOETENS & THE SHELL

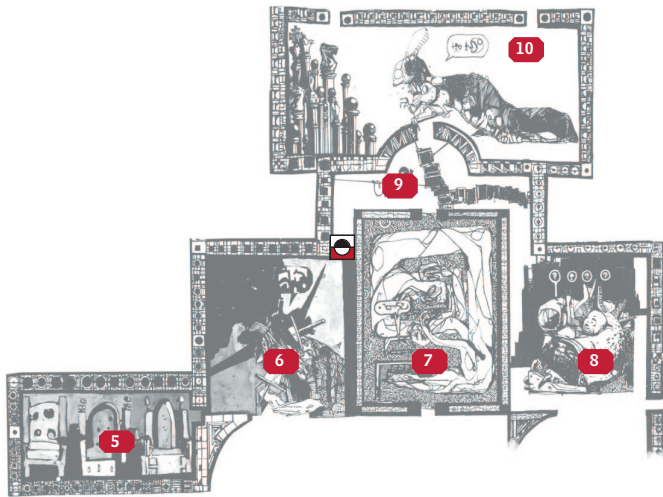
A low, dark lightless vault with moisture beading on the walls. A son of CHRONIA, Subfoetens was born horribly malformed and with unfortunate gifts. The Philomel Shell was grown to wrap the child and keep him calm. [more ►](#)

9. ROPE BRIDGES

Perilous rope bridges over 100' drop. Perhaps some dead adventurers with random treasure at the bottom.

10. GIBBA GOGNATA

GIBBA GOGNATA, the MEDUSA's child, can re-digest petrified flesh and he is hungry. He is also an idiot who wanders around the Maze licking and nibbling the walls and cannot be checked. [more ►](#)



5. The Three Thrones
6. Sanguifluus
7. Cyanoxantha
8. Subfoetens & The Shell
9. Rope bridges
10. Gibba Gognata

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
51-56 Small gems/trinkets worth d10 × creature level GP
57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
60-64 Day's rations.
65-70 Day's worth of fresh water.
71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
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82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding 191*). Anything it sees, he sees; he can speak through its mouth.
83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery 255* pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
3 Negamancer & d4 + 1 Thrall Mammals
4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
5 2d4 Cannibal Critics
6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
8 Lost Lizardman/Reptile Woman Mummy
9 2d8 "Oku"
10 2d6 + 2 Orchidmen
11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
13 2d4 + 1 Bondye Reparàtè
14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
21-30 as 1
31-40 as 6
41-50 as 14
51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
54-69 A torch, if the party has any, goes out.
70-73 A lantern, if the party has one, goes out.
74 A wave of unspeakable melancholy
75-00 No encounter
85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive 160*) who will find it HILARIOUS.
89 A note saying "possibly under the water-wheels but it's dangerous".
90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
92 Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
93 Bag of flour.
94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
95 Vial of lubricant: covers 6'x6' area.
96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
99 A Goblin Key that'll lock any door.
00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

5. THE THREE THRONES



EACH HAS ARMREST marks indicating that a sword can be laid there. Each has a small wooden decoration.

The first has grapes carved into it (the Wine sword). The second a wooden crown (the Charisma sword). The third a tree (the Plant sword).

Placing the swords correctly will open the locked door to the north of *Halls 6*, circumventing the guardians in *Halls 7* and the east end of *Halls 8*. This is the only way it can be opened. If removed, the door will close straight away.

If the corpses of three kings, three queens, three emperors, three gods, or three identical kinds of royalty of any kind are placed in the thrones simultaneously, the first will dissolve into a purple wine worth 7000GP, the second will melt and harden into a crown worth 7000GP, and the third will shrivel into a Jacobin rose—see *Almery 214*.

6. SANGUIFLUUS

Once cruel, now merely cruelly afflicted, an old man totters carefully around the simple room. The swords that pierce him knock down chairs and scrape paint in the gloom. He winces as they touch the walls; he cannot sleep or sit. He moans and coughs out noble gas that bleeds from him in drips.

SANGUIFLUUS, CHRONIA'S son, was once a king, and a bad one, and he ruled bad Knights, so here he is. Him trapped and his knights trapped as gas within his flesh. He was born old and cannot die, though he would like to.

The clothes and ashes of his two brothers are on the floor, dead, their crowns put away.

He bleeds a fine cloud of noble gas wherever he goes. They keep putting out the lamps, which is annoying. He will warn you about the swords. If they are removed he will die thanking you.

The Vaporized Thanes

AC

16

HD

3

ATK

D6

Gaseous but vulnerable when they solidify to attack. Will put out naked flames. They want the swords.

Umbra Neon – Flickers staccato like a projected wraith. Electrocutes for however many points of metal armor you're wearing +1 for each metal thing you're holding via metallic contact.

Penumbra Xenon – Green and dark veined like a leaf held to the sun. Poisons d6 continual when inhaled.

Anteumbra Argon – Golden like the rims of sunlit clouds. Blinds in close combat.



EACH BASTARD SWORD has a riddle written on the blade (it changes to fit the language of the reader) and carries a boon for the one who wields it while they are wielding it. (Not just carrying it in scabbard.) PCs should have to experiment to discover the enchantments.

Sword 1: "You'd like to spend the night with me
But if you spend all day with me,
We'll sleep together."

*Turns blood to alcohol, those hit become drunk,
also good for parties.*

Sword 2: "I am a heavy burden
But anyone will take me from you."
Sword looks cool, grants +1 CHA while blade is out.

Sword 3: "My clock keeps years
Not minutes."
Transfers thoughts from any plant creature cut.



7. CYANOXANTHA

 SHE IS A living mosaic. She can only ever turn right. If she needs to turn left she simply turns right three times. If she animates to attack, her body will extend infinitely from the mosaic and will always reach back there. She is magical but not immortal and wants to live. If badly hurt she will retreat back into the mosaic where she cannot be harmed. On discovery, Cyanoxantha hisses the following words in the PCs' language:

"The first to cross these coils must dance,
The second, sing to safety reach,
The third must bleed or risk mischance,
The fourth one dies between my teeth,
The next will be the first once more,
And do not cheat, I'm keeping score."

If players fail to listen to this the first time it is spoken, Cyanoxantha responds thusly.

"You didn't listen to my rhyme
And talked amongst yourselves like fools
You'll pay attention more next time
Now risk your death to find my rules."

Cyanoxantha will not animate and attack if the first person crosses dancing, the second singing, the third, bleeding. She will attack the fourth person to cross, but only ever that person. If more than four people cross, the sequence starts again. If anyone breaks the rules at any time she will fully and freely animate and assault whomever she likes.

Cyanoxantha

AC  16
HD 4
ATK D8/D6/D6



Anyone successfully touched by Cyanoxantha is pulled into the mosaic and becomes two-dimensional. They can only interact with her (or other creatures in the mosaic) until she is slain. If slain, an INT check will reveal Cyanoxantha's 2D-3D skin can be used to bind any object that steps from two dimensions to three (like Chanterelle in *Halls 1*) into the 2D object from which they are attempting to spring.

8. SUBFOETENS & THE SHELL

A low, dark lightless vault with moisture beading on the walls. A son of CHRONIA, SUBFOETENS was born horribly malformed and with unfortunate gifts. The Philomel Shell was grown to wrap the child and keep him calm. His mutant flesh has grown into its shape. His claw exudes from the curlicue tip. The Shell itself has grown its own ideas: it wants your treasure.

 IF THE PCs are not notably weighed down with valuables, the ambling, grotesque mutant Shell will simply resume sitting in the corner, singing its nightingale song in the dark, and keeping Subfoetens asleep. It will not talk, but only wave and allow the party to pass.

If they visibly have a large amount of valuables, the Shell will hide in the shadows and attempt to pick off the juiciest target, then flee.

If accosted or attacked, the Shell will point to Subfoetens' sleeping head in his eye and say "Sssssh". Any attack on the Shell will awaken Subfoetens. If he wakes, he weeps; if he sees a monster (or anything strangely shaped—including humans in plate armor), he screams. His scream brings madness.

Shell

AC  12
HD 3
ATK D6

Backstabs for 3d6. Hides in shadows on a 1-5 in 6.



Subfoetens

AC  10

Dies instantly if hit.

Anyone hearing Subfoetens' scream must save or suffer a WIS reduction of d3 points. The points can be regained by killing a PC team member as they are "plotting against you" and players should be informed of that. *Remove Curse* will also restore the lost WIS points, as will getting out of the range of Subfoetens' crying. Or just killing it. PCs need not be informed of that.



9. ROPE BRIDGES

Perilous rope bridges over 100' drop. Perhaps some dead adventurers with random treasure at the bottom.

10. GIBBA GOGNATA

GIBBA GOGNATA, the MEDUSA's child, can re-digest petrified flesh and he is hungry. He is also an idiot who wanders around the Maze licking and nibbling the walls and cannot be checked. The chess pieces want their full set back and are trying to mind-control him into slitting himself open. Gibba wants his stomach in one piece. And more rooks.

 THE AWKWARD, SCREAMING, mutated, malformed gorgonite childsnake has eaten two of the chess pieces and the others are demanding he cut himself open to retrieve them. He's only about 4' long. You can ignore them both if you like.

Gibba

AC

14

HD

5

ATK

D8 SWALLOW &
VOMIT-BACK-UP-AS-YOU-ARE-NOT-
MADE-OF-STONE-PROBABLY

He has a safety sword (blunted so he doesn't hurt himself) and a Scroll of Petrification his mother gave him.

Chess pieces (*immobile*)

AC

10

HD

8

The chess pieces are carved from petrified devil flesh and have psychic abilities. They can control one body part each for one round as a standard action. Each piece can be saved against separately.

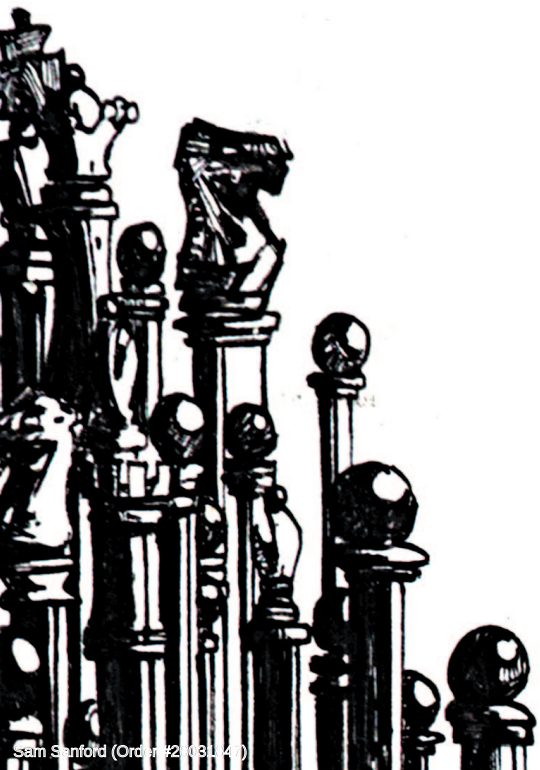
8 PAWNS – one finger each

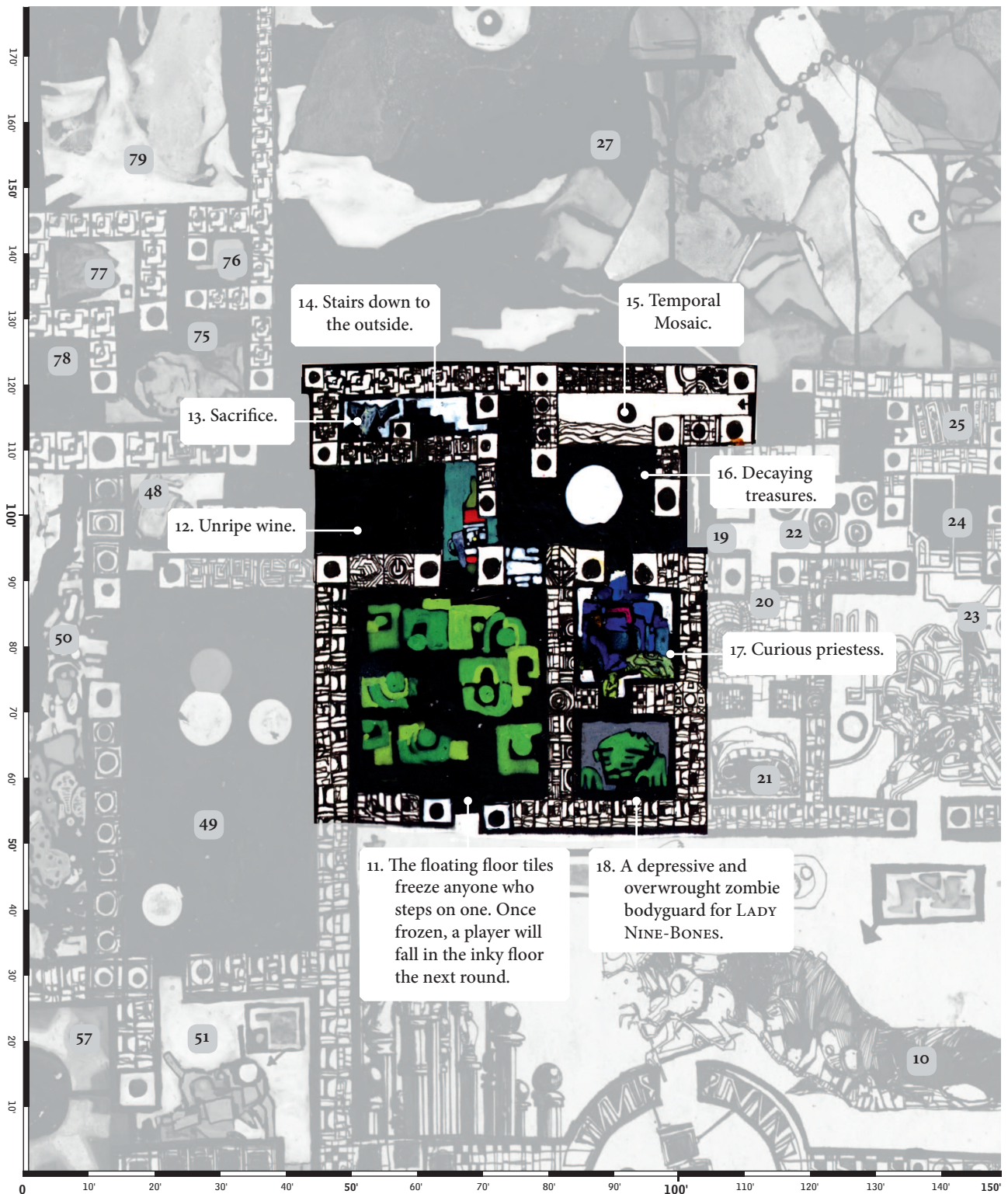
2 KNIGHT – one leg each

2 BISHOPS – one arm each

QUEEN – whole body.

KING – perception of the brain.

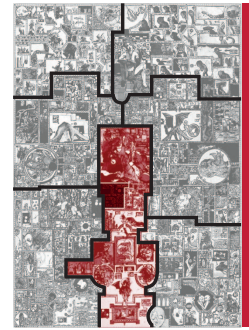
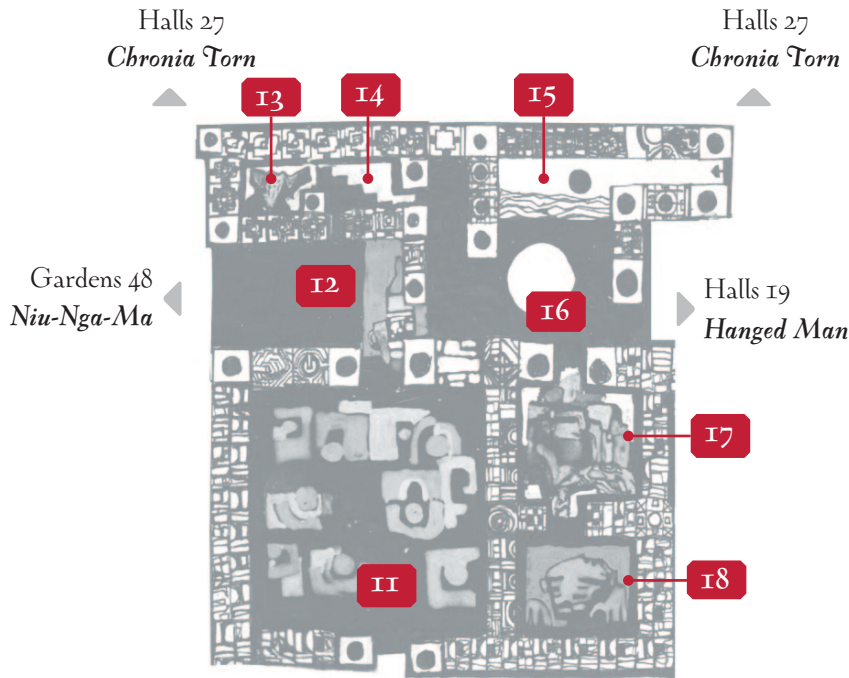




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 There's a trap on the black side.

The door is secret on the blue side.
 The usual door.



I1. BLACK TILES, JADE EYES

The ink-black marble floor repels all stains and marks. It's liquid. Ultradense black mercury, 10' deep. Jade pupils float slowly across the floor, clicking back and forth inside abstract right-angled eyes. [more ►](#)

I2. UNRIPE WINE

This wine is practically fruit juice. It's kept with a glass on a silver tray. The silver is tarnished and the glass is warped.

I3. SACRIFICE

There is some kind of dead ox or wildebeest here, left for the gods by the Bondye Reparatè. It will be safe to eat for another hour.

I4. STAIRS TO ELATIOR

Sometimes we ask what god wants of us. The people of the island of Elatior know exactly what the gods want of them. An endless supply of lamp oil, luxury consumables, and high-risk repair work. [more ►](#)

I5. WHITE SEA, BLACK SUN

Mosaic on the north wall of a black sun above a white sea. Absorbs a little time from passersby. Non-dangerous. [more ►](#)

I6. CORRODED IVORY

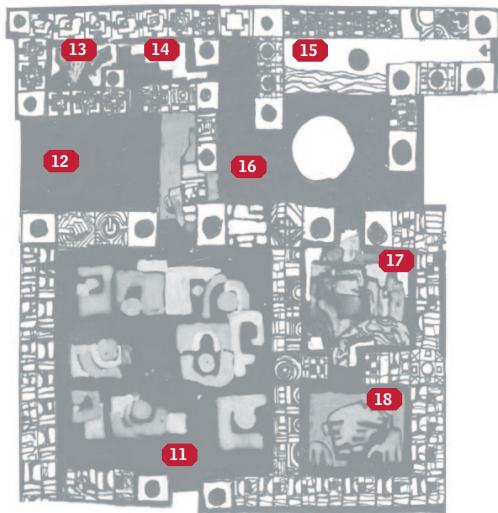
It is black here. The ruined treasures soak up light and blur the lantern's edge. Roses aged and turned to fragile coal; wines decayed to oil. Ivory to ash. [more ►](#)

I7. LADY NINE-BONES

A middle aged, dark-skinned lady wearing a skirt of peacock feathers and a necklace of nine bones carved from one without a single joint. Nine-Bones is likable, intelligent, and a devout priestess of Elatior. This dungeon is her spirit world. [more ►](#)

I8. POLYPORE SQUAMOSUS

A zombie bodyguard for Lady Nine-Bones. Immune to normal weapons, mind affecting spells, illusions, electricity, magic missile plus standard undead immunities. [more ►](#)



11. Black Tiles, Jade Eyes
12. Unripe Wine
13. Sacrifice
14. Stairs to Elatior
15. White Sea, Black Sun
16. Corroded Ivory
17. Lady Nine-Bones
18. Polypore Squamosus

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- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
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- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

II. BLACK TILES, JADE EYES



THE INK-BLACK MARBLE floor repels all stains and marks. It's liquid. Ultradense black mercury, 10' deep. Jade pupils float slowly across the floor, clicking back and forth inside abstract right-angled eyes. The eye-blocks shuffle and slowly counter-spiral like endless Tetris. The pupils stare straight up and only see things that are close, but they know you are there. Pupils sized like dinner plates.

They float as fast as a man walks.

Each of the eight eyes freezes living things it sees (as *Hold Person* or *Hold Monster*, no avoidance for high level). The eight eyes together can freeze a maximum of two things at once. Every freeze means a Random Encounter roll.

It's possible to walk quickly across the black mercury but anyone stopping or pausing in the room will begin to sink as if in quicksand.



JADE PUPIL – 50GP each (inactive once removed).

12. UNRIPE WINE

This wine is practically fruit juice. It's kept with a glass on a silver tray. The silver is tarnished and the glass is warped.

13. SACRIFICE

There is some kind of dead ox or wildebeest here, left for the gods by the Bondye Reparàtè. It will be safe to eat for another hour.

14. STAIRS TO ELATIOR

Sometimes we ask what god wants of us. The people of the island of Elatior know exactly what the gods want of them. An endless supply of lamp oil, luxury consumables, and high-risk repair work.

As a religion it has a lot going for it. It promises nothing, works exactly as it claims, and requires nothing but a chunk of the island's economic surplus in the form of trade goods and brave young men to make dangerous repairs. There have been worse religions. Most of them in fact.



SLIGHTLY WIDER THAN an ox, these stairs turn anti-clockwise and down for the distance of half a mile. They are unlit. In the middle somewhere you will become disoriented and find yourself walking up, unquestioning, as in a dream, and then you find yourself above ground.

This forgotten island in a distant sea is about the size of Manhattan. In the highlands of the island is a temple. In the center of the temple are some stairs. The stairs lead down from the temple, too.

No matter which way you take them, the stairs seem to go down and you end up at the other place, unsure of the details. They speak your language, at least.

Elatior is impossible to find for outsiders unless they've been in the Maze, so no PC expedition will ever begin there.

Isolated, peace-loving, and undersupplied, the island itself has little to recommend it as a launchpad for expeditions—there is nothing to buy other than food, rum, and the kinds of equipment the Bondye Reparàtè carry. It is, however, safe. Probably. Except the occasional knots of Chameleon Women, who swim ashore from their floating libraries. If the party makes a habit of repeated delves into the Maze from Elatior, the GM should feel free to build whatever details they like into it. If PCs seem unproductively confused by “an island in the middle of the dungeon” and inhabitants who treat them like scary things from hell, you can have a passing merchant explain the deal.

The islanders believe this dungeon is their spirit world. A strange, impossible land of powerful and capricious beings who must be placated with regular offerings of useful things. Kept in eternal equipoise by the scheming of cunning priestesses.

They are essentially right in this.



15. WHITE SEA, BLACK SUN

Once it was a formless absence. But the time bleeding from the skin of Chronia Torn kickstarted physics on this microplane.



MOSAIC ON THE north wall of a black sun above a white sea. Absorbs a little time from passersby. Press your hand to the surface and the sea may slowly undulate. Time travelers, or those preternaturally aged or kept young by some unspeakable means, will provoke stronger weather. CHRONIA brings the storm.

Non-dangerous. Blunts slightly CHRONIA's power, allowing her to have extended conversations at close range.

16. CORRODED IVORY



IT IS BLACK here. The ruined treasures soak up light and blur the lantern's edge. Roses aged and turned to fragile coal; wines decayed to oil. Ivory to ash. Feathers of frozen dust. Sculptures of sand that collapse at a touch. Musical instruments of wood that have grown branches, roots and leaves, then died. Rusted blades. Faded paintings, images multiply overwritten in expectation of destroying time.

17. LADY NINE-BONES



A MIDDLE AGED, dark-skinned lady wearing a skirt of peacock feathers and a necklace of nine bones carved from one without a single joint. Meditatively playing on some finger drums at astonishingly high speed and with no apparent attention. Her drumming fingers hold five coral rings. If the drumming stops, POLYPORE SQUAMOSUS will come from Halls 18 to investigate. She is waiting to see CHRONIA.

NINE-BONES is likable, intelligent, and a devout priestess of Elatior. This dungeon is her spirit world. On meeting PCs, she will discretely inquire from whence they came and what they do. This is to determine their religious significance.

Nine-Bones respects the higher spirits, but does not trust them. You must respect the gods. You must

also sometimes outwit, evade, and ignore the gods. Especially when they are drunk and rambling about how their life has gone wrong.

Nine-Bones will immediately make a quick assessment of the numinosity of the PCs. Do they look or act like the capricious spirits of a higher dimension? If the dungeon was a play and they wandered onto the stage, would observers think them part of the story, or lost maintenance staff? Where PCs say they are from means almost nothing; Loa can say anything. How they act and seem is everything. Add (if the PCs seem mundane) or subtract (if the PCs seem numinous) 1 or 2 based on this then roll a d6 on the following list.

1. PROBABLY LOA. Respect, placate, avoid, obey.
2. MINOR SPIRITS MAYBE. Respect. Observe. See if their secret commands can be learned.
3. MEANINGFUL TRAVELERS. Be gentle. If friendly, assist passively. If destructive, send them back.
4. ACCIDENTAL TRAVELERS. Chivvy them out of the way like a harassed tourist guide.
5. BURGLARS OF HEAVEN. Trap and present to one of the higher Loa.
6. SCUMBAG ATHEISTS. Drop them cold.

Lady Nine-Bones

Lvl 5 Magic User

AC	12
HD	5D4
ATK	D2



SPELLS: *Speak With Dead*, *Speak with Animals*, *Change Self*, *Spider Climb*, *Unseen Servant*, *Charm*

The Nine Bones

These allow Lady Nine-Bones to be "ridden" by one of the higher spirits. During this possession she will fully believe herself to be the person in question. She will act as they would. She will gain one fragment of their power. She can end this only when the dominating spirit decides, or when she sleeps. (Or is knocked out.)

1. PSATHYRELLA (*Cells* 304) – Gaze causes petrification. Hyper-experienced. Fearless. Amused. Loves Chronia.
2. TORGOS ZOOTH (*Almery* 256) – Commands lies or truth depending on the moon. Dutiful. Wants his sons.
3. KINXYS ZITEKI (*Gallery* 122) – Regenerates harm and lost limbs. Wry. Fearless. Secretly depressed.
4. TORCUL WORT (*Wedding* 191) – Perceives and commands gold at will. Obsessed with lies.
5. XANTHOCERAS (*Gardens* 62) – Soul is assumed to be “somewhere else”; immunities as per Lich. Loves Zamia desperately.
6. SEE-ME-NO-MORE (*Archive* 165) – Invisible at will. Mathematician. Psychopath.
7. MILO DEFRETWELL (*Gallery* 102) – Artistic genius, highly charismatic. Kills women. Sociopath.
8. QUATRI-GLOTTA (*Almery* 226) – Hungry. Vomits secrets. Big as a fucking elephant.
9. DENDRO BLACKPOLL (*Almery* 262) – ½ immune to anything. Keeps going if one half damaged or lost. Can’t agree with self.

The figures whose “spirits” are focused through the bones feel no ill effects. In fact they feel nothing at all.

If the PCs acquire the bones

The bones will work for players slightly differently than they would for Lady Nine-Bones. When used by PCs, the spirit will not “decide” to leave. The PC must act as if they fully believe themselves to be the spirit in question until they sleep for eight hours or are knocked out. If the player acts out of character for the possessing spirit, the GM may then declare that the spirit leaves. The PC is knocked unconscious and must rest for at least 2d4 hours.

The GM must explain to the player enough of a spirit’s character and personality for the PC to “play” the spirit effectively. This could lead to the player gaining valuable information about residents of the Maze before meeting them.

18. POLYPORE SQUAMOSUS

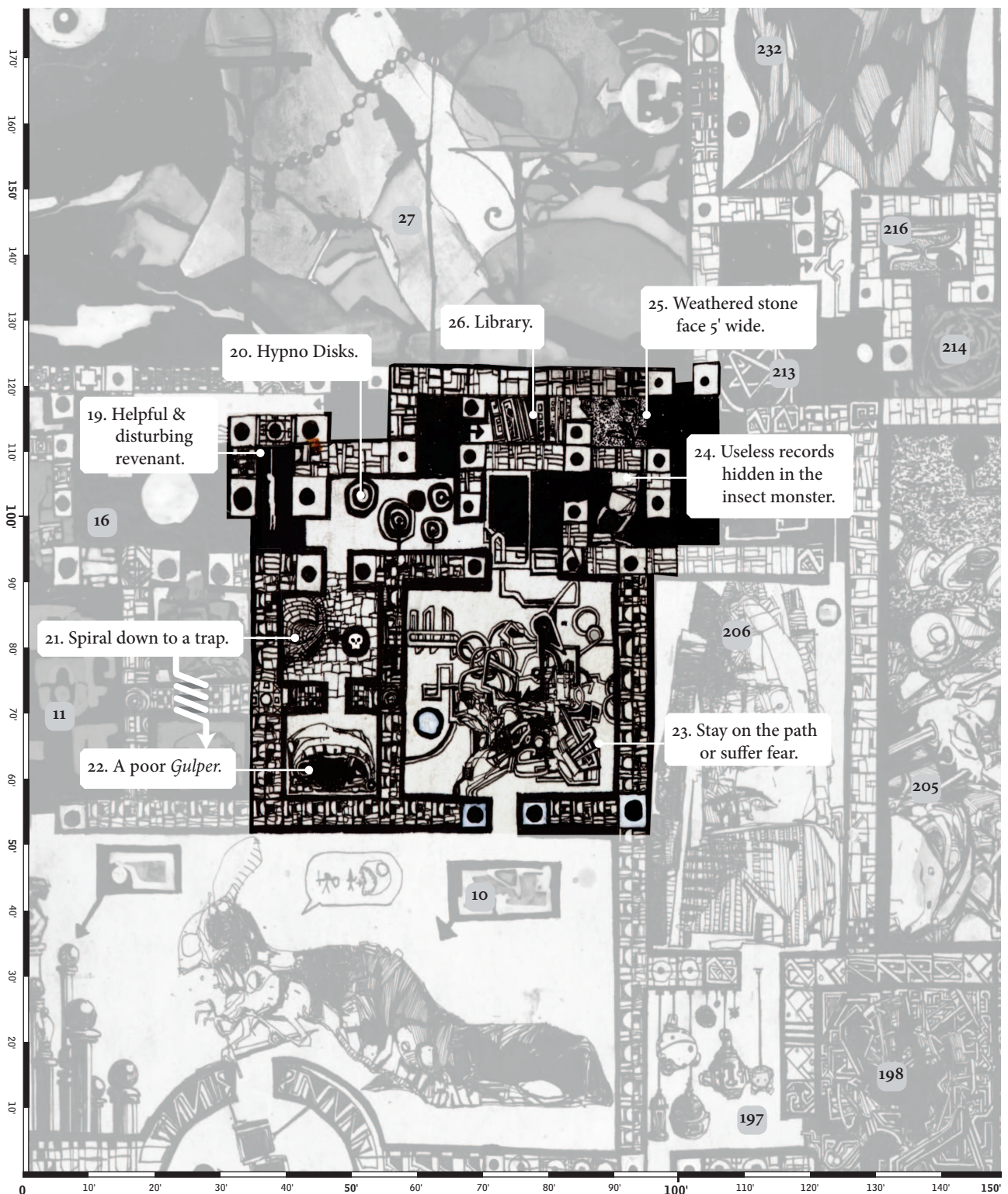
Polypore

AC	12
HD	6
ATK	3D4

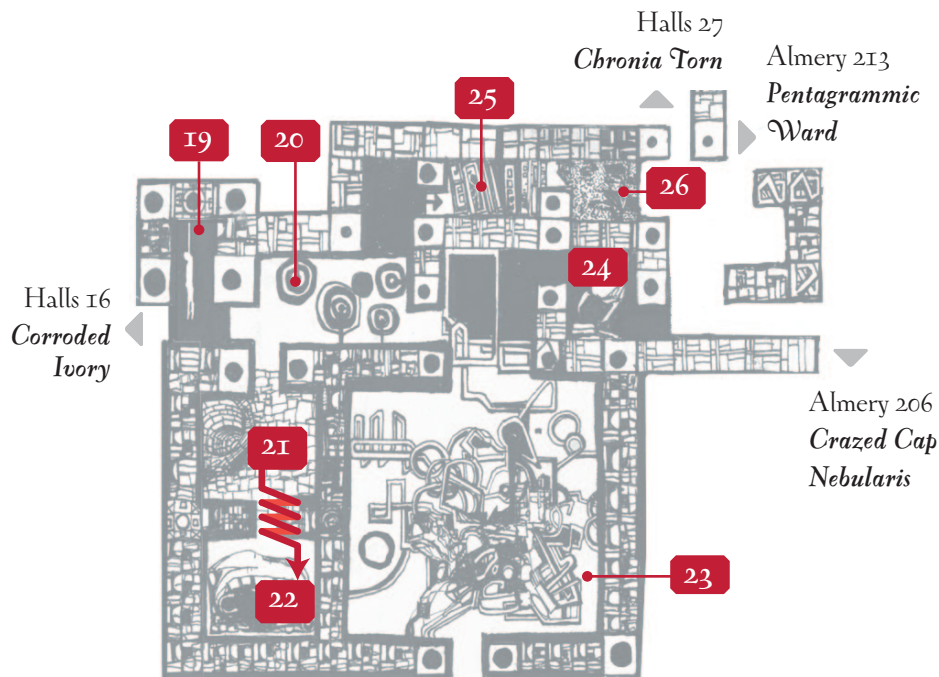


SPECIAL: Will pick up dropped weapons and use them. Climbs as thief (90%).

Immune to normal weapons, mind affecting spells, illusions, electricity, magic missile plus standard undead immunities. Fire does half damage. Blunt and piercing weapons do half damage.



- | | | |
|---|---|--|
|  Opening from the red side causes or requires solving a special problem. |  May not exist on the grey side. |  The door is secret on the blue side. |
|  Locked on the red side, can be unlocked on the other side. |  There's a trap on the black side. |  The usual door. |



19. HANGED MAN

Placed here as a reminder or an aid to improvement. This hanging body reanimates as the most recent victim of whoever is closest in the room. The victim then lectures that person, at length, and with some prejudice, on exactly how they could have avoided killing them.

20. HYPNO DISKS

A pack lies open here containing some random adventurer's equipment and four flat steel disks the size of pancakes etched with a spiral pattern. [more ►](#)

21. CORKSCREW BRICKS

In the floor of this room is a circular tunnel of bricks, corkscrewing down at 45 degrees. A gale pulses into the shaft. You go down. [more ►](#)

22. NORAH TWAIN

They clear the cosmos of dark horrors. There are only ever a handful. They are the reason reality is not madly overrun. [more ►](#)

23. TANGLED TERRORS

The blank white floor of this room never shows a shadow or a stain. A simple black line, slightly bowed, runs from door to door. It is six inches wide. Anyone touching the white outside the line suffers uncontrollable fear. [more ►](#)

24. AMBUSH SCARAB

If the PCs have made any normal noise coming this way, this 5' scarab will be waiting to pounce. [more ►](#)

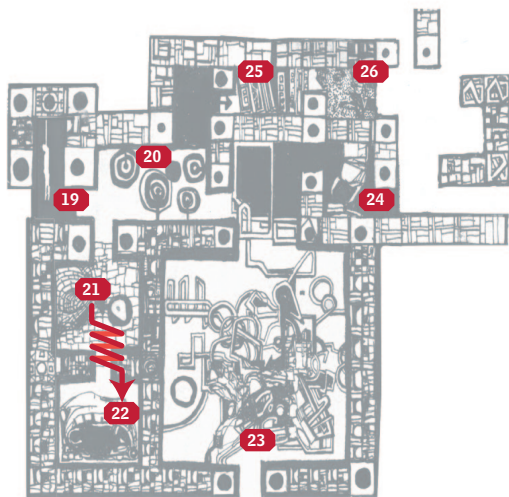
25. STONE HEAD

Anyone spending much time messing with this head (checking it for secret compartments, talking to it, etc.) will attract the attention of FRACTURE-OF-THE-BONE (Halls 27) who will amble over, gurgling. CHRONIA will follow.

26. CHRONIA'S BOOKS

On a series of shelves are books in many forms. All are expensive, unusual, and strange. [more ►](#)





- | | |
|----------------------|---------------------|
| 19. Hanged Man | 23. Tangled Terrors |
| 20. Hypno Disks | 24. Ambush Scarab |
| 21. Corkscrew Bricks | 25. Stone Head |
| 22. Norah Twain | 26. Chronia's Books |

I SEARCH THE BODY

D100 YOU FIND...

- | | |
|-------|--|
| 1-50 | Currency worth amount of GP shown on dice. |
| 51-56 | Small gems/trinkets worth d10 × creature level GP |
| 57-59 | Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works. |
| 60-64 | Day's rations. |
| 65-70 | Day's worth of fresh water. |
| 71-72 | Vial of holy or unholy water (as 50/50 or as appropriate to creature). |
| 73-78 | Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2. |
| 79 | Lamp oil, flint & tinder, 3 torches. |

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- | | |
|----|--|
| 80 | Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit. |
| 81 | Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP |
| 82 | A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (<i>Wedding</i> 191). Anything it sees, he sees; he can speak through its mouth. |
| 83 | An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read. |
| 84 | A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from <i>Almery</i> 255 pretending to be dead to spy on the PCs.) |

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- | | |
|-------|--|
| 1 | d6 Chameleon Women |
| 2 | RatLeopard (or d4 + 1 Chameleon Women if destroyed) |
| 3 | Negamancer & d4 + 1 Thrall Mammals |
| 4 | Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed) |
| 5 | 2d4 Cannibal Critics |
| 6 | Decadent Waste (or d4 + 1 Chameleon Women if destroyed) |
| 7 | Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed) |
| 8 | Lost Lizardman/Reptile Woman Mummy |
| 9 | 2d8 "Oku" |
| 10 | 2d6 + 2 Orchidmen |
| 11 | d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed) |
| 12 | Tyko Wort (or d4 + 1 Chameleon Women if destroyed) |
| 13 | 2d4 + 1 Bondye Reparatè |
| 14 | Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed) |
| 15-20 | The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku") |
| • | 21-30 as 1 31-40 as 6 41-50 as 14 |
| 51-53 | Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage |
| 54-69 | A torch, if the party has any, goes out. |
| 70-73 | A lantern, if the party has one, goes out. |
| 74 | A wave of unspeakable melancholy |
| 75-00 | No encounter |
| 85 | A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE." |
| 86 | A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room. |
| | The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:" |
| 87 | Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (<i>Archive</i> 160) who will find it HILARIOUS. |
| 88 | |
| 89 | A note saying "possibly under the water-wheels but it's dangerous". |
| 90 | Magic user scroll: <i>Deepwell</i> (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.) |
| 91 | Magic user scroll: <i>Steal Face</i> (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.) |
| 92 | Scroll: <i>Rust Object</i> (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.) |
| 93 | Bag of flour. |
| 94 | 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour. |
| 95 | Vial of lubricant: covers 6'x6' area. |
| 96 | Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it. |
| | A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color. |
| 97 | |
| 98 | Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active. |
| 99 | A Goblin Key that'll lock any door. |
| 00 | Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B. |

19. HANGED MAN

Placed here as a reminder or an aid to improvement. This hanging body reanimates as the most recent victim of whoever is closest in the room. The victim then lectures that person, at length, and with some prejudice, on exactly how they could have avoided killing them.

20. HYPNO DISKS

A pack lies open here containing some random adventurer's equipment and four flat steel disks the size of pancakes etched with a spiral pattern. Touching or examining them closely causes the examiner to wander dazed and stunned in a random direction. They get a save every other round to end the effect. Each disk works once.

21. CORKSCREW BRICKS

In the floor of this room is a circular tunnel of bricks, corkscrewing down at 45 degrees. A gale pulses into the shaft. But not out. The bricks are increasingly smooth as you go down. The first twist can be crawled, the second climbed, the third will not support a heel and you will fall 60' into...

22. NORAH TWAIN

...They clear the cosmos of dark horrors. There are only ever a handful. They are the reason reality is not madly overrun.

 IN A SPHERICAL smoothbore chamber after the third turn is chained NORAH TWAIN. She inhales gales. Her inward breaths pull in vast gulps of air. Her outward breaths are slight.

Desperate and always hungry, she knows not what she is, or why.

NORAH is a Gulper. As a standard action she can, and must, open her mouth and swallow any monster (save is allowed). Physics will shift briefly to allow this. It must be in touching distance. A monster is defined as any unnatural being. Though otherwise human, she may be the most dangerous thing in the Maze.

23. TANGLED TERRORS

The blank white floor of this room never shows a shadow or a stain. A simple black line, slightly bowed, runs from door to door. It is six inches wide.

 ANYONE TOUCHING THE white outside the line suffers uncontrollable fear.

Monsters know this room and often wait nearby to attack fleeing fools. Roll a Random Encounter as soon as anyone exits.

The Path

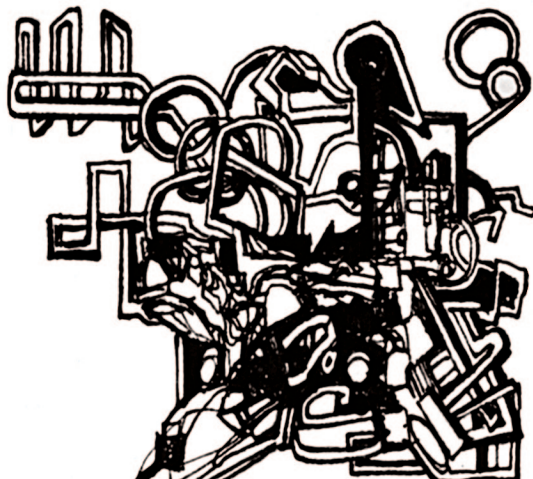
The second anyone steps onto the line it shifts in form. It makes a Nazca-style portrait of their greatest fear. They must walk along this line to reach the other side. The more complex the fear, the longer it takes to walk. (Roughly one minute per syllable of described fear.) This is easy when done slow.

When done fast or under stress, a DEX test is required. If multiple people walk the line in single file it will form pictures of compounded fears. This will massively increase the complexity of the image. Time to traverse will be one minute per syllable of described fear for everyone on the line. If someone falls or steps off the line, it adjusts immediately to compensate.

The Rules of Fear Are This:

The player says what they will do. If the GM can think of a worse idea within three seconds, (and you may count this out), the PC does that instead.

The Fear lasts for one day. Or until the character *seriously endangers* themselves or a friend.



24. AMBUSH SCARAB

If the PCs have made any normal noise coming this way, this 5' scarab will be waiting to pounce.

 AN EPIPHENOMENON OF Chronia's time distortions, it eats information—after dropping from the ceiling on the PC carrying the most books, it will attempt to kill the former and swallow the latter.

Scarab

AC	 17
HD	5
ATK	D10/4D4



 UPON ITS DEATH, the carapace will split open, revealing clumps of documents it has consumed in the dungeon. These clumps are mostly useless (drawings by GIBBA GOGNATA, demonic politics, death threats, bad reviews), but there is a 5% chance of a random spell scroll and if the GM has some other information to give the PCs it could be placed here.

25. STONE HEAD

Anyone spending much time messing with this head (checking it for secret compartments, talking to it, etc.) will attract the attention of FRACTURE-OF-THE-BONE (*Halls 27*) who will amble over, gurgling. CHRONIA will follow.

26. CHRONIA'S BOOKS

On a series of shelves are books in many forms. All are expensive, unusual, and strange.

 EACH RESULT ON the SPLIT-COLUMN TABLE is a separate book (roll once and read across or roll once per column). Chronia has large numbers of a few limited genres and subjects.

The books cannot be taken from this room by any means. Packs holding them will tear open, leaving the book on the library side of the threshold. There is a complex, mirrored handheld magnifier in tarnished silver, used for reading some of the more unusual books.



D10	THIS BOOK TAKES THE FORM OF...	AND THE TYPE OF BOOK IT IS...	BUT IT'S WRITTEN IN...
1	Slivers of polished coal.	Pretentious self-help book disguised as philosophy—Chronia looks down on the tastes of Xanthocerus (unfairly).	Gaxen Kane Goblin.
2	Wafer thin gold embossed with marks.	Romance where they die at the end.	Ancient Saurid.
3	Stacks of highly polished slate the thickness of a page.	Romance where they reaffirm gender norms at the end.	Ancient Selenian.
4	Dead snake in box (with snake-scale reader).	Modern romance where no one dies, and gender norms are definitely not reaffirmed yet everyone stills seems a bit depressed at the end.	An ur-tongue from before the stars were hung from the night.
5	Spiraling round the surface of rotatable gems.	Conservative history without many women or minorities but at least they got the dates right.	The tongue of the Far East.
6	In braille on fossilized dinosaur skins.	Modern history with lots of women and minorities but depressing as they seem to have had a terrible time.	The language of the White Desert.
7	Clay tablets.	Stodgy and decayed old writer describing surprisingly lively and intuitive views on art in clear prose but kind of ignoring obvious counterarguments.	The brutal language of the Northern elves.
8	Tiny paragraphs held in amber beads; the beads magnify.	Cool, modern, self-absorbed knob-end describing fractured, hermetic, and elitist views on art in agonizing alienating prose with endless references to "movements" but still has the best pictures.	The common tongue at least.
9	Ordinary codex.	Poetry of the kind women read when they are sad and over which men furrow their brows and sometimes nod.	A trade tongue of which any modern PC can understand about a quarter.
10	The patterns of a caged ever-living swarm of flies.	A transcribed copy of "Through The Eyes of the Gorgon" by CAPHTOR CLOWE. Unlikely, informal "tell-all" version of a Medusa's personal life. (It's terrible.)	An ancient version of the common tongue of which most PCs can only understand about half.

Gallery 75
Skull Gate

Gardens 48
Niu-Nga-Ma



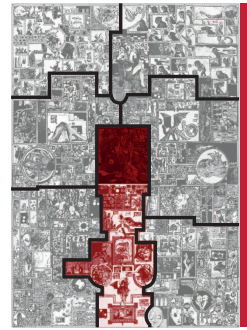
Halls 12
Unripe wine

Halls 15
*White Sea,
Black Sun*

Halls 25
Stone Head

Almery 232
Warpwallow

Almery 213
*Pentagrammic
Ward*



HALLS 27

27. CHRONIA TORN

This huge room is a warm cocoon of rotting silk and reflected light from chandeliers 50' up. Everything is beautiful and bright and falling apart. Screens made from stacked valueless glass and polished bricks of semiprecious stone. The floor is pale quartz sand, inch-deep over the rotted remains of granite flags. There are low lumps of abraded stone. Remains of sculpture, the only art to last.

Within the room is CHRONIA TORN. Sister of CHARITY and ZAMIA. One of the Three. Called by cruel tongues "The Crone".

She or FRACTURE-OF-THE-BONE will notice anyone entering immediately—they both love visitors, for different reasons. [more](#) ►

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She or FRACTURE-OF-THE-BONE will notice anyone entering immediately—they both love visitors, for different reasons.

You Find Her (roll d8):

1. Drunk on bitter wine.
2. Playing lowly on gold pipes.
3. Wandering and humming slightly to herself.
4. Speaking with her Beast,
FRACTURE-OF-THE-BONE.
5. Running fingers over low decaying forms.
6. Coaxing single notes from an unnaturally
writhing lute before it buds.
7. Dancing slowly on her own.
8. Feeding FRACTURE-OF-THE-BONE.

Chronia cannot age, suffer entropy, or be hurt. She radiates time. All damage or entropic effects are reflected randomly back at those nearby. The power of the radiation increases logarithmically with your distance to her. The closer you are to her skin, the more you feel it. Fine silk rots and falls away in a matter of minutes. All she can wear continually is pure gold and precious amber. Books moulder in her hands. Wine ripens as she tips it down her throat. She eats a lot of nuts. No milk. She tears her food apart by hand as metal dulls under her touch. Her breath is always cold, it loses kinetic energy as it leaves her

mouth, and mists. Deep breaths sometimes curl downwards from her face like an ethereal tongue. No one in the world was ever as alone as Chronia Torn has been for the uncounted years of her life.

The Effects

If you touch her you will age one year for each second of contact. Being in the same room means aging one year for every hour of her presence. Chronia can suppress or enhance the effect of her presence to some extent, if she is not drunk. It can double, or go down by half. Standing by the mosaic of the white sea (*Halls 15*) will reduce it by another half. If she is sober she will warn you not to come too close.

What She Wants

- To age normally, touch others, live a real life, then die. No means have ever been found to achieve this.
- She loves company of any kind and is eager to hear the tales of anyone passing through. She will ask adventurers to come back periodically and tell her what they've seen.
- Light music. Gold won't carry light sounds and wood warps in her hands so all of her music is low, which makes her sad.
- Fresh silk. She occasionally puts on a robe simply to feel its touch. Though it rots off within minutes.
- She has heard that the Lizardmen or Reptile Women knew some means of weaving imperishable cloth. She would exchange some of the Tears of Time for such a thing.
- She hungers for news of the MEDUSA and her thoughts, but hates herself for this and will make only the most lateral and passive enquiries, though with keen attention. Wise characters may notice this. She wants desperately to speak to PSATHYRELLA.



THE CANDLE

This candle is the fourth of a set. Created by SOPHRONIA WORT (*Wedding 183*). The others are still in their hiding place in *Wedding 190*. Like those, it sends all spirits to their place when lit. Chronia uses this to banish the AURUM SPECTERS if they bother her. She is unlikely to let PCs borrow it.



THE TEARS OF TIME

Chronia's tears freeze to ice upon her skin. This glass vase contains them. Swallowing a Tear of Time can undo one specified event in the history of the swallower. It always works. The chance of dangerous and unexpected change as a result of this is 0% plus the number of syllables used to describe the event. So "My father's death" has only a 4% chance of disaster.

Fracture-of-the-Bone

Chronia's favored Thing. A sister of the petrified CHASE-THEM-WOUNDED (*Cells 295*). A Crack Beast. Semi-aware, chemically addictive, evil, and predatory pet.

Hidden inside the unlit sphere in the northwest corner of the room are letters on leaves of crystal and gold. Chronia was in intimate correspondence with the MEDUSA PSATHYRELLA for some time. Social contact with an equal and attentive mind was making her too confident and active. She had stopped drinking and was beginning to question her addiction to the Beast. FRACTURE-OF-THE-BONE has hidden the replies, and both Chronia and Psathyrella are too proud to question the lack of response. Each believes themselves deliberately cut off.

FRACTURE will try to "playfully" bite the first PC to come close to it.

Fracture-of-the-Bone

HD

AC

ATK

4

14

D4 PLUS CHARM
AND ADDICTIVE



Chronia can live forever, so as long as it drinks her blood, so can the beast. This is the only thing that can penetrate her skin.

Burbles kid-speak. Injects addictive psychotropic on each bite. The injected chemicals work as a *Charm* spell while the victim is alive and persuade the victim that the Crack Beast is a cute and friendly pet. In this way the beast can drink a victim's blood until they die. The drugs are addictive so victims will seek out the beast should it abandon them after three feedings or more.

When her pet bites Chronia, it absorbs something of her. It dies, then lives again, breaking out of its own skin with a "crack". She finds this amusing.

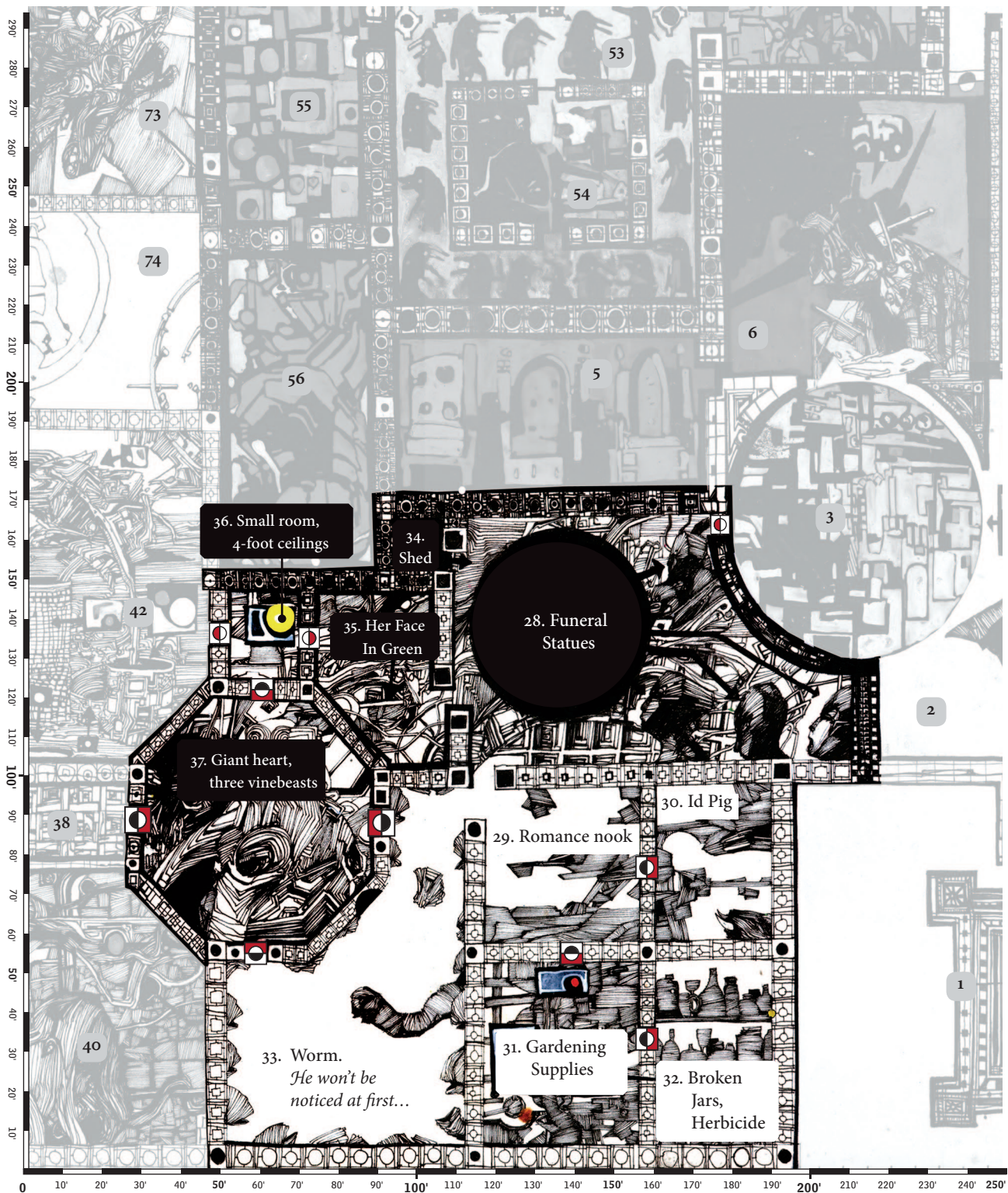
NOTE

A MAJOR THEME IN this area is horrible creepy nightmare plants and invasive body horror and abusive relationships and parasitic seduction and gross undead babies and whatnot and it should go without saying that if you have players that are likely to be upset by this, change it. *Know your players and practice grown-up judgment.*



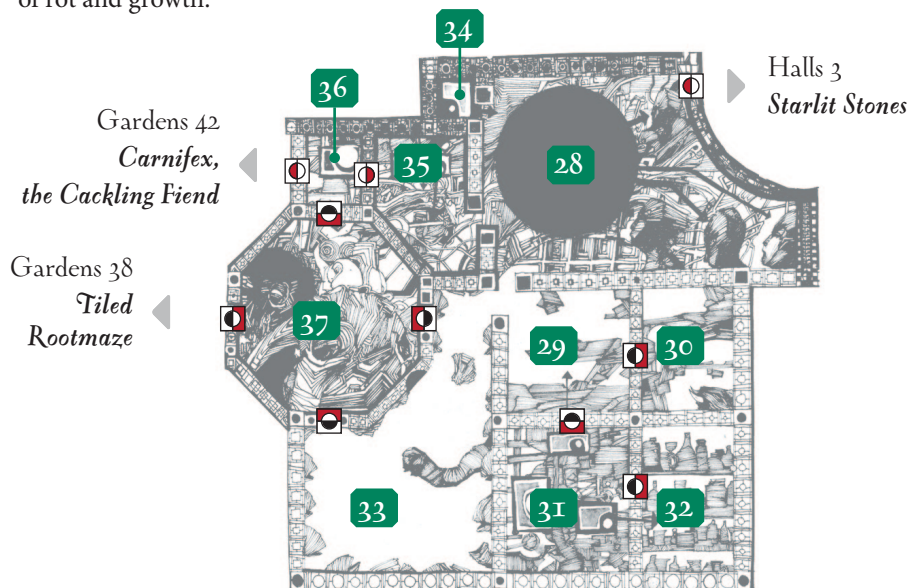
the GARDENS





- Opening from the red side causes or requires solving a special problem.
- May not exist on the grey side.
- The door is secret on the blue side.
- Locked on the red side, can be unlocked on the other side.
- There's a trap on the black side.
- The usual door.

PART OF THIS AREA WAS ORIGINALLY DESIGNED AS A GARDEN. The ceiling tiles glow yellow with enchanted sunlight. It is now utterly overrun with plant life of all kinds. Roots and tendrils snake in between the paving flags and the stone of the walls. It reeks of rot and growth.



28. BAD STATUES

Everything is black. Flowers and vines grow around and into black soapstone statues depicting the forgotten dead. [more ►](#)

29. LOVE SEAT

This charming stone-carved nook was built from natural rock long ago. Comfortable and relaxing, it has been enchanted for romance. [more ►](#)

30. ID PIG

Hiding in the darkness behind the fallen shelves is a starving ID PIG. [more ►](#)

31. GARDENERS HOVEL

Bed, table, chairs, numerous implements of the gardening craft. He's long dead, the flesh-consumed skeleton lying broken. [more ►](#)

32. HERBICIDE

Amongst the broken, empty, and useless jars, at the back of this large storage room are d4 bottles of very strong herbicide. [more ►](#)

33. A WORM CONSIDERS

The worm GERMANDER has grown to enormous size in this garden over time. [more ►](#)

34. SHED

Buckets, rakes, shears etc. Everything, in fact, you might desire of a shed.

35. HER FACE IN GREEN

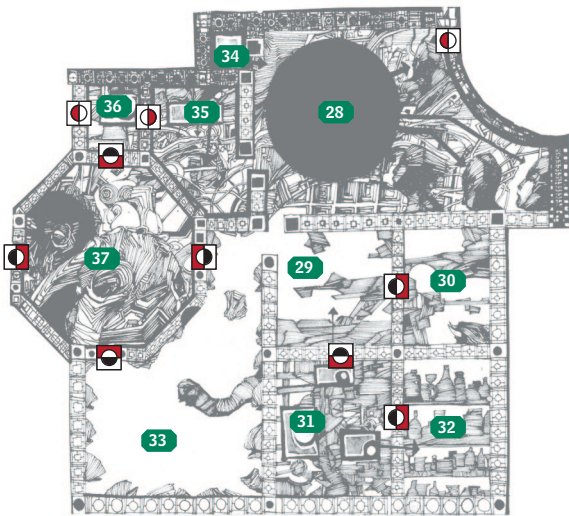
The vines have grown into the faces of ZAMIA TORN. They mingle unnervingly and try to kiss you as you pass. [more ►](#)

36. ALCOVE

Small room. The door to *Gardens 37* is coated with a spongy fungus. [more ►](#)

37. BLACK HOREHOUD, RESTHARROW, & SPURGE

A massive heart mottled with a pulsing green completely fills the room, almost touching the 20' ceiling. [more ►](#)



28. Bad Statues
29. Love Seat
30. Id Pig
31. Gardeners Hovel
32. Herbicide
33. A Worm Considers
34. Shed
35. Her Face in Green
36. Alcove
37. Black Horehound, Restharrow, & Spurge

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
51-56 Small gems/trinkets worth d10 × creature level GP
Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
57-59
60-64 Day's rations.
65-70 Day's worth of fresh water.
71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP.
82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
83 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
3 Negamancer & d4 + 1 Thrall Mammals
4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
5 2d4 Cannibal Critics
6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
8 Lost Lizardman/Reptile Woman Mummy
9 2d8 "Oku"
10 2d6 + 2 Orchidmen
11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
13 2d4 + 1 Bondye Reparatè
14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
• 21-30 as 3 31-40 as 7 41-50 as 9
51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
54-69 A torch, if the party has any, goes out.
70-73 A lantern, if the party has one, goes out.
74 A wave of unspeakable melancholy
75-00 No encounter
85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
87 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
89 A note saying "possibly under the water-wheels but it's dangerous".
90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
92 Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
93 Bag of flour.
94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
95 Vial of lubricant: covers 6'x6' area.
96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
97 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
99 A Goblin Key that'll lock any door.
00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

28. BAD STATUES

This private funerary grotto was once lit by stolen moonlight. Those lamps are long dead and everything is black. The air is dry and the plants and leaves are papery, yet still they grow. Everything grows. Flowers and vines grow around and into black soapstone statues—too rudimentary to be petrified creatures—depicting the forgotten dead. The “vines” are infected with disjointed fragments of XANTHOCERAS’ id.

 WHEN YOU FIRST come in, nothing happens—if you try to leave the Gardens (moving toward the east door) the vines grow twisted from cracks in the ground and into the statues, animating three of them creepily. Their heavy, poorly-carved hands reach out...

Reactions

Roll a d4. Any of these can become combat if you try to prevent them.

1. Caress hair and kiss eyes, some scratches.
2. Softly grapples and tries to force its hand under your clothes.
3. Holds and “dances” closely with you, head upon your shoulder.
4. Sinks to its knees and grabs your legs to stop you from walking away, tears open skin, muscle.

Statues

AC	 14
HD	3
ATK	D8

VULNERABLE: Fire does $2 \times$ damage to the vines which animate the statues.



29. LOVE SEAT

This charming stone-carved nook was built from natural rock long ago. No vines here. Comfortable and relaxing, it has been enchanted for romance. Any romantic offers made while seated here will be accepted unless the recipient wants to—and can—pass a WIS roll. Players may initially mistake the ghastly grunting voice from the east for their own vile subconscious.

30. ID PIG

Hiding in the darkness behind the fallen shelves is a starving Id Pig. Originally a kind of toy pot-bellied pig with horns and a human face. It would wander the garden and embarrass lovers by grunting out their secrets in its little voice. Now it starves and rages, trying to escape. It will lure you into opening the door by speaking secret wants of those around.

 *On opening the door:*

Take the PC with biggest gap between INT and WIS when INT is the higher. This is the size of their Id. The Id Pig grows in size relative to that gap and attacks, demanding they fulfill their most basic urges.

Id Pig

HD	ID OF TARGET
HEIGHT	1 + ID OF TARGET IN FEET
ATK	ID SIZE $\times$ D4



If very large, the pig may be too huge to leave the room, which would be handy.

If the party spends more than two rounds beyond the door between here and *Gardens 29* there is 50% chance a pair of lovers (probably “Oku”) in *Gardens 29* will have piled foliage against the door in the interim to avoid being interrupted during their amours. Roll a Random Encounter check to see if they’re still there.

31. GARDENERS HOVEL

 BED, TABLE, CHAIRS, numerous implements of the gardening craft. He’s long dead, the flesh-consumed skeleton lying broken on the churned-up earth. Useless junk everywhere. If the party spends more than two rounds beyond the door between here and *Gardens 29* there is 50% chance a pair of lovers (probably “Oku”) in *Gardens 29* will have piled foliage against the door in the interim to avoid being interrupted during their amours. Roll a Random Encounter check to see if they’re still there.

32. HERBICIDE

AMONGST THE BROKEN, empty, and useless jars, at the back of this large storage room are d4 bottles of very strong herbicide. They do 2d10 damage each to plant-based life (or unlife). The jagged bits on the floor are so thick that if the door is allowed to close, it's almost impossible to re-open quietly.

33. A WORM CONSIDERS

This part of the grotto is most like a garden; a lawn with flowerbeds. The worm GERMANDER has grown to enormous size in this garden over time, keeping down the vines by passing under the earth and through the walls eating the roots. He is familiar with CELANDINE (*Gardens 51*) but has slightly better taste. Germander loops around like a malfunctioning fountain and reads books by sliding his sensitive sides against the page. He is also slowly becoming carnivorous. He will not be pleased if the Id Pig (*Gardens 30*) is released.

GERMANDER IS A 15' long gray-pink worm with the most fucked up voice you can summon and features just this side of the uncanny valley, but is among the more agreeable creatures you'll meet in the Maze. He will converse generously if disturbingly enough on most subjects and warns you not to open the doors to *Gardens 37*—which are coated with a spongy fungus that makes an almost pyrotechnically loud pop when touched then oozes a thick yellow liquid, triggering a Random Encounter check.

Germander

AC

16

HD

6

ATK

D8 GRAPPLE/CONSTRUCT,

THEN SWALLOW WHOLE WHEN DEAD

Perhaps fortunately, GERMANDER is toothless.



34. SHED

Buckets, rakes, shears etc. Everything, in fact, you might desire of a shed.

35. HER FACE IN GREEN

The vines have grown into the faces of ZAMIA TORN. They mingle unnervingly and try to kiss you as you pass. Beautiful sleeping faces with half-open lips made from winding strands of bright green stem that breaks under the pressure of your mouth, releasing tart dandelion flavored sap. Rough tapping tongues of woven root press into your mouth; there is no other effect.

If a successful search is performed



BEHIND A LOOSE stone in the south wall is a secret compartment containing 3 rubies worth 600GP each and a blue (male) poison-arrow frog in a jar, surrounded by leaves, apparently in good health. It's good for 1 dose of poison per day—does d10 extra damage on a failed save. The poison is only good if used that day and the frog needs to be kept healthy.

36. ALCOVE

The door to *Gardens 37* is coated with a spongy fungus that makes an almost pyrotechnically loud pop when touched, then oozes a thick yellow liquid, triggering a Random Encounter check.



37. BLACK HOREHOUD, RESTHARROW, & SPURGE

A massive heart mottled with a pulsing green completely fills the room, almost touching the 20' ceiling. Three shrill creatures perched on top slither down to meet you.

 THESE GHASTLY VINEBEASTS are embodiments of the narcissistic jealousy that some say lies at the core of love. They will stretch any argument out as long as possible but ultimately they just want to see you get hurt. They argue until you give in, at which point the immense heart bursts, flooding the room with 15' of blood (save or be dashed against a wall for d6 and be pushed back 2d10 feet no matter what)—then the vinebeasts attack.

If the north door is open, the gushing blood will push open the door between *Gardens 36* and *Gardens 42*, alerting CARNIFEX to the party's presence—after 3 rounds, he will swim in to join the melee.

If the south or east door is open, the heart's blood will flow out into the garden—if a monster hasn't already responded to the Random Encounter check from the noise of the door being opened, make two more, picking the more interesting result.

If the west door is opened, that's good news because the blood will flow out but the vinebeasts won't follow there.

Vinebeasts

AC	16
HD	5
ATK	2D6

If slain, they shrivel into flower-shaped rings of black glass worth 250GP each.



Black Horehound

"Left them! You ran away and left them! Greedy coward! Liar! Backstabber!"

Tight curls of blue-black spiked holly. Makes savage accusations of you. Its holly curls entangle and cut for 2d4 per round.

Restharrow

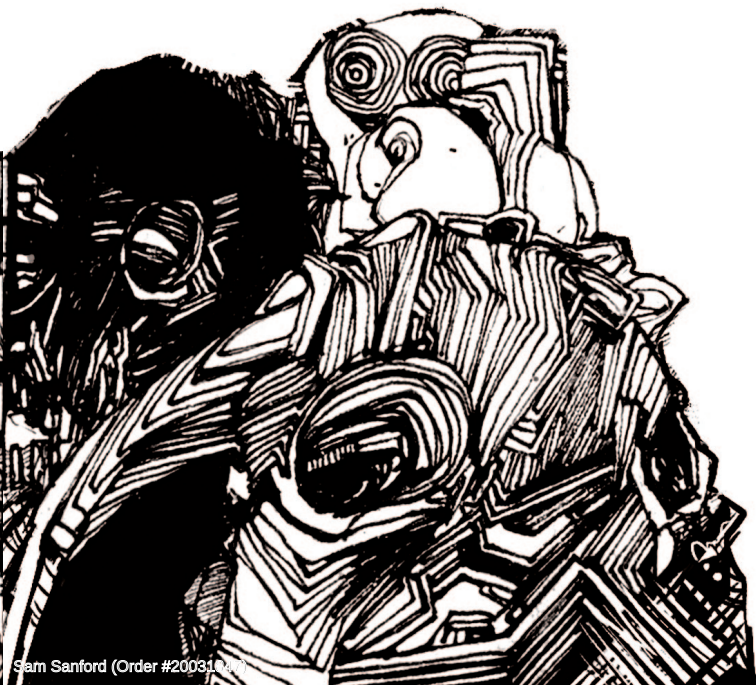
"They never found out what you are really like did they? You must be so relieved."

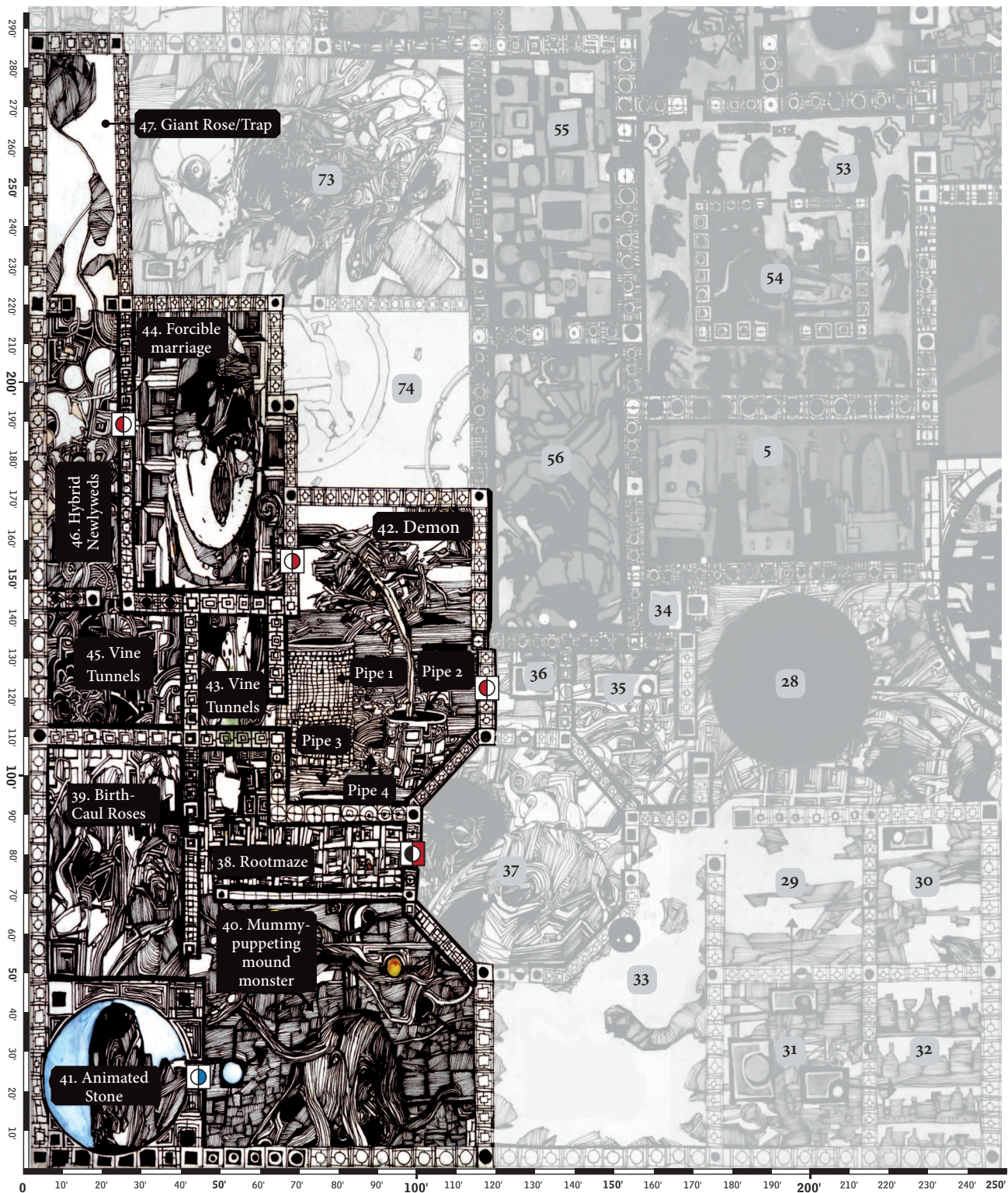
Twisted light-green axles of dry grass. Insinuates terrible things. If you burn its grassy form the resulting smoke is a powerful hallucinogen producing suicidal visions (save allowed).

Spurge

"I am only trying to help you understand how wrong you are. And you hate me for it."

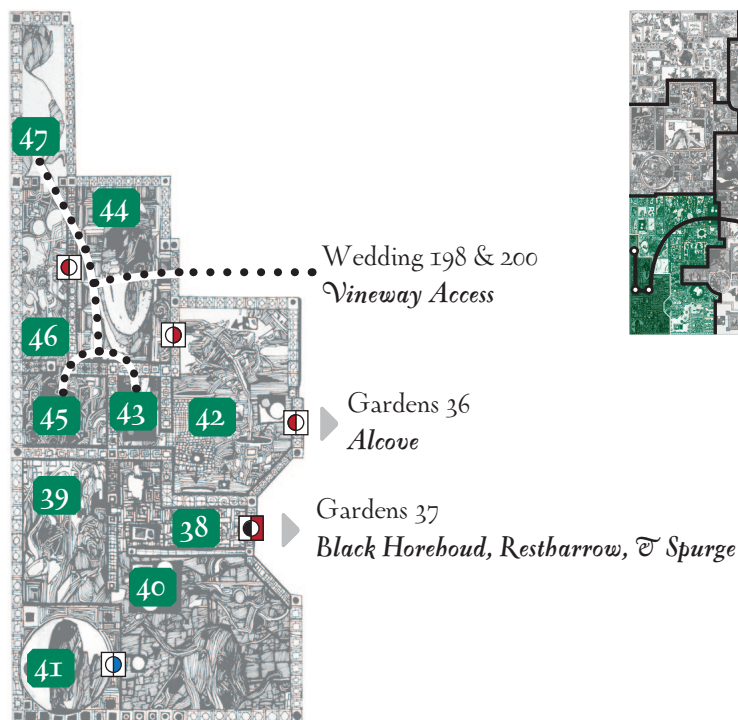
Fist-clumps of crushed flower stems and dried buds. Vomits out passive aggressive exclamations and smugly retreats. The pollens act on you and convince you there is a person trapped inside the monster. There is not.





- Opening from the red side causes or requires solving a special problem.
- Locked on the red side, can be unlocked on the other side.

- May not exist on the grey side.
- The door is secret on the blue side.
- There's a trap on the black side.
- The usual door.



38. TILED ROOTMAZE

Tiny roots have filled the gaps but failed to shift the squares. [more ►](#)

39. THE NURSERY

Fallen benches were arranged in rows with neat round bedding pots evenly spaced. [more ►](#)

40. NO-FACE & HIS PIPES

Pathetic, unwary, mute and terribly dangerous, NO-FACE is a shambling and tendrilled beast that guards the pipes. [more ►](#)

41. FUMITORY

In the center of this secret (and safe) room is a huge column of earth whose surface swims like smoke. [more ►](#)

42. CARNIFEX, THE CACKLING FIEND

A hellish plumber, CARNIFEX is a green, warty toad daemon. His constant screaming laughter drifts through all surrounding rooms. [more ►](#)

43. VINEWAY ACCESS

Growing plants have slowly created a huge hole in the west wall which can be climbed with difficulty to *Gardens 47*, *Gardens 45*, *Wedding 198* and *Wedding 200*.

44. VERTICILLASTER, THE SWOLLEN POPE

This religious figure grown from a pale tuberous root seeks to forcibly marry every living thing that enters the room to every other living thing. [more ►](#)

45. VINEWAY

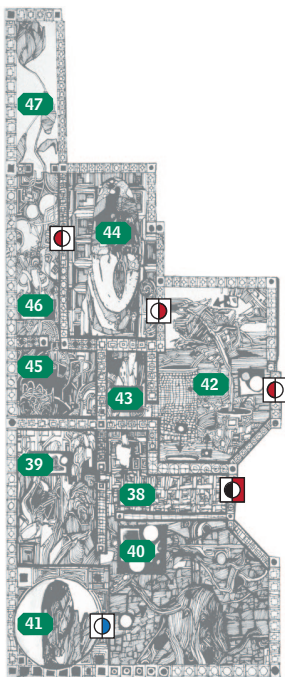
3 Chameleon Women (see *Encounters In The Maze* #1) wait here in ambush. Black climbable vine crack to *Gardens 43*, *Gardens 47*, *Wedding 198* and *Wedding 200*. [more ►](#)

46. HONEYMOON SUITE

Creatures successfully “married” by VERTICILLASTER, may attack if players are unwise. [more ►](#)

47. THE HEART OF LOVE

This yellow-crowned rose has grown to the size of a tree and bends under the bulging roof. [more ►](#)



- 38. Tiled Rootmaze
- 39. The Nursery
- 40. No-Face & His Pipes
- 41. Fumitory
- 42. Carnifex, the Cackling Fiend
- 43. Vineway Access
- 44. Verticillaster, the Swollen Pope
- 45. Vineway
- 46. Honeymoon Suite
- 47. The Heart of Love

SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
- 51-56 Small gems/trinkets worth d10 × creature level GP
- 57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
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- 73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
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Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

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- 84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery 255* pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
- 2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3 Negamancer & d4 + 1 Thrall Mammals
- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
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- 11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- 21-30 as 3
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- 93 Bag of flour.
- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
- 96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

38. TILED ROOTMAZE

Tiny roots have filled the gaps but failed to shift the squares. Plants and plant-like things will be utterly absorbed, hypnotized, and held by this, and will do anything not to enter this hall.

The door to *Gardens 37* is coated with a spongy fungus that makes an almost pyrotechnically loud pop when touched, then oozes a thick yellow liquid, triggering a Random Encounter check.

39. THE NURSERY

Fallen benches were arranged in rows with neat round bedding pots evenly spaced. Splintered on the ground they burst forth birth-caul roses. Fat basketball-sized flowers made of the amniotic sack flesh that wraps a baby's head. Veins and arteries visible.

Imagined children of an impossible union, the baby-skeletons are disgorged and covered in womb-ooze. They drag useless zombie-placentas. Born dead, their voices sound old, as if they had lived a long time inside the rose. They question you. Roll d6 per column on table below, or just once, and read across.

40. NO-FACE & HIS PIPES

 Pathetic, unwary, mute and terribly dangerous, NO-FACE is a shambling and tendrilled beast that guards the pipes. Many are blocked or dry and he is upset. NO-FACE can only speak through one of his "pets": drowned, brown, naked bog-man mummies he keeps in the cistern. He picks up a mummy in his head fronds and whispers to it, speaking to you in the mummy's voice like a traumatized child with a doll. He refers to himself in the third person. The mummies are of people who made him angry. He wants the water back on. He also knows about FUMITORY to the west.

No-Face

AC

16

HD

8

ATK

2D4 OR GRAPPLE ×4



Targets are grappled with 17 STR and automatically take 3d6 damage each round after the grapple.

There are d8 dead men in the tank and 100 × d6 in loose coins and rings right at the bottom of it.

41. FUMITORY

In the center of this secret room is a huge column of earth whose surface swims like smoke. It has soil-black eyes and a creaking, slow speaking dry-lipped mouth. It boils continually and invisibly up out of the earth like dark smoke yet seems solid and complete. At once ancient, permanent, and fluid. Long ago, as his last act, a holy man jammed his staff into the earth within this room. It grew, petrified, and developed into FUMITORY.

 FUMITORY CAN OFFER some of the services of a cleric or druid if PCs need it. His room is safe and he will not hurt them unless they are "evil".

Fumitory

AC

19

HD

14

SPELLS: *Cure* 2d6 HP, *Speak To Plants*, *Remove Curse*, *Dispel Evil*.



D6 THEY WILL...

AND SAY...

1 Imprint on first male in the room.

"Why are we like this?"

2 Imprint on the first female.

"Born of death we cannot die."

3 Attack each other.

"What love produces such as we?"

4 Attack you.

"Why this cold neosis?"

5 Imprint on a cross-gender pair.

"Dark dark dark why always dark?"

6 They seem blind and wander asking questions of the air.

"Is this blindness or still-death?"

42. CARNIFEX, THE CACKLING FIEND

Summoned for some forgotten purpose by one of the wizards in the Maze, CARNIFEX crept off when his task was done to find something to hurt and now exists as a parasite on the pumps. One of few in the Maze who knows of Zoimancy and can explain the vines and growths. He finds the constant, low-grade psychic agony amusing, rewarding, and hilarious.



A HELLISH PLUMBER, Carnifex is a green, warty toad daemon. His constant screaming laughter drifts through all surrounding rooms.

A water wheel goes from here to *Gardens 74* to the north. If you try to get through, the chance of being crushed for 5d10 damage is 99% minus level and total DEX.

CARNIFEX is transferring the remaining water between pipes to make sure no one gets enough.

Four pipes

If they are reconnected and the water wheel (*Gardens 74*) is freed, then the garden-grotto will return to “normal”. Pipes 1 and 2 are emitting water, Pipes 3 and 4 are dry.

Pipe connections work as follows:

PIPE 1 TO PIPE 2: An explosion causing 2d20 damage from flying shrapnel, both pipes destroyed.

PIPE 1 TO PIPE 3: PELLORY’S NEST (*Gardens 73*) is flooded and PELLORY dies of despair in one turn.

PIPE 1 TO PIPE 4: A smooth gurgle. Halfway to fixed.

PIPE 2 TO PIPE 3: Another smooth gurgle. The other halfway to fixed.

PIPE 2 TO PIPE 4: Entire dungeon begins to flood, starting here: the water will go up to about 5' then stop.

PIPE 3 TO PIPE 4: A clanging echo as the mismatched mechanisms attempt to mate. 2d4 ORCHIDMEN come to investigate.



DEVIL’S WRENCH—If used on any reasonably complex machinery, that machine will break down catastrophically after 1d4 further uses.

GREMLIN BAG—2d20 gremlins. 1hp each.

AUTO-CORRODER—Oil corrodes any moving parts so that they grate and jam. (Not single solid objects.)

1200GP worth of unmatched earrings fished from pipes.

Carnifex

AC



SPEED

1.25 × HUMAN

HD

12

ATK

D10/D10 BITE PLUS SPECIAL



CARNIFEX’S touch prevents the target from taking the same action they just took again until Carnifex is dead; CARNIFEX decides the nature of the sameness—this can be “Casting a spell”, “Attacking with that weapon”, “Breathing the air in this room”, “Touching that ally”, or something similarly serious yet limited. Carnifex cannot prevent a target from “Living more” or “Taking any offensive action” or anything unplayably broad. Carnifex will announce the nature of the restriction in taunting verse.

Immune to fear, flame, and poison. 50% of magic cast at CARNIFEX rebounds on the caster.

CARNIFEX likes to inflict some horrible restraint on foes, then lope off down the corridor.

43. VINEWAY ACCESS

Growing plants have slowly created a huge hole in the west wall which can be climbed with difficulty to *Gardens 47*, *Gardens 45*, *Wedding 198* and *Wedding 200*.

44. VERTICILLASTER, THE SWOLLEN POPE

This religious figure grown from a pale tuberous root seeks to forcibly marry every living thing that enters the room to every other living thing. He then sends them on “honeymoon” through the west door.

The room is strewn with “confetti” made of dirt, twigs, and dried leaves. There is an audience of empty wicker men seated in rows; each wicker man contains a dead dove. There is a chuppah, spastically carved. VERTICILLASTER will shuffle towards any people entering the room, muttering “Mawwied? Mawwied!” under his breath and looking for wedding rings.

 IF HE FINDS an unmarried couple (any two unmarried people of any age, sex, or race; he doesn't discriminate), he will take their hands, grinning, and proceed through the Screaming Creed. As this speech begins PCs will hear the mangled voices of the WEDDING BEASTS from the next room screaming “Kill him!” If the PCs fail to assault VERTICILLASTER before the creed is done they will be transformed into a WEDDING BEAST. The creed runs thusly (read slowly, stopping for cries of “Kill him!”):

“DUHYUHTAYKSWNANAH BEEHURR FILTHYWEDWAND? UNHUH? UOTAKISSAMNN OOBEEYURR FILTHYWEDWIFE? NAMAH! BYPAHRASIVENTENME BYMAZEMAN EYEPRONONONONON OOOOOO MANANWIF! KIZABRED! KIZA! KIZA! MAWWIED! MAWWED MAWWIED!”

Verticillaster

AC

12

HD

1



VERTICILLASTER dies screaming.

His robes and crozier are worth nothing. He made them himself. Out of himself.

45. VINEWAY

 3 CHAMELEON WOMEN (see *Encounters In The Maze* #1) wait here in ambush for creatures caught by the rose in *Gardens* 47. Black climbable vine crack to *Gardens* 43, *Gardens* 47, *Wedding* 198 and *Wedding* 200.

46. HONEYMOON SUITE

Creatures successfully “married” by VERTICILLASTER. They have grown together like churchyard trees mingling their flesh and bone Cronenberg-style into ghastly marriage beasts. They want only to be put out of their misery but may attack if players are unwise.

 THERE ARE 2D4 of the following (see *table below*). Hostile creatures may lock the door to *Gardens* 44 if it's left unattended.

47. THE HEART OF LOVE

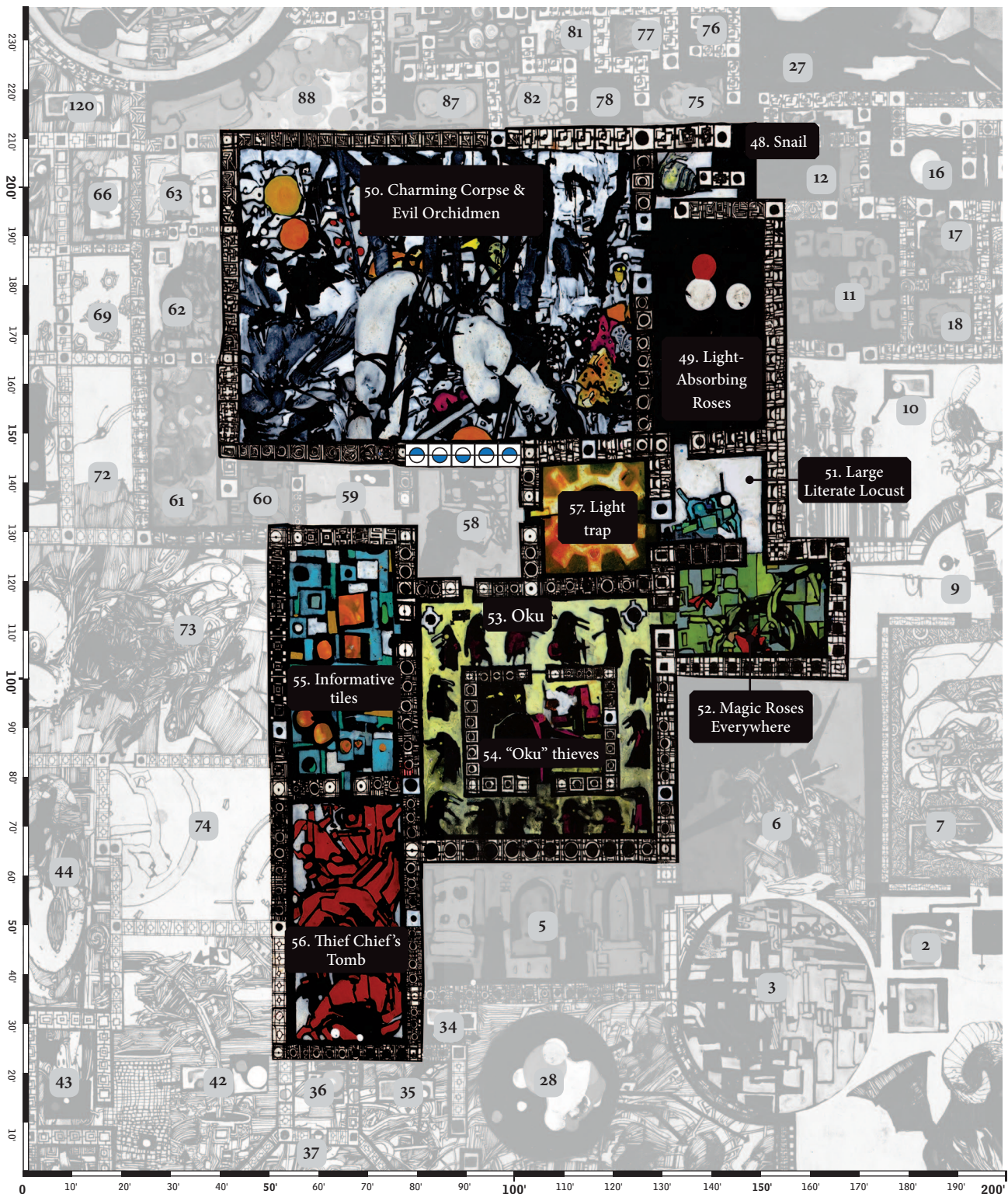
This yellow-crowned rose has grown to the size of a tree and bends under the bulging roof. Its stem is 6' round and its thorns the size of human hands.

It can be climbed. Regrettably, as its consuming odor acts as an attractive drug of terrifying force. Save or climb inside, losing 10 HP per round. When the victim is fully dissolved, the flower tips and sloughs out bloody bones and undissolved cartilage, nails, and hair.

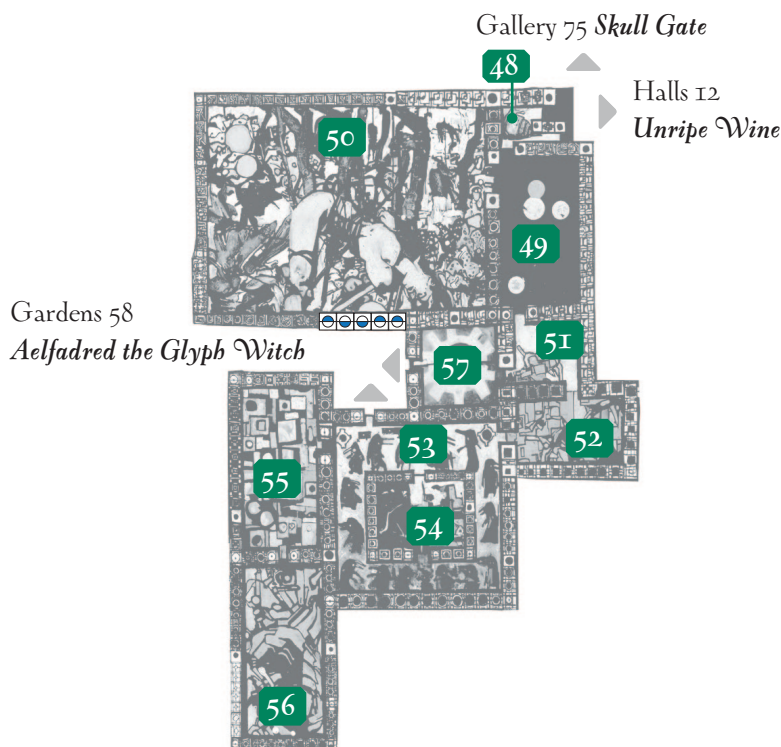
 AS SOON AS there are any signs of a struggle, the Chameleon Women in *Gardens* 45 will spring their trap.

If the Rose/Tree is destroyed (it has 100 hp), its sap acts as a single dose of love potion.

D6	THIS...	MARRIED TO THIS...	VIA...
1	Cannibal Critic	Lizardman Mummy	Jammed like bad origami
2	Zombie	Shadow	Wound like twine
3	Small Tree	Were-beast	Intertwined like tree branches
4	Insect Swarm	Petrified Statue	Melted like two cheeses
5	Orchidman	Giant Chess Piece	Surgery stitched
6	“Oku” Thief	Bondye Reparatè	Full-body siamese



- Opening from the red side causes or requires solving a special problem.
- Locked on the red side, can be unlocked on the other side.
- May not exist on the grey side.
- There's a trap on the black side.
- The door is secret on the blue side.
- The usual door.



48. NIU-NGA-MA

A shell, 8' long, white, and patterned in green-white whorls the color of new leaves holding a layer of fresh unseasonal snow. [more ►](#)

49. BLACK ROSES

Overgrown with black, light-absorbent roses that swallow every available ray. [more ►](#)

50. ARBORETUM OF ZAMIA TORN

A huge arboretum, hot, black, lightless, and rank. You see no more than 12' into the growth. [more ►](#)

51. CELANDINE

The locust—a foot long—only remembers “getting bigger, and bigger.” [more ►](#)

52. CANNIBAL VALENTINE

A former “Oku” living area. Beds, trunks, chairs, all ruined, tangled up, or consumed. [more ►](#)

53. CONFERENCE OF THE BIRDS

These people wear bird masks and claim in croaking voices to be birds. They are not. You glimpse human faces through the masks. [more ►](#)

54. SANTICLE & BITTERTVETCH

“Oku”, former deputies of AKERSTROM. Thieves and tricksters. Currently in deadlock. [more ►](#)

55. SCRY-TILES

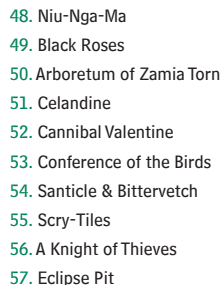
The uneven tiles of this floor glow-flicker-glow sun-yellow and noctilucent blue. [more ►](#)

56. A KNIGHT OF THIEVES

The tomb of Rinaldini Dodo, Knight-of-Thieves. Sought by the Law of every civilized land. He never escaped his last and most secure hiding place. [more ►](#)

57. ECLIPSE PIT

Another of AELFADRED’s defenses. The sun’s blocky bright coronal mosaic is warm underfoot. [more ►](#)



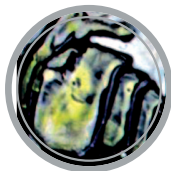
48. NIU-NGA-MA

A shell, 8' long, white, and patterned in green-white whorls the color of new leaves holding a layer of fresh unseasonal snow. Living in the shell is a large snail. Its limbs wave uncertainly like fingers seen through whiskey, somewhat transparent and indistinct.

 NUI-NGA-MA IS NOT a true snail but a kind of golem created by AELFADRED THE GLYPH WITCH (*Gardens* 58). She can hear anything the snail hears through a shell she keeps in her room. Likewise, Nui-Nga-Ma can hear anything that happens near the other shell.

Niu-Nga-Ma

AC  16
HD 4
ATK D8/D8



49. BLACK ROSES

Overgrown with black, light-absorbent roses that swallow every available ray. Lanterns and carried light sources operate at $\frac{1}{3}$ their usual diameter.

 ANY MOVE MADE without time and enormous care will trigger a save to avoid entanglement and 1 HP damage. Things hidden here will generally not be found. Roses can be plucked and look super cool if worn, plus give the wearer an extra save against light-based attacks.

Orchidmen from *Gardens* 50 will usually not pursue past this room.

50. ARBORETUM OF ZAMIA TORN

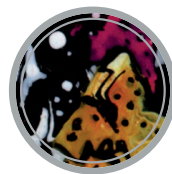
A huge arboretum, hot, black, lightless, and rank. Darkness has not stopped the endless growth. You see no more than 12' into the growth and must hack slowly through.

 IN THE CENTER hangs the soulless but still-breathing corpse of ZAMIA TORN. Beloved by all. She is safe, apparently asleep, but is continually suspended and caressed by animated vines that slide and entwine over her naked skin. The plants love her.

Everything loves her. PCs must save (roll a d20 twice and use the higher roll) to avoid becoming enthralled by her naked body as if it were a priceless treasure. She is guarded by 4d6 ORCHIDMEN. Man-shaped, man-sized twists of green stem that pop and hiss with hydraulic pressure from joint-sap transfers as they move. Their heads are carnivorous orchids, huge and beautiful, each unique. They grab you if they can. Each orchid smells like something a grappled PC really really wants: usually lost parents, homes, fresh food, liquor, or sex. A victim must save or plunge their head into the orchid to get more of the mind-altering smell. There is acid in there that melts flesh from bone. The garden will regrow any destroyed Orchidmen within the hour. If consumed, all flowers here are some kind of poison.

Orchidmen

AC  13
SPEED $\frac{3}{4}$ UNENCUMBERED
HUMAN
HD 2
ATK D4 GRAPPLE/D4 GRAPPLE WITH STR 12



Any grappled target must save or willingly melt their own face off in the Orchidman's pit. d10 damage per round, save each round.

Any Orchidman violently destroyed then ruptures, spreading acid in a 3' radius. Save or d6 damage. This acid is addictive and seductive; anyone sprayed must save or spend a round rubbing the acid into their flesh, doing a further d4 damage.



51. CELANDINE

CELANDINE used to be a normal locust living in the garden at *Gardens* 33. He crawled through a tiny crack in the wall then found his way here.

 THERE IS A pile of cheap romance novels stacked against a dog-sized hole in the southern wall.

The locust—a foot long—only remembers “getting bigger, and bigger, then still bigger! Very very slowly at first, and then quicker and quicker like a stone rolling downhill.”

Intelligent, hungry for books and good conversation, he can be bribed with paperbacks (he eats the binding paste). He knows a great deal about the Gardens and is familiar with GERMANDER, the worm in *Gardens* 33. He is visibly hungry. He isn’t dangerous unless the proto-swarm in *Gallery* 95 is freed, at which point it will revere him as a god and begin attacking people and eating them; anyone visiting the Gardens will notice locusts appearing more and more often until, after 48 hours, the Gardens will be coated with them. The proto-swarm will only attack humans in Celandine’s presence since only he eats meat.

Celandine

AC	 15
HD	5
ATK	D6/D6



Leaps, Flies. Rolls every save twice and picks the better roll (locusts are hard to kill).

SWARM: As if *Slowed*. Basically you have to either flee or spend your round getting biting insects off you every round of action until you’re out of the area of the swarm. Automatically does 1 HP per round to plant creatures.

52. CANNIBAL VALENTINE

A former “OKU” living area. Beds, trunks, chairs, all ruined, tangled up, or consumed. Roses have burst through the walls and floor and grow everywhere.

 THE SMELL MAKES you romantic, charismatic, and cannibalistic. Everyone is CHA 18 in this room. You will lick your own blood from your wounds if you think no one is looking. If anything with meat on it dies in here, make a save or consume it.

There’s a brick of magnetized stone shaped into a thick meathook under the couch—attracts metal with a STR of 18 minus 1 for every inch away it is. (So it pulls with a strength of 12 at 6".)

53. CONFERENCE OF THE BIRDS

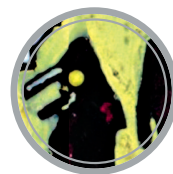
These people wear bird masks and claim in croaking voices to be birds. They are not. You glimpse human faces through the masks. They will not admit to this. Despite this, they seem to have many of the powers of that mythical trickster-bird, the “Oku”.

Any “Oku” not already encountered will be here.

 THE “OKU” ARE not masters of consensus. Upset about being hemmed in by the ever growing vines and flowers, they are locked in an endless ring of broken telephone and choice paralysis. If you mention any ideas they will confidently be repeated back to you in a minute’s time from the other direction in garbled form.

“Oku”

AC	 12
HD	3
ATK	D6 (VARIOUS SWORDS, BUCKLERS, KNIVES, AND BOW)



Skills of 4th Lvl thieves.

Each has a single spell (listed in their entry under *Encounters In The Maze* #9) which they can cast as a Lvl 1 Magic User. Like a Magic User, they must rest 8 hours to recover their spell before they can cast it again.

54. SANTICLE & BITTERTVETCH

“OKU”, former deputies of AKERSTROM. Thieves and tricksters. Currently in deadlock.

 SANTICLE IS CHEERFUL, likable, unintellectual, utterly certain, and distantly insane. Whoever he is communicating with leaves thinking they have spoken to someone just like them. BITTERTVETCH is somber, dour, measurably smarter than Santicle, and not well liked.

SANTICLE and BITTERTVETCH served Akerstrom, most capable of the remaining “Oku”. Without his leadership, neither is able to dominate the other, leading to paralysis. The vines are closing in and cutting them off.

Santicle & Bittervetch

AC	
HD	7
ATK	D6



Attack as 7th Lvl thieves.

SANTICLE has an invisible knife of glass and the spells *Spider Climb*, *Charm Person*, and *Change Self*. BITTERTVETCH has a lead-topped mace that shatters blades, and the spells *Enlarge*, *Sleep*, and *Stinking Cloud*.

55. SCRY-TILES

The uneven tiles of this floor glow-flicker-glow sun-yellow and noctilucent blue. Very occasionally living figures and strange-angled fragments of the dungeon can be seen. Enchanted by AELFADRED, they were intended to help the “Oku” plan their schemes. Not quite successful.

 TEN MINUTES OF careful observation will let you see something. Pick a random room (it's probably easiest to have players pick a random page in the book). You can view the contents of that room for d4 minutes before the view changes to a different room. It also gives you a headache (roll twice and pick the lowest for everything for the next 10 minutes). The static is the light of alien suns, because the Witch is obsessed.

56. A KNIGHT OF THIEVES

The tomb of Rinaldini Dodo, Knight-of-Thieves. Sought by the Law of every civilized land. He never escaped his last and most secure hiding place, and neither has his former gang. They have been driven half-mad by the masks of AELFADRED and have forgotten their old leader and their true selves.

 THIS ROOM is also overrun with plants. At the far south end, a tomb. Around the cracked sarcophagus curl thick and thorny stalks. The laughter of CARNIFEX THE CACKLING FIEND can be heard seeping through the west and south walls.

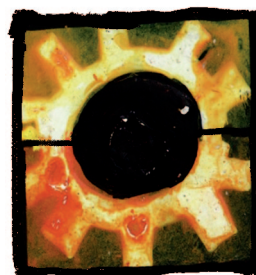
Inside the tomb is the corpse of Rinaldini, 800GP, and the famous shield “Rex Absentia”, bearing a fierce red heraldic lion. The shield has no special magic during a fight, but, if someone wearing it on their back runs away from combat of any kind, the first attacks aimed at them as they run away will miss. It only functions in retreat. A note upon the shield:

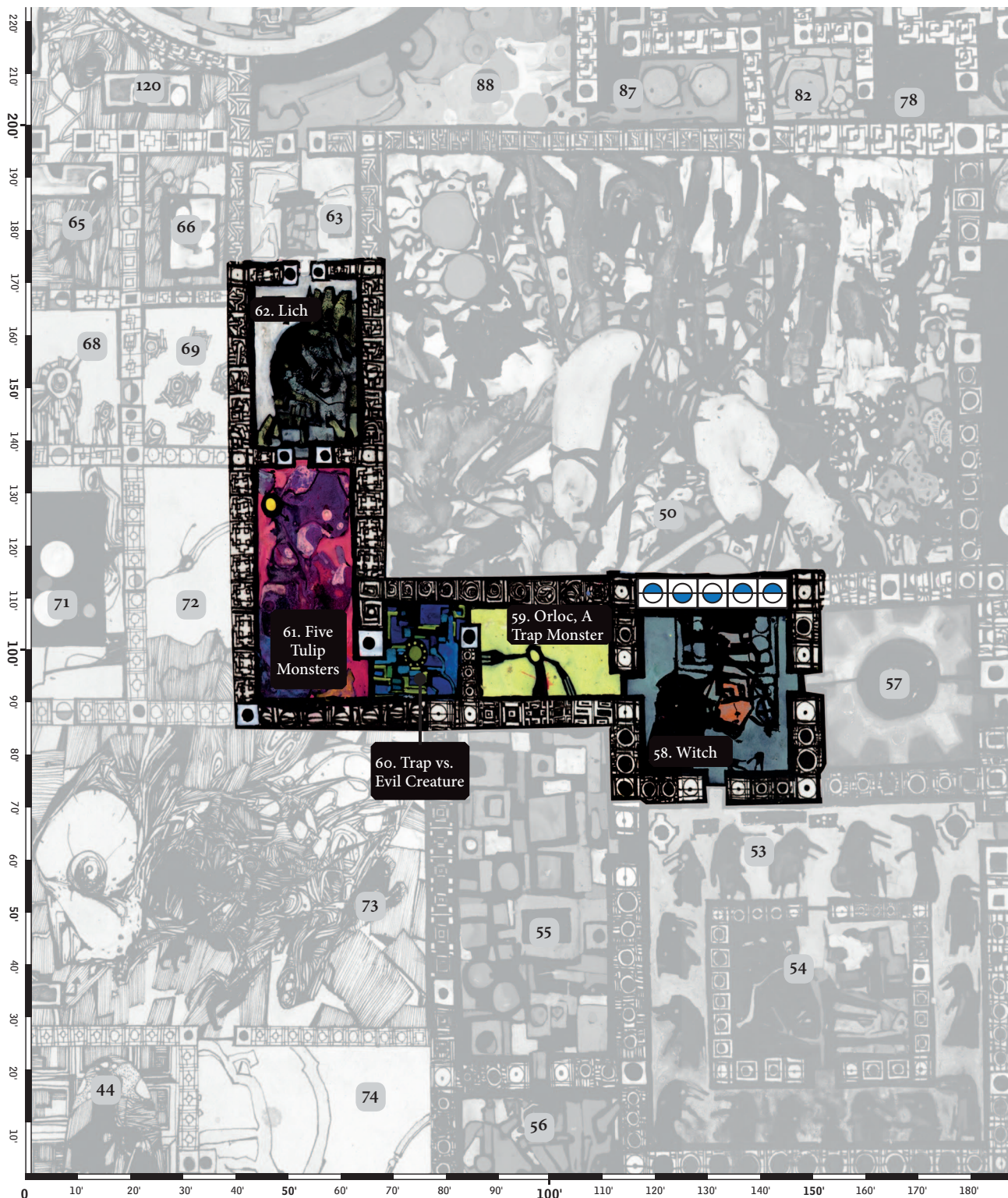
“To you, the only thief brave or callous enough to steal the shield of your beloved leader. I, Rinaldini, appoint you Lord of the Crows and leader of my gang. Free them for I cannot.”

If examined closely, the lion on the shield is actually waving goodbye.

57. ECLIPSE PIT

Another of AELFADRED's defenses. The sun's blocky bright coronal mosaic is warm underfoot. The black eclipsed center is a deep (30') pit. The room is bright enough that you must close your eyes, look up, or be temporarily blinded as you cross. Orloc can guide you across.





- | | | |
|---|-----------------------------------|--------------------------------------|
| Opening from the red side causes or requires solving a special problem. | May not exist on the grey side. | The door is secret on the blue side. |
| Locked on the red side, can be unlocked on the other side. | There's a trap on the black side. | The usual door. |

58. AELFADRED, THE GLYPH WITCH

A crouched, crooked, cunningly watching woman in black. Ink flows from her head like antlers, making up a flat table of endlessly shifting impenetrable glyphs. AELFADRED was cursed long ago to have every thought visible in a flowing table of black words that sprouts from her head like antlers. To escape the effects of this curse she trained herself over many years to think only in a self-designed code. Even sleeping, she dreams a code that only she can read. This has multiplied her cunning and fractured it into near-madness. She pauses for long reaches, her lips working silently and eyes dull as she decodes her own thoughts.

 AELFADRED WAS CURSED by a Fairy and divined some time ago that someone in the Maze knows how to lift the curse. She will bend all her cunning and resources to find out who it is. If she finds out about the WERCEL SMALLBONE (*Cells 280*), she will do anything to un-petrify, capture, and interrogate it. She guides and serves the “OKU” to the south, or they serve her; the relationship so strange that no one can fully divine either it or them. She wants to stop the vines but does not know the cause. She fears XANTHOCERAS greatly and works to ensure his paralyzing sorrow carries on. Having carved out this slim area of security, she is reluctant to leave. Charmed by light, she created the noctilucent tiles in *Gardens 60*, the eclipse pit in *Gardens 57*, and the screens in *Gardens 55*.

She paints alien suns, these fascinate her. She would be enthralled by tales “The Heart’s Orrery” (*Gallery 90*) or fragments of the Mile Of Many Moons (*Archive 157*). She will inform you that all her paintings go to CHARITY, but not exactly what she means by that. She could probably understand the FEARFUL DRONE (*Archive 172*) without suffering harm, as she translates everything she hears into code before understanding it.

If you try to decode her thoughts she will know, and fear of this obsesses her. Of course all mind-reading is useless against her as no one could understand the contents.



ONE JUST-FINISHED PAINTING of an alien sun; THE SHELL OF A SNAIL (every so often, in answer to an unheard summons, she picks it up and listens to it); NUMEROUS BOOKS on cryptography; SPARE BIRD MASKS and robes; HALF-DRUNK CUPS OF WATER (she will not offer you one); 2300GP worth of jewelry.

Doors

To the north are five doors in a row. A white semi-circle indicates a door can be opened from that side. Three doors are visible from this side. Two from the other side. On the far side of the doors are the ORCHIDMEN and the body of ZAMIA TORN. Aelfadred has enchanted each door with a particular curse. Each door also lifts one particular curse delivered by another door. The results of this amuse her. Forcing people to “run the doors” is a favorite game of hers.

Counting left from right

DOOR	CURE BESTOWED...	CURSE REMOVED...
#1	You must smell flowers! Smell them all!	Removes flower picking from #5.
#2	Deadly desiccation for plants; hydrophobia for mammals.	Removes flower smell curse from #1.
#3	Charm, imprint on first person you see (probably Aelfadred).	Removes metal curse from #4.
#4	You hate metal and must throw all metal objects away!	Removes hydrophobia curse from #2.
#5	You must pick all the flowers, pick them all!	Removes charm from #3.

Aelfadred

AC

17 or 11

WITHOUT

VARIOUS MAGIC

DEFENSIVE TEETH

THAT FIT IN HER HEAD

HD

12

ATK

D3, OR BY SPELL

AELFADRED has access to all standard cleric, druid, and wizard spells of levels 1–6, however they cost her hit points at a rate equal to 3 hit points per level of spell cast (so casting *Magic Missile*—a 1st level spell—costs her 3 hit points). The only healing spell she knows is *Cure Light Wounds* (the cost is deducted after the spell takes effect).

59. ORLOC

No one can cross the southeast archway of this room from either direction without being announced first. Orloc will claim that only he can provide access; in fact, anyone could announce anyone.

 ORLOC IS A set of living cuffs, hip-high but exceedingly heavy and dense. Made from living iron with a core of heavy lead. A creation of AELFADRED, the Glyph Witch, he will release people when she says so and not before.

Orloc

AC

21

HD

7

Silent, slow, and clumsy, he is easy to avoid if you move fast. He gestures for you to give him a single hand. If allowed, he forces your hand through his hollow face where it will become trapped. He can take an infinite number of hands but only so many people can cluster around him at once. When one hand is trapped, the fingers on the hand involuntarily form a mouth and eye. Like the one you form to play with kids or make shadows on the wall.

He speaks with this. The more hands are trapped, the more rich and complex his face, personality, and voice become. He will drag people across the floor to *Gardens 58* and announce them to AELFADRED.

60. A BLUE SUN

Noctilucous tiles pattern the floor of this room. Deep chemical-runoff blue, they catch light from an invisible source, like stratospheric clouds in a summer sky after the sun has set. If that sun was nightmare-blue and its final light caught the clouds in a green sky, that would be this color.

 EVIL CREATURES CAST bright green-yellow shadows on the ground that come alive and attack.

Shadows

AC

CASTING CREATURE'S

HD

CASTING CREATURE'S

ATK

CASTING CREATURE'S

No special abilities of casting creature's. The shadows attack the caster and anyone else attacking it.

If destroyed the shadows decohere into lumps of black ectoplasm—touching one will force a creature to save or lose a level, then the plasm evaporates into the air. It will fit in a flask—clerics will know this.



61. CHEW-LIPS

Gigantic malformed tulips with staring faces and hungry mashing mouths. Each one in a blue pot. Grown big and tumorously malformed. They want to consume you but toothless mouths can't bite or chew. They will use spells to transform and swallow you. Each can cast one spell at will.

 THE CHEW-LIPS ARE incapable of working together as a team. They argue with each other constantly and boast that PELLORY-OF-THE-WALLS has escaped into the cracks in the dark and will return for them. You can see, above and behind the unoccupied pot against the east wall, a dark crack jammed with dried stems leading inwards where something has crawled inside. Too narrow, even, for a hand to pass.

They guard and obey XANTHOCERAS, though they hate and fear him. They can slowly roll their heavy blue pots around but will not leave the room.

Chew-Lips

AC

12

HD

2

ATK

SWALLOW WHOLE AT

+5 TO HIT FOR ANYONE GASEOUS,

SHRUNK, OR FEEBLEMINDED.

SPELLS (at will):

Toothwort—Gaseous Form; *Sneezewort*—Gust of Wind; *Nipplewort*—Feeblemind; *Glasswort*—Shrink; *Bugloss*—Telekinesis



62. XANTHOCERAS, THE LOVING LICH

Leaning against the east wall is a desiccated corpse with a crown of yellow petals growing from its head. It weeps without tears. Roses fill the room. Every few minutes a new rose opens.

 XANTHOCERAS is very powerful. He is totally and genuinely in love with ZAMIA TORN and wants her back. Alive or dead is fine, but her current intermediate state makes things impossible for him,

and without her soul (petrified in *Cells 285*), the body (hanging just on the other side of the wall in *Gardens 50*) is useless.

He fears the gaze of the MEDUSA but thinks he could probably take AELFADRED. If the MEDUSA dies he will launch an all-out assault on the Glyph Witch to recover ZAMIA's body then try to catch her ghost.

Zoimancy

A necromancer, of which a LICH may be the greatest, is like a puncture between this world and the next. Negative energy flows through them making everything around them dark, cold, dismal, and grim.

But. Very very rarely, a LICH falls in love. Epic world-changing love. When this happens, while this is happening, the LICH transforms. Instead of negative energy flowing one way, it flows the other way. Out of this world. This creates a kind of writhing, throbbing, cancerous, tumescent surplus of life. Things grow around them. Necromancy becomes Zoimancy ("zoh-eh-man-see"). This does not make them "nice" or "good", but it alters the way they manifest in this world. They may not be fully aware of this.

XANTHOCERAS is a fountain of overflowing, consuming life for as long as he is in love, and that love is focused on ZAMIA. It will never be consummated or challenged as she is neither alive nor dead.

He is causing the thing with the vines. Neither he, nor anyone else is aware of this because Zoimancy is so rare that none know of it. If he is destroyed, or falls out of love with ZAMIA, the vines all over the dungeon will begin to wither away.

XANTHOCERAS nominally commands, or at least regularly screams commands at, the CRITICAL FACULTY from *Gallery 80* and SEE-ME-NO-MORE from *Archive 165*, though the alliance in both cases is a loose one.

He fears locusts above all—if the swarm is released (*Gallery 95*) he will entirely lose touch with reality.

Xanthoceras

AC

20

HD

14

ATK

DIO FRANTIC

TUMOROUS ORGAN

GROWTH TOUCH, OR BY SPELL



SPECIAL: Anyone of 5th level or less must save or flee in the Lich's presence.

SPELLS: Xanthoceras has access to wizard spells of levels 1-7 in addition to those below, except those which restore hit points.

NOTE: When saving against the spells of Xanthoceras, save at -1 for each PC, hireling, henchman, or good friend a given PC has seen die or disappear forever (maximum -8).

Heartbreaker—Ray. Subject's heart freezes and shatters inside their chest. (Save allowed. Once per day.)

Weeping Ooze—Subject breaks down crying. Sadness oozes out of their nose and mouth, forms into ooze then attacks them. (STR equals # of dead PC friends/NPC good friends.)

Puke of Love—Subject collapses, convulses, their mouth distends and, impossibly, they vomit out their one true love. Naked and life-size. This is the person they were always meant to be with. The 'one for everyone'. If you already met them and they are dead, the lover is immediately resurrected consequence-free. They are enraged and will try to kill the PC. The PC loves them at first sight and must save to attack them.

Tulips—When Xanthoceras uses *Polymorph*, his victims are always turned into massive tulips. ZAMIA's favorite flower.

Hand of Baudelaire—PC sits right down cross-legged on the floor with their head bowed and scribbles poetry about everything that's gone wrong in their life. No save. Spell ends when player completes their own piece of poetry of like type to the GM's satisfaction, and not before. They may do so in their character's voice.

Poltergeist Sigh—Victim compulsively sighs whenever they fail a roll. Each sigh breathes forth a minor depressive poltergeist that does nothing. It just holds you back whenever you try to achieve something. (STR equals # of dead PC friends/NPC good friends)

Xanthoceras cannot be hurt by nonmagical weapons. Usual undead immunities. Will be reduced to an invulnerable skull and regenerate at 1 HD per round unless its **PHYLACTERY** is destroyed.



A **SHELF** OF self-help books and romance novels on the east wall in Ancient Nyctian.

"MOVING ON WITH YOUR LIFE"—reading ends any negative effects caused by undead. One use only.

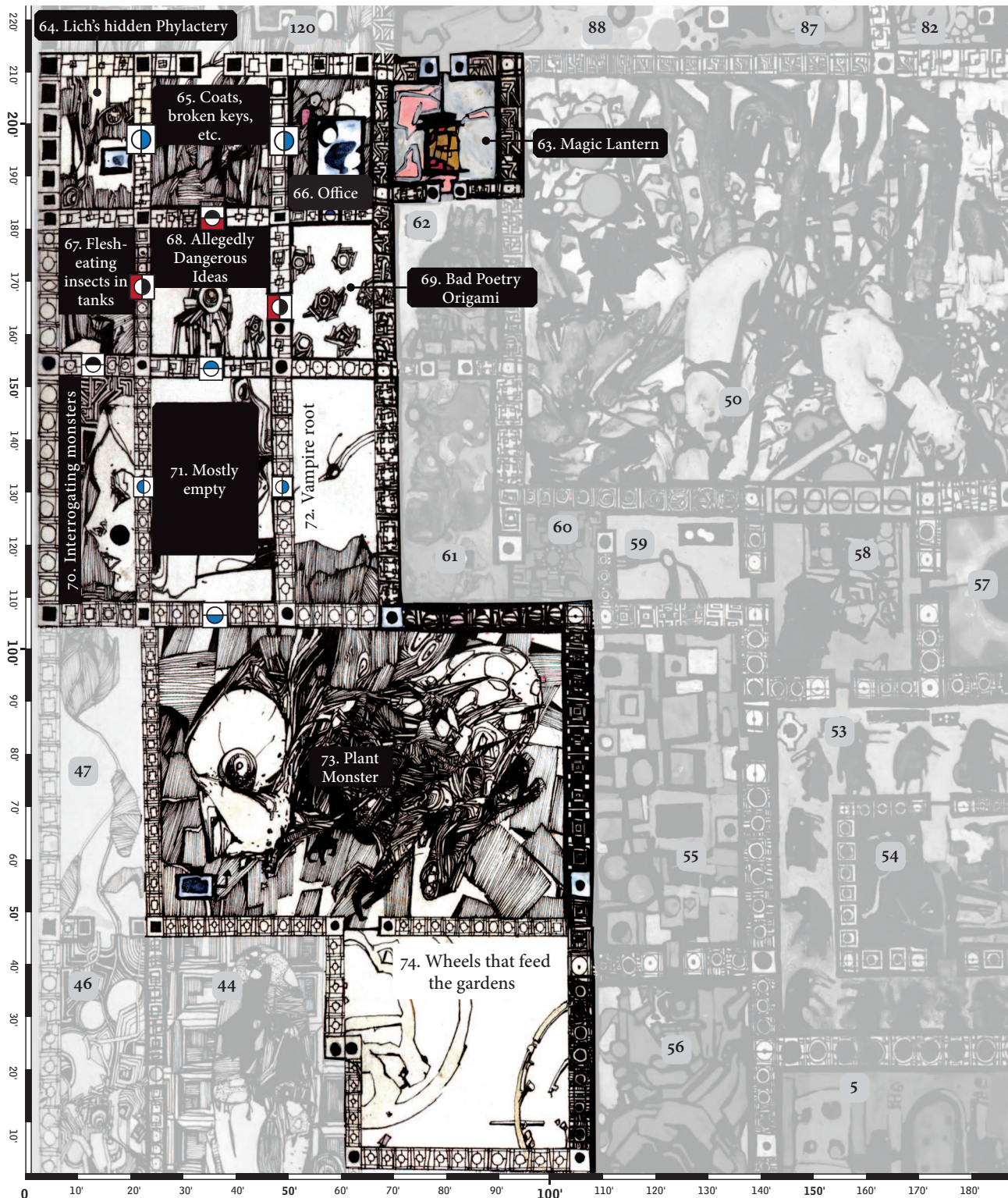
"15 SECRETS OF SEDUCTION"—book casts *CHARM* on person reading it. +1 CHA to the reader vs people under 9 INT for as long as the reader continuously recommends the book to everyone they meet.

BOX OF TWO PREPARED DIAMOND WEDDING RINGS (5000GP each). Cursed. Anyone getting married with these will be joined till death... and beyond. Forever. Whether they like it or not.

GOLD CROWN worth 2100GP.

A **DIARY**. It's pathetic. Only about one thing. No useful information.

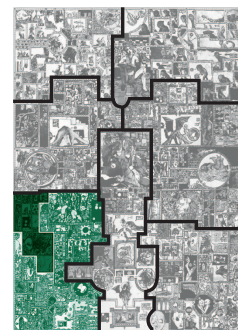
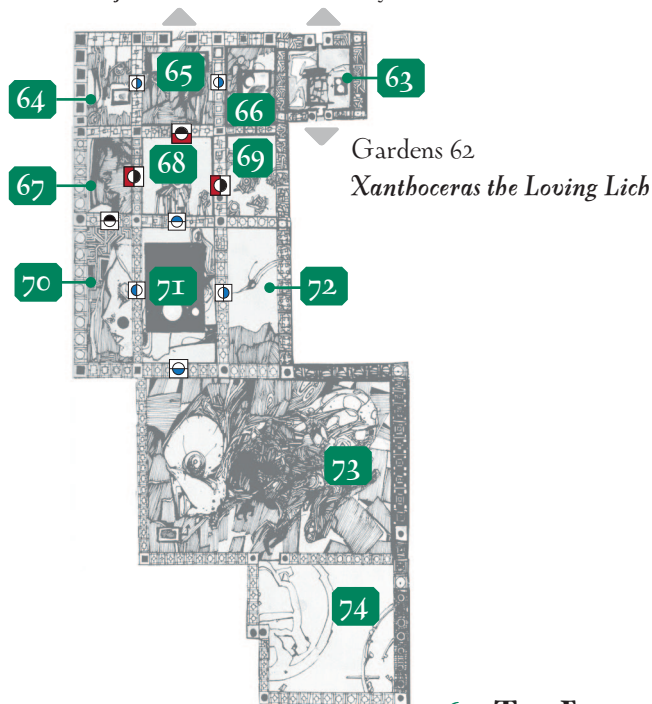




- Opening from the red side causes or requires solving a special problem.
- Locked on the red side, can be unlocked on the other side.

- May not exist on the grey side.
- There's a trap on the black side.

- The door is secret on the blue side.
- The usual door.



63. TALIBALANTERN

Large lamp casts light from four and a half minutes in the future. [more ►](#)

64. SHELL GAME

This room is crammed with dead and living vines; you must hack through. [more ►](#)

65. DEEP STORAGE

Clothes, furniture, a jungle of rotten and forgotten coats hanging in the vines like ghosts. [more ►](#)

66. OBSERVATIONS

This room is crammed with dead and living vines; you must hack through. Shelves on every wall help to conceal the doors. [more ►](#)

67. THE FLENSING ROOM

Clones of ZAMIA TORN have tried rooting in the tanks. They have been consumed and transformed. [more ►](#)

68. GEO-SAMPLE IDEA VIRUSES

4d4 geological samples. Each arrangement of rock is labelled with a different theory of the development of the world. [more ►](#)

69. THE FLOWERS OF WHAT-THE-FUCK?

This room is knee-high in loose paper. [more ►](#)

70. FLORAL INTERROGATION

The room rustles faintly like tiny leaves in wind. There are 3d6 Blodwyn-Golems of Zamia standing in the darkness. [more ►](#)

71. STUDY

Desk. Shelves. Chair. An empty glass case with stands for two identical curved objects. [more ►](#)

72. PELLORY'S ROOT

A thick, white root grows from the east wall. It waves blindly in the center of this black room. It will attack any who get close. [more ►](#)

73. PELLORY-OF-THE-WALLS

She wants to eat you. Pellory can go anywhere inside the Maze, growing and crawling inside the walls. [more ►](#)

74. DEAD & DUSTY WATERWHEELS

Five huge and elaborate water wheels. One still turns, slowly. They create water. [more ►](#)

63. TALIBALANTERN

Large and chained firmly to the ceiling, this lamp casts light from four and a half minutes in the future. Information cannot travel in time so any representative image or word exposed to this light will be irrevocably and permanently scrambled.

 LIVING WORKS OF art (like those of the Gallery to the north) will fear this light and flee from it. Remember: If the PCs are wearing any art, like the hilt of a sword shaped like an animal, then it will be scrambled or blanked by exposure to the light. If magical properties are directly related to shape, then that magic is lost. It does nothing to abstract art (like the “Ruinous Globes” in *Gallery 88*).

The Shadows

Any PC can examine the shadows to gain vague inferences about what is soon to occur. An INT test is required. On a success, they seem to understand little, but, if they are in the same room in four and a half minutes time, and something bad happens, the PC suddenly comprehends the shadows’ meaning and gains a free save or reroll for that event.

64. SHELL GAME

This room is crammed with dead and living vines; you must hack through.

 THERE ARE SIX large containers in this room arranged around the walls. Each has six shelves. Each shelf has fifty shells. One (upon inspection it’s obviously ancient and obviously inscribed) shell is the PHYLACTERY OF XANTHOCERAS.

A Table Of Dull Animals

D6	COLOR...	ANIMAL...	CHARACTERISTIC...
1	Gray	Vole	An even number of teeth
2	Tan	Shrew	Small eyes
3	Off-gray	Frog	Faint markings
4	Mud-brown	Rat	A longish snout
5	Tree-brown	Mole	A lump
6	Gray-brown	Thrush	No distinguishing marks

65. DEEP STORAGE

This room is crammed with dead and living vines; you must hack through.

Clothes, furniture, a jungle of rotten and forgotten coats hanging in the vines like ghosts.

 SEARCHING CAREFULLY beneath the coats reveals d6 × 100 coins and rusty keys. If keys are fixed with *Mend*, they open any locked door in this area. Eight containers with six drawers each. Each drawer has fifty carefully preserved skins of boring, unattractive, and uncharismatic dead animals. No pangolins.

Should players insist, roll once and read across or once per column on the table below.

66. OBSERVATIONS

This room is crammed with dead and living vines; you must hack through.

 SHELVES ON EVERY wall help to conceal the doors. One desk and chair. Notebooks (in the common tongue) rotting wetly in the black and damp. Recoverable fragments show a lifetime’s carefully annotated notes. The collection of specimens with exact dates and times. Intelligent observation will show the hand matches that of the diary from *Gardens 62*.

On a successful INT check a user will be able to use the notes to identify plant monsters or other unusual plants in the dungeon on sight, up to a maximum of one for every ten minutes they spend reading the notes.

67. THE FLENSING ROOM

Clones of ZAMIA TORN have tried rooting in the tanks. They have been consumed and transformed.

 THIS ROOM is made of three large, hip-high glass tanks with a T shaped walkway over a 30' drop between them. The bugs inside were used for flensing flesh from recovered bone. They are not dead. Each tank holds one partially formed Doppelcolony (carnivorous insect colony formed in a humanlike shape). The beetle-bright iridescent colonies are formed into a woman's shape. Zamia's glimmering skin boils with hungry movement.

The south door is rigged to shatter a tank if opened, and the east door will not open so long as living Doppelcolonies are loose.

They are starving, and attack if a tank is opened.

Doppelcolonies

AC

14

HD

4

ATK

D6 TINY BITES



The Doppelcolony takes only 1 point of damage from edged attacks.

It will disperse after it takes 5 points of damage but will reform (with less HP) after 2 rounds unless the constituent HP worth of bugs are killed.

It can't fly but the bugs, when dispersed, can.

68. GEO-SAMPLE IDEA VIRUSES

4d4 geological samples. Each arrangement of rock is labelled with a different theory of the development of the world. This is a prison for them—the doors to

Gardens 69 and *Gardens 65* will not let them through; opening the door to *Gardens 67* shatters one of the tanks in that room; the door to *Gardens 71* is hidden behind a shelf of books explaining the theories.

 TAKEN TOGETHER, THE samples form such compelling “evidence” of such divergent origins of the world that anyone of an obsessive cast of mind (this includes many Maze inhabitants) touching them and not engaged in combat must save or be completely distracted in trying to synthesize them into a unified theory. This distraction lasts a number of rounds equal to the number of samples touched. Violence of any kind enacted on the distracted creature breaks the spell.

69. THE FLOWERS OF WHAT-THE-FUCK?

This room is knee-high in loose paper. Each attempt to investigate reveals one more point of information:

- Each paper scrap is a flower.
- They have been folded by hand.
- Perfectly.
- Each one is different.
- There is writing on each.
- It's poetry.
- In Ancient Selenian.
- It's terrible.
- It's about Zamia Torn.

By this stage you probably recognize the handwriting. Attempting to access this embarrassing room activates a rune on the door—everyone save or fall asleep and be dragged off to meet the LICH in *Gardens 62*.

This Sample Represents

D6	DOCTOR...	THEORY OF...	WITH SAMPLES ARRANGED...
1	Zoomaxose's	Punctuated Spasms	Like thin leaves balanced on edge
2	Ribo Cleic's	Ghost Tectonics	In marble spheres of alternating strata
3	Cyclo Tronc's	Red Vulcanism	Winding tubes of mineral cores
4	Asplidach's	Subducted Moons	One fat cylinder of striated bands & little limbs
5	Signorello's	Planar Meshing	Inverse pyramid of polished sheets
6	Flischber's	Comet Cores	Dull freshly hammered lumps

70. FLORAL INTERROGATION

The room rustles faintly like tiny leaves in wind.



THERE ARE 3d6 Blodwyn-Golems of ZAMIA TORN standing in the darkness. Swirls of flesh-colored petals, dry as dust and moving always in her shape. Beneath the flow stand rude, crude skeletons of knotted black briar, spiked with thorns at every joint. Each blank-eyed living memory whispers like falling paper.

One question each.

The person the Golem thinks they are speaking to is in parentheses after the line.

If you can answer, they will regard you as the expected addressee and speak to you as if you were them; if you make a mistake, they attack.

1. "Did you know when you brought us here?" (SOPHRONIA WORT)
2. "Why a Shell, Xanthoceras?" (XANTHOCERAS)
3. "Do you love her, Chronia?" (CHRONIA)
4. "Would make me a mask of red death?" (MILO DE FRETWELL)
5. "Have you found your papers, Ambassador?" (DRACO SCABRA)
6. "Are you happy with your children, Sister?" (CHRONIA)
7. "Will you end the entertainments, Lady Wort?" (SOPHRONIA WORT)
8. "They are your Father's hands, are they not?" (PSATHYRELLA)
9. "Are all your stone guests so dangerous?" (PSATHYRELLA)
10. "Are robes of light what you desire?" (CHRONIA)
11. "Can it be true your heart is that cold?" (PSATHYRELLA)
12. "Did you think I would marry you?" *laughter* (XANTHOCERAS)

Blodwyn-Golems

AC

12

HD

3

ATK

1D6

RESISTANT (½ damage): slashing & piercing.

VULNERABLE (2 × damage): fire & wind.



71. STUDY

Desk. Shelves. Chair. An empty glass case with stands for two identical curved objects. The plaque beneath reads (in Ancient Selenian):

"SHELLS OF TRANSMISSION"

Suspected semi-divine origin.

Please do not blow shells as horns, they are not toys.

This ruined office has been rifled through and robbed. There is a loose floorboard, however, concealing a gem worth 2000GP.

72. PELLORY'S ROOT

A thick, white root grows from the east wall. It waves blindly in the center of this black room. It will attack any who get close, strangling, burrowing into them and trying to consume their HP. PELLORY will always know if her root is in danger and will do anything to protect it.



If it consumes 30 HP then PELLORY-OF-THE-WALLS will birth a new clone of herself.

If totally destroyed then PELLORY will die.

If badly hurt, the root will try to retreat back into the wall.

Pellory's Root

AC

15

HD

5

ATK

1D8 GRAPPLE/1D10

BURROW IF SUCCESSFUL



73. PELLORY-OF-THE-WALLS

In the south end of this room, the cackling of CARNIFEX in *Gardens 42* can be heard.

 NOW A PARASITE of the dungeon, PELLORY was an enemy and slave of XANTHOCERAS. She has escaped her pot in *Gardens 61*, burrowed into the dungeon walls and learned to grow without light. A crawling flylike body pregnant with her own weight with a face like a bloated political caricature, she seeks to bud another version of herself from her swollen cyst.

Present here if not already destroyed. She wants to eat you. Pellory can go anywhere inside the Maze, growing and crawling inside the walls. She can move on walls and ceilings as if they were the floor and disappear back into them as a standard action.

She can speak with plants and they will report to her what they have experienced.

Pellory-of-the-Walls

AC	 15
HD	7
ATK	D6/D6



SPECIAL (count as 2 attacks):

Retch Juice—Pellory releases vile juice whenever she suffers a direct hit. Vomit and retch for three rounds, half normal STR for one hour. Must be washed off with alcohol or will attract carnivores. (Save to avoid.)

Mnemoclast Moss—a caster within 60 feet must save or lose all memory of last 24 hours. Pellory then vomits up a tiny blue moss homunculi of the victim which will cast stolen spells in her defense. (Once per day.)

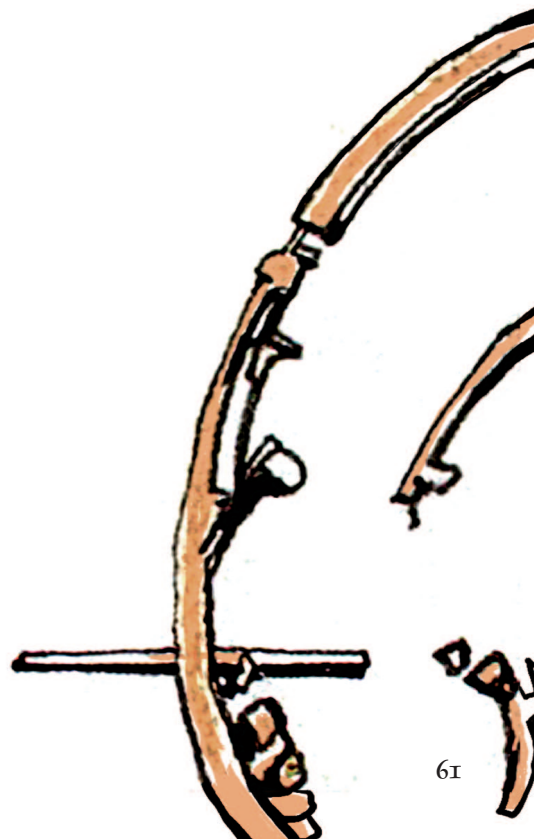
Strangleweed—those within 6' of Pellory are wrapped in rapidly-growing weeds. The weed has STR 4d4 each turn and will hold them in place.

Pellory is highly vulnerable to salt. Throwing salt on one of her active spell effects ends it. Throwing salt on Pellory does d6 damage and prevents her from escaping back into the walls for one turn.

74. DEAD & DUSTY WATERWHEELS

Five huge and elaborate water wheels. One still turns, slowly. The others are totally overgrown with thick, dry, dead-and-living vines. Wheels carved in crazy shapes like kinetic sculptures, an elaborate filigree of knot-work that clerics will recognize.

 THEY CREATE WATER. On each complete spin, the wheel itself extrudes a radial splash of fresh water. This feeds the gardens to the south. If the vines die then wheels will start up again. The laughter of CARNIFEX can be heard from *Gardens 42* just south. If you try to gain access to *Gardens 42* through the single still-turning wheel, the chance of being crushed for 5d10 damage is 99% minus level and total DEX.



NOTE

THE FLOORS ARE WHITE MARBLE and the walls are white unless otherwise stated. The light is even and constant from iron chandeliers.

There is sometimes blood on the floor and bits of meat and naked footprints from the Cannibal Critics that wander around. Everything alive here is always hungry.

Most of the things in the gallery are artworks, on pedestals or in frames labelled with tarnished brass plaques in Ancient Selenian—the names of their creators are given in case the PCs speak the language, find an art history text, or find an expert willing to elucidate. Artworks without prices given are worth $d4 \times 1000\text{GP}$ to LADY CRUCEM CAPILLI (*Halls 2*), $d100 \times d100\text{GP}$ if removed from the dungeon completely intact, or $3d6 \times 1000\text{GP}$ if the party personally can locate an interested collector in the outside world.

Paintings with no sizes listed are $d100+10 \times d100+10$ inches. Sculptures of unclear size are $3'+d20'$ tall. It is very difficult to move large artworks through the Maze without causing enough noise to trigger a Random Encounter check.

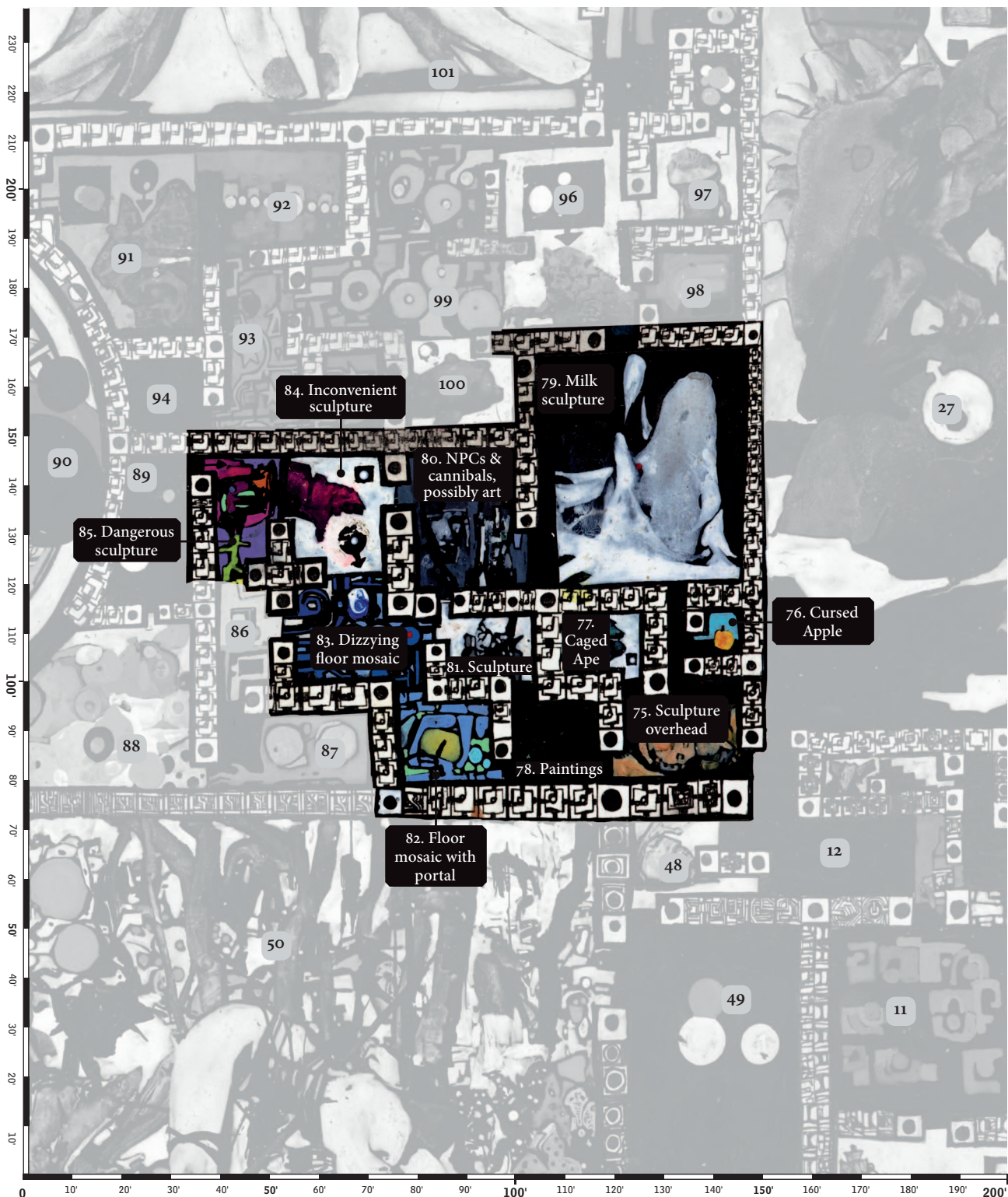
Barring random encounters, the party will often be able to examine the works unmolested. However, the second time they see the same work, something will have gone wrong—the world of art is fickle and unstable. Often, the party knowing about the work is a sign the art has become played out and passé and Cannibal Critics will be attempting to destroy it, or alter it.

They will attempt to prevent non-critics from interacting with the art in any way; if they catch PCs taking any artwork they will moan something about “invalid recontextualization” then attack without mercy.

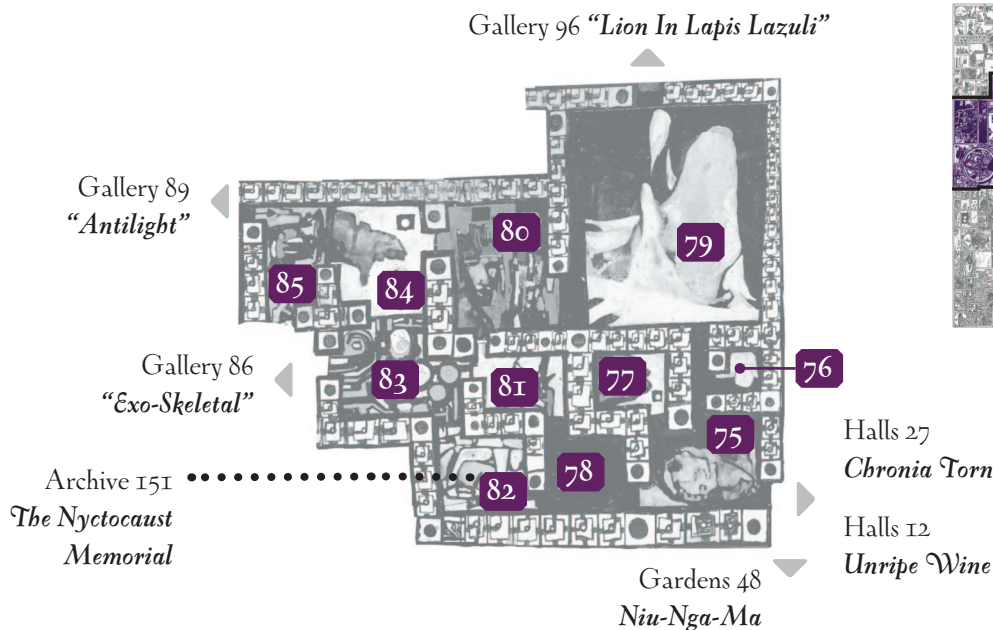
One more thing: Due to the mutant time leached from CHRONIA TORN and fed into the gallery in order to preserve the artwork, some aspects of time work differently for non-artworks here. All food and drink spoils in seconds. PCs will become hungry after about ten minutes and will lose $d4$ hit points if they don't eat and drink something ten minutes after that. They then need to eat a meal every half hour thereafter or, again, lose $d4$ HP every 10 minutes. This is where the Cannibal Critics came from.



THE GALLERY



- | | | |
|---|---|--|
|  Opening from the red side causes or requires solving a special problem. |  May not exist on the grey side. |  The door is secret on the blue side. |
|  Locked on the red side, can be unlocked on the other side. |  There's a trap on the black side. |  The usual door. |



75. "SKULL GATE"

An arch of living goat skulls crossing the whole room. Hundreds of them, all looking down. [more ►](#)

76. "DISCORD"

In the center of the room, on a pedestal, is a golden apple. On the apple is written "to the fairest." [more ►](#)

77. "SERIOUS APE"

This room is a cage. Inside is a gorilla. It's not very happy to be there. The room is arranged like a child's tea party with the children gone. [more ►](#)

78. "HIT DICE"

The quartz lights in here have been destroyed and the room is dark. Paintings inside are extreme closeups of every wound the PCs currently have. [more ►](#)

79. "UNLIKELY ECONOMIES"

A tank of living milk with weirdly staring eyes of bleeding meat. Red flesh chunks bob idly in the flows. [more ►](#)

80. THE CRITICAL FACULTY

2D10 Cannibal Critics and two men wearing gray stone crowns. [more ►](#)

81. "WÆRLOGA"

This portrait of a garrulous vampire looks like Nosferatu and is happy to "talk" to anyone. [more ►](#)

82. "A REPTILLIAN EYE"

Floor mosaic, vast living reptilian eye. On investigation the slitted pupil is a black pit. It transports you down through the roof of the Nyctocaust memorial in Archive 151. [more ►](#)

83. "SHORELESS SEA"

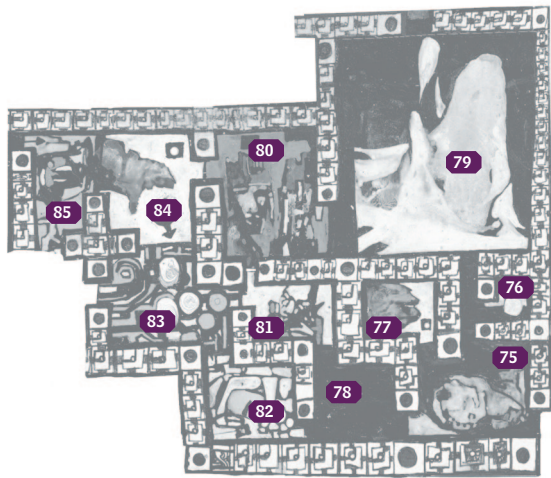
Abstract floor mosaic in seven shades of the deepest possible blue. Geometric forms vortex and intermesh, swell and eddy like a slow ocean. [more ►](#)

84. "A PURPLE WORM"

Taxidermied head of an actual purple worm mounted on the wall. Huge. Poised in attack posture towards the center of the room. Must be crawled past and under. Inactive, does nothing.

85. "CALAVERA"

This small green figurine is unable to control even its most mundane ideas. [more ►](#)



75. "Skull Gate"
76. "Discord"
77. "Serious Ape"
78. "Hit Dice"
79. "Unlikely Economies"
80. The Critical Faculty

81. "Wærloga"
82. "A Reptilian Eye"
83. "Shoreless Sea"
84. "A Purple Worm"
85. "Calavera"

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
51-56 Small gems/trinkets worth d10 × creature level GP
Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
57-59
60-64 Day's rations.
65-70 Day's worth of fresh water.
71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
3 Negamancer & d4 + 1 Thrall Mammals
4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
5 2d4 Cannibal Critics
6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
8 Lost Lizardman/Reptile Woman Mummy
9 2d8 "Oku"
10 2d6 + 2 Orchidmen
11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
13 2d4 + 1 Bondye Reparatè
14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
• 21-30 as 5 31-40 as 6 41-50 as 9
51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
54-69 A torch, if the party has any, goes out.
70-73 A lantern, if the party has one, goes out.
74 A wave of unspeakable melancholy
75-00 No encounter
85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
87 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
88 A note saying "possibly under the water-wheels but it's dangerous".
90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
92 Scroll: *Rust Object* (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.)
93 Bag of flour.
94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
95 Vial of lubricant: covers 6'x6' area.
96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
97 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
99 A Goblin Key that'll lock any door.
00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

75. "SKULL GATE"

by *Transania Gaitbane*

An arch of living goat skulls crossing the whole room. Hundreds of them, all looking down. Their faces seem intelligent, perceptive, and cruel. Like being silently taunted by a crowd of sociopathic teenage girls.

 IF THE PCs ENTER the gallery here, remember: All food and drink spoils in seconds. PCs will become hungry after about ten minutes and will lose d4 hit points if they don't eat and drink something ten minutes after that. They then need to eat a meal every half hour thereafter or, again, lose d4 HP every 10 minutes.

If the party sees this work a second time, there will be 2 Cannibal Critics throwing bottles and femurs at it, howling "Lugubrious!" and "The Gothic Is No Longer Vital!"

76. "DISCORD"

by *John Foulsham*

In the center of the room, on a pedestal, is a golden apple. On the apple is written "to the fairest."

 IF A PC PICKS IT UP, the pedestal starts to disintegrate into dust. This takes exactly 60 seconds in real time. PCs must decide who is the fairest and give them the apple. It doesn't matter if they are right, only that they decide. If they can't decide or that person doesn't get the apple and they are still in the apple's presence after 60 seconds, then everyone present must save or gain a random insanity. If a choice is made and carried out, the apple becomes harmless. It is worth 1000GP.

If the party sees this work a second time, there will be a Cannibal Critic about to take it and carry it toward *Gallery 80*, where it will start a violent argument.

77. "SERIOUS APE"

by *Jenny Havenhand*

This room is a cage. Inside is a gorilla. It's not very happy to be there. The room is arranged like a child's tea party with the children gone. Bunting, streamers, cake, cups of fizzy drink.



IF DAMAGED or changed, the room will reset invisibly when not observed. The ape is just a normal ape. A bit traumatized due to endless captivity and forced immortality; would be glad to be let out. Normal lock on cage door.

If the party sees this work a second time, a Cannibal Critic will be cruelly poking it with a fork and asking it questions about art while it tries to get away.

Gorilla

AC

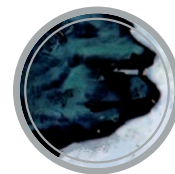
14

HD

4

ATK

D8/2D6



78. "HIT DICE"

by *Magot De Worth*

The quartz lights in here have been destroyed and the room is dark. Paintings inside are extreme closeups of every wound the PCs currently have. Touching the wound in the painting is like touching it in real life.



IF THE PARTY sees this work a second time, there will be 3 Cannibal Critics crawling around the room with broken stem glasses.

If they then leave the CRITICS unmolested, the wounded PCs will, 2 minutes later, begin to feel sharp, stabbing pains and take d6 damage as the CRITICS stab them through the artwork.

79. "UNLIKELY ECONOMIES"

by *Oscorp Eatmeat*

A tank of living milk with weirdly staring eyes of bleeding meat. Red flesh chunks bob idly in the flows. Each gobbet swims in a bubble of its own blood. The fluids do not mix. The milk forms gaping homunculi whose edges shiver like puddles in wind.



DRINKING IT WILL ease thirst but enrage the Cannibal Critics in *Gallery 80*.

80. THE CRITICAL FACULTY

by Octavian Bon Clerk & Nigellus Blamphin



2D10 Cannibal Critics and two men wearing gray stone crowns: NIGELLUS BLAMPHIN and OCTAVIAN BON CLERK. It's not clear if this is an installation or just some Cannibals hanging out. This is one of the many points of disagreement between the two; they argue continually. Blamphin always assumes a view directly opposite to Bon Clerk without ever admitting his position has changed. Bon Clerk always tries to bring his view as close as possible to Blamphin's, yet tries to "contextualize" his opinions with minor, yet telling, differences.

Both Blamphin and Bon Clerk are concerned about a third member of their group, Alex Whiteclay Mulqueen, who disappeared down a vineway some time ago. They argue with each other about what Mulqueen's opinion would or would not be about particular pieces of art. Between them they lead the Cannibals of the gallery; the rest are finely clothed but can barely communicate except by strangulated bestial cries of generic criticism. They wield knives and clubs constructed of whetted bone, body parts, jewelry, and sharp accessories.

Engaging Blamphin and Bon Clerk in intelligent and entertaining argument about art will save your life for exactly as long as you can do it. Blamphin and Bon Clerk nominally fear and serve, or at least, do not directly disobey, XANTHOCERAS. If Cannibal Critics see anyone but other critics interact with artwork in any way they will try to prevent it. If any PCs are captured by Cannibal Critics elsewhere in the Maze, they will wake up here, being cut into with bone knives.

Cannibal Critics

AC



HD

2

ATK

D6 WEAPONS



They use broken glassware, serving forks, and long knives stolen from the Dead Wedding reception *Wedding 177*, or nets of human hair weighted with bone hooks.

They have a stealth capacity of 3 in 6 (or 50%) but tend to believe they are hidden.

81. "WÆRLOGA"

by Mary Whytegos

This portrait of a garrulous vampire looks like Nosferatu and is happy to "talk" to anyone (he cannot actually move or make noise, but can talk via telepathy to anyone in his line of sight). He is unable to leave his stand. He knows he cannot feed but hungers still. Wants blood spread all over his surface and will scheme to arrange this. Wants someone to turn out the lights but no one can or will. He fears his own destruction.



WÆRLOGA CLAIMS TO know the names of every king in the Medusa's Maze. In fact, he only recognizes kings by their crown, so will name crowned figures, not understanding the difference.

The Crowned Figures

DRACO SCABRA—The Laughing Lich (*Archive 160*)

FORTUNA—A Sphinx (*Archive 121*)

PRINCE CYLONDON KEMPI—The Goshgolly Toad (*Archive 163*)

OCTAVIAN BON CLERK—Critic (*Gallery 80*)

NIGELLUS BLAMPHIN—Critic (*Gallery 80*)

XANTHOCERAS—The Loving Lich (*Gardens 62*)

SOPHRONIA WORT—The Lying Lich (*Wedding 183*)

MOLON—Petrified Escape-hatch King (*Cells 289*)

HE-DOG—see above (*Cells 289*)

OSORKON III—see above (*Cells 289*)

If the party comes here a second time, Cannibal Critics will have hung the work on the opposite wall to "Charity Torn, A Portrait" in *Gallery 105*, the vampire's portrait "in dialogue" with it. The paintings will be conversing pleasantly—exchanging information about what they know of the party, Charity guilelessly, Wærloga with an eye to helping the 2 Cannibal Critics (standing in the room taking notes) hunt the PCs down and start a fight with them.

82. “A REPTILLIAN EYE”

by Sylvia Lyvelonge

Floor mosaic, vast living reptilian eye. On investigation the slitted pupil is a black pit. Climbing down this chasm transports you down through the roof of the Nyctocaust memorial in *Archive* 151.



IF THE PARTY comes here a second time, two CHAMELEON WOMEN (one a sorceress) who are climbing out of the eye will be threatening two Cannibal Critics who are attempting to destroy the mosaic with ragged jawbones. The Chameleon Women have just arrived but recognize the eye as sacred.

83. “SHORELESS SEA”

by Alice Le Coronar

Abstract floor mosaic in seven shades of the deepest possible blue. Geometric forms vortex and intermesh, swell and eddy like a slow ocean. Disconcerting. Balance test to walk on it with eyes open. May fall over otherwise. Sorrowful. No other effects.

If a successful search is performed

There is a secret panel under one of the tiles inserted by LEVALLIANT GREEN (*Cells* 291) long ago; it contains an incantation and a prose description of its effects in 12 languages, including the common tongue. The incantation must be spoken from inside a room in the Gallery that contains an artwork—it transports the caster, the room, and the entire contents of the room, depositing them in *Almery* 239. *Almery* 239 will expand to accommodate this, and will be—Tardis-like—the precise size on the inside required to accommodate the new room. The incantation takes 10 minutes and can be spoken by anyone. Works once.

84. “A PURPLE WORM”

by Rosemary Sparegood

Taxidermied head of an actual purple worm mounted on the wall. Huge. Poised in attack posture towards the center of the room. Must be crawled past and under. Inactive, does nothing.

85. “CALAVERA”

By Osbert De Bunsaul

This small green figurine is unable to control even its most mundane ideas.

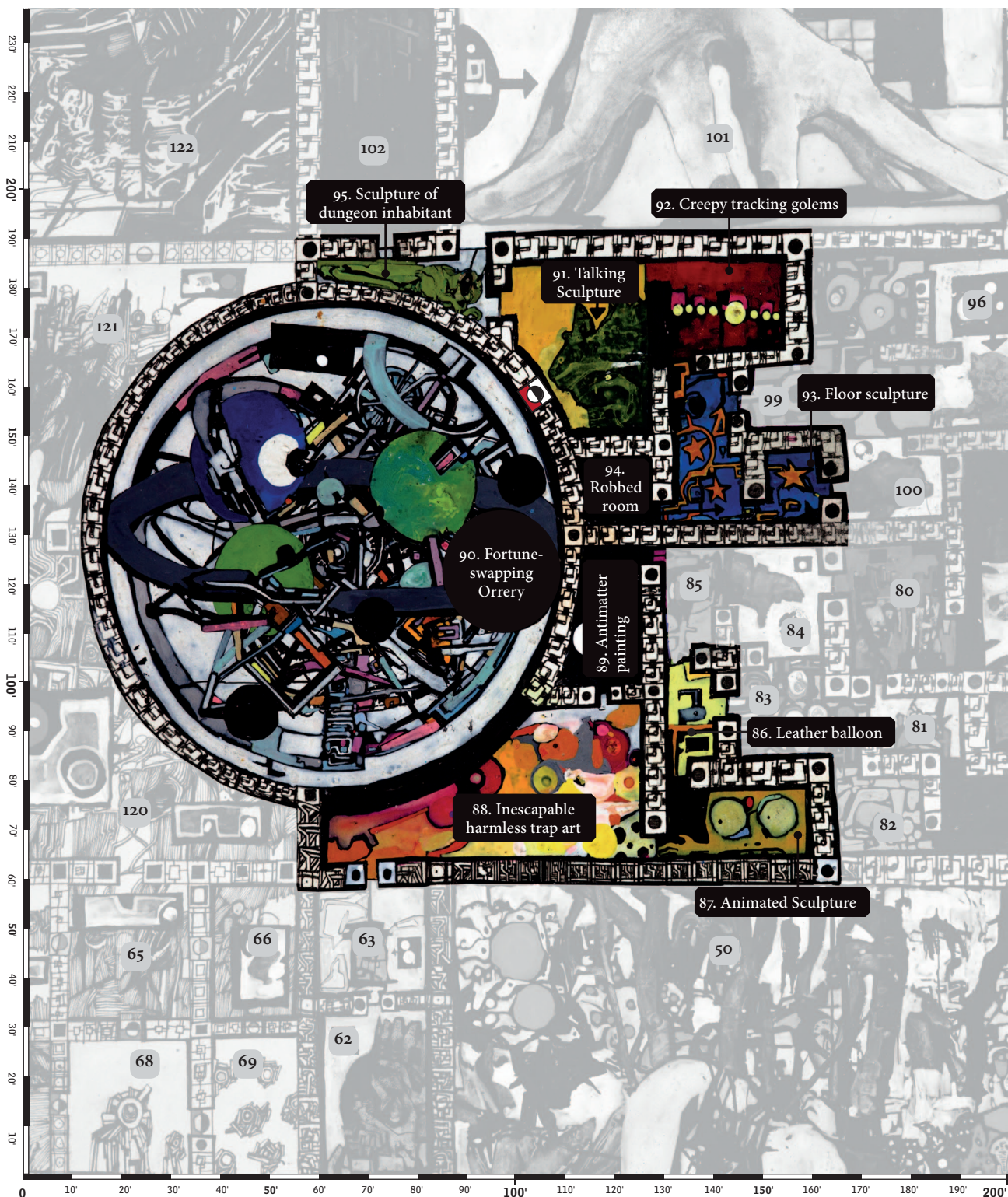


EVERY D4 MINUTES the figure’s head explodes into a cloud of hallucinogenic gas that fills the room for d4 minutes. This done, the gas contracts back into his little skull, which pops shut. This process repeats eternally. The gas is full of vibrantly depicted but mundane two dimensional ideas, as if they were projected onto it from hidden lenses. The effects of the gas only last for ten minutes but, regrettably, are all utterly boring.

During the effect the PCs *must speak and behave* as if they are ... (roll d6 twice on the table below). Should they fail to do this consistently, they will lose a limb. They are aware of this.

If the PCs see this work a second time, two “OKU” will be attempting to steal it and take it to AELFADRED THE GLYPH WITCH in *Gardens* 58 for study while arguing about long-term, low down-payment layaway plans.

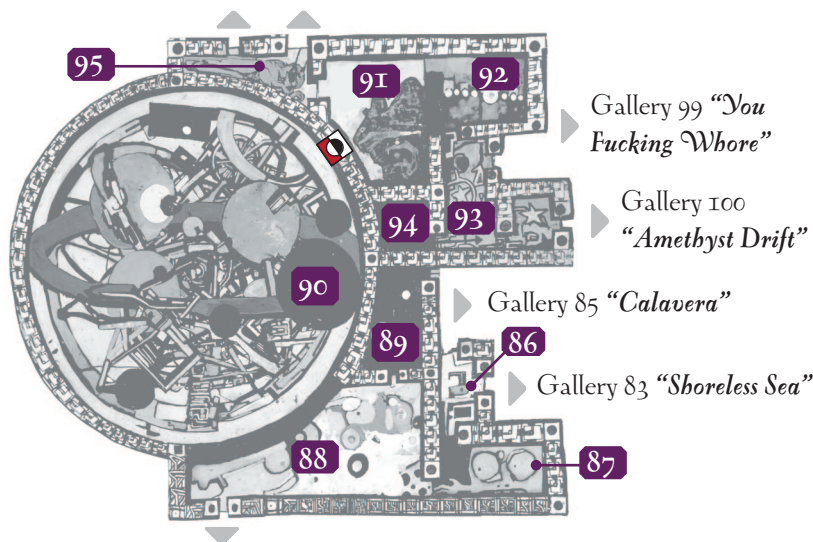
1	Discussing property values	Whilst in a carriage
2	Worrying about local schools	At a dinner party
3	Trying and failing to catch someone’s attention	At a sporting event
4	Avoiding someone they know well	While waiting in a queue
5	Spreading meaningless gossip	At a play
6	Relating the events of a badly written soap opera	In a waiting room



- Opening from the red side causes or requires solving a special problem.
- May not exist on the grey side.
- The door is secret on the blue side.
- Locked on the red side, can be unlocked on the other side.
- There's a trap on the black side.
- The usual door.

Gallery 102 “*Captivity*”

Gallery 101 “*The Hands of Dendrosathol*”



Gardens 63 *Talibalantern*

GALLERY 86-95

86. “EXO-SKELETAL”

Leather balloon tied to ground by piece of string. Disgusting tick which releases toxin when damaged. [more ▶](#)

87. “GIMME-THE-THING”

Wax sculpture of a bug-eyed goblin. When the room is first entered, sculpture will look at first person with something in their hands, point at the largest object they hold and demand it. [more ▶](#)

88. “RUINOUS GLOBES”

Abstract painting. When room is entered, globes of pure color slowly ooze from the surface and gently bounce around like balloons. [more ▶](#)

89. “ANTILIGHT”

Light-eating anti-painting. Negative image world inside with shadows rimmed radioactive sulphuric blue. [more ▶](#)

90. “THE HEART’S ORRERY”

This gigantic orrery of alien worlds is activated by a visible central switch. When triggered, the planets swing and spin on their brass rails. [more ▶](#)

91. “OLIVE GHOUL”

The form twists like smoke caught for a moment in a breeze then frozen. Or like compacted trunks of regrown olive trees. Wistful and horrible in agate and amber. Speaks but in no known language.

92. “A LINE OF LAMPMEN”

8 Lampmen. Eight naked men stand in a line, their faces gone. [more ▶](#)

93. “YGGDRASIL”

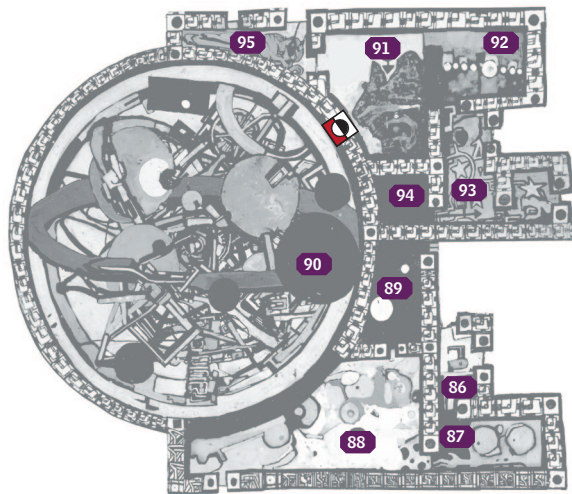
Gaudy metal tree of stars in aluminum, zinc, and tin across a wall of deep blue. There is a corpse here with traces of wax on it, some spoiled food in its pack, and a notebook that translates from the common tongue to both ancient Selenian and ancient Saurid.

94. EMPTY

Black room, no light. Empty pedestal, bloodstains.

95. “LOCUST SARCOPHAGUS”

Wondrous foot-long jade locust. [more ▶](#)



- | | |
|--------------------------|--------------------------|
| 86. "Exo-Skeletal" | 91. "Olive Ghoul" |
| 87. "Gimme-The-Thing" | 92. "A Line of Lampmen" |
| 88. "Ruinous Globes" | 93. "Yggdrasil" |
| 89. "Antilight" | 94. Empty |
| 90. "The Heart's Orrery" | 95. "Locust Sarcophagus" |

I SEARCH THE BODY

D100 YOU FIND...

- 1-50** Currency worth amount of GP shown on dice.
- 51-56** Small gems/trinkets worth d10 × creature level GP
- 57-59** Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64** Day's rations.
- 65-70** Day's worth of fresh water.
- 71-72** Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78** Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79** Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80** Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81** Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82** A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding 191*). Anything it sees, he sees; he can speak through its mouth.
- 83** An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84** A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery 255* pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1** d6 Chameleon Women
- 2** RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3** Negamancer & d4 + 1 Thrall Mammals
- 4** Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5** 2d4 Cannibal Critics
- 6** Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7** Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8** Lost Lizardman/Reptile Woman Mummy
- 9** 2d8 "Oku"
- 10** 2d6 + 2 Orchidmen
- 11** d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12** Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13** 2d4 + 1 Bondye Reparatè
- 14** Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20** The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- | | | | |
|--|-------------------|-------------------|-------------------|
| | 21-30 as 5 | 31-40 as 6 | 41-50 as 9 |
|--|-------------------|-------------------|-------------------|
- 51-53** Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
- 54-69** A torch, if the party has any, goes out.
- 70-73** A lantern, if the party has one, goes out.
- 74** A wave of unspeakable melancholy
- 75-00** No encounter
- 85** A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86** A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87** The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88** Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive 160*) who will find it HILARIOUS.
- 89** A note saying "possibly under the water-wheels but it's dangerous".
- 90** Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91** Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92** Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
- 93** Bag of flour.
- 94** 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95** Vial of lubricant: covers 6'x6' area.
- 96** Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97** A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98** Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99** A Goblin Key that'll lock any door.
- 00** Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

86. “EXO-SKELETAL”

By *Bartholomew Ulting*

Leather balloon tied to ground by piece of string. Disgusting tick. If released from string, will silently float after the party. On taking any damage the creature dies and toxin is released. Toxin: 8d6 damage. Save for half. May avoid any damage if willing to accept horrid permanent disfigurement. No duplicate disfigurements allowed under any circumstances.

 IF THE PCs come here a second time they will see a Cannibal Critic about to slice the string and take the leather balloon south to *Gallery 87*, where it will be given to the sculpture, which will then begin to dissolve it, pop it, and become hideously disfigured in a cloud of poison gas—the Critic will die.

87. “GIMME-THE-THING”

By *Magot Lomb*

Wax sculpture of a bug-eyed goblin. When the room is first entered, sculpture will look at first person with something in their hands, point at the largest object they hold, then moan “GIMME THE THING, THE THING THE THING THE THIIIIING!!!”

 IF GIVEN, SCULPTURE will take thing and retreat to corner of its own wall, clutching the thing, shaking and moaning, and absorbing it into its stomach over the course of an hour. Will do nothing more unless PCs try to talk to it again for any reason; it will again demand “THE THING!”, following the same process as before. If PCs have nothing in their hands it will scream “WHERE IS IT?!” for a while and then go permanently mad. It can barely move. Its stomach can, after an hour, dissolve anything.

If the PCs come here a second time they will see a Cannibal Critic about to enter with the balloon from *Gallery 86* which it will give to the sculpture. The sculpture will begin to dissolve it, pop it, and become hideously disfigured in a cloud of poison gas—the Critic will die. The deformed sculpture will continue to demand things from within the toxic cloud.

88. “RUINOUS GLOBES”

By *Sarah Ickeringill*

Abstract painting. When room is entered, globes of pure color slowly ooze from the surface and gently bounce around like balloons.

 ONE BOBS SLOWLY towards each PC and follows continuously. Immune to all weapons and spells. Arrows and blows disappear; they do not pass through. Energy is absorbed. Cannot be escaped by any means. (Roll lots of dice though.) When touched, the globe simply explodes into a smear of harmless paint.

If the PCs enter the gallery here, remember: All food and drink spoils in seconds. PCs will become hungry after about ten minutes and will lose d4 hit points if they don't eat and drink something ten minutes after that. They then need to eat a meal every half hour thereafter or, again, lose d4 HP every 10 minutes.

If the party comes here a second time, there will be a dead Cannibal Critic facedown in a blotch of blue and another eating his entrails.

89. “ANTILIGHT”

By *Margaret Greateorex*

Light-eating anti-painting. Negative image world inside with shadows rimmed radioactive sulphuric blue. Only visible in our world due to this vague fire as drifting air particles meet through the canvas and annihilate each other.

 99% OF THE time, alternate mirrorselves are visible on the other side. 1% chance your other self is dead or just busy at that moment.

It can be used in *Archive 157* to block the moonlight and free TIKTAALIK in *Archive 158*.

If anything from here meets its version of itself from there, both will be explosively destroyed, causing 5d6 damage and minor irradiation to everyone in the room.

Except creatures from the negative plane of energy, who can hop back and forth at will. Their alternate selves are normal people in this world. So if a Shadow from the Archive hopped through, they would be replaced by, for instance, Hugh Laurie.

90. “THE HEART’S ORRERY”

By *Ralph Crawlboys*

This gigantic orrery of alien worlds is activated by a visible central switch. When triggered, the planets swing and spin on their brass rails. Apparently made by the same hand as the Orrery of Spells in *Almery 205*.

 DIALING BOTH ORRERIES into an astrologically correct position for the current moment (needed: astrological almanac or other special expertise) then reading them both (needed: INT check) grants everyone present an advantage on their next three saves (roll twice and pick the better save), as they can hazily predict their future.

Alone, this orrery reaches across time and infinite space to swap your fortune with an exoplanet other self who lives beneath an unknown star. Your fortune will appear in a small slip of paper inside your next meal.

The door to *Gallery 91* is part of the sculpture—it cannot be opened unless a fortune is taken (though it’s easy enough to walk to *Gallery 88*).

If a fortune is desired, roll a d12 once for each column to decide your fate.

Once given, the GM or player can activate the fortune whenever the circumstances described are occurring. For example: If the fortune is “TOXINA, which looks like an unknown insect sting, will bring inspiration from Cromignon while being eaten”, then the player, while being attacked by a swallowing demon, could evoke the fortune to suddenly guess the demon’s true name.

Once the fortune is true once, it is finished, so players should be warned to try to use their fortune before the GM does.

If the party comes here a second time they will find two dead Cannibal Critics and an illegible, blood-stained star chart.

91. “OLIVE GHOUL”

By *Lucy Bookbinder*

The form twists like smoke caught for a moment in a breeze then frozen. Or like compacted trunks of regrown olive trees. Wistful and horrible in agate and amber. Speaks but in no known language.

1	GOLDCLOT, which looks like dirty gold in a microwave	will bring you wealth	from the Heraclitortoise	while crossing a bridge
2	TOXINA, which looks like an unknown insect sting	will bring you madness	from the Atomwheel	while leaving a place
3	ATLATL, which looks like a plate of naked knives	will bring you moral decay	from Corvid	while being judged
4	CARCINOMA, which looks like a ball of dirty fur	will bring you blows to the head	from Cromignon	while falling
5	THRANE, which looks like a ball of old teeth	will bring inspiration	from the Whale	while being hit
6	THROMB, which looks like a blot of oil	will bring you reduced proportions	from the Wail	while being eaten
7	ROSC, which looks like a swirl of chains	will bring you insects	from the Other	while screaming
8	MYXEN, which looks like woven wire	will bring you love	from the Otherer	while fleeing fire
9	GREEL-EEN, which looks like a pox	will bring you shattering	from Osculation	while starving
10	VORPIX, which looks like lard set alight	will bring disease	from Trichotill	while earnestly weeping
11	GROAN, which looks like weevils fucking	will bring puncture wounds	from Eiderdown	while incarcerated
12	MARPIGT, which looks like levers	will bring tedium	from the Sepsisters	when you’re at death’s door

92. "A LINE OF LAMPMEN"

By Patrick Wouldhalve

8 Lampmen. Eight naked men stand in a line, their faces gone. Deep in the cavity of each head a light flickers, no brighter than a lit match. The bones of the lower eyes have been burnt away. The sinuses and upper jaw are gone. The ocular ridge is scorched like the lintel of a hearth. Thick, gray, corrosive alkali slime pools in the exposed bones of the lower jaw and drips down to the floor. When the Lampmen sense you, the light burns brighter. Then brighter and brighter until the empty face is a bright white burning lamp. Still they do not move.

 WHEN YOU LEAVE, they silently follow you, crawling on the ceiling (just on the edge of your vision, at around 60') until you are in danger, then try to kill you. If they meet anything dead along the way, they set it alight.

Lampmen

AC

12

HD

3

ATK

D8 GRAPPLE/KISS

The Lampmen will try to pass their infectious consuming light to you. It leaps from their face to yours. If they kill you, you become a Lampman. There are only ever eight.



93. "YGGDRASIL"

By Isabella Sorrowless

Gaudy metal tree of stars in aluminum, zinc, and tin across a wall of deep blue. There is a corpse here with traces of wax on it, some spoiled food in its pack, and a notebook that translates from the common tongue to both ancient Selenian and ancient Saurid.

94. EMPTY

Black room, no light. Empty pedestal, bloodstains.

95. "LOCUST SARCOPHAGUS"

By Agatha Nerloc

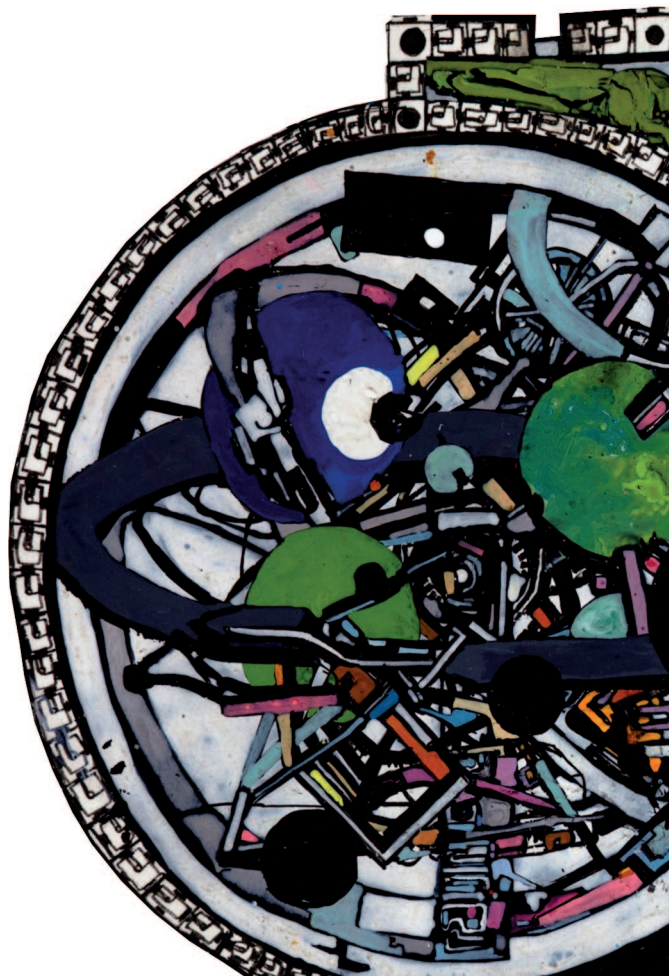
Wondrous foot-long jade locust. Eyes of polished cellular graphite throw back a dozen inky forms. Heavier than it should be.

 CAREFUL EXAMINATION WILL reveal it has a seam and is locked from the inside—there is the beginning of a breeding swarm of locusts inside the rotted-out carcass of a larger locust of whom the sarcophagus is a portrait.

CELANDINE (*Gardens 51*) will be amazed and flattered to see it—it's almost exactly his size.

If the proto-swarm is allowed to escape, it will at first be harmless, but every time the Gardens are visited afterwards, there will be more and more locusts; after 2 days, the place will be coated with them. Celandine will rule them as a god—see *Gardens 51* for details.

Worth: 9000GP intact; 500GP in pieces.





- | | | |
|---|-----------------------------------|--------------------------------------|
| Opening from the red side causes or requires solving a special problem. | May not exist on the grey side. | The door is secret on the blue side. |
| Locked on the red side, can be unlocked on the other side. | There's a trap on the black side. | The usual door. |

Gallery 113 *"Gentrify, Whalesnail?"*

Gallery 119 *"Endolith
Escape Party"*

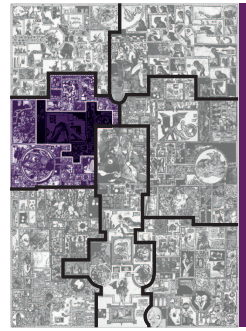
Gallery 109
"The Sun Is Hungry"

Gallery 108
*"Vile
Carnelian
Eyes"*

Gallery 95 *"Locust Sarcophagus"*

Gallery 93 *"Yggdrasil"*

Gallery 79 *"Unlikely Economies"*



GALLERY 96-107

96. "LION IN LAPIS LAZULI"

Waiting in lair 25% of the time. This intelligent, beautiful, valuable tiger in rare blue stone has very thin skin, emotionally speaking. [more ►](#)

97. "A BODY"

A fungal forgery. Crinkled papier-mâché myco-man, unpainted and partly unfinished, chicken wire and wooden struts visible through one side. [more ►](#)

98. "RED ROOM"

Whole room, floor, ceiling, and walls covered in what looks like dried blood. Completely safe. [more ►](#)

99. "YOU FUCKING WHORE"

No violence visible in abstract forms. Save or compulsively punch walls till knuckles bleed (as soon as you fail a CON check). [more ►](#)

100. "AMETHYST DRIFT"

A beautiful inverted geode floats around this room in the shape of a ponderous pufferfish. [more ►](#)

101. "THE HANDS OF DENDROSATHOL"

Giant marble hands, silent and fast as a horse, can speak in a language of signs. [more ►](#)

102. "CAPTIVITY"

DE FRETWELL lives under a geas in a gigantic house-shaped cage that takes up most of the room. [more ►](#)

103. "THE SCREAMING FACE OF MY WIFE"

No signs of violence in the abstract image. Save or collapse weeping and moaning in back of the throat for 5 mins. [more ►](#)

104. "HAPPY UNDERGROUND"

Abstract. Curling twists of some gray metal with d3+2 spheres of various rainbow shades poised between the limb-tips. [more ►](#)

105. "CHARITY TORN, A PORTRAIT"

A living image of CHARITY TORN—25" × 35". [more ►](#)

106. "DO NOT TOUCH"

Painting 10' × 4'. Abstract swirls and blotches of color. Faces are hidden in the smallest brush marks. [more ►](#)

107. "THE SUN'S SAD CHILDREN"

Dual tapestries line the walls, hung like curtains. Red and golden sunrays waving slowly, as if in thick and heavy wind. [more ►](#)

96. “LION IN LAPIS LAZULI”

By Beverly Icemonger

Waiting in lair 25% of the time. If you approach silently you can hear it muttering to itself, running over its last argument in its head, trying to work out why anyone would possibly behave that way.

THIS INTELLIGENT, BEAUTIFUL, valuable tiger in rare blue stone has very thin skin, emotionally speaking. It does not need to eat but prowls the dungeon suspiciously, claws grating like plinks of brittle glass, seeking out critical opinions and reacting badly to them.

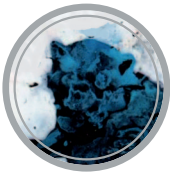
On contact, it will instantly inquire as to your opinion of it. If you are not critical, it will circle you asking ever deeper and more abstruse aesthetic questions. It will keenly follow any implied negative opinion. Should you admit to one, of any kind, it will, baffled, enraged, and genuinely surprised, assault you with prejudice. Hates unsupported comments. Asking “aren’t you actually a tiger?” is a good way to get fucked up.

The tiger has no idea that its own behavior provokes these endless attacks. In its own mind it lives in a state of endless judgement and mockery from senseless rogues.

If the party comes here a second time, the tiger will be arguing with 4 Cannibal Critics about its own relevance, one Critic with a fearsome leg wound.

Lion in Lapis Lazuli

AC	16
HD	5
ATK	D4/D4/D10
WORTH	5000GP “ALIVE”, 500GP FOR RECOVERED PIECES



When it falls it sounds like someone dropping a tray of drinks in the next room.

97. “A BODY”

By Jessa Blatchman

A fungal forgery. Crinkled papier-mâché myco-man, unpainted and partly unfinished, chicken wire and wooden struts visible through one side.

THIS THING HAS no reason to exist, except to ruin your day. It stumbles erratically and pathetically towards you making sounds like someone choking on a swallowed receipt. Coughs clods of rotten muck-like stuff from U-bend pipes. Tries and fails to eat its own arms. There is nothing inside.

The golem is worth nothing in any state. A truly terrible piece of art. Blatchman should be ashamed of herself.

If the party comes here a second time they will find two Cannibal Critics attempting to take it to Gallery 114 and feed it to the RatLeopard.

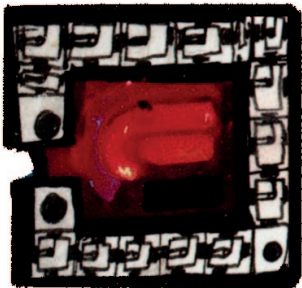
98. “RED ROOM”

By John A’Bear

Whole room, floor, ceiling, and walls covered in what looks like dried blood. Completely safe. Nothing from outside will threaten you here no matter how long you stay. (Even the Ruinous Globes.)

If a successful search is performed

There is a secret panel in the wall here inserted by LEVALLIANT GREEN from Cells 291 years ago—it contains a tin of magically preserved food and water (1 day’s worth—one half hour for one person here), a bag of caltrops, flint and tinder, 2 torches, and 600GP.



99. "YOU FUCKING WHORE"

By *Milo De Fretwell*

No violence visible in abstract forms. Save or compulsively punch walls till knuckles bleed (as soon as you fail a CON check). All blood spilt here seeps in and becomes part of the design.

100. "AMETHYST DRIFT"

By *Harmonia Alefounder*

A beautiful inverted geode floats around this room in the shape of a ponderous pufferfish.

 A NORMAL GEODE, like the kind from souvenir shops, is a black stone filled with amethyst crystal spikes. This geode has been magically inverted, like a glove turned inside out, its crystals sculpted organically into the shape of a confused and spiny globular fish.

If you touch or frighten the pufferfish, it snaps back into geode form and instantly falls to the ground. If your hand is caught inside, then it is crushed and mangled by crystal spikes for d6 damage. To get it out you need to calm down the pufferfish or smash open the rock.

If the party comes here a second time, a dead Cannibal Critic will be found hanging from the fish, her hand caught inside, the bobbing of the drifting fish tracing a winding blood trail on the clean floor. Worth: 2000GP whole; nothing if damaged.

101. "THE HANDS OF DENDROSATHOL, CLOSER OF THE GATE"

By *Ziklag Dawndelyon from Cells 299*

Giant marble hands, silent and fast as a horse, can speak in a language of signs. This statue—the Curator—is about 5' high and 8' across. It can fit through smaller doors by turning on its side and squeezing through.

 IT UNDERSTANDS THOSE works of art which speak or think. A sculpture of the things that became DENDRO BLACKPOLL (*Almery* 262) over time, it has a quite separate consciousness. The ring fingers show a slight tendency to curl back on themselves, as if they were sensory pseudopods.

If the party sees this room a second time, a Cannibal Critic will be here explaining how much damage the party has done to the gallery.

The Curator

AC

18

SPEED

2 × HUMAN

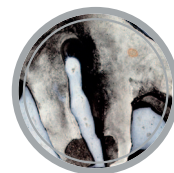
HD

8

ATK

D6 PROD × 6 FINGERS, OR 3D10 GRAB
CRUSHING DAMAGE 1 × PER ROUND

If ZIKLAG dies, he will attempt to inhabit this sculpture, and it will become a slave to his will.



102. “CAPTIVITY”

By Milo De Fretwell & Xanthoceras

DE FRETWELL lives under a geas in a gigantic house-shaped cage that takes up most of the room. Laid out like a multi-level home, he climbs inside like hamster. All furniture made of wire. He can be seen from any point. The spaces between the bars are big enough for him to walk through easily, yet he cannot pass. He does not age or hunger. Clothes long since rotted off. XANTHOCERAS placed him here. Punishment for the seduction and murder of ZAMIA TORN.

He wants two things: to escape the cage, and to kill women. The only tools he has are charm, intelligence, and lies.

He may make the following claims:

- Anyone entering the cage cannot leave (false).
- Anyone killing the resident of the cage will be drawn into it as a replacement (false).
- He is not the first resident (false).
- He is not Milo De Fretwell.

 THE GM SHOULD be ferocious and creative in representing De Fretwell's will to escape and survive. The only circumstances in which he might give himself away are if he has the chance to assault an unarmed—i.e. probably not a PC (immediately)—woman. He may not be able to prevent himself. De Fretwell can be freed by the use of a *Dispel* or through the spoken command, or death, of XANTHOCERUS.

103. “THE SCREAMING FACE OF MY WIFE”

By Milo De Fretwell

No signs of violence in the abstract image. Yet terrifying. Save or collapse weeping and moaning in back of the throat for 5 mins. Inconsolable. Have to be dragged out. All exit weeping and hating MILO DE FRETWELL.

If the party comes here a second time, SEE-ME-NO-MORE from *Archive 165* will be here, weeping and moaning, surrounded by three dead Cannibal Critics. If dragged away, he will thank the party then try to find a way to kill them all.

104. “HAPPY UNDERGROUND”

By Lucy Cone

Abstract. Curling twists of some gray metal with d3+2 spheres of various rainbow shades poised between the limb-tips. Each sphere at least 18' off the ground. Fragments of one sphere lie on the ground, and the corpse of a Cannibal Critic has been burned multiple colors like a chemical fire. This work can be climbed; colored glass globes cast a random dangerous spell like a grenade when broken. Precariously balanced; sculpture unstable. Another favorite of the DECADENT WASTE from *Gallery 118*.

If a successful search is performed

There is a secret panel in the floor inserted by LEVALLIANT GREEN (*Cells 291*) long ago; a tile slides away revealing text in 8 languages, including the common tongue, saying “Distraction” above a toggle lever. The lever overturns the sculpture.



105. "CHARITY TORN, A PORTRAIT"

By *Sophronia Wort from Wedding 183*

A living image of CHARITY TORN—25" × 35". Not connected to the living woman but with her memories up until the date of its creation. CHARITY and this image do not feel the movement of time but are always slightly bored.

CHARITY is kind to everyone and has never seen one person harm another. Anyone in the immediate presence of the portrait must save every time they commit an act intended to cause harm or else fail to find the will to do so.

⬡ SHE ASKS QUESTIONS about any cuts, abrasions, and signs of violence showing on the PCs. She asks—in precise, dispassionate, unnerving detail—for you to describe any acts of recent violence. Will exchange information on a question-for-question basis, but if she finds you uninteresting she will simply become a still painting again.

In her memory, DRACO SCABRA is an ambassador. XANTHOCERAS is a powerful and charismatic sorcerer, in love with ZAMIA (but then everyone is). SOPHRONIA WORT is an advisor and personal friend. She has never met a Medusa. She describes herself as "an Empress, of a sort. It's all... It's all a little unpleasant."

If the party comes here a second time, the painting will be gone (taken to *Gallery 81* by Cannibal Critics).

106. "DO NOT TOUCH"

By *Margaret Greateorex*

Painting 10' × 4'. Abstract swirls and blotches of color. Faces are hidden in the smallest brush marks.

⬡ IF THE SURFACE is touched, paint bursts from the frame like water gushing from a broken tank then rushes south across the floor to attack the anti-painting in *Gallery 89*. This results in the destruction of the anti-painting via antimatter reaction—5d6 damage explosion and minor irradiation.

107. "THE SUN'S SAD CHILDREN"

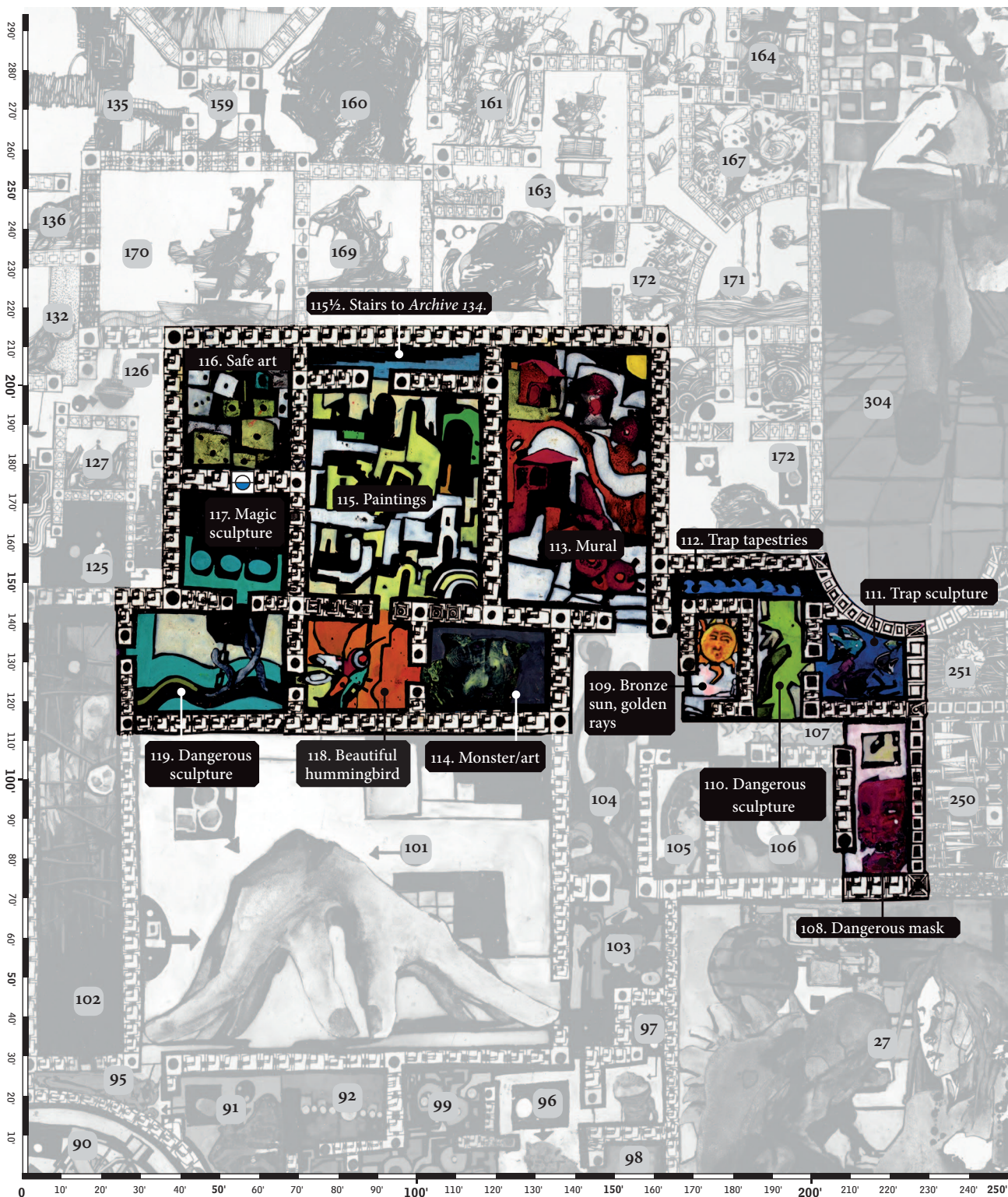
By *Henri Friendless*

Dual tapestries line the walls, hung like curtains. Red and golden sunrays waving slowly, as if in thick and heavy wind—as if air is blowing inwards from an opened window. Bottom edges nearly touch each other as they wave. The space between the waving edges is slim. Activated only by someone walking slowly down the middle of the corridor between the waving edges of the fabric. If they run down this corridor, nothing happens.

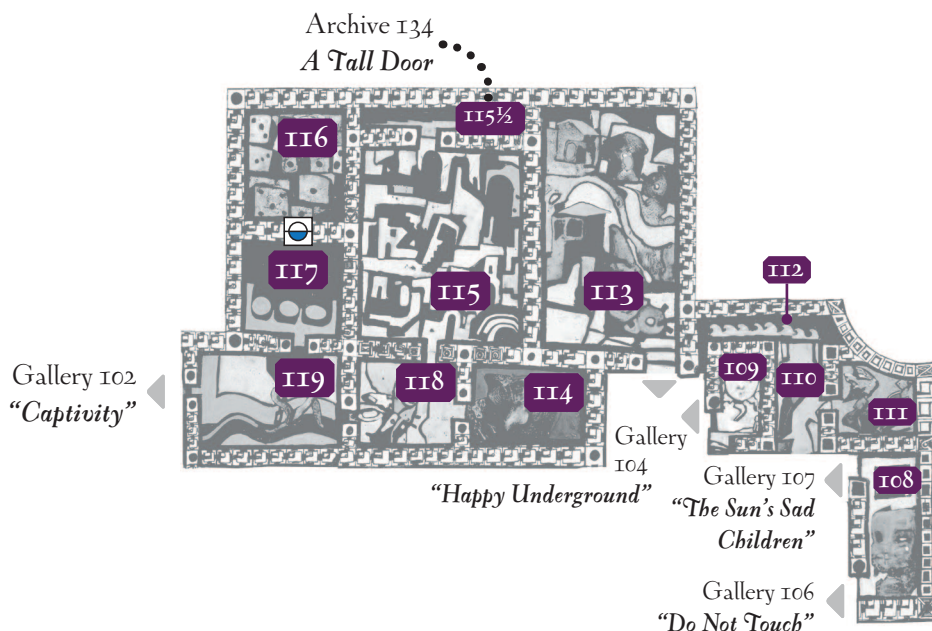
⬡ THIS DOES D6 fire damage the first time, then each time after that, slowly walking down the corridor removes all negative statuses.

If the party comes here a second time, 3 Cannibal Critics—one severely burned—will be attempting to remove one of these tapestries and switch it with one of the tapestries in *Gallery 112*. This will cause both new pairs of tapestries to echo out endlessly in space like facing mirrors—behind each tapestry there is another and another... The perennial hunger effect will stop functioning in the space behind the initial tapestries.





- Opening from the red side causes or requires solving a special problem.
- May not exist on the grey side.
- The door is secret on the blue side.
- Locked on the red side, can be unlocked on the other side.
- There's a trap on the black side.
- The usual door.



108. “VILE CARNELIAN EYES”

Horrid misshapen carnelian mask, attached to an obviously fake skeleton. [more ▶](#)

109. “THE SUN IS HUNGRY”

At the far end of this room shines the human face of a huge bronze sun that fills the north wall. [more ▶](#)

110. “THE GREEN FLAME OF SPRING”

A sculpture in glass of green fire. It runs through a blocky forest glen. [more ▶](#)

111. “ANARCHQUARIUM”

A glass tank of very peaceful fish. [more ▶](#)

112. “WAVES, ARRIVER?”

Hanging like curtains—activated only by someone walking slowly down the middle of the corridor between the waving edges of the fabric. [more ▶](#)

113. “GENTRIFY, WHALESNAIL?”

Huge mural on three walls. [more ▶](#)

114. “RATLEOPARD”

Here only half the time, a taxidermied leopard spliced with a giant mutated mole rat. [more ▶](#)

115. “SALZBURGER SHACHT”

Cityscape in liquid screams framed in iron from melted dreams. [more ▶](#)

115½. “SOME STAIRS SOMEWHERE”

An actual-size sculpture of stairs. Also a set of stairs, leading to the portal room—*Archive 134*.

116. “DER KRANKENHAUSE”

Giant sculpture of huge teetering dice. Perfectly safe. The dots on each die face are gold. [more ▶](#)

117. “THE SPACE BETWEEN THE STONES”

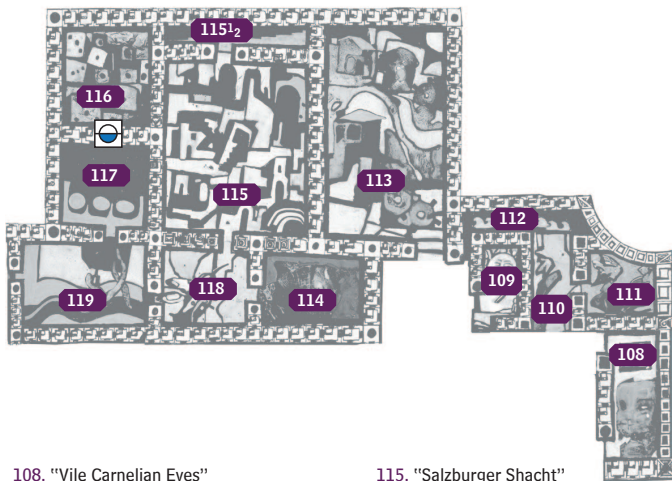
Sculpture. Three gigantic chalcedony orbs floating in a “frame” of absolute blackness. [more ▶](#)

118. “DECADENT WASTE”

Here 75% of the time, a beautiful & expensive hummingbird made of paper thin ruby, diamond, emerald, and sapphire. [more ▶](#)

119. “ENDOLITH ESCAPE PARTY”

A sculpture of d6 disturbing painted wormsculpt of molten iron, rapidly cooled. [more ▶](#)



108. "Vile Carnelian Eyes"
109. "The Sun Is Hungry"
110. "The Green Flame Of Spring"
111. "Anarchquarium"
112. "Waves, Arriver?"
113. "Gentrify, Whalesnail?"
114. "RatLeopard"
115. "Salzburger Shacht"
115½. "Some Stairs Somewhere"
116. "Der Krankenhaus"
117. "The Space Between the Stones"
118. "Decadent Waste"
119. "Endolith Escape Party"

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
51-56 Small gems/trinkets worth d10 × creature level GP
Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
57-59
60-64 Day's rations.
65-70 Day's worth of fresh water.
71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
3 Negamancer & d4 + 1 Thrall Mammals
4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
5 2d4 Cannibal Critics
6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
8 Lost Lizardman/Reptile Woman Mummy
9 2d8 "Oku"
10 2d6 + 2 Orchidmen
11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
13 2d4 + 1 Bondye Reparatè
14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
• 21-30 as 5 31-40 as 6 41-50 as 9
51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
54-69 A torch, if the party has any, goes out.
70-73 A lantern, if the party has one, goes out.
74 A wave of unspeakable melancholy
75-00 No encounter
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
87 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
88 A note saying "possibly under the water-wheels but it's dangerous".
90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
92 Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
93 Bag of flour.
94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
95 Vial of lubricant: covers 6'x6' area.
96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
97 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
99 A Goblin Key that'll lock any door.
00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

108. “VILE CARNELIAN EYES”

By *Milo De Fretwell*

Horrid misshapen carnelian mask, attached to an obviously fake skeleton (you can see the seams). If worn for two full rounds, instant death, no save. Worth: 10,000GP.

If the party comes here a second time, the mask will be gone—taken to *Gallery 115*.

109. “THE SUN IS HUNGRY”

By *William Curtelhope*

At the far end of this room shines the human face of a huge bronze sun that fills the north wall. Its ten rays are clearly gold. A ray can be twisted off with a simple STR check. Worth: 100GP each.

 THERE IS A stern note on the back of the face mentioning (in one of the ancient tongues of the Selenian Isles) that it should not be allowed near moonlight. If it is, it will explode—2d20 damage to everything in 20' radius. A ray will do d10 damage.

110. “THE GREEN FLAME OF SPRING”

By *Virginia Aethersmith*

A sculpture in glass of green fire. It runs through a blocky forest glen. Abstract and hewn roughly on raw granite stumps. Like an inferno caught suddenly in time. Every blade of flame gleaming and reflecting. If broken, the glass releases gobs of green fire that also adhere and consume like green slime. In 1-4 melee rounds the gobs transform their victims briefly into living green fire of enormous beauty and total agony. Can be scraped off quickly, cut away, or frozen.

111. “ANARCHQUARIUM”

By *Madlure Anketin*

A glass tank of very peaceful, sleepily moving fish. If you meet a fish's gaze (50% chance unless trying not to), save or roll a d6 on the list below. Each madness lasts d10 minutes.

1. Jump in and try to strangle fish.
2. Silently decide you will never leave gallery, and neither will anyone else.

3. Try to become exhibit.
4. Start smashing lights.
5. Demand opinions from everyone continually on pain of violence and death.
6. Continually give your opinion on everything or drop down dead.



BOTTOM OF TANK: full of treasure and bones from dead adventurers. Pearls, gold, golden teeth in empty skulls, buckles, rotted wallets, ornate hilts of rusted swords. A skull with half a mouth of gold teeth. The ivory handle of a rusted katana. A serpent torc around the bones of a wasted arm. All worth 500GP with unrestricted access.

These fish are poisonous (save or take 5d6) if eaten alive.

112. “WAVES, ARRIVER?”

By *Henri Friendless*

Hanging like curtains—activated only by someone walking slowly down the middle of the corridor between the waving edges of the fabric. If they run down, nothing happens.



CASTS *Cure Light Wounds* the first time anyone walks down. Each time after that it removes one point of INT and an important memory. If the party comes here a second time, 3 Cannibal Critics—two powerfully deranged—will be attempting to remove one of the tapestries and switch it with one of the tapestries in *Gallery 107*. This will cause both new pairs of tapestries to echo out endlessly in space like facing mirrors—behind each tapestry there is another and another... The perennial hunger effect will stop functioning in the space behind the initial tapestries.

113. “GENTRIFY, WHALESNAIL?”

or possibly “**GENTRIFY WHALESNAIL!**”
(the punctuation is unclear)

By *Maud Waghorn*

Huge mural on three walls. Actual dead Whalesnails camouflaged by being painted exactly into the image. They were used to paint the picture.

II4. “RATLEOPARD”

By *Alice De Wrangle*

 HERE ONLY HALF the time, a taxidermied leopard spliced with a giant mutated mole rat. Likes to sleep quietly in its tank of formaldehyde. An ambush predator, the creature uses acidic secretions and both halves of its insane makeup to hunt. It tunnels beneath the earth and backfills as it goes. It levers up the marble tiles and digs underneath to wait for prey. Then leaps unexpectedly from below. It knows about the vineway access from some rooms and senses perfectly in the dark.

RatLeopard

AC

14

HD

5

ATK

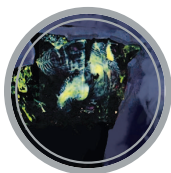
1D4 + 1D10 AMBUSH

FROM BELOW (from taxidermied bifurcated mouth and acidic steam); if successful, will hang on and do same damage each round.

It will not stay in combat if hurt and will retreat to its tunnel or to dark rooms. Any weapon successfully hurting it has a 1 in 20 chance of being corroded beyond use by the steam.



IN THE BOTTOM OF TANK. Bones picked clean and attractive items stolen by the critical faculty. Only ugly treasure left. 300GP of damaged coins and ugly uncharismatic jewelry (if you wear it, people remark on it).



II5. “SALZBURGER SHACHT”

By *Pamela Sourmilk*

 CITYSCAPE IN LIQUID screams framed in iron from melted dreams. A mural and multiple paintings arranged in iron frames like giant playing cards, facing towards the back of the room. If you reach the central space, the whole thing resolves as a remarkable cityscape with a progression of time running from left to right. An urban metropolis, poised on the edge of an impossible waterfall inside a gigantic cavern underground. A state of war.

The city, somehow, impossibly transforming into living flesh. The city falls, plunges in a bloody torrent down into the dark. Derivative and oversized. If you come here a second time, there will be two dead Cannibal Critics between the upright paintings, one about to put on the mask from *Gallery 108* (“Vile Carnelian Eyes”), and a fourth urging him to do it in order to “Truly experience the synergy between the works”.

II5½. “SOME STAIRS SOMEWHERE”

By *Roger le Gnatt*

An actual-size sculpture of stairs. Also a set of stairs, leading to the portal room—*Archive 134*.

II6. “DER KRANKENHAUSE”

By *Sir Walter Crakebone*

Giant sculpture of huge teetering dice. Perfectly safe. The dots on each die face are gold. Visible dots can be levered out for 100GP each. This scraping makes enough noise to trigger a Random Encounter check, though.

II7. “THE SPACE BETWEEN THE STONES”

By *Frank Vesselo*

Sculpture. Three gigantic (15' diameter) chalcedony orbs floating in a “frame” of absolute blackness. The secret door to the north is behind the orbs and their blackness.



IF YOU ENTER the space between the stones you feel a stabbing inside your eyes. Save for each eye or it becomes living chalcedony. Still works as an eye, but becomes heavy, grates, gets cold at night, can be taken out and put back painlessly, and looks freaky as fuck. For each transformed eye, an orb will fall to the ground and roll in random directions crashing through d6 random walls each, until all three orbs are gone.

If the party comes here a second time, there will be a crushed Cannibal Critic on the ground with a chalcedony eye, one of the orbs will be missing, and d6

random walls (in directions other than the one from which the party approached) will have been knocked over. Groups of d4 Critics will be standing in front of any revealed artworks, fiercely and perhaps physically defending the supremacy of the one they're in front of over the others.

118. "DECADENT WASTE"

By Mandy Van Acker

Here 75% of the time, a beautiful, insanely expensive hummingbird made of paper thin ruby, diamond, emerald, and sapphire. Eats bone marrow. No combat capabilities. Will try leading PCs to dangerous parts of dungeon in hopes they die. If they stop following it, it will go to nearby dangerous things and lead them to the PCs in the hope that someone dies.

Decadent Waste

AC

19

HP

1

WORTH: 3000GP "alive"; jeweled parts
500GP if destroyed.



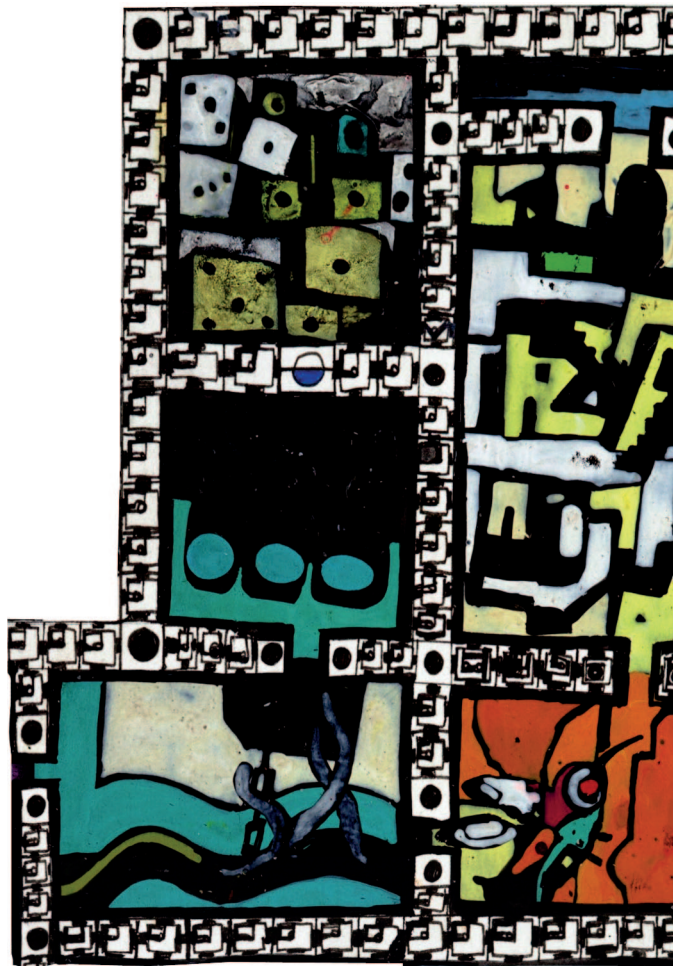
119. "ENDOLITH ESCAPE PARTY"

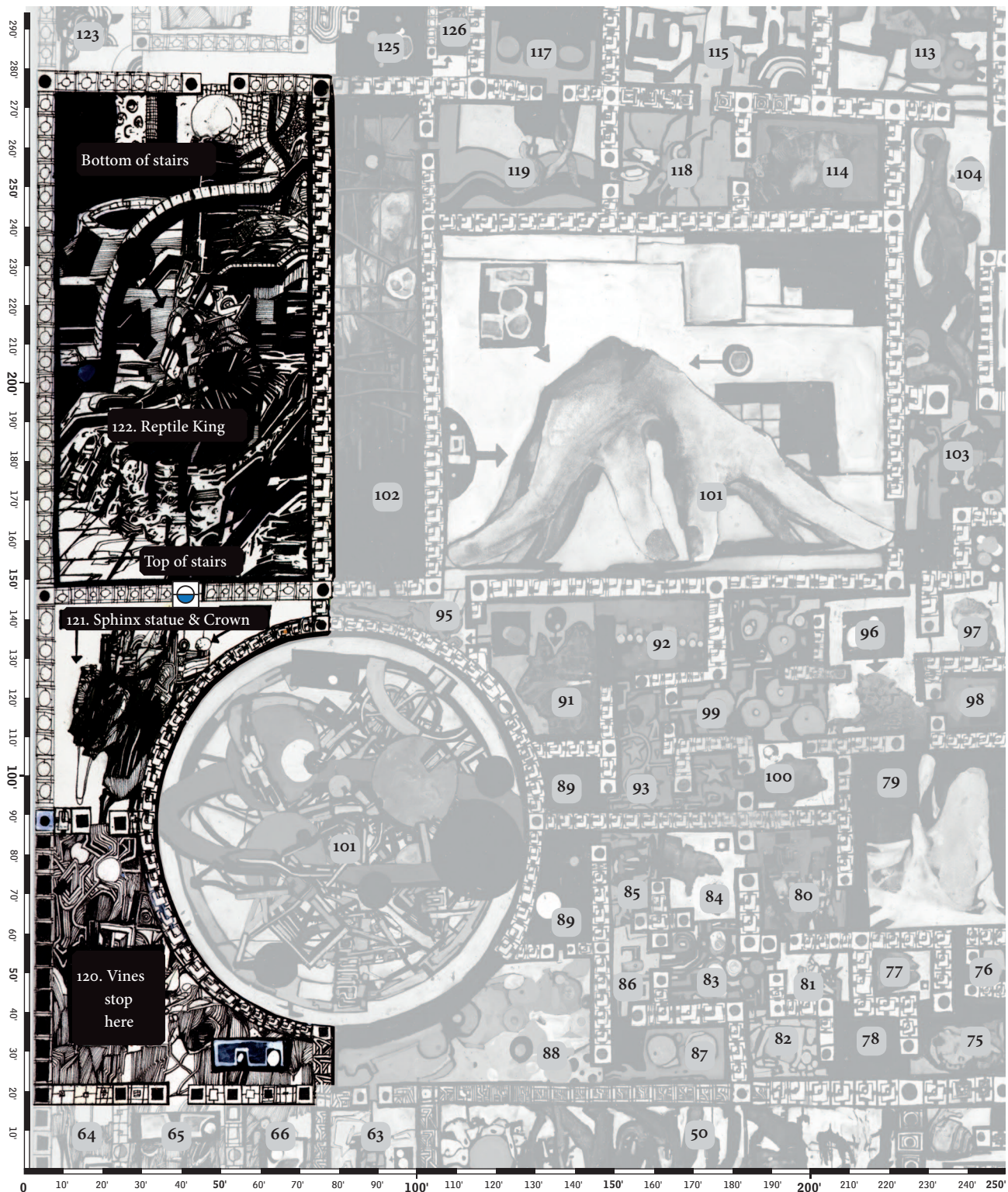
By Hugh Gobelyn

A sculpture of d6 disturbing painted wormsculpts of molten iron, rapidly cooled. Unlikely organic forms. Troubling. Strange, slow ferrous tubes.

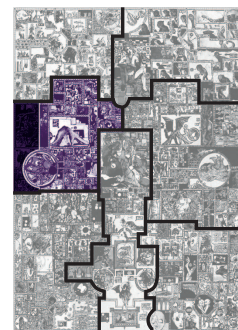
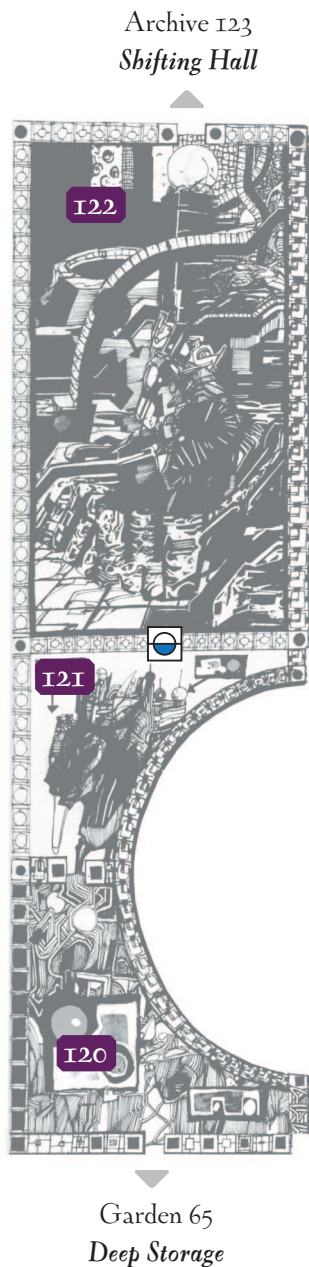


IF A BODY part or probing tool comes into contact, they activate and curl around. Save to avoid. They wrap round swords and limbs like thick Slinkys and weigh them down. These slowly wrap you up and *Slow* you, creeping closer to your mouth over hours then choking you by forcing themselves down your throat. When attached, they move about an inch per hour. Can only be removed by something capable of bending, breaking, or decaying iron. If force is used, bones will break—taking twice as much damage as the art.





- | | | |
|---|-----------------------------------|--------------------------------------|
| Opening from the red side causes or requires solving a special problem. | May not exist on the grey side. | The door is secret on the blue side. |
| Locked on the red side, can be unlocked on the other side. | There's a trap on the black side. | The usual door. |



120. THE DEATH OF PLANTS

The endless crawling writhing vines that surge up from every crack have been manipulated into a symbol of their own death. [more ►](#)

121. FORTUNA—CROWN OF NIGHT

Sphinx-like statue recovered from ancient realm. Her crown is composed of the battlements of the city she was made to defend. She knows a lot about that city and not much else. Quite depressed as her city is long gone, locked away in the hidden storage area of a forgotten dungeon. [more ►](#)

122. KINIXYS ZITEKI

Arguably a piece of art, but also an ancient still-living Reptile King. Perhaps the last living lizard of the old Saurids, he dwells in the center of an enormous vertiginous 3D labyrinth of platforms, causeways, and arches like a shaft of stacked and partial Piranesis. You can't see the bottom, but if you fall, rest assured you'll hit some piece of architecture within 100 feet. Any magic-user (or the Reptile King) can explain that the Saurid Archive is said to be an infinite paracosm, extending in all directions, but that the wing of the Archive in which the party will end up as it travels down is the only one they were meant to end up in. [more ►](#)

120. THE DEATH OF PLANTS

The endless crawling writhing vines that surge up from every crack have been manipulated into a symbol of their own death.



PLANT RUNNERS ALONG the curving northeast wall have been shaped into a huge symbol of plant death. All plants entering the room will die. The vines cannot stop growing. Place smells like a compost jungle as brown decaying plant life dies even as it grows, crawling compulsively over the symbol and ensuring its own destruction.

Humid and sweaty like an awful abandoned greenhouse. Insect swarms, clouds of biting flies. Too much oxygen in the thick and flammable atmosphere.

If a fire is started here, it will go mad and be hard to stop.

If you damage the symbol

The vines will begin expanding north and northeast through the walls at the rate of one room per day. They only stop if the status of XANTHOCERUS changes. Some will snake up through the secret door in *Gallery 121*, making that door obvious.

121. FORTUNA—CROWN OF NIGHT

Sphinx-like statue recovered from ancient realm. Her crown is composed of the battlements of the city she was made to defend. She knows a lot about that city and not much else. Quite depressed as her city is long gone, locked away in the hidden storage area of a forgotten dungeon.

“Nyctopolis was a city on an island in the center of a still black sea. The water of this sea was so still and so black that astronomers aimed their telescopes down at night and read the reflection of the stars in its surface. The futures they saw in the still lake were always right and were used to keep the city safe. Nyctopolis avoided all danger for so long as the waters were undisturbed, but even one long slow unseen ripple would twist their predictions and expose them to terrible danger. Because of this, anyone caught fishing was hung from their own hooks and anyone skipping stones was

castrated with the stones they skipped, no matter how long that took. No one came to Nyctopolis, and no one left. Then... one night... something went wrong, and I can't remember what it was!”



FORTUNA UNDERSTANDS THAT she is damaged and seeks to heal in the manner of her kind. For every piece of knowledge there is a lock, a riddle. When you wish to know a thing, answering its riddle gives you access. Fortuna does not know what she seeks, only that something inside her is missing. She has answers, single words, fragments of understanding, but no context, no riddles.

She knows that if she hears enough different riddles, perhaps one out of hundreds will be correct. If she can find the correct riddles for every word, perhaps she will finally unlock her forgotten self and know again the fate of Nyctopolis.

Fortuna knows all that transpires in the Medusa's Maze, and she will exchange answers to questions for riddles. Any answers she gives will be no more than three words long.

The words and phrases that she requires riddles for are below. She will tell PCs a word and ask for a riddle to match it:

1. NIGHT
2. WATER
3. STARS
4. YOUR REFLECTION
5. A SMOOTH STONE
6. PAIN
7. A STILL LAKE
8. DEATH

If the PCs come up with a good riddle, Fortuna will answer their question. If they come up with a bad riddle, or spend time messing around, Fortuna will slowly become more and more despairing and angry. They can fail d4+1 times. Once more and she will attack.

A “good” riddle is one that is neither obvious to many, nor impossible to grasp, yet still correct when understood.

Fortuna will be clear about the terms of her deal and her mood; she is not trying to trick the PCs, but she is dangerous.

Fortuna

AC	22
HD	15
SPEED	¾ HUMAN
ATK	2D4/2D4



Fortuna theoretically know jokes that cause uncontrollable laughter and riddles so mind-bending that they daze the target until answered, but she is too depressed to enjoy the former or remember the latter. However, if her spirits improve and the GM has some jokes and riddles ready, she may employ them.

122. KINIXYS ZITEKI

Arguably a piece of art, but also an ancient still-living Reptile King. Perhaps the last living lizard of the old Saurids, he dwells in the center of an enormous vertiginous 3D labyrinth of platforms, causeways, and arches like a shaft of stacked and partial Piranesis. You can't see the bottom, but if you fall, rest assured you'll hit some piece of architecture within 100 feet.

Any magic-user (or the Reptile King) can explain that the Saurid Archive is said to be an infinite paracosm, extending in all directions, but that the wing of the Archive in which the party will end up as it travels down is the only one they were meant to end up in.

 NO MATTER WHICH path they take down, they will end up in *Archive 123*; no matter which path they take up they will end up in *Gallery 121*, no matter how many times they try it—and they will always pass the Reptile King's strange throne in the middle. He sits alone, 100' down in the mesh of rock, lit by white fire caged in white orbs.

Guards entrance to the Reptile Archive (from wrong direction, probably). Non-aggressive unless provoked. There will never be any Random Encounters here.

Behind him is a nest of black drawers, each one containing a limb lost in some old heroic act. (He grows them back.) He will draw them out and describe their history while using them in combat as wands and weapons. Each is old and withered. They will be destroyed after only one use by either him or you.

1. RIGHT ARM—lost killing a Lich (destroys undead if they fail a save).
2. LEFT ARM—freed a people from slavery (allows free movement through sticky terrain or webs).
3. LEFT HAND—throttled an Elder Eye (“Grabber” STR 18).
4. TAIL—escaped the Devil's antechamber (club, *Banishes* devils & daemons on impact).
5. RIGHT ARM—knighted a ghost (commands ethereal undead as Lvl 8 cleric when wielded).
6. LEFT LEG—kicked lightning into the sky (fires lightning bolt in semi-random direction).
7. PAIR OF ARMS, SKELETONIZED—pulled the bones of a saint from a gelatinous cube (nunchuks, throat-grab on hit).

Also has a tarnished crown (900GP), scepter (450GP), and goat of arms (taxidermied ritual attack goat). Secretly, deeply, wants you to burn down the Archive, end the empire of the Saurids, and let it pass from the earth. If done, he will walk into the flames.

In the north of this room, PCs can hear the very faint ringing of the Seeping Chimes (*Archive 170*). The chimes gradually become louder the closer you get to that room. Ziteki knows what they are and what they do.

Kinixys Ziteki

AC	17
HD	10
ATK	5-20 MISSHAPEN CLAW, OR USES LIMB ABOVE



Regenerates 10 HP per round.

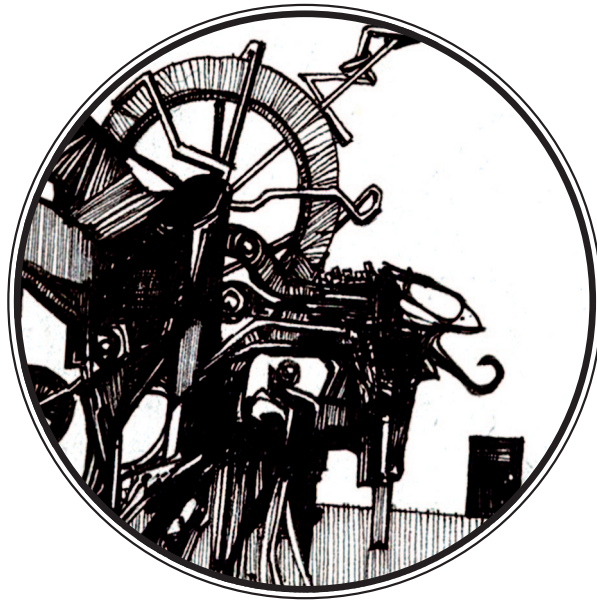
NOTE

THE ARCHIVE IS LIT BY A COMBINATION of normal lamps and cages containing Infrared Moths. Lamp oil is difficult to replace due to the Archive's hidden nature and the Saurid Mummies try to minimize the use of naked flames.

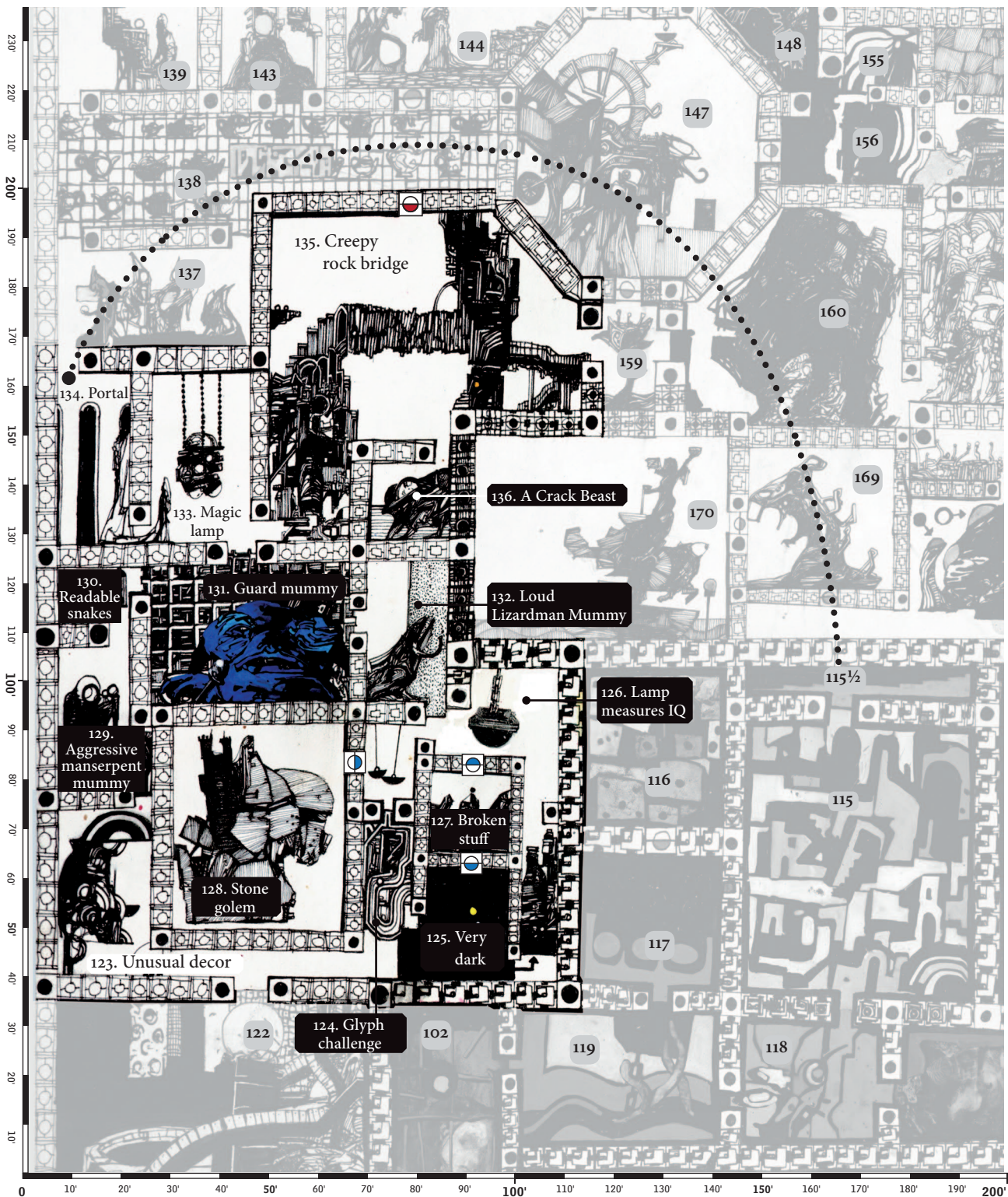
The Infared Moths navigate by the light reflected from the eyes of killers, which they perceive exceptionally well. They will bang against the sides of their cages when killers walk past.

The mummies—husks carrying out revenant echoes of their other lives—speak with a lugubrious slowness that belies the mundanity of their demands and frustrations (they will experience a definite culture clash if they encounter any of the Chameleon Women). The Late Era First Reptile Empire was a civilized and ordered place; the Neonate Empire is callow, predatory, and steeped in bleak ritual. Nevertheless, the living Chameleon Women will try to turn the dead against the mammals.

The walls are lined with small shelves containing mouldering scrolls and clay tablets. The music of the Seeping Chimes (*Archive 170*) can be heard throughout most of this area. Otherwise, it's quite quiet.



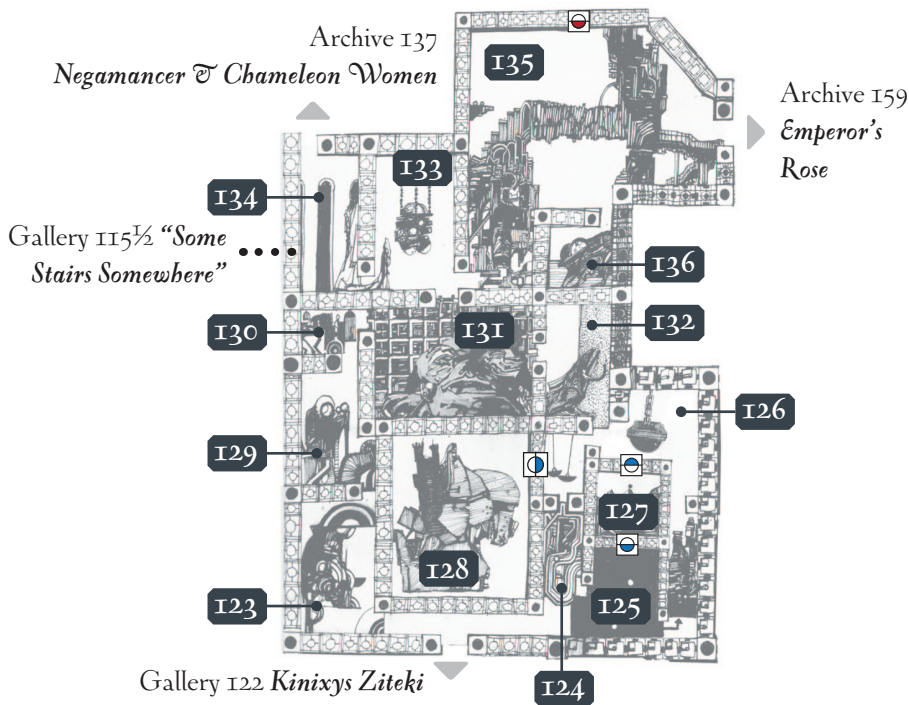
THE
REPTILE
ARCHIVE



 Opening from the red side causes or requires solving a special problem.
 Locked on the red side, can be unlocked on the other side.

 May not exist on the grey side.
 There's a trap on the black side.

 The door is secret on the blue side.
 The usual door.



I23. SHIFTING HALL

Someone has rearranged the floor tiles to show a blue-on-blue slate sunset. [more ►](#)

I24. MINOR GLYPH MAZE

Mosaic of an abstract knowledge-snake on the floor must be walked while reciting, or recalling (correctly), from any book. [more ►](#)

I25. BROKEN ALIEN MOONS

Room lined with failed tiles that swallow any light in the room, keeping it very dark. [more ►](#)

I26. LAMPS

Some lamps still give the normal white light of oil, others are guttering and nearly empty. [more ►](#)

I27. FIREPROOF ROOM

This room is full of broken lamps intended for oil storage and lamp repair. [more ►](#)

I28. THE FORTRESS KOOLHAUS

A miniature fantasy castle of strange design occupies the rocky promontory of an island. [more ►](#)

I29. NAJA NATRIX

This extremely pompous and aggressive manserpent mummy is stuffed with cookbooks. [more ►](#)

I30. EMPTY CAGES AND DEAD SNAKES

Long since starved to death. Many revived as undead snakes, papery and mainly ribs. [more ►](#)

I31. EMTS ORBICULARIS

The least insane, most aware mummy. [more ►](#)

I32. CHIROMANTIS

Little lizardman mummy stuffed with the prologues to speeches. [more ►](#)

I33. A LAMP OF CRYPTIC RAYS

A multifaceted artifact for reading magical texts hangs from chains. [more ►](#)

I34. A TALL DOOR

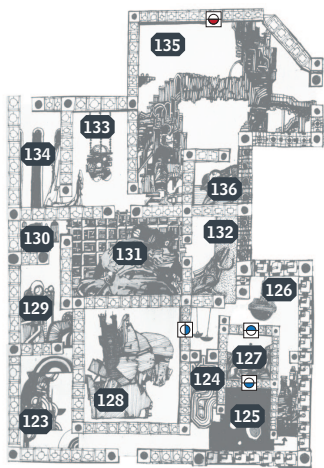
SCRIPTA ELEGANS, a slender lizard-woman mummy, seems fearful to go through it. The portal leads to Gallery 115½. [more ►](#)

I35. A BRIDGE OF STACKED STONE

Long, latticed drystone shards of slate held in teetering dusty piles by gravity. [more ►](#)

I36. SKIN-MUTINY

It looks for something living in the archive to adopt it. Will try to “playfully” bite the first PC to come close to it. [more ►](#)



123. Shifting Hall
124. Minor Glyph Maze
125. Broken Alien Moons
126. Lamps
127. Fireproof Room
128. The Fortress Koolhaus
129. Naja Natrix
130. Empty Cages and Dead Snakes
131. Emys Orbicularis
132. Chiromantis
133. A Lamp of Cryptic Rays
134. A Tall Door
135. A Bridge of Stacked Stone
136. Skin-Mutiny

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
- 51-56 Small gems/trinkets worth d10 × creature level GP
- 57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64 Day's rations.
- 65-70 Day's worth of fresh water.
- 71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
- 83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
- 2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3 Negamancer & d4 + 1 Thrall Mammals
- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8 Lost Lizardman/Reptile Woman Mummy
- 9 2d8 "Oku"
- 10 2d6 + 2 Orchidmen
- 11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- 21-30 as 1
- 31-40 as 10
- 41-50 as 00
- 51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
- 54-69 A torch, if the party has any, goes out.
- 70-73 A lantern, if the party has one, goes out.
- 74 A wave of unspeakable melancholy
- 75-00 No encounter
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
- 89 A note saying "possibly under the water-wheels but it's dangerous".
- 90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92 Scroll: *Rust Object* (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.)
- 93 Bag of flour.
- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
- 96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

123. SHIFTING HALL

Someone has rearranged the floor tiles to show a blue-on-blue slate sunset, but stopped before finishing and then started again in another part of the room, but failed again and so on, till every space became filled.

124. MINOR GLYPH MAZE

Mosaic of an abstract knowledge-snake on the floor must be walked while reciting, or recalling (correctly), from any book.

 TAKES ABOUT 10 seconds to cross. Not a trap exactly: This is how Saurid librarians clock in and out, so it's quite normal for them. If you don't, the glyph will assume you are either not a—or a bad—librarian. The glyph will summon CHIROMANTIS from *Archive 132*, on the second pass EYMS ORBICULARIS from *Archive 131*, then NAJA NATRIX from *Archive 129*.

125. BROKEN ALIEN MOONS

Room lined with failed tiles intended by TORGOS ZOOOTH (*Almery 256*) and RALPH CRAWLBOYS (*Gallery 90*) for the Mile Of Many Moons in *Archive 157*. Most show only infinite stellar blackness and this swallows any light in the room, keeping it very dark. Some tiles show fragments of strange alien moons setting and rising, but only fragments.

126. LAMPS

Some lamps still give the normal white light of oil, others are guttering and nearly empty. Some have had their flames replaced by Infrared Moths which give a low blood-colored light. Many are dark. The large swinging lamp shines more brightly with the intelligence of the people who pass under it, even if invisible or ethereal.

127. FIREPROOF ROOM

This room is full of broken lamps intended for oil storage and lamp repair, but all the oil casks are now empty. Lots of trash and various things in here. Quite safe as only the LAMPEN PROLETARIAN know about it.

 SEARCHING FOR 10 minutes (one Random Encounter check) will reveal a small intact lamp from the earliest age of the Reptile Empire, exquisitely carved, worth 900GP.

128. THE FORTRESS KOOLHAUS

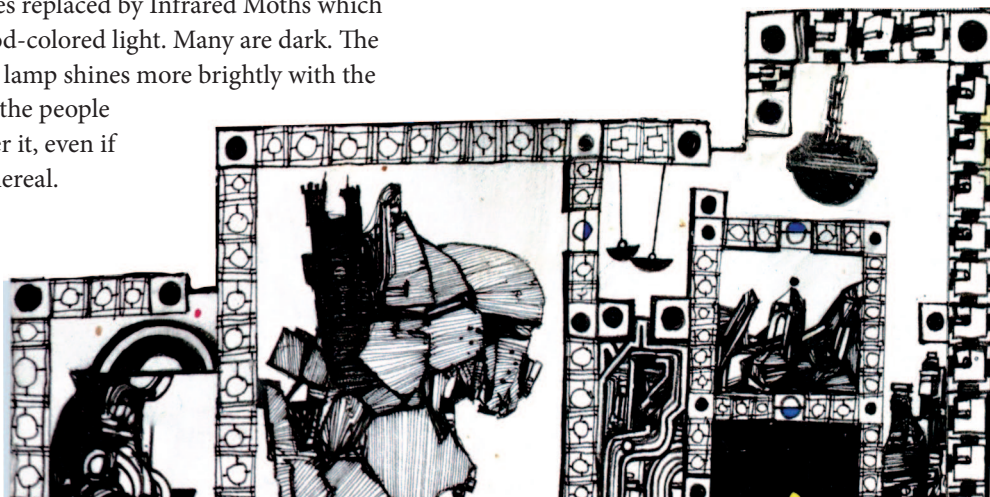
A miniature fantasy castle of strange design occupies the rocky promontory of an island. The promontory is also the sloping back of a crude gorilla of stone, its blunt featureless head hanging under the outcrop, staring into the distance. This is KOOLHAUS, a living architectural plan covered in dust and grime.

 IF YOU CAN KILL IT (face down) and smash the building off its back, written in its skin like cysts and cancer scars, is a visual map of the dungeon. (I.e., you can show the players the unkeyed painting that is reproduced at the beginning of this book.)

Koolhaus

AC	 5
HD	13
ATK	2D8/3D8

Only magic weapons can harm KOOLHAUS.



129. NAJA NATRIX, PATRIARCHAL MANSERPENT MAGE

This extremely pompous and aggressive manserpent mummy has escaped death but been stuffed full of cookbooks, and is not happy about it. The books cannot be removed without ending his undeath for good. He is now obsessed with food, which he can read about but cannot eat.

Naja Natrix

AC 17
HD 7
ATK D12 BITE



SPECIAL: Cause *Hunger* (save at -3 or stop to eat nearest foodstuff, or barring that, living thing. The hunger is overwhelming; PCs will attempt to eat each other). *Suggestion* (that you are made of cake). All effects can only be ended at will by the caster or by Naja's destruction.

Standard undead immunities. Can be harmed only by magical weapons—except fire, which does 2 × damage.

130. EMPTY CAGES AND DEAD SNAKES

Long since starved to death. Many spontaneously revived as undead snakes, papery and mainly ribs. Snakes are also books and these dead snakes are necromantic spells.

 THE LIBRARY WILL CONTAIN (searcher's INT minus 15) worth of standard or custom-made random necromantic spell "scrolls", and they will find one for every 20 minutes of searching.

131. EMTS ORBICULARIS

The least insane, most aware mummy. Knows of the outside world (beyond the Maze) and the situation there. Charged with mad equations. (Literally: stuffed with theoretical mathematical papers that SEE-ME-NO-MORE would love to get his hands on.) Demands name and verifiable authority in order to let you access the library. Any written permission from the THREE SISTERS, the three LICHES, or PSATHYRELLA

will be sufficient. Frustrated if you come in from the north as no one is supposed to come in that way but everyone does. If this is a beehive, he is the guard.

Emys Orbicularis

AC 17
HD 7
ATK D12 BITE



Divides each round of combat—opening to reveal another copy of himself with 1 less hit die like a Russian doll.

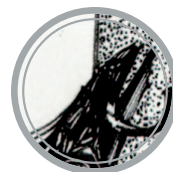
Standard undead immunities. Can be harmed only by magical weapons—except fire, which does 2 × damage.

132. CHIROMANTIS

Little lizardman mummy stuffed with the prologues to speeches. Has a gravelly and weary voice, and will address you with whatever title you give. Players may like this.

Chiromantis

AC 17
HD 8
ATK D12 BITE

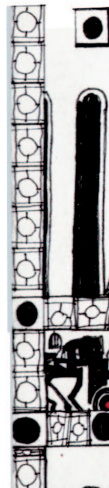


Can be harmed only by magical weapons—except fire, which does 2 × damage.

133. A LAMP OF CRYPTIC RAYS

A multifaceted artifact hangs from chains like a mechanized meteorite.

For reading magical texts. Provides moonlight, noonlight, the light of an eclipsed sun, starlight, the light of a particular day or night, midsummer light, or light from a particular star. Brass control wheels exist for hour, day, month, year, century, millennia, era, reality. There are switches abyssal and divine and filters for the light from various planes. None are designed to be harmful but the lamp can produce almost any kind of light. (If players can imagine it, they can find it). The light isn't simulated; it is continuously teleported here from the source—this may have consequences. 500GP if you're wondering.



134. A TALL DOOR, ITS NATURE UNKNOWN

SCRIPTA ELEGANS, a slender lizard-woman mummy, seems fearful to go through it. She will inform PCs that the door cuts through the unspace in which the dungeon rests and leads to a hall of strange images. She is beautiful and sinuous, stuffed with strategic maxims written in ink on strips of imperial silk. Keenly curious about the outside world, she will closely question any visitor about it.

TO ACCESS THE portal from this side, you must solve a partial equation carved in the lintel above the door. A successful INT test or any experience with mathematics will show that the equation is irrational and cannot be solved without a complete version. (SEE-ME-NO-MORE has this, see *Archive 165*.) The portal leads to “Some Stairs Somewhere” in *Gallery 115½*.

Scripta Elegans

AC 17
HD 8
ATK D12 BITE

Can be harmed only by magical weapons—except fire, which does 2 × damage.



135. A BRIDGE OF STACKED STONE IN BLUE & GRAY

Long, latticed drystone shards of slate held in teetering dusty piles by gravity. Slate was recovered from the cheap Slate Golems used to build the place then incorporated into the building as it was completed. That is why it looks so strange. Echoes of man-forms in the rock. Slate faces may mutter in their sleep of the dying empire of the Lizard People and their Semi-Empress of decay, PSATHYRELLA.

YOU HAVE TO CROSS it to get from any entrance to any exit—it's a 50' drop to the jagged bottom and there's no treasure down there. You can go fast, needing to make a DEX check to avoid falling, or go slow enough to still be on the bridge during the next Random Encounter roll.

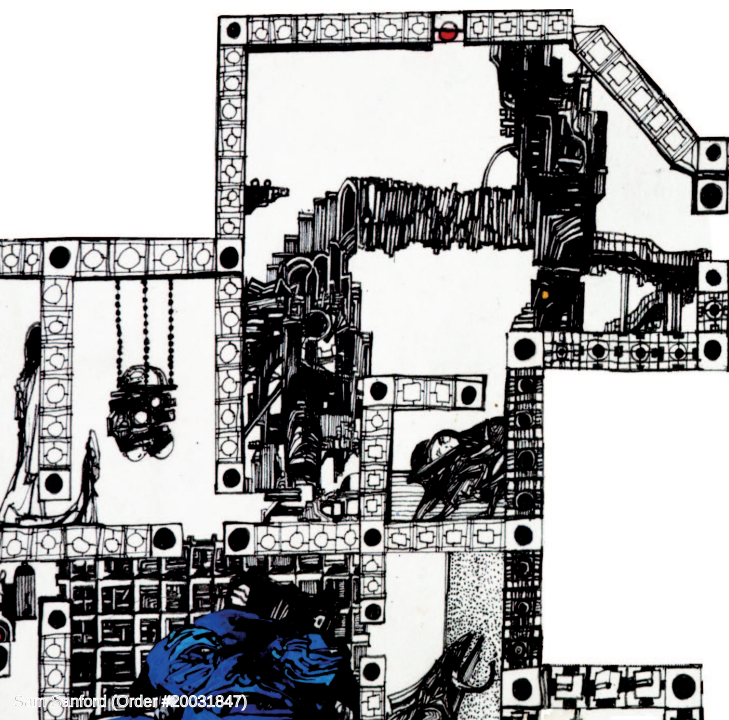
136. SKIN-MUTINY

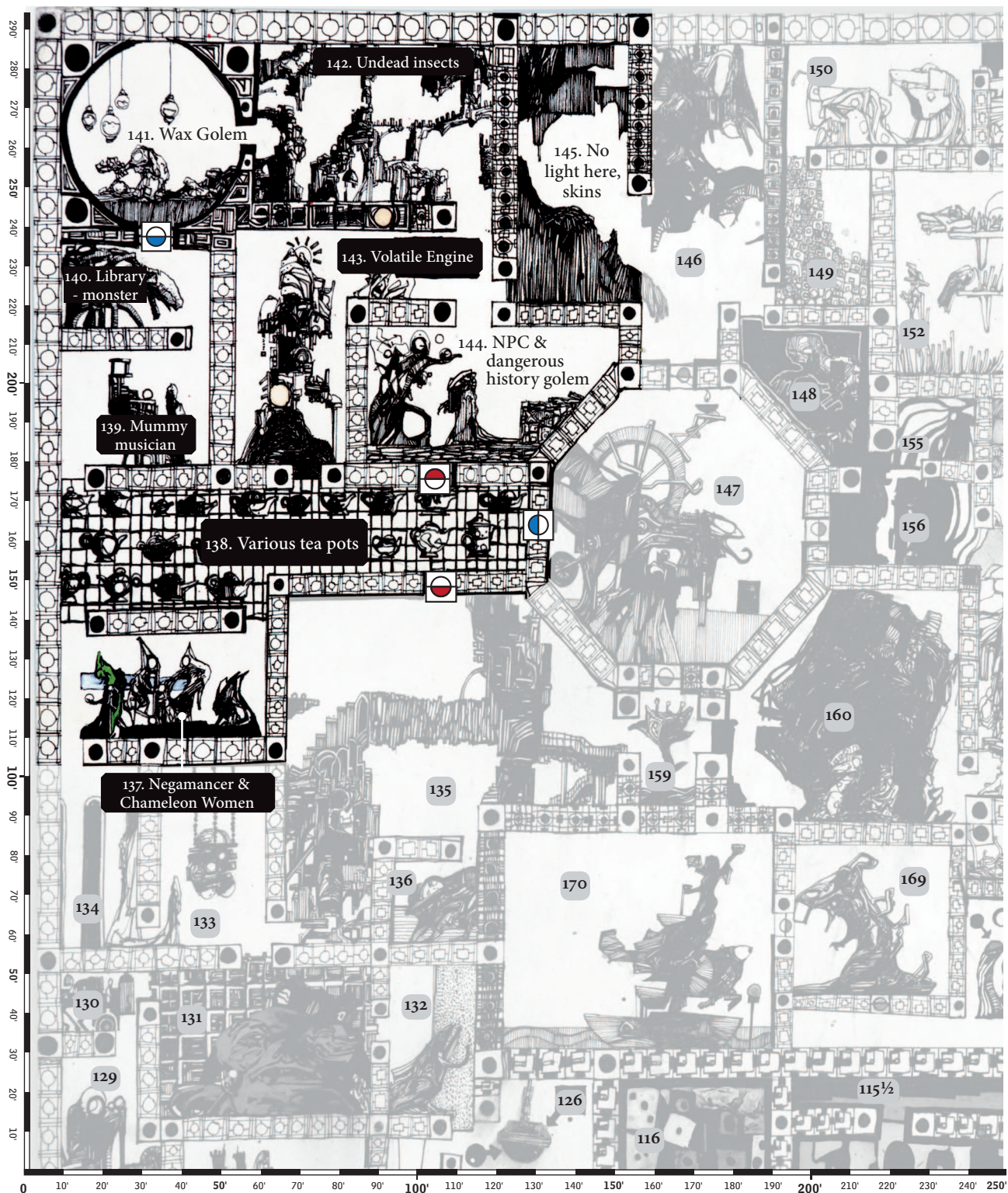
Like FRACTURE-OF-THE-BONE in *Halls 27*, looking for something living in the Archive to adopt it. Will try to “playfully” bite the first PC to come close to it.

Skin-Mutiny

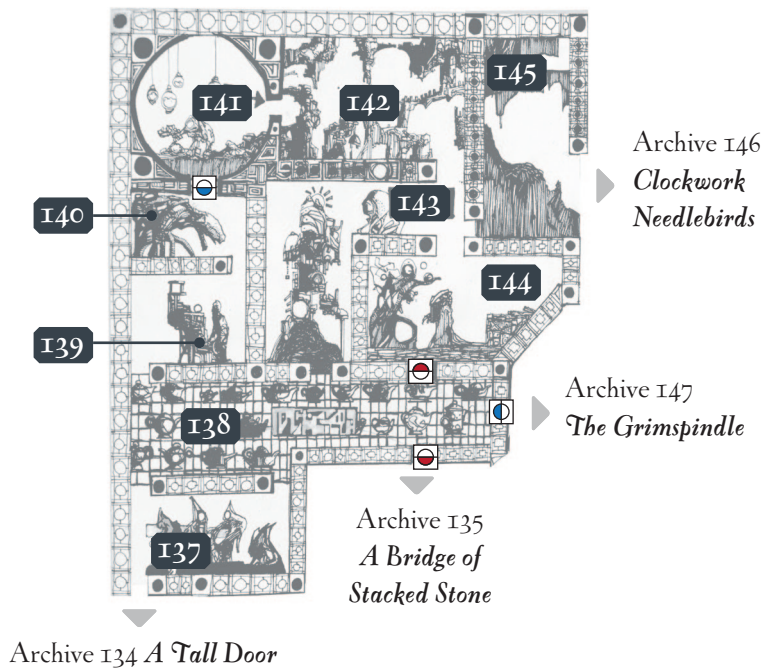
HD 4
AC 14
ATK D4 PLUS CHARM AND ADDICTIVE

Burbles kid-speak. Injects addictive psychotropic on each bite. The injected chemicals work as a *Charm* spell while the victim is alive and persuades the victim that the Crack Beast is a cute and friendly pet. In this way the beast can drink a victim's blood until they die. The drugs are addictive so victims will seek out the beast should it abandon them after three feedings or more.





- | | | |
|---|-----------------------------------|--------------------------------------|
| Opening from the red side causes or requires solving a special problem. | May not exist on the grey side. | The door is secret on the blue side. |
| Locked on the red side, can be unlocked on the other side. | There's a trap on the black side. | The usual door. |



I37. NEGAMANCER & CHAMELEON WOMEN

Zealots gathering information on the Archive and Maze. [more ►](#)

I38. THE HALL OF UNVERIFIABLE TEAPOTS

A hall of near-infinite teapots from which the revenants of the lost Reptile Empire decant teas brewed from mutant plants and the trace remains of dead seekers, scraped from dungeon floors. [more ►](#)

I39. THE ORGAN'S CITY

This organ plays echoes of forgotten things: the sighs of dead lovers, a martyr's cries, the cracks from burning temples, and the tings of swords breaking in a hero's hands. [more ►](#)

I40. SCORODRON

Badly-taxidermied, living-library mummy full of the scores to rare Reptile Empire Opera. [more ►](#)

I41. THE LAMPEN PROLETARIAN

Empty casks of oil cover the floor of a room filled with hanging lamps. Some glow deep red as dying moths tap the glass. [more ►](#)

I42. CITY OF DEAD BEES

Swarms of animate, empty, endoskeletal shells, their ghost wings humming. [more ►](#)

I43. THE SILENCE ENGINE

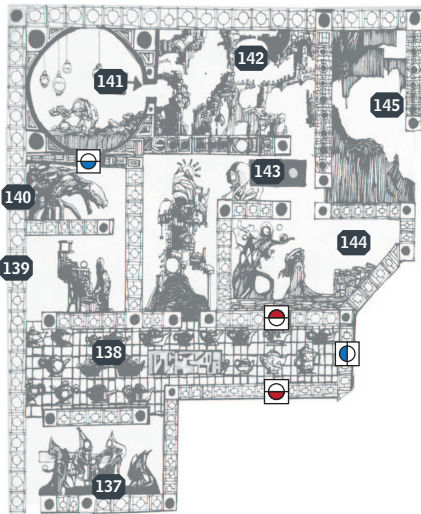
Weird stacked engine of tubes, chains, bulbs, and wire. Soaking up echoes that seep through a golden grill high in the west wall. [more ►](#)

I44. THE HISTORY GOLEM

SALAMANDRA PUNTATA is a somber, serious mummy filled with dense history books. [more ►](#)

I45. SKIN HALL

It is dark in this ignored hallway. Preserved and punctured skins of dead adventurers hang on the walls. Those who read braille may attempt to "read" the skins. [more ►](#)



137. Negamancer & Chameleon Women
138. The Hall of Unverifiable Teapots
139. The Organ's City
140. Scorodron
141. The Lampen Proletarian
142. City of Dead Bees
143. The Silence Engine
144. The History Golem
145. Skin Hall

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
- 51-56 Small gems/trinkets worth d10 × creature level GP
- 57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64 Day's rations.
- 65-70 Day's worth of fresh water.
- 71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
- 83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
- 2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3 Negamancer & d4 + 1 Thrall Mammals
- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8 Lost Lizardman/Reptile Woman Mummy
- 9 2d8 "Oku"
- 10 2d6 + 2 Orchidmen
- 11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- 21-30 as 1
- 31-40 as 10
- 41-50 as 00
- 51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
- 54-69 A torch, if the party has any, goes out.
- 70-73 A lantern, if the party has one, goes out.
- 74 A wave of unspeakable melancholy
- 75-00 No encounter
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
- 89 A note saying "possibly under the water-wheels but it's dangerous".
- 90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92 Scroll: *Rust Object* (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.)
- 93 Bag of flour.
- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
- 96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

137. NEGAMANCER & CHAMELEON WOMEN

Zealots gathering information on the Archive and Maze. They have no chill re: armed mammals.

Chameleon Women

*One-Of-The-House-Of-Kamada,
One-Of-The-House-Of-Vytt,
One-Of-The-House-Of-Issss-Nyct*



AC

15

HD

2

ATK

D4 BITE/D6+2 MACHETE
OR OTHER WEAPON+2

They carry machetes, barbed nets (ignore armor, do 6 pts of damage to net to escape, or someone else can remove it in one action), and S-shaped throwing knives (d4).

They have infravision, and their adaptable skins allow them to maintain stealth on a 1-5 roll of a d6; they climb walls as normal terrain.

The ONE-OF-THE-HOUSE-OF-ISSSS-NYCT is a sorceress who can cast any basic wizard or cleric level 1-2 spell at an HP cost equal to $2 \times$ the level of the spell. So *Magic Missile* (a 1st Lvl spell) costs 2 HP.

Chameleon Man Negamancer

One-Of-Orquit-Esspheq



AC

15

HD

4

ATK

CURSED KNIFE D6 + SAVE
OR TAKE $2 \times$ DAMAGE NEXT TIME
YOU'RE HIT, OR BY SPELL

NEGAMANTIC SPELLS (line of sight, no save, at will):

- Undo effect last round of combat on himself
- Undo effect last round of combat on another
- Change one failed die roll into a critical fumble
- Transfer damage from one discrete attack from self to target

138. THE HALL OF UNVERIFIABLE TEAPOTS

From here, the PCs can hear— as well as the music of the Seeping Chimes in *Archive 170*—the sad music of ACONTIAS SKINK in *Archive 139*.



IT IS RUMORED that beneath the earth is a hall of near-infinite teapots from which the revenants of the lost Reptile Empire decant teas brewed from mutant plants and the trace remains of dead seekers, scraped from dungeon floors. This is dead on.

There is one pot for each adventurer who has died trying to verify the existence of the preposterous hall of pots. Some are very old and contains trace DNA of dead heroes. Every d10+10 minutes of searching will turn up one pot worth $d8 \times 1000GP$ (one GP per every year old the pot is). The pots are fragile and, if carried in any way, have a 50% chance of shattering into worthless pieces (even if carefully packed) during any given encounter or desperate exertion.

139. THE ORGAN'S CITY

This organ plays echoes of forgotten things: the sighs of dead lovers, a martyr's cries, the cracks from burning temples, and the tings of swords breaking in a hero's hands. Remarkable music played by ACONTIAS SKINK, a deaf Beethoven-level-talent stuffed with self-written scores. The echoes are alive in there. SKINK occasionally pulls new scores from the SCORODRON as it passes by, but he does not stop playing. High in the east wall is a golden grill. The same one can be seen from *Archive 143*.

Acontias Skink

AC

17

HD

8

ATK

D12 BITE

Can be harmed only by magical weapons—except fire, which does $2 \times$ damage.



140. SCORODRON

Badly-taxidermied, living-library mummy full of the scores to rare Reptile Empire Opera. If damaged, it bleeds long torn unwinding scrolls. The Scorodron will defend ACONTIAS SKINK in *Archive 139* if he is interfered with and will resist any attempt by PCs to access its scrolls. If unmolested, it simply ambles around.

Scorodron

AC	14
HD	7
SPEED	¾ HUMAN
ATK	D6



141. THE LAMPEN PROLETARIAN

Empty casks of oil cover the floor of a room filled with hanging lamps. Some glow deep red as dying moths tap the glass.

"I need more moths," mutters the wizened golem of white wax in the shape of a man. Made by cruel masters to fill lamps and fear fire. Last of his kind. He wanders and dreams of revolution.

 THE LAMPEN PROLETARIAN wants PCs to overturn the "power structure" in the Archives and will offer what limited knowledge and assistance he can towards this goal. As soon as anything goes wrong, any fire is started, or a lamp is damaged, he will furiously denounce them to the nearest mummy and attack.

Lampen Proletarian

AC	12
HD	5
SPEED	90% UNENCUMBERED HUMAN
ATK	D4, OR SMOTHER & GRAPPLE WITH 14 STR FOR D8 DAMAGE PER TURN



Immune to slashing and piercing damage; fire does 2 × damage.

142. CITY OF DEAD BEES

Swarms of animate, empty, endoskeletal shells, their ghost wings humming. A dry, dead, miniature city assembled from fragments and dust, it piles empty arcologies against the walls. Bees exit to the south. The bees will sting any ghosts or undead entering the room. They defend the empty city with their absent lives.

Dead Bee Swarm

AC	19
HD	(see below)
SPEED	½ HUMAN
ATK	D4 PER HD



The Bee Swarm begins at HD 1 then ×2 every time you annoy them.

These bees can sting ghosts and other extra-planar or negative-energy creatures.



THERE IS A nub of a fat strange magic candle here, about 12 seconds (2 rounds) worth, identical to the candles in *Wedding 190*.

143. THE SILENCE ENGINE

Weird stacked engine of tubes, chains, bulbs, and wire. Soaking up echoes that seep through a golden grill high in the west wall (500GP if removed).

The engine collects and processes the echoes in random combinations to seek whole forgotten sentences. The room is full of murmurs like a crowd. A fat mummy, GEKKO POLYPHEMUS, utterly crammed with children's books, is taking frantic and almost futile notes.



IF THE GRILL is damaged or removed, the Silence Engine will overcharge and explode in a fireball (5d6 damage), simultaneously casting a *Silence* spell that expands slowly at 1' per minute for d20 hours before shrinking to nothing at the same speed. The fireball sets everything near it alight.

Gekko Polyphemus

AC

17

HD

8

ATK

D12 BITE

Can be harmed only by magical weapons—except fire, which does $2 \times$ damage.



144. THE HISTORY GOLEM

SALAMANDRA PUNTATA is a somber, serious mummy filled with dense history books. She mutters continual queries in a low sympathetic voice. She is talking to the twisting History Golem of gray glass as it grows and shudders under her endlessly moving hands. Sometimes she pauses to listen to a reply, though nothing can be heard.

GEKKO POLYPHEMUS occasionally brings in fresh information from *Archive 143*. Salamandra feeds it to the History Golem. The ink forms swirls of shadow in the glass which eddy around each other like the bottom of a pint glass in the afternoon and then very slowly decay.



THE FLOOR IS made from stacked books and must be climbed. If, for any reason, the questioning stops for more than 30 seconds, the History Golem screams, writhes, and attacks all present. Salamandra does not want to be disturbed, and if spoken to, phrases everything she says as a question in the past tense.

History Golem

AC

ROLLING ANYTHING

BUT A 1 HITS

HD

8

SPEED

$\frac{1}{2}$ HUMAN

ATK

D4 ATTACKS DOING

D8 DAMAGE EACH



Anyone inflicting a critical hit upon golem via hand-to-hand will be covered in its blood, i.e. black forgotten history, then go insane until they can resolve an impossible historical knot of a dead empire inside their own head. Take difference between WIS

and INT; PC insane for this many rounds. Can be resolved or ignored by a CHA test if player is able to bullshit their way out.

Salamandra Puntata

AC

17

HD

8

ATK

D12 BITE

Can be harmed only by magical weapons—except fire, which does $2 \times$ damage.



If a successful search is performed

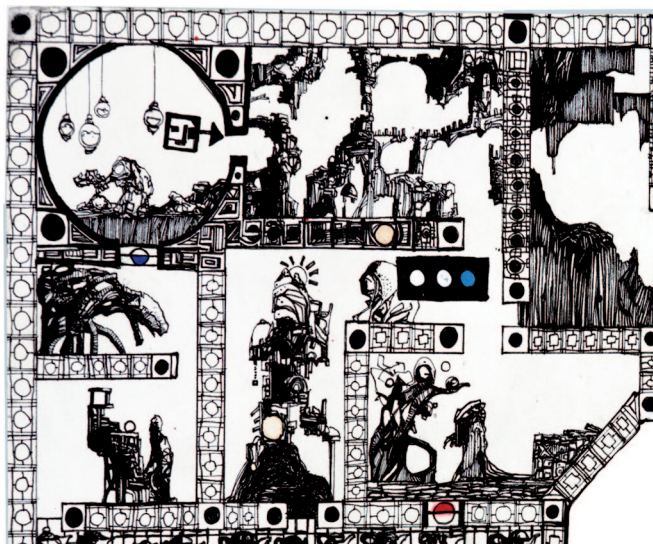
PCs will find among the stacked books on the floor “A Study of The Tribes of The Valley of Ceaseless Gnashing”, a multi-volume ethnological tome containing way too many diagrams. It is nearly inscrutable.

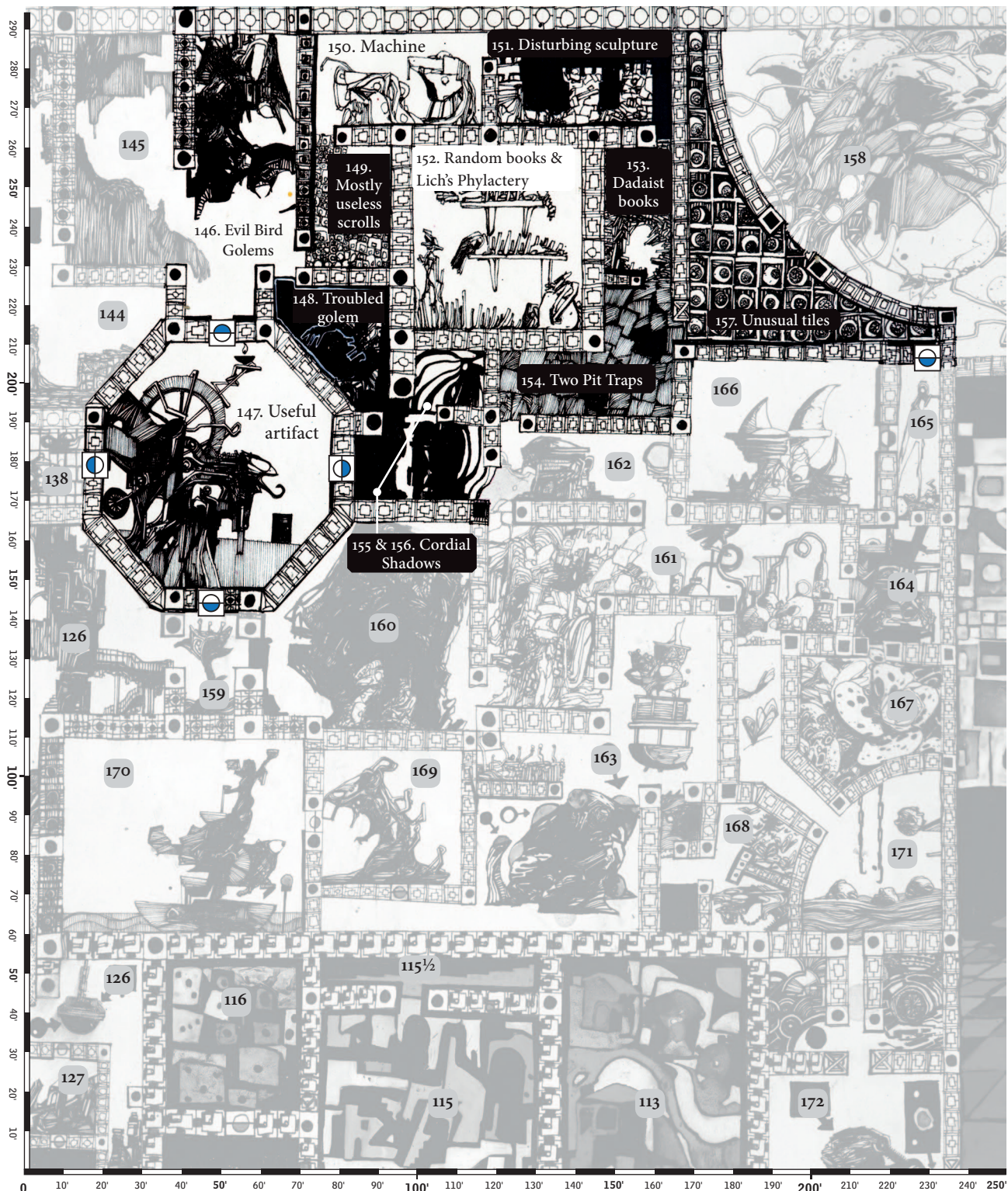
145. SKIN HALL

It is dark in this ignored hallway. Preserved and punctured skins of dead adventurers hang on the walls. Those who read braille may attempt to “read” the skins.

They are messages between TYKO’s WIGHT and the blind CLOCKWORK NEEDLEBIRDS in *Archive 146*. The messages are all inane rambling, written at the intellectual level of a seven year old. “How are you?”, “I am thirsty ha ha ha how are you?”, “I am hungry, blood tastes good ha ha ha.”

A weariness overtakes you. How long have you been down here?

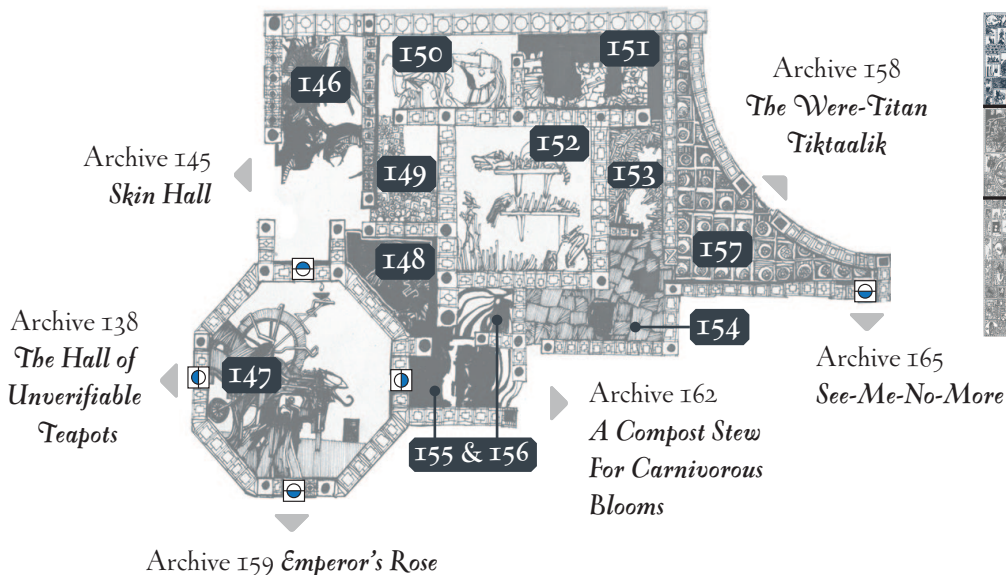




 Opening from the red side causes or requires solving a special problem.
 Locked on the red side, can be unlocked on the other side.

 May not exist on the grey side.
 There's a trap on the black side.

 The door is secret on the blue side.
 The usual door.



146. CLOCKWORK NEEDLEBIRDS

3d4 Clockwork Needlebirds want to tattoo you with scar marks from their beaks. [more ►](#)

147. THE GRIMSPINDLE

This spins thread from light itself but leaves behind a growing darkness that must be bound within a living, or semi-living thing to be contained. [more ►](#)

148. SHELTOPUSSIK

This room is filled with magical dark. [more ►](#)

149. A FRUSTRATING NUMBER OF UNSORTED SCROLLS

A matter of annoyance for LINNEAX GRUEL, the excellent librarian in *Archive 169*. [more ►](#)

150. TWISTED RE-WEAVER

Two weaving machines producing and unproducing the same tapestry. [more ►](#)

151. THE NYCTOCAUST MEMORIAL

A sign on the door requests that no light be brought inside. [more ►](#)

152. THE LEAST SECRET ROOM

Despite the fact that there is no clear way into this room, everyone knows about it. It is full of forbidden books. [more ►](#)

153. UNSUBJECTS AND NON-EXISTENT TOMES

These books have have no place in the structure of thought. Subjects and works with no place in the filing system. [more ►](#)

154. PITS

It's totally dark. SEE-ME-NO-MORE (*Archive 165*) has devised a pair of simple pit traps. [more ►](#)

155 & 156. LIKABLE SHADOWS & BLOTCHES OF NIGHT

These are H.B. CHARIAL, MONMOLOCH, and UTA-PHANT, Woosteresque daymares bled from the black void inside SHELTOPUSSIK. [more ►](#)

157. THE MILE OF MANY MOONS

Tiles depicting moons in real-time. [more ►](#)

146. CLOCKWORK NEEDLEBIRDS

From here, the PCs can hear— as well as the music of the Seeping Chimes (*Archive 170*)—the sad music of ACONTIAS SKINK in *Archive 139*.

3D4 CLOCKWORK NEEDLEBIRDS want to tattoo you with scar marks from their beaks so your new braille message can be carried to TYKO WORT's other self in *Wedding 176*. They are somewhat one-dimensional in that regard. They used to carry other messages, but the undead Saurids lost the secret to programming them.

Clockwork Needlebirds

AC 12
HD 1
ATK 2D4



147. THE GRIMSPINDLE

This spins thread from light itself but leaves behind a growing darkness that must be bound within a living, or semi-living thing to be contained.

All mummies will try to prevent the use of the Grimspindle. None will disclose its location or use.

If used, it is no more or less easy to use than a real spindle—it takes hours to make anything of consequence. Clothes made from this thread are of Divine quality, suitable for a god, do not age or tear, are unbreakable, AC 18 and +1 CHA if worn. A single thread counts as an unbreakable rope, though hard to grasp or hold. Aesthetically inclined beings will prize such garments.

148. SHELTOPUSSIK

This room is filled with magical dark.

A dry, cracked, and decaying clay golem crouches here, rocking back and forth, moaning, scarring its own skin with jagged godnames to stop the blackness leaking out. Black spills out through every crack. It is the prison for a living tear of supernatural darkness. The cracks are growing.

Sometimes living shadows are emitted when it relaxes for a moment.

THE GOLEM ITSELF is harmless, if pathetic. The shadows it restrains—results of the Grimspindle and the Lamp of Cryptic Rays (*Archive 133*)—are dangerous and d4 are released if the golem experiences any stress.

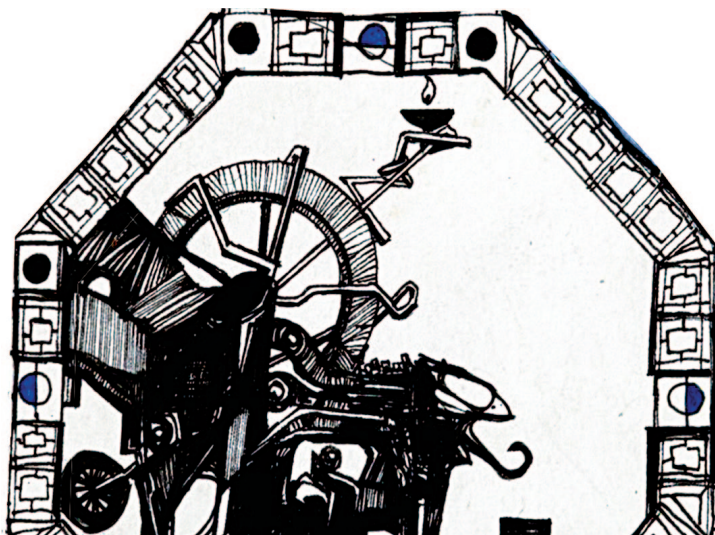
Shadows

AC 18
HD D10+1 PER LIGHT SOURCE
ATK VICTIM MUST SAVE OR LOSE A LEVEL



Shadows can be harmed only by magic or magic weapons. They can also be destroyed by ambient light from all directions, or magic which turns them into a light source.

If destroyed they decohere into lumps of black ectoplasm—touching will force a creature to save or lose a level, then the plasm evaporates into the air. Will fit in a flask (clerics will know this).



149. A FRUSTRATING NUMBER OF UNSORTED SCROLLS

A matter of annoyance for LINNEAX GRUEL, the excellent librarian in *Archive 169*. On investigation, roll twice to find the subject.

150. TWISTED RE-WEAVER

Two weaving machines producing and unproducing the same tapestry. The handle on each enchanted weaver slowly clicks round, notch by notch. One makes, the other unpicks. When the cloth reaches its end, the process simply repeats back the other way. The pictographs reveal: The tapestry is a record of the Nyctocaust. A cursed event that, due to its nature, can never be forgotten, or fully recorded. This endlessly destroyed and recreated tapestry is the only record that exists.

 IF PLAYERS WAIT a long time, the following events may be observed (one per day of waiting):

- A rain of burning books.
- A throng of blinded lizard people stumbling in a black flame.
- Lizardmen and Reptile Women writhing, eyes boiling with light.

- Beautiful, slender human forms with black skin like negative images.
- Lamp-eyed undead hunting the living through a burning world.

...though this is only a small part of the whole story. If you were willing to rip out the tapestry from one of these machines, you could use it to weave thread into cloth, even magical thread from, for instance, the GRIMSPINDLE. Of course this would destroy the only viewable records of the Nyctocaust.

151. THE NYCTOCAUST MEMORIAL

A sign on the door requests, in thousands of languages including the common tongue, that no light be brought inside.

Eternally dark, touch-sculpture memorial to the worst event in Saurid history. Creepy, relatively safe. Fingertip search may reveal skeletons embossed onto floor, a star-fort of skulls, dust and bones. Exposing this sculpture to light causes it to collapse instantly into dust.

 IF PCs FALL through from the reptilian eye in *Gallery 82*, then they can hear the faint ringing of the Seeping Chimes (*Archive 170*) coming from the south.

1	A Denial Of	Egg theft in the eastern provinces
2	The Full History Of	Social indicators of scale-shape
3	A Snake's Relation;	The Political Analysis of Basking Times
4	Undeniable Proof Of	The War With The Jackal Men
5	The 333 rd Annual Report Of	The Irony of Tooth Grinding
6	An Index To	Dwarf Analysis, a New Paradigm
7	A Partial Commentary On	Domesticated Tooth Cleaning Birds
8	A letter debating	Suspected Cognition in Warm Blooded Animals
9	Half a torn scroll on	Snail Knights: Are They Real?
10	Blotched words that might be about	Naga Diplomacy
11	Minutes of a meeting on	NO, WAIT, IT'S A <i>STONE TO FLESH</i> SCROLL!
12	Index to a library of	The Use of Previous Skins

152. THE LEAST SECRET ROOM

Despite the fact that there is no clear way into this room, everyone knows about it. It is full of forbidden books.

Though, as the books were forbidden by an ancient empire of Saurids—and written in Ancient Saurid—it’s very hard to know why they were upset by them. A lot of the cultural taboos are lizard-specific.

If an exhaustive search of this room is made

PCs will uncover the diplomatic papers of DRACO SCABRA THE LAUGHING LICH. They act as his Phylactery; if destroyed, his contract is fulfilled and he may truly die.

D6	SUBJECT OF BOOK	REASON FOR BAN
1	Oddly Shaped Eggs	Upending social norms
2	Those Who Breed Out of Season	It’s stylistically perverse
3	Lizard Lich	Utterly nihilistic
4	Gekkoid Poverty	Suggests minority lizard group innocent of alleged wrongs
5	The Sophism of NeoSkink	Suggests minority lizard group guilty of alleged wrongs
6	The Apes of Dawn	Mystical text questions nature of Lizard God

153. UNSUBJECTS AND NON-EXISTENT TOMES

These books have have no place in the structure of thought. Subjects and works with no place in the filing system. Either subjects between accepted types, or damaged and unreadable, or no one can agree what it is, or it is simply nonsense. This is a 3D nest of scrolls that must be climbed through.



ON INVESTIGATION, generate 3 texts, rolling for each column. These are only the books that are in languages you can understand. d4+1 Cannibal Critics (see *Gallery 80* or *Encounters in The Maze #5*) can be found wandering this room at all times.

D12	IT’S DEFINITELY <u>NOT</u> ...	BUT IT <u>CAN’T</u> BE...	<u>BECAUSE</u> ...
1	A book on hydrology	A fragment of religious verse	The letters would be different shapes.
2	Diagrams of bird wings	The autobiography of a bridge	The margins are in the wrong place.
3	Half eaten by rats	Any known language	It smells funny.
4	A fake	A toilet catalogue	You would have dreamed it.
5	Aging backwards	Written in spirals	You’re familiar with that, and this isn’t it.
6	Tiny pictures of teeth	Bound in tanned corneas	It wouldn’t end that way.
7	The heraldry of rocks	Printed on spiderlegs	The texture is subtly wrong.
8	Bird flight analysis	A bootleg concerto	It’s written in the 4 th person.
9	Tumor symbology	Stabbing pains in your arm	The footnotes don’t match the text.
10	Those Things Out There	An index of coughs	It can be re-assembled into a toy.
11	About to explode	A mushroom vision	You licked it and it was delicious.
12	The diary of a madman	Leaking slime	You wouldn’t want to steal it so badly.

154. PITS

It's totally dark. SEE-ME-NO-MORE (*Archive 165*) has devised a pair of simple pit traps. Save or drop 40' into a thigh-deep black nectar that acts as a *Slow* spell.

 THE PITS ARE spaced (with mathematical precision) such that a human-sized biped who saves by leaping away from one has a 75% of landing in the other (save again or fall in that one). The noise triggers a Random Encounter roll. The second pit has a skeleton with a pack containing 820GP worth of gems.

155 & 156. LIKABLE SHADOWS & BLOTCHES OF NIGHT

These are H.B. CHARIAL, MONMOLOCH, and UTA-PHANT, Woosteresque daymares bled from the black void inside SHELTOPUSSIK (the Golem in *Archive 148*). Relaxed and playful like the interwar rich. Think Noel Coward and P.G. Woodhouse, only with voices like tin cups full off blood being scraped over masonry. May be playing bocce with balls made from the mashed-up bodies of the Infrared Moths from *Archive 168*.

 IF ANYONE tries to harm or heal SHELTOPUSSIK (their inadvertent creator in *Archive 148*), they will turn homicidal but will remain polite. "Bad form ol'llld chap, bad forrrrrm!"

Charial, Monmoloch, and Uta-Phant

AC

18

HD

6+1 PER LIGHT SOURCE

ATK

VICTIM MUST SAVE
OR LOSE A LEVEL



Shadows can be harmed only by magic or magic weapons. They can also be destroyed by ambient light from all directions, or magic which turns them into a light source.

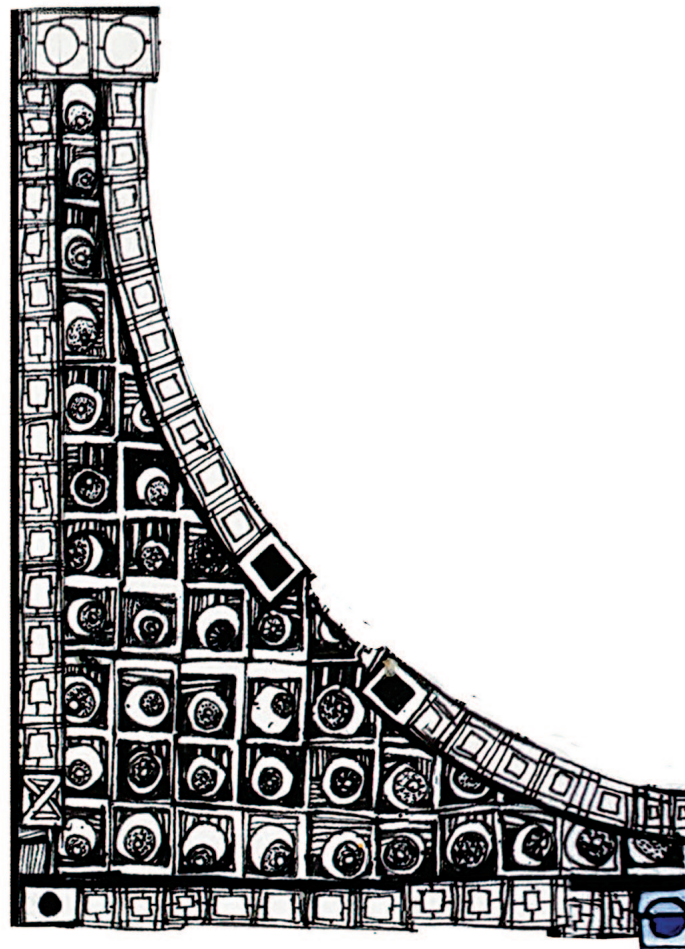
If destroyed they decohere into lumps of black ectoplasm—touching will force a creature to save or lose a level, then the plasm evaporates into the air. Will fit in a flask (clerics will know this).

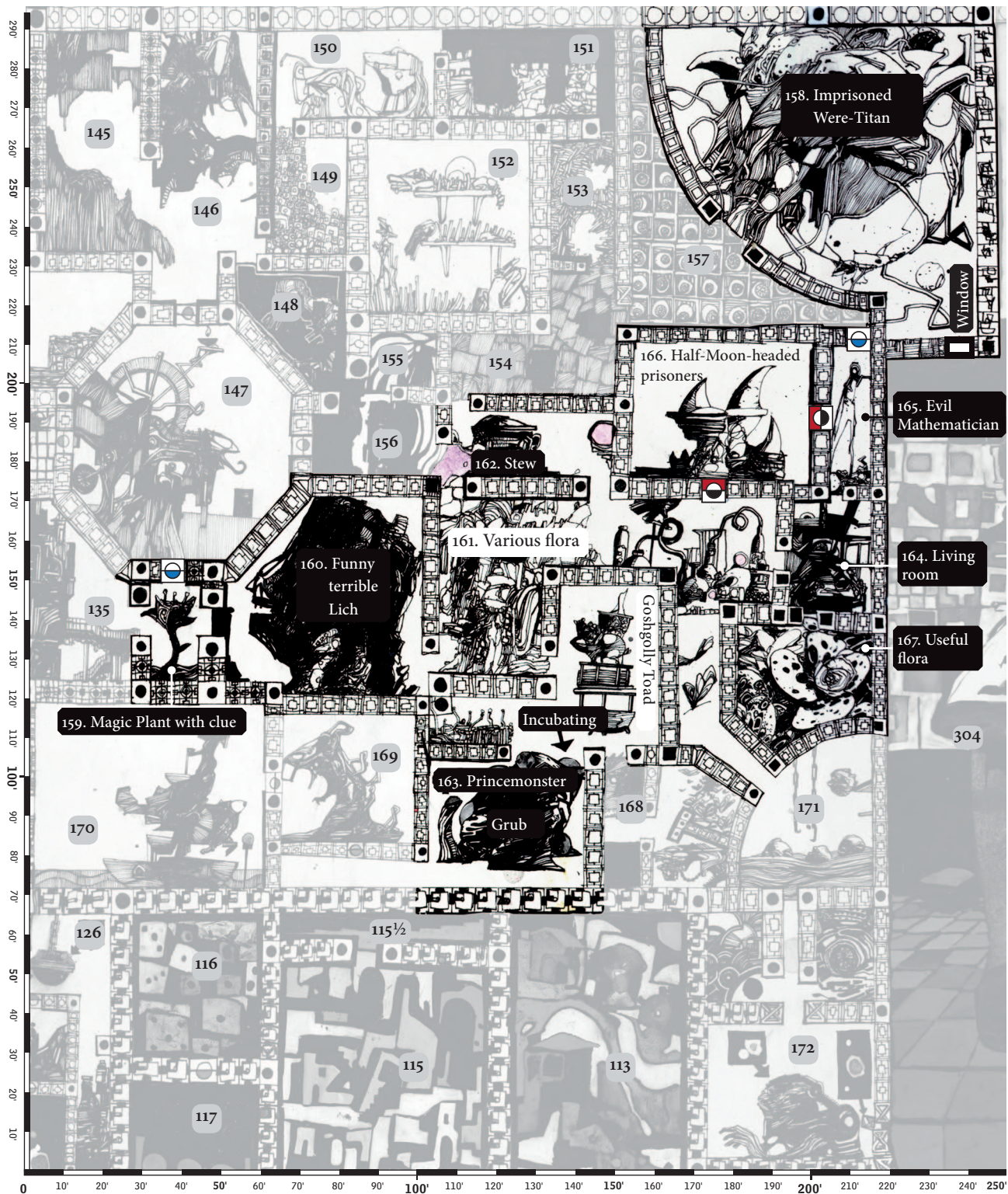
157. THE MILE OF MANY MOONS

Tiles depicting moons in real-time.

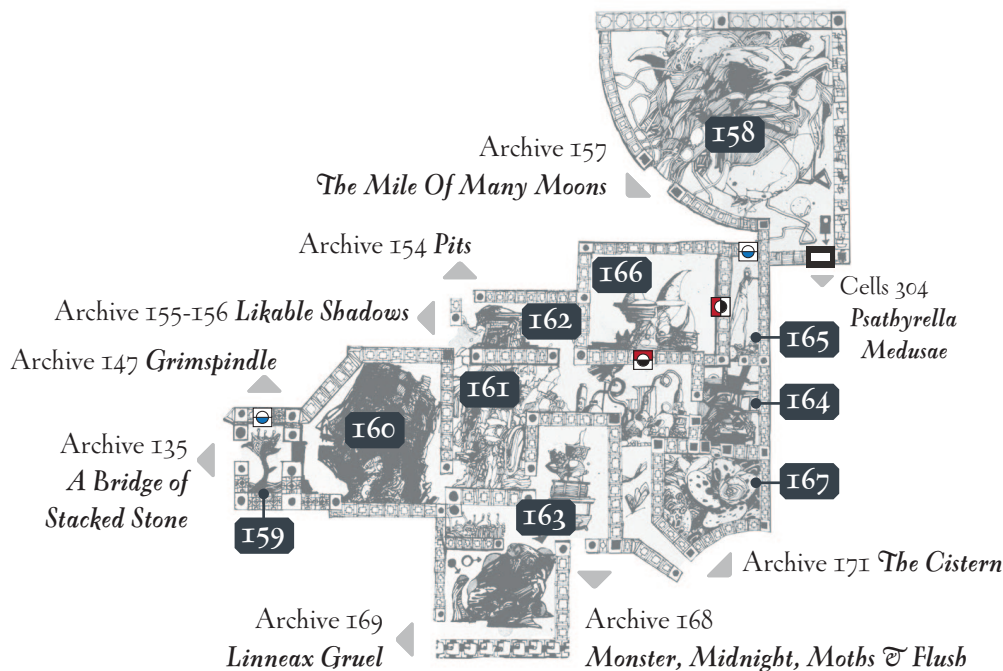
If each tile was laid end-to-end, they would run about a mile. Inside the tiles are living images of moons, each different and in real-time. There is Luna, but also the moons of Jupiter and Saturn, as well as all the other solar moons and moons from different systems. Each moon is centered in the tile with its rims nearly touching the edge. The tiles cannot be smashed.

To destroy the tiles, you have to actually destroy the moon itself—however, their light can be absorbed by various things in the dungeon; the more that is absorbed, the greater the chance the creature in *Archive 158* will escape. The floor is cold.





- | | | |
|---|-----------------------------------|--------------------------------------|
| Opening from the red side causes or requires solving a special problem. | May not exist on the grey side. | The door is secret on the blue side. |
| Locked on the red side, can be unlocked on the other side. | There's a trap on the black side. | The usual door. |



158. THE WERE-TITAN TIKTAALIK

A primordial titan of all were-beings of all planets. Trapped and blinded. [more ►](#)

159. EMPEROR'S ROSE

Its flower is here, but the roots of this plant tangle in the underworld. [more ►](#)

160. DRACO SCABRA, THE LAUGHING LICH

Ambassador of a dead empire to the court of the Perfect Three. Ended up trapped eternally in the decaying archive of the empire he watched die, surrounded by its dead recorders. [more ►](#)

161. SEE-ME-NO-MORE'S LABORATORY

Lab and garden—profusions of succulently petalled rare flowers. [more ►](#)

162. A COMPOST STEW FOR CARNIVOROUS BLOOMS

Ghastly bubbling blood stew mulch, vile odors.

163. GOSHGOLLY TOAD & THE LOW SLAVERING FOOL

An intelligent speaking toad bullies a mutated fool who hops about the room. [more ►](#)

164. A ROOM OF NUMEROUS THINGS, NONE GOOD

SEE-ME-NO-MORE's living room. Table, chair, fold-out bed.

165. SEE-ME-NO-MORE

In the room, a blackboard recently cleaned. A desk, empty, used up chalk, signs of pacing. If you enter silently, a slight muttering. [more ►](#)

166. ANOLE & ANOLIS ZOO

Two boys sit on a nest of straw and rags, facing away from the door. The cell is bare. [more ►](#)

167. CREEPY CARNIVOROUS PLANTS

None directly dangerous but creepy and beautiful as hell. They grow only on blood. [more ►](#)

158. THE WERE-TITAN TIKTAALIK

A primordial titan of all were-beings of all planets. The multiple forms of lunar light from the MILE OF MANY MOONS keep the Titan trapped—and blinded. Each kind of moonlight commands a specific change and the Titan cannot change into so many different forms at once.

Whenever it comes near the exit to its cell, it is forced into a moaning churn of flesh and bone, like the remains of three elephants in a blender set to “Slow”. Caught in a hell of continual change and unable to escape, TIKTAALIK wants release and to rule over a shadow empire of Selenian were-creatures. (Not incompatible with secular government as TIKTAALIK only wants partial rule, some of the time.)

Tiktaalik

AC

20

HD

20

SPEED

ROLL A D4 EACH
ROUND:

1	1/2 HUMAN
2-3	NORMAL
4	2 X HUMAN

ATK

(BLIND, ATTACK BONUS IS +D10)
3D6/3D6/4D6 MASS OF CLAWS
AND BITES



Blind & 18' tall. Immune to normal weapons.

VULNERABILITIES: Roll a d4 each round: 1—Horn & Bone, 2—Silver, 3—Any magical weapon, 4—Fire, Frost, & Divine Light.

Bitten survivors become Poly-Were, and will transform into a random were-creature under a full moon or unusual stress. Different each time. No control over form.

159. EMPEROR'S ROSE

Its flower is here, but the roots of this plant tangle in the underworld, growing through time and space. You can hear distant moaning from the crack through which it grows into the world. Try to pull it up and timeworms will flow up out of the ground (d4).

The worms are small and harmless, but unsettling.

The scent of this rose causes discord among equals and nothing productive can be done in its presence unless all present agree to follow the most powerful creature in the room.



IF YOU MENTION this rose to DRACO SCABRA, he will stop laughing and grow silent. It is the only time he will do this.

Pollinated by the DEAD BEES from *Archive 142* who buzz around it constantly. The bees exit through a tiny wall-gap to the north, giving a clue to the existence of the Grimspindle room.

160. DRACO SCABRA, THE LAUGHING LICH

Ambassador of a dead empire to the court of the Perfect Three. Unexamined legal/magical loophole in his diplomatic papers makes him Ambassador “in Perpetuity”, gifting him unwanted eternal life. He saw his people fall into ruin and the growth of a monstrous terror state from the safety of its own court and his unassailable diplomatic position. He conspired with XANTHOCERUS and SOPHRONIA WORT to bring it down. Ended up trapped eternally in the decaying archive of the empire he watched die, surrounded by its dead recorders. Has finally seen the joke. (Phylactery diplomatic papers are in *Archive 152*.)

DRACO SCABRA is vaguely loyal to PSATHYRELLA, and would be unwilling to act against her. He is the only person in the Maze who will freely tell PCs the story of the three sisters and how they came to be here. He helped to orchestrate the whole thing.

However, fundamentally, he no longer gives much of a shit about anything.



PCs WILL BE guaranteed a good reception for exactly as long as they remain funny. This means the plays have to actually make the GM laugh. As soon as they stop, Scabra will begin making minor curses which rapidly escalate into deadly serious slapstick violence.

Scabra has roger-rabbit style combat logic; he will only do it if it's funny.

Draco Scabra

AC

20

HD

16

ATK

D10 (PAINFUL LAUGH
TOUCH) OR BY SPELL



SPECIAL: Anyone of 5th level or less must save or fall down in helpless laughter simply by dint of the Lich's patter and charismatic presence.

Usual undead immunities. He is immune to any non-comedic damage. He can only be hurt if it's part of a joke. Will be reduced to an invulnerable skull and regenerate at 1 HD per round unless its **PHYLACTERY** is destroyed.

SPELLS: SCABRA has access to wizard spells of levels 1-8 in addition to those below, except for those which restore hit points. He may cast these at a HP cost equal to $3 \times$ the level of the spell—so *Magic Missile* (first level) would cost him 3 HP. Also has the following spells (1 per day, no cost, all have line-of-sight range, saves are allowed where applicable):

Continual Slapstick—target must save to take any action, failure results in d3 self-inflicted damage and a humiliating entanglement, fall or accident;

Candy Teeth;

Didn't He Do Well?—an invisible audience cheers and boos everything you do for an hour;

But Seriously Forks—vomit forks in torrent. Very painful, 3d8 damage;

Best Joke—incapacitating laughter each round until a save at -3 is made;

Summon Floor Marbles;

Half-Size Anything.



THE DENIABLE GECKO: hidden in Scabra's robes, in an ebony box, is a silver Gecko with eyes of pearl. The Gecko is animate and, if allowed, will crawl up its possessor's arms and rest itself upon their neck, just under their ear.

Once per day, if the Gecko's owner is verbally accused of a particular crime or wrongdoing, the Gecko

will whisper a denial that only its owner can hear. This will be a vague but rational-sounding matrix of words calculated precisely to bemuse or befuddle the mind of the accuser. If the owner speaks the denial out loud, whoever accused them will suddenly start to doubt themselves and will usually retreat in confusion.

4560GP worth of ancient, Lichy diplomatic finery.

161. SEE-ME-NO-MORE'S LABORATORY

Lab and garden—profusions of succulently petalled flowers: fat roses, pale ripe lilies, rare orchids: Anthurium, Heliconia, King Protea, and Snapdragon growing in the bloody earth. Beakers, flasks, bottles, jars, tubes, retorts, funnels, desiccators, watch glasses, drying pistols, burettes, clips, valves, and joints.

The door to *Archive 166* will trigger a bell alarm if opened.

If a successful search is performed

A notebook hidden here will (in the common tongue) tell the reader how to identify and use the magical plants in *Archive 167*. It also contains the following:

"Toothwort—Stable

Sneezewort—Stable

Nipplewort—Stable

Glasswort—Stable

Bugloss—Stable

PELLORY-OF-THE-WALL—Possibly unstable.

Use salt if necessary."

The notes also depict an insane and probably(?) unworkable plan to clone the ZOOOTH children (*Archive 166*), SHELTOPUSSIK (*Archive 148*), and the Black Roses (*Gardens 49*) in order to absorb enough of the moonlight in *Archive 157* to release TIKTAALIK THE WERE-TITAN for some reason. He's almost done running the numbers.

The notes also describe the function—but not the location—of the Jacobin Rose (*Almery 214*) and the Emperor's Rose (*Archive 159*).

**162. A COMPOST STEW FOR
CARNIVOROUS BLOOMS**

Ghastly bubbling blood stew mulch, vile odors.

**163. GOSHOLLY TOAD & THE LOW
SLAVERING FOOL**

An intelligent speaking toad bullies a mutated fool who hops about the room.

The Toad

The Toad is a stupid magical animal persuaded that it is, in fact, PRINCE CYLON KEMPI. It bullies the mutated fool from atop its cage. The toad is imperious, passive aggressive, and loud. "Gosh. Golly!"

The Fool

The low slaving fool is PRINCE CYLON KEMPI covered in cysts which glow faintly like ashes from a grated summer fire; he is magically persuaded that he's a toad.

PRINCE KEMPI came to the Maze to find and free his brother OSORKON III (*Cells 289*). He crossed paths with SEE-ME-NO-MORE (*Archive 165*) and irritated him so much with his high-handed and contemptuous character that the mathematician devised this humiliating transformation and bondage as revenge. The Fool still wears a cracked and ruined circlet of the Lords of Horses.

He is used by SEE-ME-NO-MORE as a living incubator for the flesh eating grubs of the Infrared Moths who would otherwise eat his fleshflowers.

SEE-ME-NO-MORE uses the combination of toad and fool as guards for his living space. Any noise they make will alert him.

Fool

AC	12
HD	3
SPEED	½ HUMAN
ATK	D4/D4



When hit the attacker must save or be hit by d4 infrared grubs. The bugs will burrow under the skin in 1 round and can only be removed by cutting them out, which does 1 HP damage per grub in calm conditions. If done rapidly or clumsily, it does d4 damage per grub.

If left in, the grubs will form cysts like those which cover the Fool; these birth Infrared Moths in one month.

**164. A ROOM OF NUMEROUS
THINGS, NONE GOOD**

SEE-ME-NO-MORE's living room. Table, chair, fold-out bed.

165. SEE-ME-NO-MORE

In the room, a blackboard recently cleaned. A desk, empty, used-up chalk, signs of pacing. If you enter silently, a slight muttering.



IF SEE-ME-NO-MORE, OR "Seymore" wasn't invisible when you came in, you'd see he is tall, with hair and skin whiter than his yellowing teeth and eyes like napkin stains. A garrulous and homicidal logician, fond of paradox. Frustrated and disolute, he stalks through the Maze seeking bodies to compost for the flowers in *Archive 167*. He squints and turns invisible on full pronunciation of his name. SEE-ME-NO-MORE serves, or is at least slightly allied with, XANTHOCERAS.

If the PCs are strong, he will follow them until they are not, then strike.

The door to *Archive 166* will trigger a bell alarm here.

See-Me-No-More
a.k.a Seymore

AC	10
HD	1
ATK	D4 BUT WHEN INVISIBLE HE BACKSTABS WITH HIS D4 KNIFE OF BONE AT +5 TO HIT AND ×5 DAMAGE



INVISIBILITY: When he or anyone nearby says ‘see-more’ he becomes visible again. He cannot prevent this. Everyone nearby knows this and it drives him crazy as it makes his power near useless. Whenever the twins from *Archive 166* hear him say his magic word they shout out ‘Seymore!’ to make him visible; this enrages him. He tries to keep his name a secret from the PCs.

He has d3 uses of each of the following poisons (it takes him a year to brew more):

Digitalis—Save or heart attack. Paralyzed and lose 3d6 HP per round till heart restarted.

Eyegamble—Optic nerve tries to strangle your brain. Gouge out eyes or save to avoid d6 INT damage. Permanent. Suffer half on save.

Electrokopf—Electric blue flower rapidly worms its way out of your skull and calls in lightning strike from another plane. 5d6, save for half.

Teeth-to-slime—Dissolves instantly all teeth, hair, and nails to a toxic slime that eats through your skin. Save or lose fingers, face, jaw. Only d6 damage but each point is a facial feature or finger lost.



A KRIS (KNIFE) of SHARPENED BONE; 2d6 bodybag/compost bags; 18GP; BOOK ON LOGICAL PARADOXES (anyone reading must pass INT test or be baffled for one turn; on the back of the book is scribbled a completed equation, the “key” to the portal in *Archive 134*).

166. ANOLE & ANOLIS ZOOH

Two boys sit on a nest of straw and rags, facing away from the door. The cell is bare. The doors of this room are locked and any use of magic inside slams them shut (if not already) and spins the combination locks madly, producing an unnerving screech that makes the twins shudder and squeak.



THESE KIDNAP VICTIMS are the sons of TORGOS ZOOH (*Almery 256*). They wear special hats to hide their half-moon heads. Being only part Sub-Lunary (on their father’s side), they compel neither truth nor lies, but anyone saying anything fundamentally illogical or outrageously ungrammatical in

the presence of both will go down with stabbing pains behind their eyes (no save). You can test bad equations by speaking them out loud before the twins.

TORGOS ZOOH (*Almery 256*) will pay handsomely for their return. Though he will not be willingly, directly, disloyal to PSATHYRELLA (*Cells 304*).

167. CREEPY CARNIVOROUS PLANTS

None directly dangerous but creepy and beautiful as hell. They grow only on blood.

SKINROSES—Sensual, can’t stop touching them.

FLESHPETAL BLOOMS—Can heal old scars if rubbed in.

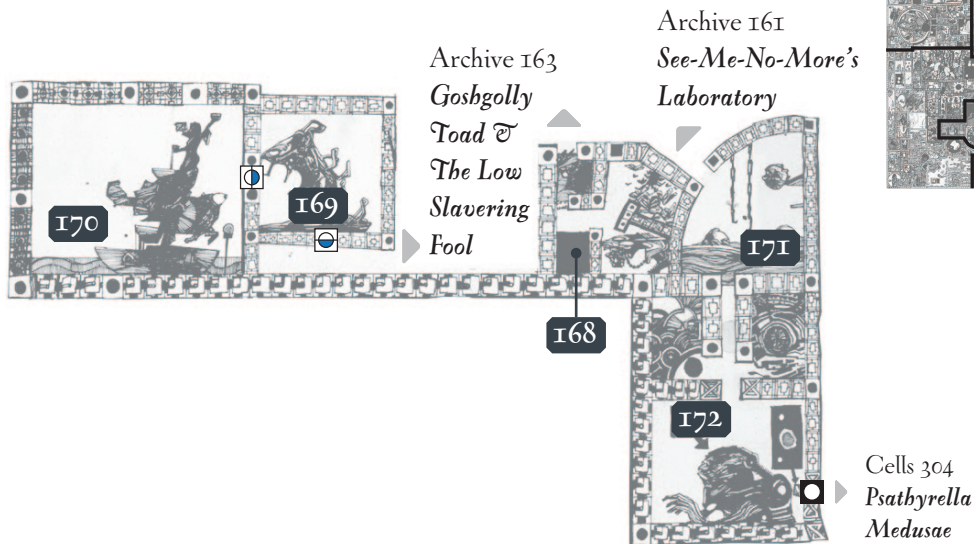
CHILD-EYE PEONIES—Freak out opponents if worn on your collar.

GUTORCHIDS—Can baffle ORCHIDMEN.

BROKENTOOTH BLOSSOM—Astoundingly ugly, lowers CHA d4 if worn.

SEE-ME-NO-MORE grows these, getting water from the Cistern (*Archive 171*) and blood from wherever. Pollinated by Infrared Moths (*Archive 167*).





168. MONSTER, MIDNIGHT, MOTHS & FLUSH

CROTALUS HORRIDUS observes a patch of infinite night in the next room. He found this fragment of darkness in the rooms around SHELTOPUSSIK. He hid it in the bottom left room of this section, where it has slowly expanded. He's told no one. [more ►](#)

169. LINNEAX GRUEL

A most excellent librarian, 12' tall. Guards the Seeping Chimes from interference and knows what they are for. [more ►](#)

170. THE SEEPING CHIMES

An endlessly rocking, floating fountain-sculpture of porphyry rolling on a quicksilver pool. [more ►](#)

171. THE CISTERN

Black water and muttering, mouldering heads of SEE-ME-NO-MORE's victims. They offer bad advice, like a mildly stupid crowd at a sporting match. "Try dodging to the right", "Move slower and judder at intervals, it nearly worked for me", "Never look into his eyes". [more ►](#)

172. HALLS OF THE FEARFUL DRONE

The Drone climbed through somehow from one of the moons in the Mile of Many Moons (*Archive 157*) and has been hidden here ever since. It fears contact with other beings from this world but is also desperately lonely. [more ►](#)

168. MONSTER, MIDNIGHT, MOTHS & FLUSH

CROTALUS HORRIDUS observes a patch of infinite night in the next room.

HE FOUND THIS fragment of darkness in the rooms around SHELTOPUSSIK. He hid it in the bottom left room of this section, where it has slowly expanded. He's told no one.

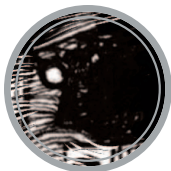
Beyond is the nest of the Infrared Moths. They navigate by the light reflected from the eyes of killers, which they perceive exceptionally well. The more people you have killed, the more moths will be drawn towards your eyes. They will circle them at 90 degrees, like two mad bicycle wheels in front of your face. They're annoying (-1 to everything), and killing them is trivial, but doing so leaves a residue of infrared goo over everything you touch for the next hour. Anything looking for you that can see in the dark will have a much easier time tracking you.

To the south is a room with a Significant Lever. This will flush the Cistern in *Archive 171*, giving easy access to the FEARFUL DRONE in *Archive 172*. It will also remove the only source of water in this part of the dungeon. It takes a week to refill.

Crotalus Horridus

AC 17
HD 8
ATK D12 BITE

Can be harmed only by magical weapons—except fire, which does $2 \times$ damage.



169. LINNEAX GRUEL

A most excellent librarian, 12' tall. Guards the Seeping Chimes from interference and knows what they are for.

Conversation

Familiar about TIKTAALIK (*Archive 158*), the weretitan that was imprisoned for the safety of the world long ago. Wants to know the awful language of the FEARFUL DRONE from *Archive 172*.

SHE IS INDIFFERENT to SEE-ME-NO-MORE, as "living" and "dead" mean little to her—only memory concerns her.

Tends to ask interviewer-style questions due to being stuffed with analytic texts. Steeples fingers and nods a lot: "How was it working with...?", "How would you justify...?", "How do you see that in relation to other...?", "What attracted you to that role...?"

Linneax Gruel

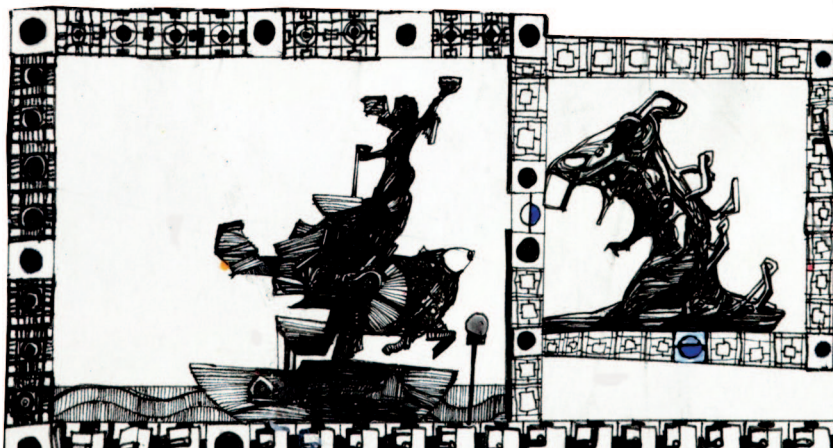
AC 17
HD 8
ATK D12 BITE, OR BY SPELL



SPELLS: Gruel can cast any magic user spell of levels 1-4 at an HP cost to herself equal to $3 \times$ the spell's level (*Magic Missile* would cost her 3 hit points). The cost of healing spells is deducted after the spell takes effect.

Can be harmed only by magical weapons—except fire, which does $2 \times$ damage.

800GP in ancient bracelets.



170. THE SLEEPING CHIMES

An endlessly rocking, floating fountain-sculpture of porphyry rolling on a quicksilver pool. The fountain consists of hollow balls of gold (the size of ping pong balls) running from the top in irregular spurts. They find their way back down to the bottom, causing the rocking, then get cycled back up. Chiming as they fall. There are 100 gold balls (100GP each).

If the chimes stop

Every undead in the Archive starts feeling like they are on an amphetamine comedown. As a rule of thumb, if the chimes still sound, on meeting Mummies you have to do something to get yourself into trouble. If the chimes stop, you have to do something to get out of trouble. This includes the LAUGHING LICH.

 LYING HIDDEN AT the bottom of the mercury pool (i.e. under 10' of poison), a sealed scroll case containing 3 scrolls, usable by anyone:

Stone To Flesh, *Switch Position* (2 individuals, no save, line of sight), *Cure Moderate Wounds*. Diving into mercury makes you save or lose a point of INT for every round you were down there.

If the Chameleon Women find the fountain (probably by tracking the party), they will attempt to disable it.

171. THE CISTERN

Black water and muttering, mouldering heads of SEE-ME-NO-MORE's victims. They offer bad advice, like a mildly stupid crowd at a sporting match. "Try dodging to the right", "Move slower and judder at intervals, it nearly worked for me", "Never look into his eyes".

 SOUTHERN DOOR EASILY visible and accessible if water drained, otherwise must be searched for and swam through.



172. HALLS OF THE FEARFUL DRONE

The Drone climbed through somehow from one of the moons in the Mile of Many Moons (*Archive 157*) and has been hidden here ever since. It fears contact with other beings from this world but is also desperately lonely.

 IT SOMETIMES CONSUMES people. Its language is a fearful droning sound so strange and alien that to successfully understand it does damage. The Drone has yanked out part of the wall and can spy on the MEDUSA (*Cells 304*) from its lair.

Fearful Drone

AC	 13
HD	4
SPEED	1/2 HUMAN
ATK	1D6 PLUS ALIEN TONGUE

(on hearing its voice for the first time make a language comprehension check; if passed, take 4d6 brain damage)

Causes *Fear*—save or flee.

 DISTURBING ALIEN COINS and keys worth 1060GP.

DIARY. Comprehending this causes damage in the same way as hearing the Drone speak. If read and survived, it says "I have been trapped in this terrible place for three months. Whenever I speak to someone, they die. There is no way back! Trapped forever in a world of monsters! Trapped!"

STONE KNIFE.

BITS AND PIECES from dungeon laid out on floor. A moth mandala, fragments of glassware, dried mummy scales. Attempted decipherment of lizard scrolls into alien tongue, acts as *Confusion* spell.

A PILE of hoarded astrological almanacs in various languages, including common.



the DEAD
WEDDING

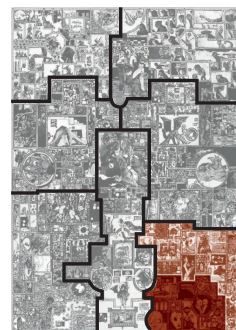
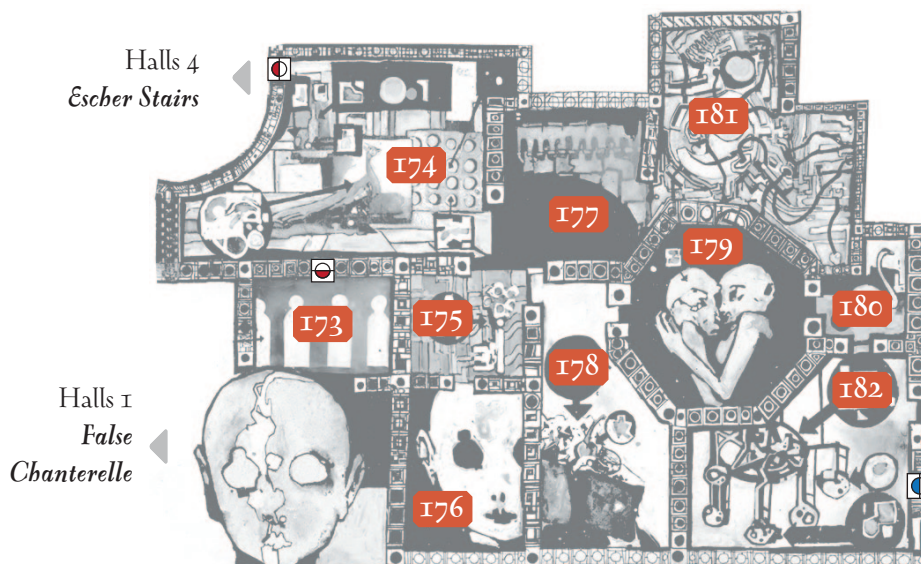


-  Opening from the red side causes or requires solving a special problem.
-  Locked on the red side, can be unlocked on the other side.

-  May not exist on the grey side.
-  There's a trap on the black side.

-  The door is secret on the blue side.
-  The usual door.

THIS ZONE HOLDS THE DOOMED WEDDING presided over by CHANCELLOR SOPHRONIA WORT, now the LYING LICH. Like the entry hall it is reasonably well-lit, lanterns replaced (at considerable danger) by the Bondye Reparatè.



WEDDING 173-182

Wedding 184
The Empty Knight

Wedding 183
*Sophronia Wort,
the Lying Lich*

I73. TYKO WORT

This is a room with red pillars. This room is safe; Random Encounters will not venture here. [more ►](#)

I74. THE CLOAKROOM

ZACCHAEUS is a mechanical peacock and a terrible snob. He will seem to rationally consider everything you say. [more ►](#)

I75. A KEY

In the center of the room lies a golden key with a label reading “Treasury”, and it’s tied to a string leading south. [more ►](#)

I76. TYKO’S WIGHT

This is the children’s room. There are small child-sized tables for them to sit at in imitation of their parents. [more ►](#)

I77. DEAD WEDDING

The black, walking corpses of the guests show stark against the bunting and the ribboned walls, flesh carbonized and bones baked to graphite. [more ►](#)

I78. DUSTY BUFFET

Amidst the rotted and blackened foodstuffs covering the tables in this room is one perfect, incorruptible white cake. [more ►](#)

I79. THE HAPPY COUPLE

On a dais in the center of the room, under a delicately carved decaying arch, the pale bodies of the Marquis Aeolis and Lady Torc embrace. [more ►](#)

I80. SOUL SWAN

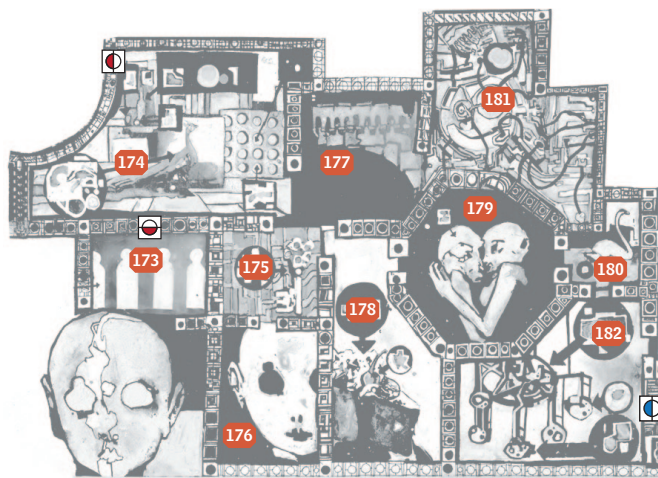
It floats on a sort of looping stream of unspoiled red wine dug into the white floor. It’s quite nice. [more ►](#)

I81. AURUM SPECTERS

There are 3d6 Specters here swirling around the ceiling. [more ►](#)

I82. GIFT ROOM

The scraps of boxes that once held wedding presents lie here, looking self-consciously forlorn. [more ►](#)



- | | |
|--------------------|-----------------------|
| 173. Tyko Wort | 178. Dusty Buffet |
| 174. The Cloakroom | 179. The Happy Couple |
| 175. A Key | 180. Soul Swan |
| 176. Tyko's Wight | 181. Aurum Specters |
| 177. Dead Wedding | 182. Gift Room |

I SEARCH THE BODY

D100 YOU FIND...

- 1-50** Currency worth amount of GP shown on dice.
- 51-56** Small gems/trinkets worth d10 × creature level GP
- 57-59** Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64** Day's rations.
- 65-70** Day's worth of fresh water.
- 71-72** Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78** Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79** Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80** Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81** Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82** A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
- 83** An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84** A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1** d6 Chameleon Women
- 2** RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3** Negamancer & d4 + 1 Thrall Mammals
- 4** Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5** 2d4 Cannibal Critics
- 6** Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7** Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8** Lost Lizardman/Reptile Woman Mummy
- 9** 2d8 "Oku"
- 10** 2d6 + 2 Orchidmen
- 11** d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12** Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13** 2d4 + 1 Bondye Reparatè
- 14** Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20** The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- | | | | |
|---|-------------------|--------------------|--------------------|
| • | 21-30 as 6 | 31-40 as 11 | 41-50 as 12 |
|---|-------------------|--------------------|--------------------|
- 51-53** Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
- 54-69** A torch, if the party has any, goes out.
- 70-73** A lantern, if the party has one, goes out.
- 74** A wave of unspeakable melancholy
- 75-00** No encounter
- 85** A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86** A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87** The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88** Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
- 89** A note saying "possibly under the water-wheels but it's dangerous".
- 90** Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91** Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92** Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
- 93** Bag of flour.
- 94** 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95** Vial of lubricant: covers 6'x6' area.
- 96** Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97** A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98** Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99** A Goblin Key that'll lock any door.
- 00** Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

173. TYKO WORT

This is a room with red pillars. This room is safe; Random Encounters will not venture here. However, intelligent monsters (including ZACCHAEUS, if you aren't well dressed) may lock you in and wait for the noise of your escape.

 A SMALL, SILENT, semitransparent boy with black eyes, TYKO is not dead, nor does he live. His spirit can touch you only if you allow it and then but a featherlight ghosting on the fingertips. He cannot speak or communicate in any way.

If he finds you lost, he will try to lead you to safety. If you see Tyko in the room when the painting FALSE CHANTERELLE is activated, he can take you by the hand and lead you to *Wedding 173*.

He was caught in the event that killed the wedding. Close enough to be cast out of his body but distant enough—running and clear of spirit—to keep his soul from being transformed to murderous gold, Tyko is now left to wander alone.

Tyko wants to save his mother but he is almost totally powerless. All he can do is walk alone through the Maze, hiding from the AURUM SPECTERS (*Wedding 181*).

174. THE CLOAKROOM

ZACCHAEUS WYBROW is a mechanical peacock and a terrible snob. He will seem to rationally consider everything you say.

The Room

ZACCHAEUS guards the cloakroom. Hidden in the cupboards and drawers of the room are rotted and mouldering bags and coats. There is a large tray of food, wine bottles, glasses, and plates. All decayed into a smear of black organics. Except, oddly, one bottle of cheap white wine, a jar of pickles, and half an onion. These items are magical and are enchanted to continually regenerate, providing an infinite supply of classless and unappetizing food. The enchantment guarantees that no one will ever willingly consume these things so long as there is something else they could possibly eat.

Talking to Zacchaeus

In truth, he agrees and disagrees with anything, depending purely on how well dressed you are—though his rationalizations are artful and well constructed. He asks to see your invitation to the wedding and, if you lack one, requests that you leave. He has no capacity for violence but can be terribly snide.

“A young couple are lucky enough to be getting married by CHANCELLOR SOPHRONIA WORT herself!” ZACCHAEUS does not know how long the wedding has been going on. It may have been several centuries, or longer. He has actually forgotten the names of anyone involved but is terrified of admitting this. The guests are still here and as long as they are he will remain on duty.

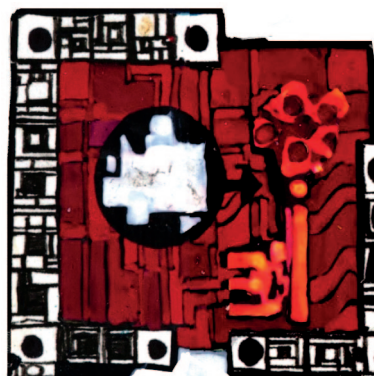
Zacchaeus

AC	
HD	1
ATK	NO ATTACKS



175. A KEY

In the center of the room lies a golden key with a label reading “Treasury”. It dances on a piece of string. The string leads south, to the TYKO’S WIGHT (*Wedding 176*). It will be snatched out of your hands as you reach for it. This is the key to the treasury in *Almery 204*.



176. TYKO'S WIGHT

This is the children's room. There are small child-sized tables for them to sit at in imitation of their parents. The bodies of the children are blasted and blackened, sitting in rows, except for one. Horribly aged but undeveloped, the soulless body of TYKO WORT is evil, cannibalistic, and insane. He has pins. And grins. Toys in the corner.



THE SKINS OF lost adventurers hang the walls.

The skins are punctured in a particular pattern. Intelligent PCs conversant with braille may try "reading" the skins. They are message between TYKO'S WIGHT and the Needlebirds (*Archive 145*). The messages are inane to the point of madness. "How are you?", "I am dead ha ha ha how are you?", "I am hungry ha ha ha."

If Tyko's soul is laid to rest, it will destroy this Wight.

Tyko's Wight

AC

15

HD

6

ATK

D4 + SAVE OR
LOSE A LEVEL



Standard undead immunities. Anyone slain by Tyko becomes a wight under his control.

177. DEAD WEDDING

The black, walking corpses of the guests show stark against the bunting and the ribboned walls, flesh carbonized and bones baked to graphite. Some are haloed in shimmering sheets of stained gold, alive and floating in the air. They are having a cocktail party.

The reflex actions required to make small talk and attend parties are unrelated to the human soul so they proceed as they always have. You can't make out the words, only hissing breaths that could be speech.

You are paid no special attention. One may approach you, gasping dry moans that sound like "and what do you do?" Everyone present expects the happy couple to be arriving "any minute".

The guests are not dangerous; even the slightest blow shatters one to ash. The floor is covered with it, and with black bone.

If a guest is damaged, it will certainly awake the attentions of the SPECTERS in *Wedding 181*.

178. DUSTY BUFFET

Amidst the rotted and blackened foodstuffs covering the tables in this room is one perfect, incorruptible white cake. Multi-tiered and cleanly cut, it seems fresh. On top are the figures of a man and a woman and below their linked hands, a model of a swan.

If the cake is eaten



Consuming the cake inflicts several low-level but powerful magical effects designed to make weddings run smoothly. Save or, for 3 hours, you are unable to start fights, start or participate in arguments, disclose any information of any kind that might be embarrassing to anyone known to you, dance badly, or be rude in any way. The cake's effect can be countered by powerful inebriation.

The cherries from the cake

Have no effect on men but all women have their CHA reduced to below that of the bride (13 in this case). If she eats one, the power of ZAMIA TORN, in any of her forms, will be nullified. The effect of the cherries ends when someone in the same building gets laid.

179. THE HAPPY COUPLE

On a dais in the center of the room, under a delicately carved decaying arch, the pale bodies of the MARQUIS AEOLIS and LADY TORC embrace. Held in their final kiss, the dust around them hangs like a starfield in the air. A ring of silent black corpses watches. Some wander, some return. They seem unaware of time.



IF YOU STEP to within a few feet, the air slows and hardens; there is no time for anything to happen in this space. The couple were frozen by SOPHRONIA WORT just after she pronounced them man and wife, and just before everyone died.

If this couple completes their kiss, SOPHRONIA WORT will be destroyed.

Exactly What Went Wrong

1. Chancellor SOPHRONIA WORT is about to marry The Marquis Aeolis and Lady Torc.

2. As the couple are about to kiss, SOPHRONIA recognizes the rising whine of the Golden Engine (*Wedding 187*).
3. Seeking to preserve her own soul, SOPHRONIA stops time for the couple.
4. She runs to the SWAN (*Wedding 180*) and illegally places her soul inside.
5. The EMPTY KNIGHT (*Wedding 184*) observes this crime.
6. The party is destroyed, souls blasted out as golden ghosts. SOPHRONIA's body is burnt but her soul is safe in the swan.
7. SOPHRONIA flees the EMPTY KNIGHT and hides in the hidden vault in *Wedding 183*.

If the time-stopping spell ends for any reason, there will be about half a second before Aeolis and Torc complete their kiss. If anything is happening around them they will be distracted and, looking around, realize something terrible has happened. The kiss may never be completed.

180. SOUL SWAN

It floats on a sort of looping stream of unspoiled red wine dug into the white floor. It's quite nice.

This swan is a normal part of a marriage ceremony. The souls of the happy couple are bound together in the swan upon betrothal. The couple are married, they kiss, the swan gives them back their souls. That's how it's meant to happen. This swan has three souls inside, MARQUIS AEOLIS, LADY TORC, and that of SOPHRONIA WORT.

If it opens

 The souls will return to the couple, but the body of SOPHRONIA WORT is so decayed that she will die as soon as her soul is free. The swan is magical and invulnerable as long as the kiss is not complete, and is quite happy floating around.

181. AURUM SPECTERS

There are 3d6 Specters here swirling around the ceiling; gold whorls and scatters in the air like blown out thermal sheeting or tinfoil falling from a height. The surface of a golden lake rippling in right angles under

a geometrical wind. Tainted in weird damascened waves and showing black, linear shadows hanging in three-dimensional air, the reflection of a skeleton under the waves of a transparent sea.

The ghosts are angry and vengeful, desperate eyes burning with a radioactive light.

 These are the souls of the wedding guests, torn violently from their flesh when TORCUL WORT activated the Golden Engine at full power. They are ruled by him and must attack.

Aurum Specters

AC	 10
HD	3
ATK	d6



First attempts to possess the target (save every other round to expel) then force the body to commit most violent possible crimes. If unsuccessful, they will attack; their touch destroys gold. The target loses $d4 \times 100\text{GP}$ for every hit and takes d6 damage as the ghost slices, constricts, and burns them with radiation. This counts against any accumulated XP the PC would've received for gold acquired for the session in which the attack occurs, even if the XP was acquired in some other valuable currency.

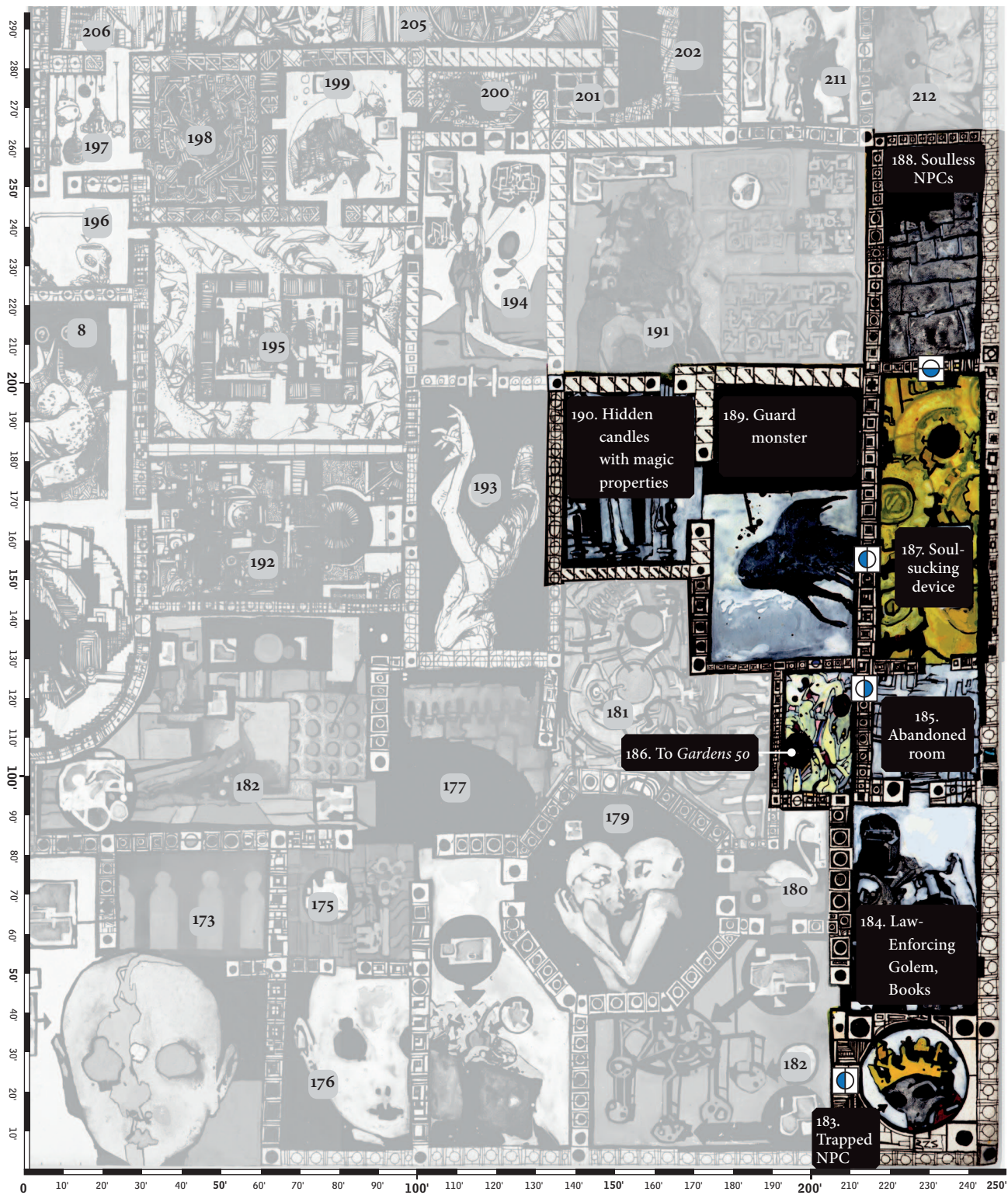
Immunities as per undead; immune to normal weapons—though they are vulnerable to weapons that are magnetic or corrode metal.

182. GIFT ROOM

The scraps of boxes that once held wedding presents lie here, looking self-consciously forlorn, the presents long ago stolen, corroded, or eaten. The lone exception is an asymmetrical gold chandelier on the ceiling.

The chandelier

Though it's worth 10,000GP and can't be damaged (part of why it's such a good wedding present), it cannot be moved unless it has at least one magic candle burning inside (for example: *Cells 303*, *Halls 27*, *Wedding 190*). It is immune to the gold-corroding properties of the magic candles in *Wedding 190*.



- Opening from the red side causes or requires solving a special problem.
- Locked on the red side, can be unlocked on the other side.
- May not exist on the grey side.
- There's a trap on the black side.
- The door is secret on the blue side.
- The usual door.

I83. SOPHRONIA WORT, THE LYING LICH

The secret door to this gigantic safe is very hard to find. Inside the empty vault, crouching and tapping its knees, are the blackened bones of a small woman wearing a golden crown. [more ▶](#)

I84. THE EMPTY KNIGHT

You know those rooms in the back of places where they do weddings, full of books or something, where nobody goes. The knight stands in the center of one of those. It waits and activates on sight—only if there's crime. [more ▶](#)

I85. THE WAITING ROOM

Here people being sent to the Golden Machine were kept. There is a sofa and restraints. A cage. Chains and steel rings on the walls. Gigantic pair of scales. A dustpan and brush, full of ash and bone.

I86. ORCHID TUNNEL

Choked with mutant orchids, this hidden room leads to a long tunnel coming up in the ARBORETUM OF ZAMIA TORN (*Gardens 50*).

I87. THE GOLDEN ENGINE

In the center of this room is a small engine held aloft by a network of struts—8" on a side. [more ▶](#)

I88. VATS

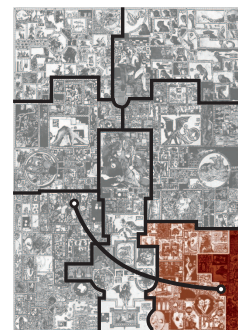
This room has about thirty bodies held vertically in separate glass amniotic tubes. All are naked. [more ▶](#)

I89. ANGELFISH

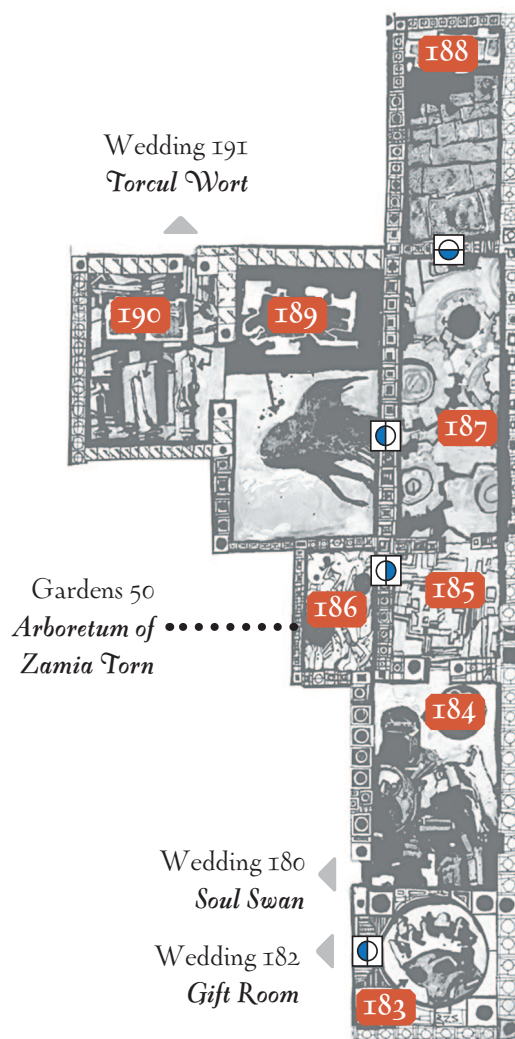
This gray room has no roof, only in infinite blurry distance that disappears to nothing. A black man-sized fish swims through the gray liquid, holy light blazing from its gawping mouth. [more ▶](#)

I90. STORAGE

Piled against the west wall of this room are boxes, tables, chairs, various shelves, and other random pieces of dusty disused furniture. [more ▶](#)



WEDDING I83-I90



Wedding I91
Torcul Wort

Gardens 50
*Arboretum of
Zamia Torn*

Wedding I80
Soul Swan

Wedding I82
Gift Room

183. SOPHRONIA WORT, THE LYING LICH

The secret door to this gigantic safe is very hard to find. Inside the empty vault, crouching and tapping its knees, are the blackened bones of a small woman wearing a golden crown (500GP). The stone floor is stained black with ash from her passage back and forth.

Sophronia will tell you her name. That is the only true thing she will ever say.

To quickly generate one of her deceptions

Roll a d10 and read across. To generate more random deceptions, roll 5d10, or have the players roll 1d10 each and put together her story from reading each column in turn. You may roll again every time she is caught in a deception, or whenever you wish.

The Truth

SOPHRONIA WORT was the Chancellor of the Triarchy and its highest servant. She hated fraud, deception, and deceit. She made tools to discover and suppress it. She had two children, one of natural birth, one made of gold. The golden child betrayed her. She wants the candles in *Wedding 190* and the destruction of the EMPTY KNIGHT (*Wedding 184*), THE ANGELFISH (*Wedding 189*), and TORCUL WORT (*Wedding 191*). Everything animate in this zone wishes to destroy her. All of the lies she tells are designed to get the PCs to either bring her the candles from *Wedding 190* or to take care of one of the things threatening her, etc...

D10	"I AM..."	"TRAPPED HERE BECAUSE..."	"THESE MONSTERS ARE..."	"I WANT..."	"AND I WILL GIVE YOU..."
1	A guest at the wedding, true love of the bridegroom	The Aurum Specters need only this crown to grow and conquer the whole earth	Creations of the Triarchy, made to torment their subjects	Safe passage to the golden beast	The secret to defeating the Medusa.
2	An escaped (royal) prisoner, victim of the Triarchy	I know the true name of the Angelfish in <i>Wedding 189</i> and speaking it will send it to heaven	Creatures from a living dream of the frozen couple	The golden machine destroyed	Gold without end! That's what you want isn't it? Gold.
3	An innocent wanderer, hideously transformed	I was the only one not to eat the cursed cake and the others will pursue me until I do	Nothing but the incoherent creations of a mad mage	The Empty Knight defeated	A servant of terrifying power to command.
4	A wizard of a distant land, here to kill the Medusa	I was nearly successful in assassinating the Medusa	Hallucinations, but dangerous, they can kill you	The Angelfish killed	The means to know the secrets of all around you.
5	A Queen of ancient times, trying to free her people from a curse	This cursed crown cannot be removed and compels me to stay	Ill-advised animated wedding presents run amok	The Aurum Specters destroyed	The secret of eternal life, which I myself know.
6	A thief of Crowns, hiding from the law	My soul is trapped within the Empty Knight	The Medusa's security system	The secrets of the golden beast (perhaps in <i>Wedding 190</i>)	The freedom of all the trapped spirits in the wedding.
7	A child of CHRONIA, born hideously changed	If I leave the wedding I will die for good	Creations of the golden beast, all of them	Any casual items the beast may have touched, not made of gold	The way out.
8	An animate Phylactery for a still-more terrible Lich	If this crown leaves the dungeon it will radiate total destruction	Monsters sent to stop the wedding, none know by whom	Only some light for this dark room, perhaps some candles of my own?	The secret history of the three sisters.
9	A minor angelic spirit animating these abandoned bones	I must defeat the beast of gold before I leave	Phantasmagoric living symbols descended from a higher reality after a spatial-breach	Wax. White wax. I cannot tell you why.	(whispers) The secrets of your friends and what they truly think of you.
10	The shriveled corpse of your future self, escaped from hell and here to warn you from your current path	I must assist whomever frees me from this crypt or be cursed myself	The mechanical or illusory creations of a hidden goblin mage, he is in the walls! Find him!	Some matches, if you have any. Or something to help me keep a steady flame.	The means to destroy the Specters and all the horrors of gold.

The lies are also designed to be easily found out as lies so that the PCs realize they cannot trust her and go crazy trying to find out the truth. A truth she is incapable of giving, ensuring they have to investigate. The SWAN is her Phylactery; if it opens, she dies; it can only open when the kiss ends.

Sophronia Wort

AC	20
HD	6
SPEED	½ HUMAN
ATK	D10 DECAY TOUCH OR SAVE VS. PARALYSIS TOUCH



SPELLS: *Feeblemind, Barrier, Hold Monster, Globe of Invulnerability, Hold Person, Dispel Magic, Ray of Enfeeblement, Shield, Sleep.*

Will be reduced to an invulnerable skull and regenerate at 1 HD per round unless her Phylactery is destroyed.

184. THE EMPTY KNIGHT

You know those rooms in the back of places where they do weddings, full of books or something, where nobody goes? The knight stands in the center of one of those.

The armor of this knight is gray-black like twilight fog. Moving wisps are visible beneath, like counter-crossing stratospheric clouds. It waits and activates on sight—only if there's crime. Otherwise it just sits there.

 IF IT ACTIVATES, the noise fills the room and all nearby rooms; a jet engine pushing the sound barrier. As the armor moves, brief spiraling vortices sprout and decay in seconds from the shifting layered joint-gaps. They look like the gasmarks of small punctures in a high pressure hose. Under the helm is the darkness of a cumulonimbus. The blackness at the center of a wave when a tsunami strikes. Flecks of illuminated dust fall from the creaking plate and spiral faster and faster in the impossible depth like falling leaves tumbling into a stormcore.

The Empty Knight will state the name of any crime that it sees directly, or any crime for which it sees direct written evidence, then attack the criminal until they are dead. Assault is a crime. Resisting assault is not. Vandalism is a crime. If you escape its sight, you escape its notice and it simply waits, unless it has written proof.

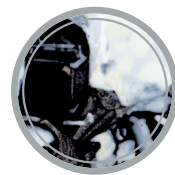
If the shelves are examined

There are only 8 books left—art history texts in various unknown tongues and one in common. Upon one turn's examination and successful INT check at -5, the text can be used to identify any artwork from the Gallery (but not elsewhere in the Maze), including any magical properties and approximate GP value (low, medium, high). Only one check allowed per party—a failed check indicates you'd have to be a specialist with more information than any PC has to understand the text, and the GM should give false information. The GM can roll the check. Perusing the text here is legal; taking it is a crime.

THE EMPTY KNIGHT was created as an enforcer by SOPHRONIA WORT. Its armor is crystallized twilight, woven by secret prisms over many months. It holds the power of an asteroid. It does not recognize the Lich in *Wedding 183* as SOPHRONIA WORT. The Lich has no soul. In the absence of its creator, the Knight will default to its basic instructions: Punish all observed crime. The last crime it saw was a woman interfering with a wedding swan.

Empty Knight

AC	20
HD	13
SPEED	½ UNENCUMBERED HUMAN
ATK	D20



185. THE WAITING ROOM

Here people being sent to the Golden Machine were kept. There is a sofa and restraints. A cage. Chains and steel rings on the walls. Gigantic pair of scales. A dustpan and brush, full of ash and bone.

I86. ORCHID TUNNEL

Choked with mutant orchids, this hidden room leads to a long tunnel coming up in the ARBORETUM OF ZAMIA TORN (*Gardens 50*).

I87. THE GOLDEN ENGINE

In the center of this room is a small engine held aloft by a network of struts—8" on a side. It luxuriates in a kinetic spray of heavy gold. Anti-church spires and idly expanding traction systems transmitting unknowable torques branch out from every surface. It clicks dully as a watchmaker's nightmare of gold cog teeth move past. Every part is moving continually in slow-fast interrelated spins.

On the floor against a strut is a small pile of gold dust vaguely in the outline of the kind of mouse that chews on a strange machine in the dark (worth 200GP).

If activated

 The engine is alive, and hungry. It hungers more with each use and always tries to set itself too high. There are two levers and a switch. All unmarked. If the switch is flipped and no one is holding a lever, it will automatically move to the highest possible setting. The machine is labelled in Ancient Saurian. A DEX test is needed to control each lever.

LEVER ONE: RADIUS. Success means the machine only affects a creature in the room whose name is dialed into the engine. Failure means the radius of effect is 10' x the extent of the fail. The machine will strip the soul from any living thing in its area of effect.

LEVER TWO: SPEED. Success means the soul will be stripped slowly over a period of about 20 seconds. The body will be left organically intact. It will continue breathing. It will act as if in coma. Failure means the effect is too fast. Subtract one second for every point of failure. Bodies in the radius suffer d6 burning damage per point as their souls are ripped out. If the speed reaches zero seconds, all bodies will be blasted as the walking corpses in the wedding. Their souls will be vomited out of the machine as hateful golden specters.

The machine will change the body of each living thing fed to it into gold dust. If anyone tries to disassemble or destroy the machine, it will activate automatically in self-defense.

I88. VATS

This room has about thirty bodies held vertically in separate glass amniotic tubes. All are naked. Many are withered. Some are dead. d4+1 still live with their faces held in bubbles of magically renewing air.

If the Golden Engine is destroyed, they will wake up as their souls return. If someone is here to get them out of the vats, they might not drown.

Their names are Agathodaimon, Sophie Brahe, Jean de Meung, Anna Zaieglerin, Oswald Croll, and Marie Meurdrac.

I89. ANGELFISH

This gray room has no roof, only in infinite blurry distance that disappears to nothing. The floor steps down from *Wedding 190* and *Wedding 187* to a room-sized pool, 15' deep; there is no way to walk around it. A black man-sized fish swims through the gray liquid, holy light blazing from its gaping mouth. Divine, but mindless and horrid in that way that fish have.

If the PCs enter the pool

 The liquid itself turns food to gold and feeds the Golden Engine in *Wedding 187*; the PCs will turn to gold if they die here.

There are oceans in heaven. And there are gouges in those oceans, as with ours. Deep, black, and pressured like torture machines. There is life there, adapted to the darkness of the celestial pit. The conditions of a deep pressure abyss in heaven are roughly the same as the basic reality of our world. Anything that could live there could live here just as well.

The Angelfish is a scavenger and slow predator from a higher reality. It found a crack in the base of its own world and wormed its way into ours, following the scent of free souls. TORCUL WORT (*Wedding 191*) has kept it here as a guard and amusement, throwing it occasional scraps of soulgold to keep it fed.

Angelfish

AC

15

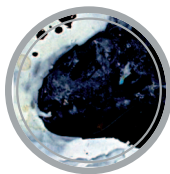
HD

13

ATK

D4/D4 FIN-SLICES

D6 TAIL-WHACK/D8 BITE



SPECIAL:

Sinful to strike—good-aligned characters must save to even attempt to harm it; good-aligned clerics will lose a memorized spell for every successful hit.

Immune to Evil—neutral characters can do whatever the fuck they like with it.

Eucharist-Bite—when a character is bitten, roll location. As the fish consumes, it transmutes its food to a more divine substance to aid digestion. Any part of a PC's body bitten by the fish cannot be healed by magical means. But when it does heal naturally, that particular patch of flesh will be immune to diabolical forces and death magic. Just that patch of glimmering scar tissue. (It won't rot when the rest of you dies; if someone digs up your body it will probably become a relic.)

BITE LOCATION:

1. Left hand
2. Right hand
- 3-4. Left arm
- 5-6. Right arm
7. Face
8. Left ear
9. Right ear
- 10-11. Left leg
- 12-13. Right leg
14. Left foot
15. Right foot
- 16-17. Abdomen
- 18-19. Chest
20. Back

Has d4 Aetheric Remora attached, see *Wedding 199*.

Aetheric Remora

AC

10

HD

1

SPEED

¼ UNENCUMBERED

HUMAN

ATK

ATTACH



ETHEREAL: Silver weapons or magic only.

Retards the target's spiritual journey and leeches XP. They eat ⅓ XP earned. No more than 5 will ever attach. Aetheric Remora can be removed by good clerics as their substance is angelic. Evil clerics can banish them with *Remove Curse*, but why would they?

Other methods of removal:

- Lose wisdom (by any means, temporary or not; they are not very clever).
- Suffer level drain.
- Be about to get beaten by a high-level being.
- Or just fail to achieve anything for a long (a week at least) period of time.

190. STORAGE

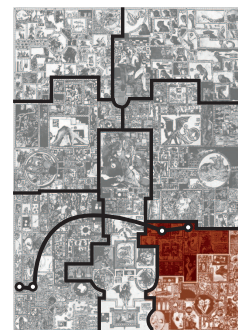
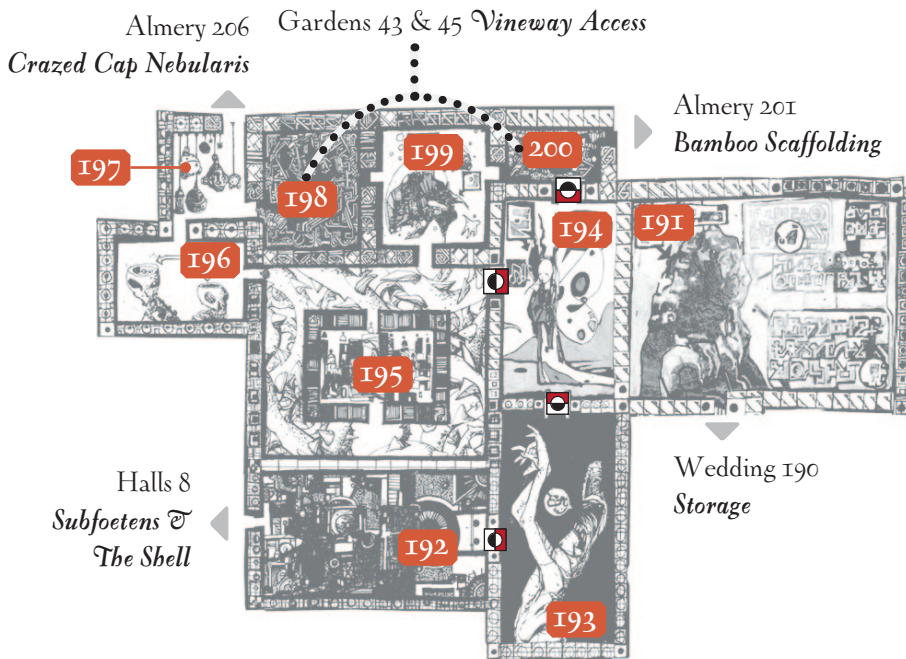
Piled against the west wall of this room are boxes, tables, chairs, various shelves, and other random pieces of dusty disused furniture.

On a thorough search

Hidden in the piles are 3 fat, white, unused candles. They were made from the fat of breatharian hermits boiled at dawn. Holy men who learned to live on light alone and cruelly rendered in honey and silver vats. SOPHRONIA WORT (*Wedding 183*) created these as an insurance policy, paid for in murder, magic, and sexual favors. No one else knows they are here. They cannot be recreated or reproduced.

The gray-white light from any of these candles fills a 10' radius and returns all disembodied souls to their correct afterlife. It will dissolve the AURUM SPECTERS (*Wedding 181*), and the Golden Engine will be reduced to a small nonfunctional device that can be easily dissembled for 20,000GP worth of non-evil gold.

Making any noise here will summon TORCUL WORT from *Wedding 191*.



WEDDING 191-200

I91. TORCUL WORT

Swollen in grotesque nodular globs of gold, he finds it hard to move and so staggers amongst his bright yellow room of golden things, his golden hands stroking spoken tablets of his uttered word. [more ►](#)

I92. TEETH-WHEELS

The floor is a mosaic of angular blocks and interlocking wheels. The shapes are made from teeth. The teeth of sharks and men. [more ►](#)

I93. URIEL TODKILL

The tables and chairs in this room are elegantly made from savagely gnawed and splintered bones, and float in a 12' deep sunken pool. [more ►](#)

I94. YSANNE SMALLBONE

Alto Pixie. Lives in a birdcage, bijoux apartment. Ysanne has enchanted the doors to the room so no one can leave without giving her some gossip. [more ►](#)

I95. THE BAR. FINALLY.

On the other side of the rose stalks is someone's bar, full of pillows. There are numerous drinks, including all ordinary liquors and mixers. [more ►](#)

I96. VISIC & VARTIK

Silent, cheerful, and helpful. These skeletal constructs gain, as a touch spell, the magical properties of any liquid poured onto the skull. [more ►](#)

I97. INTENSE INCENSE

Censers hang from the ceiling and fill the room. Moving through at speed is a DEX test. [more ►](#)

I98. VINEWAY ACCESS

Rooted black passage in the north wall can carry you to Gardens 43, Gardens 45, and Wedding 200. [more ►](#)

I99. AETHERIC REMORA

These blunt, arrowheaded celestial parasites languish in a low puddle—they latch on like leeches and then extend. [more ►](#)

200. VINEWAY ACCESS

Connects to Gardens 43, Gardens 45, and Wedding 198. Opening the door to the south activates a beautiful sounding alarm alerting URIEL (Wedding 193) to your presence.

191. TORCUL WORT

TORCUL WORT has grown. Swollen in grotesque nodular globs of gold, he finds it hard to move and so staggers amongst his bright yellow room of golden things, his golden hands stroking spoken tablets of his uttered word. The gold speech falls from his fat gold lips and mists out of the golden air to highlight dexterous verbal points.

“Why does gold not soil the fingers?

Because that should pass purely for which pure things are given.”

HE SENSES THE provenance of all the gold you own. How much, where from, what you did to get it and in what circumstances. To him, people are tangled throbbing webs of greed, crime, dishonor, and secret advantage. The truth incarnates in golden tablets that line the walls. The writing on them is an exact accounting of every piece of gold you own and all the actions relating to it. Torcul takes these in his hands and reads them, glancing up. If you have committed crimes then each tablet counts as proof. He will use this to activate the EMPTY KNIGHT (*Wedding 184*), who will arrive (dripping wet) 2d4 rounds after the conversation goes sour.

He knows what you did and will address you not by name, but by act. “Murderer”, “Thief”, “Liar”—that is what you are to him, the sum of your economics, nothing more. He prefers not to leave his room but loves to punish liars and cheats. This is why he exists. Torcul Wort was made, not born. A child of gold with black eyes. TYKO’s (*Wedding 173*) exact twin. Created to prevent fraud, crime, and abuse. He found these things everywhere, including in the woman who made him. SOPHRONIA WORT (*Wedding 183*), his mother.

One day he’d seen enough and, with all of the most shameless deceivers in one place, he activated the Golden Engine they had built and wiped them out, blasting them out of their bodies and converting them to golden ghosts which he now rules, as he rules all gold.

Torcul Wort

AC

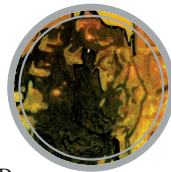
20

HD

10 (15)

ATK

D10/D8 VIA ANIMATED
GOLD (see below)



Torcul has 10 HD. Five maintain his form; if these are removed he takes real damage. The other five he can command as forms of gold that attack in a variety of ways. Immune to blunt attacks.

He can command the gold in your pocket to attack you. Every 100GP you have on you adds one HD to his pool for the creation of monsters.

HIS FAVORITE FORMS (roll twice on the table below).

192. TEETH-WHEELS

The floor is a mosaic of angular blocks and interlocking wheels. The shapes are made from teeth. The teeth of sharks and men. Some still hold stains of blood.

IF CROSSED WITH anything but exquisite care (step slowly or test DEX), will cause d3 damage to the feet and reduce movement to ¾ human speed until healed. Any bleeding here will alert URIEL TODKILL (*Wedding 193*), who just slithers over them like it’s no thing.

Opening the door to the east activates a beautiful sounding alarm alerting URIEL in *Wedding 193* to your presence.

1	A stiff, man-sized chessboard king with a broadsword	Chained in golden ropes and staggering
2	A crouched heraldic eagle: squat, heavy, and wrathful	Bleeding golden fire and weeping golden tears
3	A gaping solar disk, its rays rotating, grasping, and flexing	Melting and continually reforming
4	An angular blunt-featured lion	Continually pressed like clay by invisible hands
5	A hive of fat heavy bees, flightless and flowing over the ground as one	Horribly asymmetrical
6	A spider beneath a burning eye	Made of men, or the parts of men: bones, skulls, or simply single arms interlinked

193. **URIEL TODKILL**

The tables and chairs in this room are elegantly made from savagely gnawed and splintered bones, and float in a 12' deep sunken pool that starts just below the line of the door.



URIEL WANTS THREE THINGS equally:

1. To eat you.
2. Some inner ear bones to complete the fine features of this statue of YSANNE (*Wedding 194*) he's making.
3. To sing and hear wonderful music.

If you can help him with 2 or 3, he may not do 1. The door back to *Wedding 192* cannot be opened unless URIEL allows it or is dead; anyone attempting to open the door to *Wedding 194* without URIEL's permission becomes stuck to it—anyone touching the victim without URIEL's permission becomes stuck to them. The naked dual-mouthed shark-man is a musician, and sounds a bit like Michael Gira. ZAMIA (*Cells 285*) never comes any more or calls to hear him sing, and he is hungry. He could eat YSANNE the Alto pixie (*Wedding 194*), but every time he starts to break down the door she begins a duet and they sound too good together for him not to join in. His statue of YSANNE is made from small bones, carefully arranged.

Uriel Todkill

AC

14

HD

5

ATK

2D4/2D4 BITES

OR 2 × SPELL



URIEL's two mouths sing simultaneous linked low-level spells. Roll 2d6 to see what he casts:

1	Charm Person	Enlarge
2	Sleep	Spider Climb
3	Command	Change Self
4	Darkness	Unseen Servant
5	Enthrall	ESP
6	Magic Mouth	Mirror Image

There is only one rule for the combination of spells—the result must be beautiful. Todkill never makes anything ugly.



4D6 × 100GP worth of valuables from past meals.

194. **YSANNE SMALLBONE**

Alto Pixie. Lives in a birdcage, bijoux apartment. Ysanne has enchanted the doors to the room so no one can leave without giving her some gossip. Ysanne has seen many things when others were unaware, as she is very small and is invited to the best parties but is often forgotten when she gets there. Knows something about everyone. Always in the form of third-party gossip. Recollections are 70% accurate.



NOMINALLY A PRISONER of URIEL (*Wedding 193*), but he can't say no to her. YSANNE is a relation of WERCEL SMALLBONE, the Pixie frozen at the point of death in *Cells 280*. She is meant to be here to try to save and release WERCEL, but she is well aware of how irritating her relation is and has not been putting much effort into it. Also, being “captured” provides plausible deniability.

Ysanne

AC

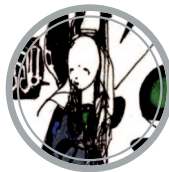
15

HD

1

ATK

BY SPELL AT WILL
(AS 8TH LEVEL CASTER)



SPELLS: *Forget*, *Dispel Magic*, *Sleep*, *Invisibility*, *Polymorph Self* (into anything smaller than a cat), *Confusion* (touch).

Ysanne's song causes anyone hearing to save against either dancing or singing along, unable to perform any other action. They are permitted a save every other round.

195. THE BAR. FINALLY.

At first, only rose-stalks thick as fat men are visible, choking the corridor. If climbed, they can impale you (2d6) on a fall. They react and contract when exposed to blood.

Opening the door to the east activates a beautiful sounding alarm alerting URIEL (*Wedding 193*) to your presence.

On the other side of the rose stalks is someone's bar, full of pillows, probably meant for the wedding and now unattended. There are numerous drinks, including all ordinary liquors and mixers. Some below have semi-magical effects.

 THE MORE DRUNK you get, the more powerful the positive effect. PCs should be warned if they are getting drunk, and they may decide to stop. Each drink beyond the point of inebriation will add +1 to any test covering the drink's primary effect, but deduct -1 from any other d20 roll.

So if someone gets drunk and has, for instance, three Gins of Vorn, they are at a -3 for every roll except those detecting demonic smells, for which they have a +3.

The drinks

- Whiskey from the Heavy Moors helps you find your way.
- Goblin stout makes you think in reverse.
- Cider from the Snaegleborg gives you dash and élan.
- Beers of Yoon-Suin help you count.
- Carcosan wine helps you understand the mad.
- The rum of Cobalt Reach sharpens your eyes.
- Dwarves of Lanthanum Chromate brew fatalistic ales which make you indifferent to fear and harm.
- The Gin of Vorn reveals demonic smells.
- Hyperlogical Voivodjan Punch aids in puzzling.
- Sticky liquor from the City of the Yellow Eye helps you spot hidden things.

- Vodka from the Chaos Wastes makes you berserk (and gives you tiny black tattoos).
- Moonshine from the Valley of Ceaseless Gnashing endears you to huge and/or incestuous creatures.

There is a locked cabinet for expensive drinks. Empty.

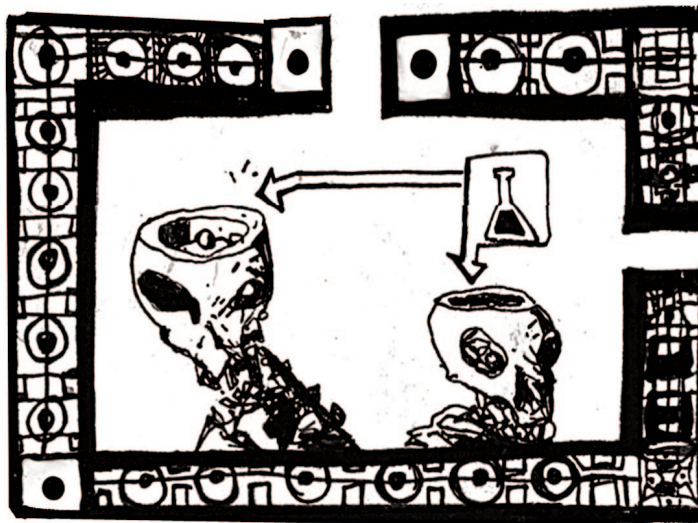
If a thorough search is performed

An empty bottle of bitters contains a note, written in common: "There is a secret door to the Reptile Archive in Fortuna's room. Also, this might come in handy..." the rest is a scroll of *Comprehend Languages*. It is signed "LEVALLIANT G."

196. VISIC & VARTIK

Silent, cheerful, and helpful. These recently orphaned skeletal constructs (their creator was slain by the "OKU") gain, as a touch spell, the magical properties of any liquid poured onto the skull. There are no lids, so upon any violent action, the liquid will slosh out.

 IF YOU POUR in blood, the constructs gain rough copies of the skills and mind of the originator of the blood. This takes two pints. They only move at 1/3 unencumbered human speed.



NOTE

THOUGH THE BORDER BETWEEN this zone and the last is not exact, we enter now The Almetry of the Medusa, a kind of museum or storage area where PSATHYRELLA keeps the relics and mementos of her eons-long life.

The floors, walls, and ceiling here are interlocking boxwood over stone. The lanterns few, with long (10') patches of shadow between them. Though the Medusa has never harmed the Bondye Reparatè, they are incredibly respectful of her personal space and the lanterns here go a long time between changes.

In her absence, this area is governed by her Majordomo TORGOS ZOOTH (*Almetry* 256) who will investigate any commotion with his creatures OVERDOSE (*Almetry* 254) and MR. GRASP (*Almetry* 255)—one of those creatures will arrive d6 rounds after any loud noise.



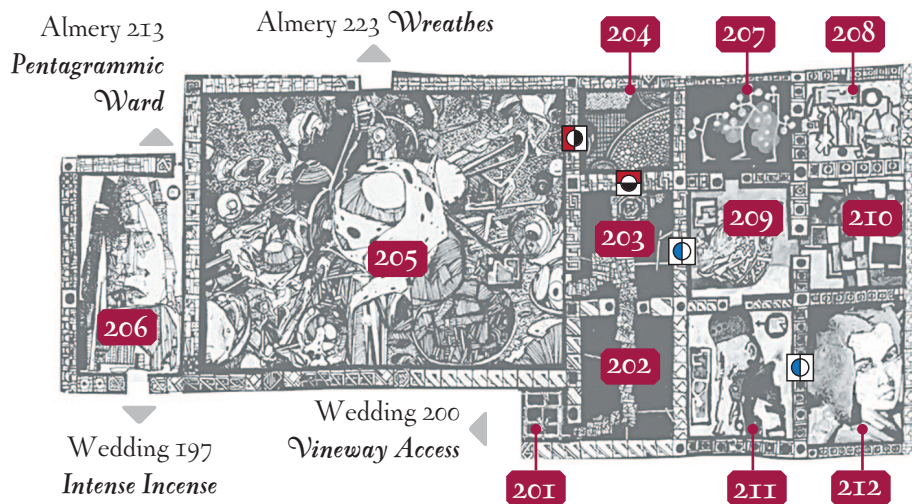
THE ALMERY



Opening from the red side causes or requires solving a special problem.
 Locked on the red side, can be unlocked on the other side.

May not exist on the grey side.
 There's a trap on the black side.

The door is secret on the blue side.
 The usual door.



201. BAMBOO SCAFFOLDING

The floor here has collapsed into endless interdimensional night. A scaffold of bamboo provides precarious access to the other side. [more ►](#)

202. SCARY WALKWAY

Rickety plyboard over nailed planks with joists connecting it to the wall sides. On a fall, treat as *Almery 201*.

203. FOUNTAIN & FLOOR

The remains of a stone floor hang in the air. An inscription reads, in Ancient Selenian—"Let those without avarice enter." [more ►](#)

204. TREASURY

Hundreds, perhaps thousands, of toaster-sized stone jars. Each jar has a human face, facing upwards where the lid belongs. [more ►](#)

205. ORRERY OF SPELLS

In the center of this room is a massive orrery overgrown with vines. [more ►](#)

206. CRAZED CAP NEBULARIS

A gigantic stone head fills this room, a tiny hovel nestles beneath. [more ►](#)

207. PSEUDOGARDEN

Small, ornamental, mycelium garden. Free of any photosynthetic life. [more ►](#)

208. MINIBAR

A rotting monkey corpse with an adventurer's pack, 3d6 expensive drinks (worth 100GP each), plus some ancient legendary alcohols. [more ►](#)

209. SKULLBALL

A pleasantly laid out lounge and 3' diameter ball of pretty ribbons with love messages written on each one rolls slowly around. [more ►](#)

210. ALIEN SUNS

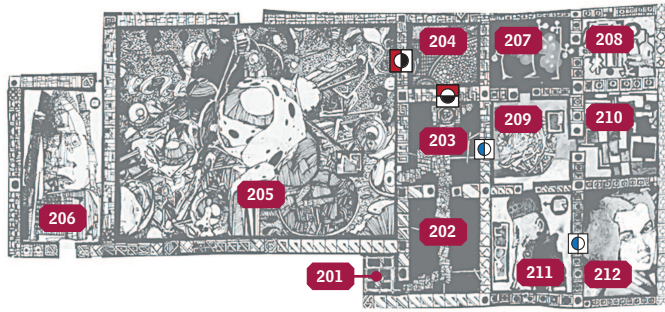
The room is full of light and thirty two paintings of alien suns. [more ►](#)

211. THE SOUL OF ZYGMUNT WOMBWELL

This anteroom is occupied by a harmless non-violent wraith, former Lord Protector of the Triarchy. [more ►](#)

212. CHARITY TORN

This room is an opulent bedroom and study with one half concealed by a delicate screen. Behind the screen, wearing a veil, is CHARITY TORN. She will warn you not to enter her room. [more ►](#)



- 201. Bamboo Scaffolding
- 202. Scary Walkway
- 203. Fountain & Floor
- 204. Treasury
- 205. Orrery Of Spells
- 206. Crazyed Cap Nebularis
- 207. Pseudogarden
- 208. Minibar
- 209. Skullball
- 210. Alien Suns
- 211. The Soul Of Zygmunt Wombwell
- 212. Charity Torn

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
- 51-56 Small gems/trinkets worth d10 × creature level GP
- 57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64 Day's rations.
- 65-70 Day's worth of fresh water.
- 71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding 191*). Anything it sees, he sees; he can speak through its mouth.
- 83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery 255* pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
- 2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3 Negamancer & d4 + 1 Thrall Mammals
- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8 Lost Lizardman/Reptile Woman Mummy
- 9 2d8 "Oku"
- 10 2d6 + 2 Orchidmen
- 11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- 21-30 as 6
- 31-40 as 14
- 41-50 as 15
- 51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
- 54-69 A torch, if the party has any, goes out.
- 70-73 A lantern, if the party has one, goes out.
- 74 A wave of unspeakable melancholy
- 75-00 No encounter
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive 160*) who will find it HILARIOUS.
- 89 A note saying "possibly under the water-wheels but it's dangerous".
- 90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92 Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
- 93 Bag of flour.
- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
- 96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

201. BAMBOO SCAFFOLDING

The floor here has collapsed into endless interdimensional night. A scaffold of bamboo provides precarious access to the other side. It can be crossed safely so long as time and care are taken.

On a fall roll, roll

1-80 Die from impact.

81-90 Wake up in hell.

91-95 Or a lower plane.

96-100 Fall cyclically and pass the same point of the dungeon in 12 hours, and every 12 hours after that (eventually they go insane and starve to death).

For every hour spent observing the darkness there is a 1% chance of witnessing some previously eternally-falling fool, who may still cling to life.

202. SCARY WALKWAY

Rickety plyboard over nailed planks with joists connecting it to the wall sides. On a fall, treat as *Almery 201*.

203. FOUNTAIN & FLOOR

The remains of a stone floor hang in the air. An inscription reads, in Ancient Selenian—"Let those without avarice enter".

To the east is a narrow joist with barely visible footprints in its dust. Balancing along this narrow beam gives access to the secret door to *Almery 209*.

On falling into the darkness, treat as *Almery 201*.

 THE FOLLOWING EFFECTS apply to anyone touching the door handle to *Almery 204*:

All negative effects of any kind cancelled absolutely. All HP regained, lost limbs grow back. PC now has regeneration +1HP every turn.

Though they can never again own money or jewels; if acquired, they will give these away to the first person they can. If PC breaks the terms of this curse their eyes melt out of their head, fingers fall off, face peels off, and genitals seal over. These wounds do not regenerate.

The Treasury door can also be opened with the golden key from *Wedding 175* (without touching the handle). Picking the lock without touching the handle is extremely complex and requires six consecutive "pick lock" rolls from the same person in sequence. Each roll takes the usual amount of time for picking a single lock.

204. TREASURY

Hundreds, perhaps thousands, of toaster-sized stone jars. Each jar has a human face, facing upwards where the lid belongs. Each face is that of CHARITY TORN (*Almery 212*), though there are fourteen jars with blank, featureless faces.

 WHEN A FACE jar is tipped, the stone eyes open and the mouth moves, speaking the words "Five Hundred In Gold". All of these jars are empty. When a featureless jar is tipped open, twelve of the jars vomit out 500GP each. Two vomit 500 electrum pieces each. In every case the jar lid then transforms into the face of whomever tipped it and gathered the gold. If tipped again, each jar describes what it formerly held. If a jar is removed from the room, it calmly repeats "I Am Being Stolen" forever. The jars cannot be broken or destroyed.

The face in profile on the coins is also very like that of CHARITY TORN.

If closed, the door to *Almery 203* cannot be reopened by anyone holding more gold than they came in with. Opening the door to *Almery 203* from this side calls TORGOS ZOOTH (see *Almery 256* or *Encounters in the Maze #14*).



205. ORRERY OF SPELLS

In the center of this room is a massive orrery overgrown with vines. Possibly an early Crawlboys (see *Gallery 90*). It shivers as you approach, but cannot move because of the vines.



IF BOTH ORRERIES (here and *Gallery 90*) are dialed into an astrologically correct position (requires an astrological almanac or other special expertise) for the current day, then reading them both (INT check) grants everyone present an advantage on their next three saves (roll twice and pick the better save).

If the vines to the northeast are cleared away, it reveals a second door into the Treasury. Like the first, this can be opened with the golden key or picked with six consecutive rolls.

If the party decides to clear the vines from the whole orrery, it'll take half an hour and regrow within an hour. This will continue until ZYGMUNT WOMBWELL (*Almery 211*) is reunited with his skull. Then the vines will die and the orrery will run continuously without stopping.

An unknown and unwise astronomer of ages past has bound eight worlds around a reflective sun. They govern spells. When a named individual comes within seven feet of the brass sun at the center, the machine springs into life and the planets begin to spin—revealing astrological information. On a successful INT check, the astrological information allows the PC to anticipate the next time that spell will be used against them and automatically avoid/save against it.

THE PLANET...	WHICH MOVES LIKE...	AND GOVERNS THE SPELL...	TRANSITS THE HOUSE OF...
YOON	A metronome	<i>Charm</i>	ESHER
DENG	A drunk	<i>Power Word (Any)</i>	ZAHN
NIOBE	A slashing knife	<i>Shapechanges & Polymorphs</i>	XENAKIS
MLOT	A thief	<i>Paralysis or Hold</i>	WANDERER
VOGT	A crack in glass	<i>Fire magic</i>	PARADZHANOV
WEXLER	Fat men, ponderously	<i>Curses</i>	TEMPORAL-GYRUS
WAXLER	A swarm	<i>Summon (Any)</i>	YNTHIC
VAN-HONK	A hunting swallow	<i>Symbol (Any)</i>	CLAWW

206. CRAZED CAP NEBULARIS

A gigantic stone head fills this room, a tiny hovel nestles beneath. It looks like the Maze was built around this head which is truly ancient; this living foundation stone will be the last part of the dungeon to collapse. On the head is carved the words below:

“SET WATCH I WAS, BY THE ELEPHANT KING.

AND MANY OF MY BROTHERS NOW GONE.

THEN THE LIZARDS AND THEIR BOOKS.

THEY RULED FOR ONE THOUSAND YEARS.

THEN CAME THE MEDUSA.

AND BRED A MAZE FROM FLESH AND FROZEN BONE.

THEN THREE SISTERS AND THEIR COURT.

I HAVE NOT SEEN THE SEA FOR MANY YEARS.

OR HEARD THE SOUND OF WAVES.

NOW YOU COME.

ARE YOU THOSE SENT TO END THIS LAND?

AS THE ELEPHANT KING PROMISED YOU WOULD?”

207. PSEUDOGARDEN

Small, ornamental, mycelium garden. Free of any photosynthetic life. A semi-visible glittering webwork in the shape of disappeared shadowy plants and ornamental hollow trees. Filigree spidersilk nets catch the light and hold black voids the shape of fruit.

208. MINIBAR

A rotting monkey corpse (dead of alcohol poisoning) with an adventurer's pack, 3d6 expensive drinks (worth 100GP each), plus the following ancient legendary alcohols:

- Cider from the apples of the sun: It glows and so do you once you drink it.
- Whiskey from the wheat of Elysium: Speaking with dead not a problem.
- Vodka from the black potatoes that grow in the gray earth of the valley of the shadow of death: Immune to level drain effects.
- Sake from the wedding of the sea and sky: Move with the compressed power of the storm wave, +d6 STR, reroll each round in use.

Each bottle has 3d6 "drinks" within it. All effects last d20 rounds per drink. Drinking multiple times allows you to extend the effect by another d4 rounds but adds a cumulative -1 modifier to every other roll except CHA. These drinks are strong.

209. SKULLBALL

A pleasantly laid out lounge. A 3' diameter ball of pretty ribbons with love messages written on each one rolls slowly around the room, bumping gently into the furniture. There is a faint and continual screaming coming from inside the ball.

If unwound, in the center of the ball is a screaming skull with a Third Eye in the center of its head. A gem rests in each eye: emerald, ruby, and sapphire. (5000GP each). This skull contains the driving and consuming will of ZYGMUNT WOMBWELL (*Almery* 211) and if released, will crawl on bone-legs to reunite with him.

210. ALIEN SUNS

The room is full of light and thirty two paintings of alien suns. The only suns anyone in here will see. A stolen painting will cast sunlight equivalent to a candle flame. Most of these were painted by AELFADRED (*Gardens* 58). Worth about 900GP each. CHARITY likes these and if you take one she will come looking for you, and will kiss you.



2III. THE SOUL OF ZYGMUNT WOMBWELL

This anteroom is occupied by a harmless non-violent wraith, former Lord Protector of the Triarchy, and global tyrant ZYGMUNT, who pines for CHARITY TORN. Like anyone who has been in sustained contact with CHARITY, ZYGMUNT cannot harm another living being.

He can never touch her. His skull (*Almery* 209) is wrapped in love letters that he wrote. Whenever he thinks about freeing it, he starts reading the letters and can't go on.

The door in the east wall of this room has a speaking grill; Charity will prefer to speak to visitors through this rather than letting them in. She will warn them that she "has an effect on people".

If reunited with his skull

Zygmunt becomes an Arch-Lich of Revelation—CADAMOSTO & DOGON (*Cells* 283), FALSE CHANTERELLE (*Halls* 1), SOPHRONIA WORT (*Wedding* 183), THE EMPTY KNIGHT (*Wedding* 184), TORCUL WORT (*Wedding* 191), and any other servants of the Triarchy will serve him without question.

The only good news then is that the sapphire in the left eye of his skull is his Phylactery, and he might be too high on himself to think to remove it.

Zygmunt

AC

20

HD

13

ATK

GRAPPLE AND CHOKE
WITH STR 18



Dispel Evil will destroy him. Will be reduced to an invulnerable skull and regenerate at 1 HD per round unless his Phylactery is destroyed.

The eyes of an Arch-Lich of Revelation burn with Nirvanic Fire, and have the following powers:

EYE OF FIRE Sermon – Ruby

Fireball once per round. Fire burns without physical damage but painlessly removes the desire to use the senses one by one each round. The affected organ atrophies from lack of attention and flakes off. Save allowed.

1 – Eyes/Sight

2 – Tongue and Nose/Taste

3 – Ears/Hearing

4 – Skin/Touch

EYE OF DHARMA – Emerald

Swarm once every 2 rounds. Returns the corpus of the target to the great wheel of life and death by summoning a swarm of insects and vermin to consume it. This is utterly painless. As per spell *Insect Plague*, but focused on one person each use.

EYE OF NIRVANA – Sapphire

Cone of blue light once every 3 rounds. Visible to "inner eye" so blindness and blindfolding do not prevent it. Victim instantly attains Nirvana, total disconnection from bodily wants and illusion of reality. Assumes Lotus position and vague smile, calmly waits to starve to death, reacts to nothing. (Can only be released by irritation bordering on the Demonic, or directly by the God of Annoyance, or by temptations beyond those known to mortals—at which point the victim will become berserk and/or obsessed).

None of these effects count as "harm" regarding the powers of CHARITY TORN.

212. CHARITY TORN

This room is an opulent bedroom and study with one half concealed by a delicate screen. Behind the screen, wearing a veil, is CHARITY TORN. She will warn you not to enter her room.

The Qualities Of Her Presence Are As Follows

BEING IN THE SAME ROOM, but separated by a screen or veil: target may not instigate harm, or respond with harm, for a period equal to that spent in her presence $\times 3$. (They may save once per encounter to both instigate and respond with harm.)

BEING IN HER UNVEILED, UNSCREENED PRESENCE: target may not instigate harm, or respond with harm, for a period equal to that spent in her presence $\times 3$. (They save once per encounter to respond with harm.)

LOOKING DIRECTLY INTO HER EYES: Target may not instigate any harmful action for the rest of their natural life.

PHYSICAL CONTACT: target may not instigate or respond with harm for the rest of their natural life.

ONE KISS: target may not instigate or respond with harm for the rest of their natural life, afterlife, or any return, reincarnation, or transference of identity of any kind.

These effects extends to anything capable of making a decision, with the broadest possible coverage. If a marginal case is queried (i.e. madmen, robots, gods) then the answer is yes, they are covered by the rules.

Charity's Personality

CHARITY can never do harm, and neither can anyone she sees. She walks through the world in a pool of total safety and still, unbreakable peace. Beyond that pool, like sharks around a cage, swarms a boundary of horror and death. She knows this.

CHARITY has never hurt another thing or been hurt herself. Beyond this she has absolutely no sense of morality. She is not evil. She does not wish to hurt anyone. She would not understand the desire. It simply has no meaning for her. Telling her your family was murdered would be like me telling you I lack the ability to put up shelves. Unfortunate and not ideal, but almost meaningless to you.

She is not stupid. Everything she knows about harm comes through inference and reports. People love her. No one wishes to tell her anything bad. She tries to work it out. For her, it is like solving a slippery abstract problem.

CHARITY wears a veil and tries not to leave her room. She stays drunk a lot of the time. She retains her interest in wounds and physical damage, but no longer asks direct questions about those things. Her eye will be drawn to cuts and signs of violence.

Charity's Situation

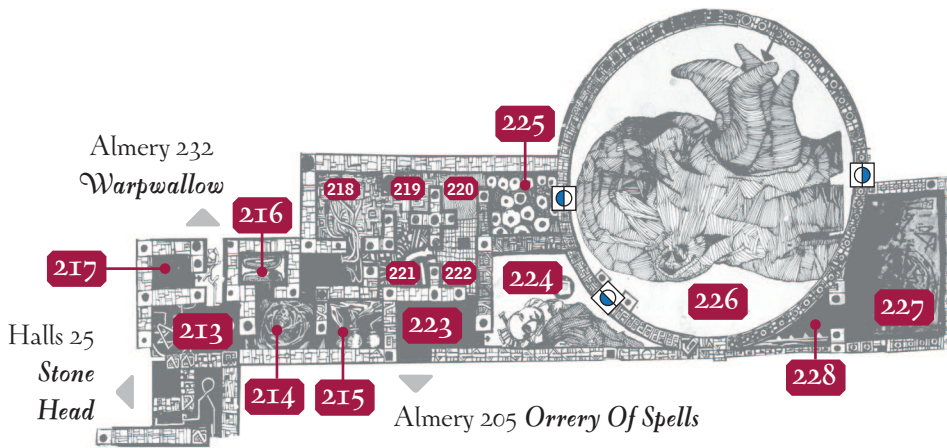
Keeping ZYGMUNT here next to her is the only way to keep him safe. She is like a living prison for a dictator. Which is not very fun.

CHARITY was unsettled enough by distant awareness of the Empire she ruled that she makes no attempt to break her imprisonment, though she hates it as much as you would. Like CHRONIA, she will never age and is highly resistant to damage, should she suffer any. (95% chance any damage suffered is reflected to random others in area.)

Her suicide would simply kill someone else. She hungers for a way out or some escape from her prison of peace but does not truly believe this could be done.

The MEDUSA will not meet her eyes.





213. PENTAGRAMMIC WARD

The Pentagrammic ward on the floor to the west is a ribbon of magical dust. [more ▶](#)

214. JACOBIN ROSE

On a low black table in the center of the room, is a rose, almost all the way furled. [more ▶](#)

215. THREE GENIES

Three jars. Opening any and inhaling even a little makes you think you're a genie. [more ▶](#)

216. A GLASS OF CORAL SAND

An hourglass of white, fine sand lies amid a pile of dead Chameleon Women and shattered equipment. If you tip it, the sand sings as it falls. [more ▶](#)

217. RANDOM CORPSE

Just a corpse with a few flies around it. Roll d100 on the "I Search The Body" table.

218-222. HALLS OF BAD TRANSMISSION

The bloodstained walls of these rooms are carved and painted into strange shifting lines, agonizing to look upon. To pass on, PCs must kill. [more ▶](#)

223. WREATHS

A room full of dried funeral wreaths and condolence cards for someone called "Rebecca S." Ancient and decayed.

224. OENANTHE

This room is a ruin of collapsed expensive furniture and petty trinkets, and is occupied by a friendly, drug addicted Penangallan—an animated head and entrails, hidden under a doll. [more ▶](#)

225. EYE JARS

Dead "Oku" slumped over (for some reason) dozens of enchanted glass eyes in jars. [more ▶](#)

226. QUATRI-GLOTTA, PROPHETIC MANIPHANT

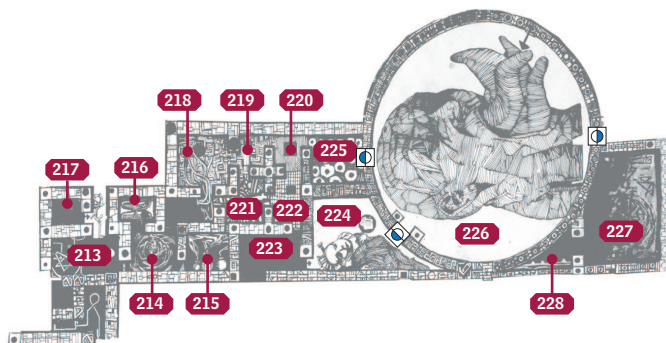
He ambles round his circular pen, starving and vomiting out unexpected information. [more ▶](#)

227. ANCIENT SPELL AGAINST LIGHT & SHADOWS

This inscription was written on the wall hastily in the dark by something now dead. [more ▶](#)

228. GHASTLY SUMP

Anything dropped or forgotten in the rest of the dungeon will eventually wash up here. [more ▶](#)



- | | |
|------------------------------------|--|
| 213. Pentagrammic Ward | 223. Wreathes |
| 214. Jacobin Rose | 224. Oenanthè |
| 215. Three Genies | 225. Eye Jars |
| 216. A Glass Of Coral Sand | 226. Quatri-Glotta, Prophetic Maniphant |
| 217. Random Corpse | 227. Ancient Spell Against Light & Shadows |
| 218-222. Halls Of Bad Transmission | 228. Ghastly Sump |

SEARCH THE BODY

D100 YOU FIND...

- | | |
|-------|--|
| 1-50 | Currency worth amount of GP shown on dice. |
| 51-56 | Small gems/trinkets worth d10 × creature level GP |
| 57-59 | Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works. |
| 60-64 | Day's rations. |
| 65-70 | Day's worth of fresh water. |
| 71-72 | Vial of holy or unholy water (as 50/50 or as appropriate to creature). |
| 73-78 | Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2. |
| 79 | Lamp oil, flint & tinder, 3 torches. |
- Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.**
- | | |
|----|--|
| 80 | Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit. |
| 81 | Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP |
| 82 | A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (<i>Wedding 191</i>). Anything it sees, he sees; he can speak through its mouth. |
| 83 | An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read. |
| 84 | A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from <i>Almery 255</i> pretending to be dead to spy on the PCs.) |

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- | | | | | | |
|-------|--|-------------|-------------|-------------|-------------|
| 1 | d6 Chameleon Women | | | | |
| 2 | RatLeopard (or d4 + 1 Chameleon Women if destroyed) | | | | |
| 3 | Negamancer & d4 + 1 Thrall Mammals | | | | |
| 4 | Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed) | | | | |
| 5 | 2d4 Cannibal Critics | | | | |
| 6 | Decadent Waste (or d4 + 1 Chameleon Women if destroyed) | | | | |
| 7 | Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed) | | | | |
| 8 | Lost Lizardman/Reptile Woman Mummy | | | | |
| 9 | 2d8 "Oku" | | | | |
| 10 | 2d6 + 2 Orchidmen | | | | |
| 11 | d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed) | | | | |
| 12 | Tyko Wort (or d4 + 1 Chameleon Women if destroyed) | | | | |
| 13 | 2d4 + 1 Bondye Reparàtè | | | | |
| 14 | Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed) | | | | |
| 15-20 | The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku") | | | | |
| | <table border="0"><tr><td>•</td><td>21-30 as 6</td><td>31-40 as 14</td><td>41-50 as 15</td></tr></table> | • | 21-30 as 6 | 31-40 as 14 | 41-50 as 15 |
| • | 21-30 as 6 | 31-40 as 14 | 41-50 as 15 | | |
| 51-53 | Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage | | | | |
| 54-69 | A torch, if the party has any, goes out. | | | | |
| 70-73 | A lantern, if the party has one, goes out. | | | | |
| 74 | A wave of unspeakable melancholy | | | | |
| 75-00 | No encounter | | | | |
- | | |
|----|--|
| 85 | A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE." |
| 86 | A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room. |
| | The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:" |
| 87 | Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (<i>Archive 160</i>) who will find it HILARIOUS. |
| 88 | |
| 89 | A note saying "possibly under the water-wheels but it's dangerous". |
| 90 | Magic user scroll: <i>Deepwell</i> (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.) |
| 91 | Magic user scroll: <i>Steal Face</i> (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.) |
| 92 | Scroll: <i>Rust Object</i> (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.) |
| 93 | Bag of flour. |
| 94 | 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour. |
| 95 | Vial of lubricant: covers 6'x6' area. |
| 96 | Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it. |
| | A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color. |
| 97 | |
| 98 | Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active. |
| 99 | A Goblin Key that'll lock any door. |
| 00 | Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B. |

213. PENTAGRAMMIC WARD

The Pentagrammic ward on the floor to the west is a ribbon of magical dust endlessly rewriting itself into the ground like the tracks of a snake. Also in the corridor, a table; on the table is a jar of glass and under it a note. You catch slight letterforms on the white paper.

The ward

It traps evil people who try to walk across (save to leap away, leaving you back outside the corridor whichever way you came in). If it holds a party member, it will slowly and fluidly move across the floor without breaking its pentagrammic shape. The party member will still be trapped inside as it moves and must move with it. It takes them all the way to TORGOS ZOOOTH in *Almery* 256. It moves at half walking speed.

The note

If you unfold the paper, it won't stop. Unfolding and unfolding without end, cramped black handwriting on every page. Surface area doubles every round. It is a love letter. Picata Pleshenka writes to PSATHYRELLA MEDUSAE (*Cells* 304), listing all the reasons they should be "as one". It won't go back in the vase, no matter what you do. It does burn, though.

214. JACOBIN ROSE

On a low black table in the center of the room, is a rose, almost all the way furled.

 Its petals bloom or tighten as the Kingdom the rose rests in lives or dies. The juice wrung from its petals is lethal to the ruler and no one else. (The Maze counts as a kingdom and the MEDUSA can be counted as its ruler.)

If you eat one petal, for 24 hours, your blood becomes a dangerous poison (contact and ingestion) to any intelligent being of higher social status than you. If you eat two petals at once, no effect.

215. THREE GENIES

Three jars. Opening any and inhaling even a little makes you think you're a genie for $d4 \times 10$ minutes:

- The first makes you believe you are TEHRAZ, a burning Efreet who seeks to counsel the party with deadly advice.
- A china vase holds VEERY TECTUS, a Djinn who will promise one *Wish* in exchange for one eye.
- A bottle of green glass holds CORI BOREALIS, a Jannin who will perform any service for a friend.



216. A GLASS OF CORAL SAND

An hourglass of white, fine sand lies amid a pile of dead Chameleon Women and shattered equipment. If you tip it, the sand sings as it falls. (It's difficult to carry without tipping it.) You see a pale reef under a black sky. A woman stands against the stars. The song charms all Water Elementals and creatures of the sea. Once the sand has run, the song is gone for good. Five minutes of sand remain.

217. RANDOM CORPSE

Just a corpse with a few flies around it. Roll $d100$ on the "I Search The Body" table.



218-222. HALLS OF BAD TRANSMISSION

The bloodstained walls of these rooms are carved and painted into strange shifting lines, agonizing to look upon. A mobile knot of distorted black and white lines in the shape of a person occupies each cell. To pass on, they must kill another in the same room. Their powers do not extend past the borders of their rooms.

 IF YOU DRAW on the floor, copying the patterns, you can extend or shape the area in which each spirit is allowed to move, though you cannot shrink the square footage—any cleric will know this. These spirits have immunities as per undead and can only be harmed by silver or magical weapons. None can ever leave their particular room. The last person to die in each of these rooms will have their spirit caught by the lines and held in place as a particular kind of ethereal undead. The Bad Transmissions have been held next to each other for countless years; they loathe and resent each other. Though they would do anything to get away, they would do more to prevent any of the others from escaping.

218. *Phalarope Carborac*

AC 
HD 1
ATK THROWS OBJECTS AT +5 TO HIT
Hit does 1HP and causes *Confusion*.

219. *Tagia Bask*

AC 
HD 5
ATK 1D6 TOUCH, DRAINS A LEVEL

220. *Frannik Atht*

AC 
HD 7
ATK 1D8 TOUCH
On sight, save or stab self with whatever weapon you have on hand for 1 round.

221. *Schlerot Ithic*

AC 
HD 1
ATK TOUCH AT +5 DRAINS
2 POINTS OF DEX

When DEX hits zero, a victim is possessed. Will then self-strangulate doing 1d4 points of damage on the first round, 2 on the second round, 4 on the third round and so on. Lasts 10 minutes.

222. *Cackling Pranz*

AC 
HD 2
ATK WILL ATTEMPT TO POSSESS
THE TARGET

Save every other round to expel. If a target is possessed they attack with their body, or touch ages its victim $10 \times d4$ years. On sight, save or suffer *Confusion* and age 10 years.

223. WREATHS

A room full of dried funeral wreaths and condolence cards for someone called “Rebecca S.” Ancient and decayed.

224. OENANTHE

This room is a ruin of collapsed expensive furniture and petty trinkets, and is occupied by a friendly, drug addicted Penangallan—an animated head and entrails, hidden under a doll.

OENANTHE is held together by guilt, tailoring, and six golden pins. Her china mask lolls and taps upon the ground. Braided guts slither in the silken robe behind.

She rarely gets visitors and likes to chat. If you look the type, she may discretely try to score some drugs. She will not be deliberately, directly disloyal to the MEDUSA.

She is meant to be guarding QUATRI-GLOTTA (*Almery* 226), but may give away the secret door by mistake. If you try to breach it she will fight.

Oenanthe

AC

15

HD

7

ATK

D4 GRAPPLE WITH
GUTS (18 STR) THEN
STRANGLE D6 AUTOMATICALLY
PER ROUND



Usual undead immunities.

225. EYE JARS

Dead “Oku” slumped over (for some reason) dozens of enchanted glass eyes in jars. They replace damaged or missing eyes without surgery, functioning normally (though they are colorblind).

226. QUATRI-GLOTTA, PROPHETIC MANIPHANT

PSATHYRELLA (*Cells 304*) found this strange creature with the Saurids when she began to build her dungeon; even that long-lived race had no memory of its origin. Quatri-Glotta ambles round his circular pen, starving and vomiting out unexpected information. Once, a king cut off his tongue. Two grew back and spoke more secrets than before. They tried it again, and haven’t since.

Quatri-Glotta will try to eat anyone that enters the room.

Quatri-Glotta

AC

12

HD

13

ATK

2D6/2D6 TRAMPLE,
OR 4 × GRAPPLE (STR 16)
THEN CHEW FOR AUTOMATIC D8



SCREAMS SECRETS: Quatri-Glotta is continually screaming secrets in his soundproofed cell. During combat, the GM must shout at least one secret per round. These can be about:

1. The PCs
2. NPCs
3. The Maze

4. The World

5. The Cosmos

6. The Overplot (should there be one)
Or anything else the GM desires.

He cannot speak secrets while he is eating a PC. Cutting off a tongue makes two grow back. If he has eighteen tongues, he will choke to death. His screams are so incoherent that you need to be inside the cell, with him, to make them out.



THERE ARE CORPSES with 5432GP worth of gems and trinkets here.

227. ANCIENT SPELL AGAINST LIGHT & SHADOWS

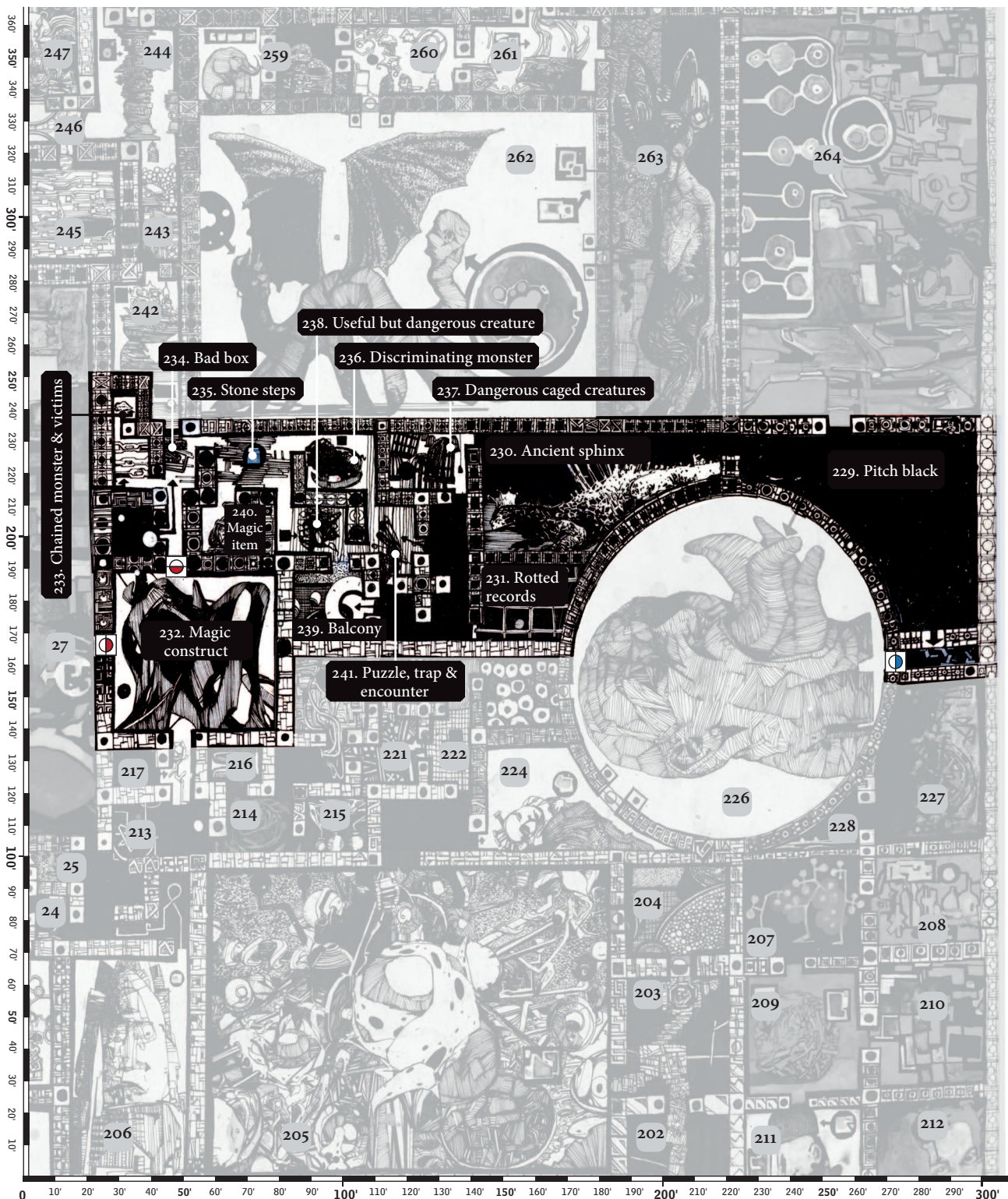
This inscription was written on the wall hastily in the dark by something now dead. It can be copied and read by any creature as a scroll simply by pronouncing the symbols phonetically.

If spoken

It will cause the nearest animate creature of light or shadow to seek out the nearest creature or object fitting the opposite description and attempt to destroy it. Creatures “of shadow” include shadows, of course, but also anything that can manipulate them. Creatures “of light” include angelic beings but also radiant creatures such as TORGOS ZOOTH (*Almery 256*). Works twice.

228. GHASTLY SUMP

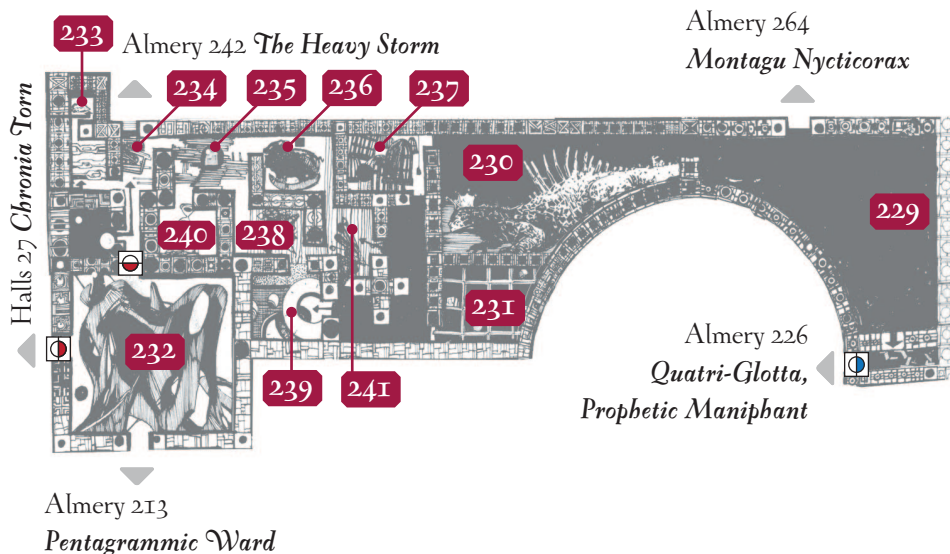
Anything dropped or forgotten in the rest of the dungeon will eventually wash up here. In the corners are stacked thousands of copies of the same book (in the common tongue): “Through The Eyes of the Gorgon” by CAPTOR CLOWE. Scandalous, revealing, unreliable, almost unreadable, badly written, moldy, and damp.



☒ Opening from the red side causes or requires solving a special problem.
☒ Locked on the red side, can be unlocked on the other side.

☐ May not exist on the grey side.
☐ There's a trap on the black side.

☐ The door is secret on the blue side.
☐ The usual door.



229. THE ROOMS OF DARK CHANTING

It is pitch black; a chanting is audible from *Almery 230*.

230. DARK CHANTING

A Cryptosaur, which is a kind of Jurassic Sphinx. Last of her kind. Guards and tends the collection. In charge of feeding QUATRI-GLOTTA. [more ►](#)

231. RECORDS

Most are rotted. You can make out only fragments of legible text. [more ►](#)

232. WARPALLOW

A room-filling, 4-dimensional, openwork diagrammatic construct fluctuates constantly like an amoeba in a broken kaleidoscope. [more ►](#)

233. FULVIOUS

An arterial diagram in neon-tube twists of pinched glass. Hissing in his veins is sand from time swept beaches at the universal End. The colors blur. [more ►](#)

234. UNTALENTED

A cardboard box in the corner is full of suicide notes from poets and artists. [more ►](#)

236. SOOTY PUFFING

A toy rocking pig made sinister by enormous age in cracked black wood. [more ►](#)

237. THANOTIC FLOCK

Birdsong drifts from seven cages made from silver, gold, and latticed jade. [more ►](#)

238. KEYCOCK

This simple, unaggressive animatronic bird struts, automatically fanning and collapsing the keys that make its tail. [more ►](#)

239. BALCONY

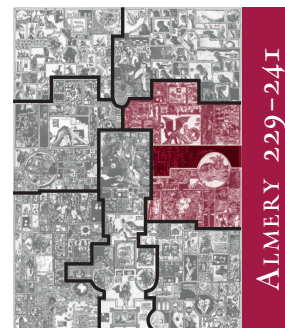
Rotting, but nice.

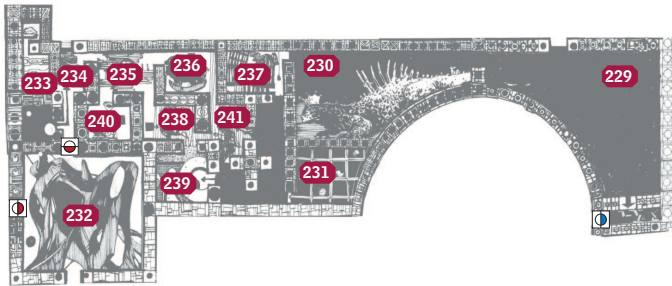
240. TERMINUS LUX

In the center of this odorless and well-drained room is an executioner's block. Above it is an unlit lamp. [more ►](#)

241. BIRD OF PARADISE

The bird is chained to a rail in the central column of the four rooms that proceed clockwise from this point. It glows. [more ►](#)





229. The Rooms Of Dark Chanting
230. Dark Chanting
231. Records
232. Warpwallow
233. Fulvius
234. Untalented
236. Sooty Puffing
237. Thanotic Flock
238. Keycock
239. Balcony
240. Terminus Lux
241. Bird Of Paradise

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
51-56 Small gems/trinkets worth d10 × creature level GP
57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
60-64 Day's rations.
65-70 Day's worth of fresh water.
71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
3 Negamancer & d4 + 1 Thrall Mammals
4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
5 2d4 Cannibal Critics
6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
8 Lost Lizardman/Reptile Woman Mummy
9 2d8 "Oku"
10 2d6 + 2 Orchidmen
11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
13 2d4 + 1 Bondye Reparatè
14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
21-30 as 6
31-40 as 14
41-50 as 15
51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
54-69 A torch, if the party has any, goes out.
70-73 A lantern, if the party has one, goes out.
74 A wave of unspeakable melancholy
75-00 No encounter
85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
87 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
88 A note saying "possibly under the water-wheels but it's dangerous".
90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
92 Scroll: *Rust Object* (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.)
93 Bag of flour.
94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
95 Vial of lubricant: covers 6'x6' area.
96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
97 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
99 A Goblin Key that'll lock any door.
00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

229. THE ROOMS OF DARK CHANTING

It is pitch black; a chanting is audible from *Almery* 230.

230. DARK CHANTING

A Cryptosaur, which is a kind of Jurassic Sphinx. Last of her kind. Guards and tends the collection. In charge of feeding QUATRI-GLOTTA (*Almery* 226).

Cryptosaur

AC

20

HD

9

SPEED

1.25 HUMAN

ATK

2D4/2D4, OR BY RIDDLE

Once a riddle is spoken, the target PC cannot move until it is correctly answered (by the player) or the cryptosaur is slain. If they give the wrong answer, they take 2d12 points of decay damage.

Some Riddles Of Dark Chanting

I am a mass murderer
But I only got stopped once
It killed me
And left a circular tomb that no one sees.
A friend of your family
I secured your promotion
And ensured the first handshake.

Answer: Extinction Meteorite

I love to carry things!
But I ruin what I take
And leave it spread everywhere.
I assault mountains
But flesh can last forever in my grasp.

Answer: Glacier

We get on so well together
You build your house next to me
But never think on what's inside me.
I don't spread disease
But when I cough I can kill you
And when I vomit
Your house disappears.

Answer: Volcano

I am dead and cannot speak
But I'll tell you the truth
And I have a longer memory
Than any of your holy books
By remembering what isn't there.

Answer: Fossil

Eating the sun
Drinking the rain
Living on earth
Longer than the coast.
Unlike your awkward nations,
I am symmetrical
on every axis.
Again and again
No matter how I curl.
A thick spear thrown skyward.

Answer: A Fern

231. RECORDS

Most are rotted. You can make out only fragments of legible text. Ancient scripts must be deciphered.



For each minute of searching, read one random text from a random room description. The second text discovered will be a relatively intact scrap of a bounty announcement for the Time Elemental FULVIOUS (see *Almery* 233). All the other text is about the dungeon and much of it is helpful, though that might not be obvious to the players.

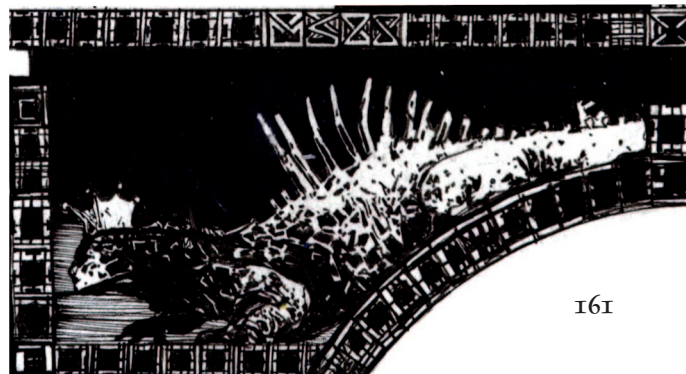
To generate a room number

First digit: d6, 1-2 is 0; 3-4 is 1; 5-6 is 2

Second digit: d10

Third digit: d10

Roll a d20 for the line of text to read from the room description; if there are less than 20 lines, just start over at the beginning. Don't read lines with game mechanical language in them.



232. WARPWALLOW

There is torn cast lead fencing across the threshold of the southern entrance; it is burned open and easy to step through. A room-filling, 4-dimensional, open-work diagrammatic construct fluctuates constantly like an amoeba in a broken kaleidoscope.

It measures the ebb and flow of entropic time distortions due to CHRONIA TORN's (*Halls 27*) movements and tempers. The basic pattern is simple: it moves violently when her time distortions are at their maximum and it pulses quietly when she is restraining the effect.



A MAGIC USER may discern the subtleties of her current mood by passing both a successful INT and CHA test. PSATHYRELLA used to come here and just stare for hours.

If touched (save to avoid doing so if you cross the room), the construct is actually made of entropic distortion, so it snags spacetime, causing a tear in reality.

The effect of a tear is

Any spell effect introduced into the dungeon for the next hour “echoes”—the spell repeats itself in some distorted way. Every time a spell is cast, roll d4:

1. The spell repeats in a way harmful to the caster
2. The spell repeats in a way inconvenient to the caster
3. The spell repeats in a way helpful to the caster
4. The spell repeats in a way extremely helpful to the caster

So, for example, on a roll of 2 for *Magic Missile*, a single new missile might appear and strike the caster's ally, on a roll of 4, all the missiles cast at the original target might be launched again.

233. FULVIOUS

An arterial diagram in neon-tube twists of pinched glass. Hissing in his veins is sand from time swept beaches at the universal End. The colors blur. This minor Time Elemental is bound in incorruptible chains of gold worth 1000GP.

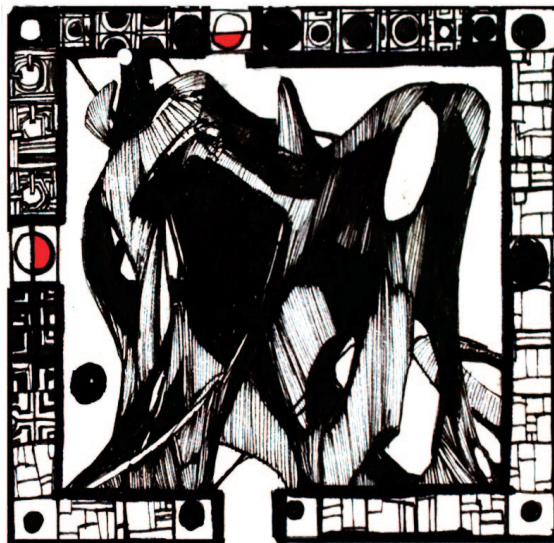
Trapped, the Elemental will promise much, or threaten if he can. Even chained, FULVIOUS can still freeze people in time (as *Hold Person*). If he fails, he may not target the same person again until ten minutes have passed. He can only freeze four people at a time and he currently has exactly four people frozen in the next room. If he freezes one more, a random person will be freed.

He is fearful and easy to smash in his chains, but the sand will age you 1000 years. If freed, he simply laughs and leaves. All his victims unfreeze.



The MEDUSA PSATHYRELLA (*Cells 304*) has an unpaid bounty of 10,000GP out on FULVIOUS. She will only pay it a) if Fulvius is still chained and b) either an active member of the party that originally chained him is present, or someone has the bounty itself from *Almery 231*.

In the room to the north, four adventurers are stacked up like dried wood. Not petrified, but trapped in time. The last thing they recall is capturing Fulvius and being just about to claim the Medusa's Gold.



Hooded Citrina – Fighter

HP 24
 AC 15 (CHAINMAIL)
 ATK D8 LONGSWORD, OR D6 BOW
 LVL 5

Wants the money above all else.

Zoothera – Thief

HP 11
 AC 12 (LEATHER)
 ATK D4 KNIFE, OR D6 BOW,
 OR D4 × 3 BACKSTAB.
 LVL 3

Loves O'Cephalus, unconcerned with the rest.

Plain-Leaf Neglectus – Cleric

HP 15
 AC 16 (CHAINMAIL + SHIELD)
 ATK D6 MACE
 LVL 6

SPELLS: *Dispel Magic*, *Curse*, *Silence*, *Enthrall*, *Heroism* ×2, *Command*, *CLightW* ×2, *Cause Fear*.

Worships the Elephant God. Wants to kill the MEDUSA and end the Dungeon.

O'Cephalus – Magic User

HP 11
 AC 10 (UNARMORED)
 ATK D6 STAFF
 LVL 4

SPELLS: *Invisibility*, *ESP*, *Charm Person*, *Unseen Servant*.

Wants his friends back.

NOTE: This room can also be a good source for new characters if PCs die in the dungeon.

234. UNTALENTED

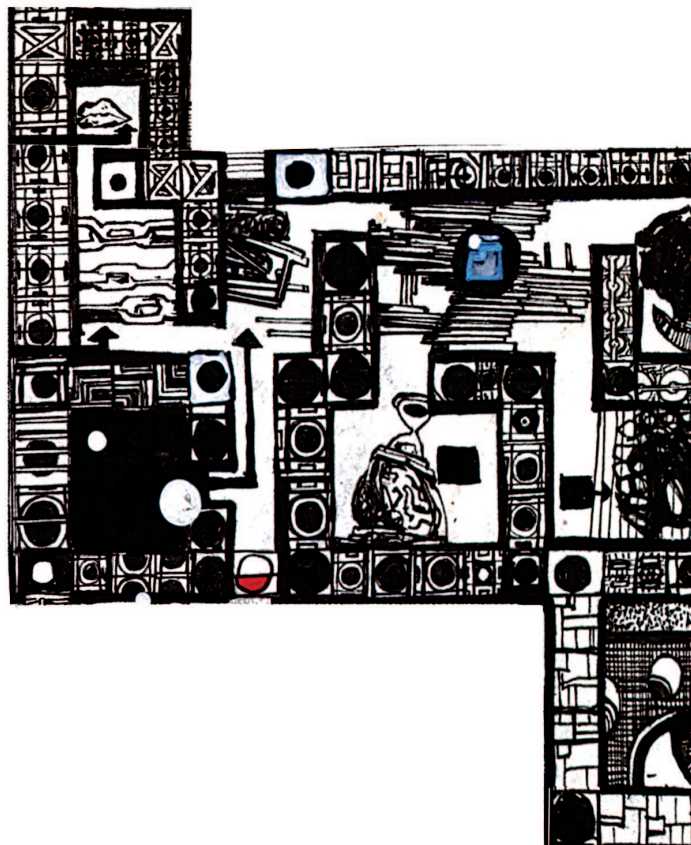
A cardboard box in the corner is full of suicide notes from poets and artists. Against the west wall is a glass tank with cracked sides. The roof piled with heavy books. A rusty lock.

Inside the tank is a coil of rope. The rope is animated, mildly intelligent, and kills talent by strangulation. It attacks as a snake and winds around the throat.

Untalented

AC 12
 HD 1
 ATK MOVES CHA, WIS, INT
 1 POINT CLOSER TO 10
 ON EACH STRIKE.

Destroys all artistic or creative ability once all three stats are at 10.



235. DAMAGED STONE STEPS

West is up, south and east are down.

236. SOOTY PUFFING

A toy rocking pig made sinister by enormous age in cracked black wood. A friend-rending Mangler-Pig designed to keep young children away from the wrong sort. It creaks back and forth very slowly in the dark and asks the youngest person there, "Are these your friends?"

If the answer is "yes", it then psychically checks the alignment and level of everyone in the room. All must be a similar alignment to the speaker and at least as wealthy.

If anyone is out of place, it begins to rock violently and a bell rings which triggers a Random Encounter check.

237. THANOTIC FLOCK

Birdsong drifts from seven cages made from silver, gold, and latticed jade. From the first six cages come the song of timeless birds; they cannot be seen or held. Their singing summons death.

If the song can be heard

The saves of all present are rolled with a disadvantage (roll 2d20, pick the lowest), and damage dice of every kind explode (if you roll highest value, roll again and add).

If examined carefully

The seventh cage is of black ebony, empty, already open, and carries an engraved plate "M.N." No bird placed in this cage may sing. This includes MONTAGU NYCTICORAX (*Almery* 264).



IF SOLD, EACH cage is worth 500GP.

If the first six cages are broken or opened, it will release the timeless birds inside. Free birds get everywhere. For every bird released, there is a 1 in 6 chance of their presence during any subsequent encounter. If you release all six cannot escape their song. If a cleric attempts to turn them, the birds react as 10 HD undead.

238. KEYCOCK

This simple, unaggressive animatronic bird struts, automatically fanning and collapsing the keys that make its tail. You see the feathers shifting shape like stars reflected in a lake.

It cannot talk, even in the shrill language of mechanical birds—ZACCHAEUS (*Wedding* 174) is in love with it. If removed, the metallic feathers of the Keycock's tail will each morph into the key to fit any lock. Once. They tend to break off inside. The Keycock will defend itself. The feathers are quite sharp.

Keycock

AC

10

HD

3

ATK

D2 PECK, OR D6 TAIL,
OR AUTO-OPEN ARMOR



One touch in combat opens the straps of your armor, making it fall to the ground. Chainmail unknots like spaghetti. A critical strike to the bare chest can make your ribs crack open like a door.

If the Keycock is destroyed, all feathers in its tail will dull and blunt, useless.

239. BALCONY

Rotting, but nice.



240. TERMINUS LUX

In the center of this odorless and well-drained room is an executioner's block. Above it is an unlit lamp. If lit, the light of this lamp (30') has several magical effects. It can be used d4 more times for 2 rounds each.

- It blanks out identifying facial features.
- It numbs resistance to registered authority. (Save to not obey.)
- It casts a silence that mutes only cries for help or begging pleas.
- Wounds will not close in its light.
- If you try to escape from someone holding the lantern, your shadow grapples you. (Roll grapple attack vs self.)



241. BIRD OF PARADISE

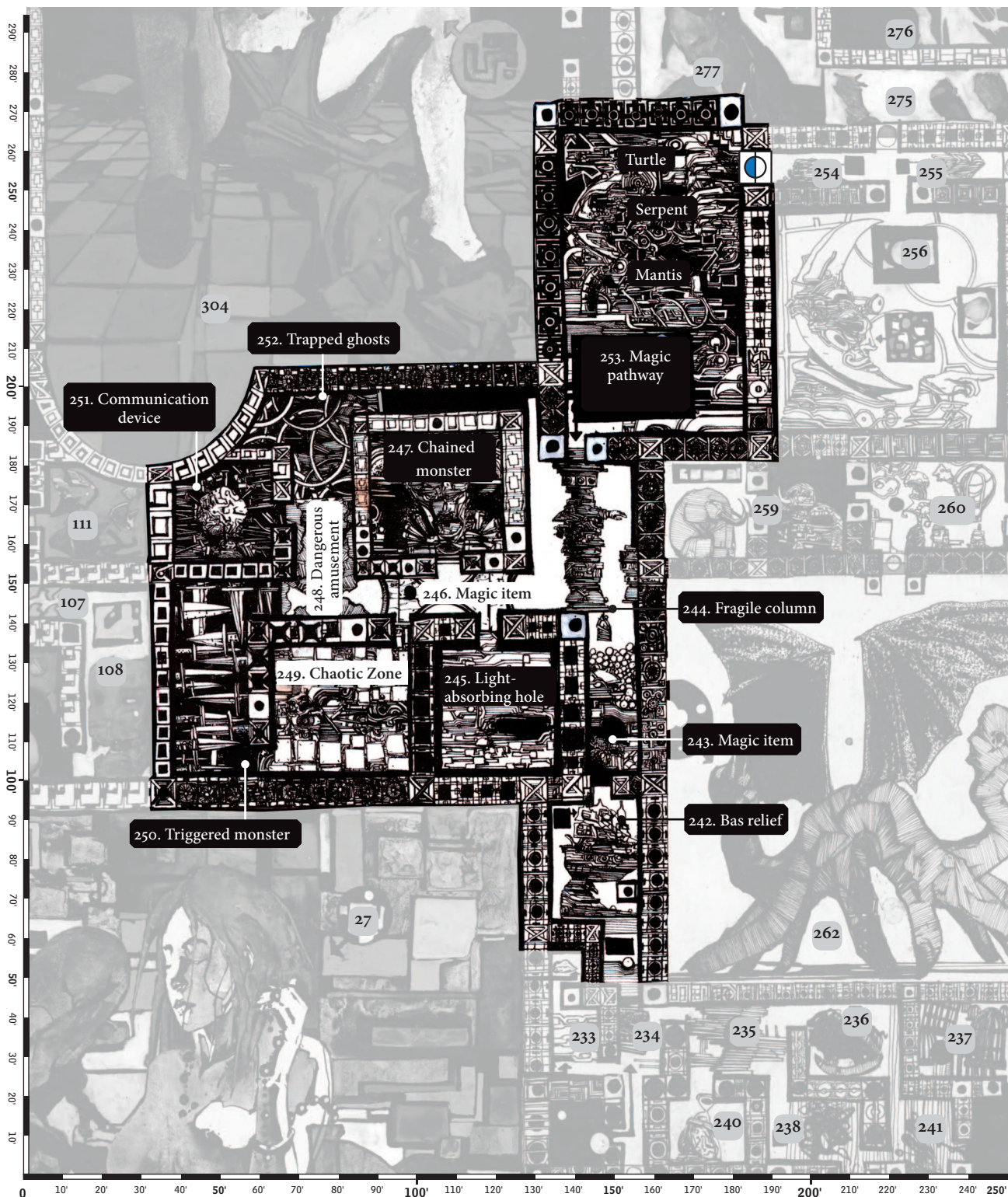
The bird is chained to a rail in the central column of the four rooms that proceed clockwise from this point. It walks slowly back and forth with the wheels of its leash clicking softly on the rail. It glows like a stained glass window in the light from a low red sun, and flees from any possible threat, letting only the gentlest creatures approach. Behind it, a thick vortex of shadow spills into the air, darkening those rooms beyond the bird itself. It cannot be dispelled by any means. Within the black are sounds. Clicks and grates.

 IN THE DARK, 4d6 crippled skeletons of the recent dead crawl invisibly after the bird. If they kill you, that will be your fate as well.

Skeletons

AC	 13
HD	2
ATK	D4

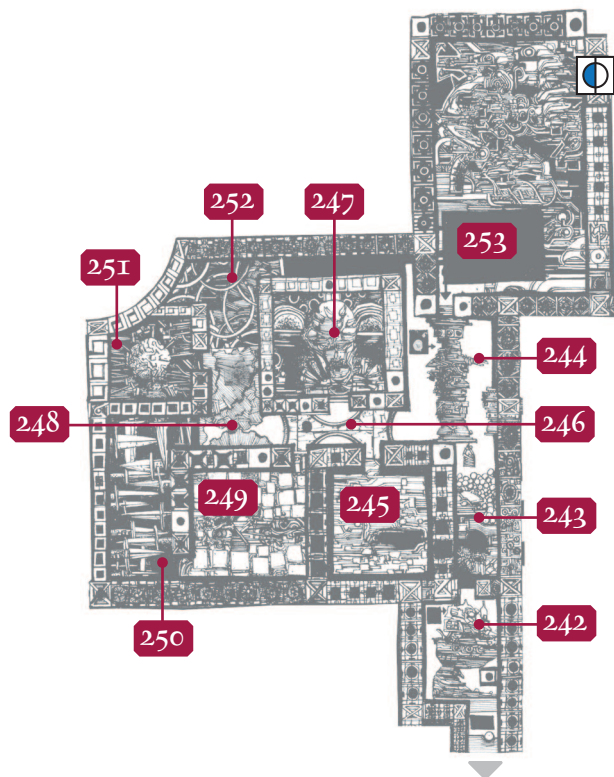
Undead immunities.



 Opening from the red side causes or requires solving a special problem.
 Locked on the red side, can be unlocked on the other side.

 May not exist on the grey side.
 There's a trap on the black side.

 The door is secret on the blue side.
 The usual door.



Almery 234
Untalented

242. THE HEAVY STORM

In the center of the east wall is a carved obsidian storm. [more ►](#)

243. THE LEVALLIANT GLASS

A light from *Almery 244* illuminates the stained-glass window in the center of the corridor. [more ►](#)

244. COLUMN OF FLESH

A pillar supports the sagging roof of this room. [more ►](#)

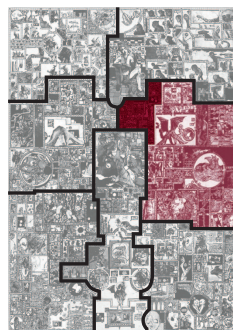
245. VORTEX

Light sources magical and mundane are dragged with 18 STR toward a jagged 7' gash in the floor as soon as they cross the threshold. [more ►](#)

246. SIX SECONDS FREE

On a table in this hallway is a heap of fine hourglass sand. [more ►](#)

Almery 254
Overdose



ALMERY 242-253

247. CANUS GREY

Two polished bronze suns flicker on either side of this room. Chained between them on the floor is CANUS GREY, a vampire knight. [more ►](#)

248. RUDE MECHANICALS

This room is a kind of theater. A blue horizon paints the southern wall. Installed beneath it is a complex arrangement of mechanical puppets. [more ►](#)

249. KNOT IN SPACE

The floor tiles across the central 20' of the room erupt and fold in on each other in a frozen wave of total disorder. [more ►](#)

250. HOMO-SCALPRUS

There are twenty-four knives on the floor in the shape of a man. [more ►](#)

251. THE CALL

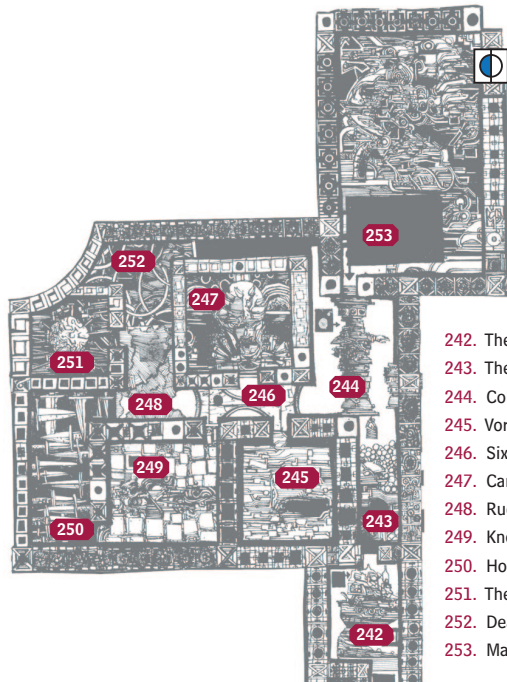
The lump of pitted skin, the size of a peach, pierced and hung on gold wires, allows parents to communicate with you while they are dreaming. [more ►](#)

252. DEATH DID NOT PART

A low, black table covered with 100 ranked, paired, and severed finger bones wearing golden rings. [more ►](#)

253. MAPPA MUNDI

The mosaic on the floor of this room is a gigantic map. The proportions twisted beyond comprehension. It shows a journey across the world. [more ►](#)



- 242. The Heavy Storm
- 243. The Levalliant Glass
- 244. Column Of Flesh
- 245. Vortex
- 246. Six Seconds Free
- 247. Canus Grey
- 248. Rude Mechanicals
- 249. Knot In Space
- 250. Homo-Scalprus
- 251. The Call
- 252. Death Did Not Part
- 253. Mappa Mundi

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
- 51-56 Small gems/trinkets worth d10 × creature level GP
- 57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64 Day's rations.
- 65-70 Day's worth of fresh water.
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RANDOM ENCOUNTERS IN THE MAZE

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- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8 Lost Lizardman/Reptile Woman Mummy
- 9 2d8 "Oku"
- 10 2d6 + 2 Orchidmen
- 11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- 21-30 as 6
- 31-40 as 14
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- 75-00 No encounter
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
- 89 A note saying "possibly under the water-wheels but it's dangerous".
- 90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92 Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
- 93 Bag of flour.
- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
- 96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

242. THE HEAVY STORM

In the center of the east wall is a carved obsidian storm. Frozen on the storm's brink is a ship, perfect in every detail and tilting at the moment of its fall into a black reflective sea. Including wave, the masts reach 6' high.

243. THE LEVALLIANT GLASS

A light shining from *Almery 244* illuminates the stained-glass window in the center of this corridor. Wrenched from a temple or church, fragments of embedding stone are still attached, and can be walked past on either side. The glass depicts a desert of dark sand, on the borders of which strange, half-seen objects seem to loom.

If anyone touches the glass

They will be transported instantly to the desert of black sand. Time runs differently there. A minute here is a week there. The desert can be survived.

Roll a CON test. Those who pass return within 60 seconds, dehydrated, shaken, and fatigued. Each point by which the test is passed reduces those seconds by 5. So if you pass your CON test by 12, it only takes you a few hours on the other side and you return in the same instant. If you fail, it takes an extra week to find the gate home for every point of failure. Take d4 exposure damage for every week lost. In either case, all spells may be rearranged.

Note to GM: if desired, this could be converted into an extra entry/exit to the Maze, to be discovered after the first is used.

244. COLUMN OF FLESH

A pillar supports the sagging roof of this room. Even more than the rest of the Maze, it is clearly improvised from the smashed up remains of petrified people. A lantern hanging from this column illuminates the Levalliant Glass in *Almery 243*.

 If the MEDUSA dies, this column will rapidly collapse to bloody flesh, the roof will cave in, and all access through this room will be closed off.

245. VORTEX

Light sources magical and mundane—lamps, torches, blessed beings—are dragged with 18 STR toward a jagged 7' gash in the floor as soon as they cross the threshold. The light itself is dragged—via a system of mirrors, to the mechanism in *Archive 133*, the physical vessel of the light—and anything else that falls in all tumble in an illegible blackness until they end up beneath the floor in *Halls 3*, waiting for a passing shadow to set them free.

246. SIX SECONDS FREE

On a table in this hallway is a heap of fine hourglass sand. If placed inside the magical hourglass from *Almery 216*, it will stop time for everyone but the bearer for one round. Works once.

247. CANUS GREY

Two polished bronze suns flicker on either side of this room and reflect any beam as sunlight, pure, but dim. Chained between them on the floor is CANUS GREY, a vampire knight. Just in front of the door, out of his reach, is a bowl containing black flakes of what must once have been blood.

GREY is in continual pain from the pseudosuns and is very weak. He will promise a great boon to anyone who helps him.

If freed, he will actually kill and eat anyone as soon as he thinks he has the advantage.

Canus Grey

AC

19

HD

4

ATK

1D6+4 WITH LEVEL
DRAIN



Will turn into a red mist at zero HP and regain 1 HP per round unless staked (natural 20, natural 19–20 if two of his limbs are held, natural 18–20 if three are, etc.)—and will seek revenge.

Usual undead vulnerabilities otherwise.

He betrayed and killed Rebecca Symborska, a lover of the MEDUSA.

248. RUDE MECHANICALS

This room is a kind of theater. A blue horizon paints the southern wall. Installed beneath it is a complex arrangement of mechanical puppets.

On entry, ancient gears activate and shuddering, dusty 2-dimensional characters pop up to act out an ancient story.

The longer PCs watch, the more of the story they see. At key dramatic points, the puppets spray weak spells symbolic of their parts. The rays are weak and are saved against with an advantage (roll twice, pick the best).

The figures can be avoided or destroyed easily. The play then ends.

Segments take about five minutes each to play out. They are, in order:

1. A tale of mythic war set on a boundless sea.
2. Vast Leviathan cruelly rules an inhuman race. (*Fear Ray*)
3. The oppressed beg for help. (*Rage Ray*)
4. A Medusa hears their calls and accuses the monsters. (*Curse*)
5. She battles the Leviathan and their Serpent Man slaves at great loss. (*Cause Serious Wounds*)
6. She petrifies the Leviathans and prevails. (*Petrification Ray*)
7. They sink beneath the sea and form the ocean floor. (+1 to all saves for the next 24 hours)

249. KNOT IN SPACE

The floor tiles across the central 20' of the room erupt and fold in on each other in a frozen wave of total disorder, giving a clue to the nature of the room: Probability is badly damaged here, spells will fire the wrong effects, texts will become hopelessly scrambled, rolls are all made on the wrong dice.

The MEDUSA once channeled the energies imprisoned here against automata and servants of order. The chaos is mostly contained, but has leaked into the rest of the Maze slowly causing...well, a lot of the things in the Maze.

250. HOMO-SCALPRUS

There are twenty-four knives on the floor in the shape of a man. The entries to the room are blocked by velvet rope which keeps the Scalprus contained. If the rope is crossed or cut, they animate.

Homo-Scalprus

AC

12

HD

24

ATK

2D4 ATTACKS AT D4

DAMAGE EACH



When Homo-Scalprus is hit by a bladed weapon, it incorporates that blade into its body, adding that weapon's damage dice to its HD.

When Homo-Scalprus does damage, it leaves a blade in the target's flesh. This reduces the Scalprus' HD by one. If the target pulls the blade out of their flesh, it does a further d3 damage to the target.

Homo-Scalprus takes non-bladed damage as normal but cannot truly die until all of its blades have been jammed into something. If it is knocked to pieces but the remaining blades are not stuck in something, then it simply reassembles itself from any loose knives and gets back up with 1hp per knife.

Any knives pulled from your own flesh once the creature is defeated count as magical. If knives are thrown or used in combat, each one will auto-hit if used against a work of art or someone performing art. This effect works once per knife then disappears.

251. THE CALL

Adventurers have parents—and those parents dream of them when they are away. This lump of pitted skin, the size of a peach, pierced and hung on gold wires, allows parents to communicate with you while they are dreaming.

Their questions will be immensely straightforward and emanate from no clear locus in the space: "Hello, Margaret? How are you? Are you in the Maze? Is it dangerous? Did you see anything interesting?"

It is actually them, even if they are dead. They are eager to hear from you, though they will only remember the call as a dream. For each question you answer (even if dishonestly), you will discover

(after leaving) you've gained a +1 against any magic in the Maze which might alter your personality, up to a maximum of +10. These points form a pool which can be spent at any time until gone.

252. DEATH DID NOT PART

A low, black table covered with 100 ranked, paired, and severed finger bones wearing golden rings. Each ring and finger has a soul inside. They are married couples.

 If you take the rings they will be free. About which they are mainly pleased. Three of the couples are in love and don't believe they are going to the same afterlife and so will shriek, summoning TORGOS ZOOOTH (*Almery* 256) or other Random Encounters if their rings are removed.

The MEDUSA sacked their city. Scraped the wreckage for the bones of couples. Then chained them here in vengeance. They are reluctant to explain exactly why the Medusa wanted vengeance on them.

253. MAPPA MUNDI

The mosaic on the floor of this room is a gigantic map. The proportions twisted beyond comprehension. It shows a journey across the world. The route starts at the southern door.

If you place one foot upon the start point, the map coheres around it.

Walking the route slowly unveils the nature of the map. It leads you to three places, in a particular sequence. If you leave the dungeon and travel the same route within one year, a sigil will be traced upon the earth. Completing the journey by returning to the origin point briefly unlocks the door to time and space. You may reach into the afterlife, or any point in any cosmos, anywhere in time, and retrieve or deposit one soul. This journey carries you back and forth across the surface of the world. Once the map is walked in full, you know the destinations, the sequence, and the route.

Before each destination is unveiled, a guardian will climb forth from the image, leaving a patch of bare ground with no mosaic blocks. When defeated, the blocks that make its form will fall in a new shape, revealing the location they were made to defend.

1. An INSECTOID ICE-MANTIS leaps from the painted tundra and tells you that you will never complete the journey. Destroy it and you see the tomb of the Tundra Khan, a maze of packed earth hidden in the permafrost beneath the Valley of Ceaseless Gnashing.

Ice-Mantis

AC	 18
HD	5
SPEED	90% UNENCUMBERED HUMAN
ATK	D6/D6/D10

Slows everything in a 10' radius.

2. A SERPENT of MIST warns you that the god-like power you access on completing the journey will only last a moment. Its defeat reveals an island hidden in the mists that curl around the brink of a gigantic waterfall.

Serpent of Mist

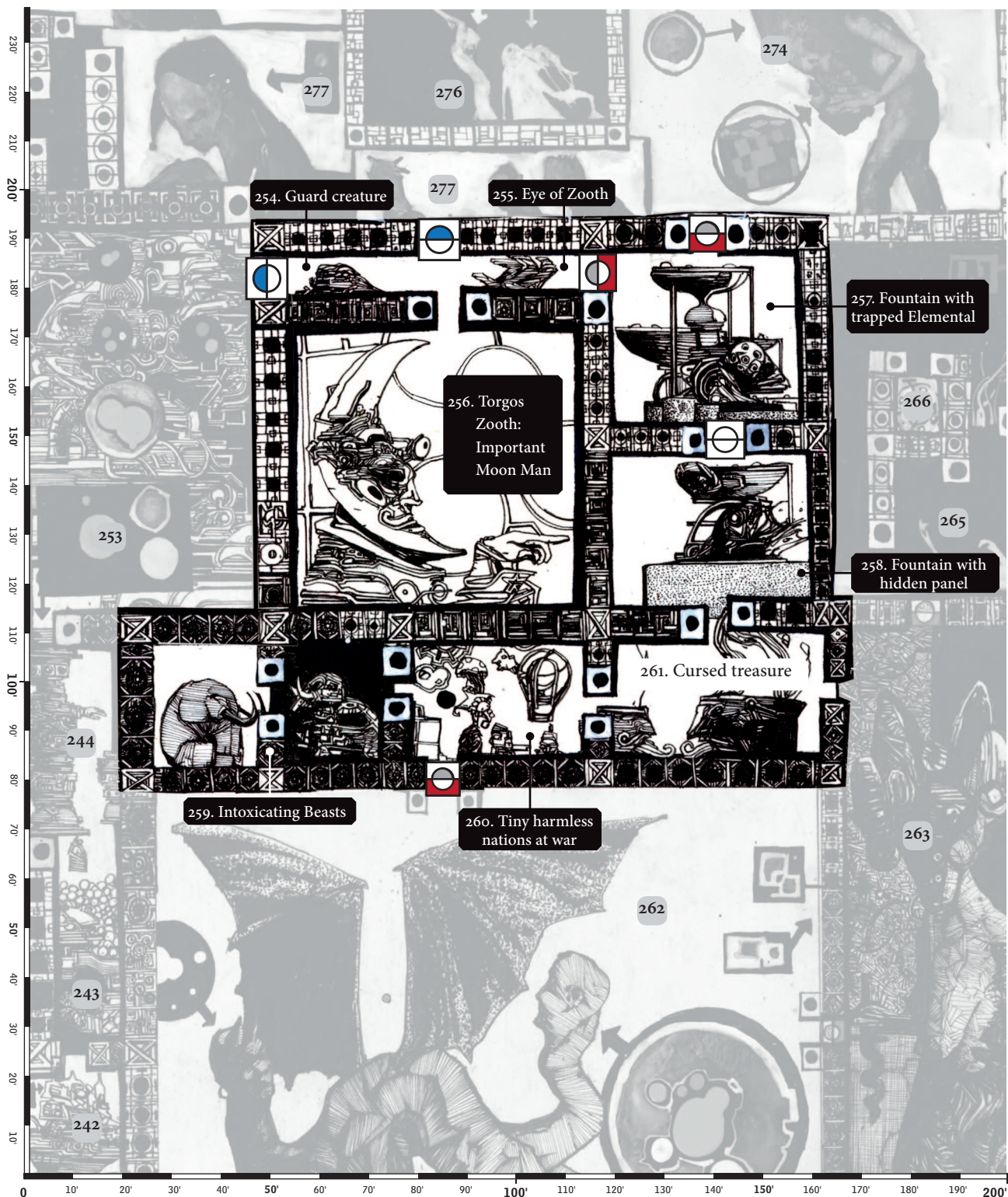
AC	 20
HD	5
SPEED	90% UNENCUMBERED HUMAN
ATK	D4 CLAW/D4 CLAW THEN D10 BITE— SAVE OR BECOME ETHEREAL, UNABLE TO TOUCH THE PHYSICAL WORLD UNTIL SERPENT IS SLAIN

3. An evil and predatory ISLAND-CARRYING TURTLE welcomes you to the Nightmare Isle it carries on its back and tells you the real journey must be completed in one year. Kill it and find its location in the center of the Maelstrom Isles.

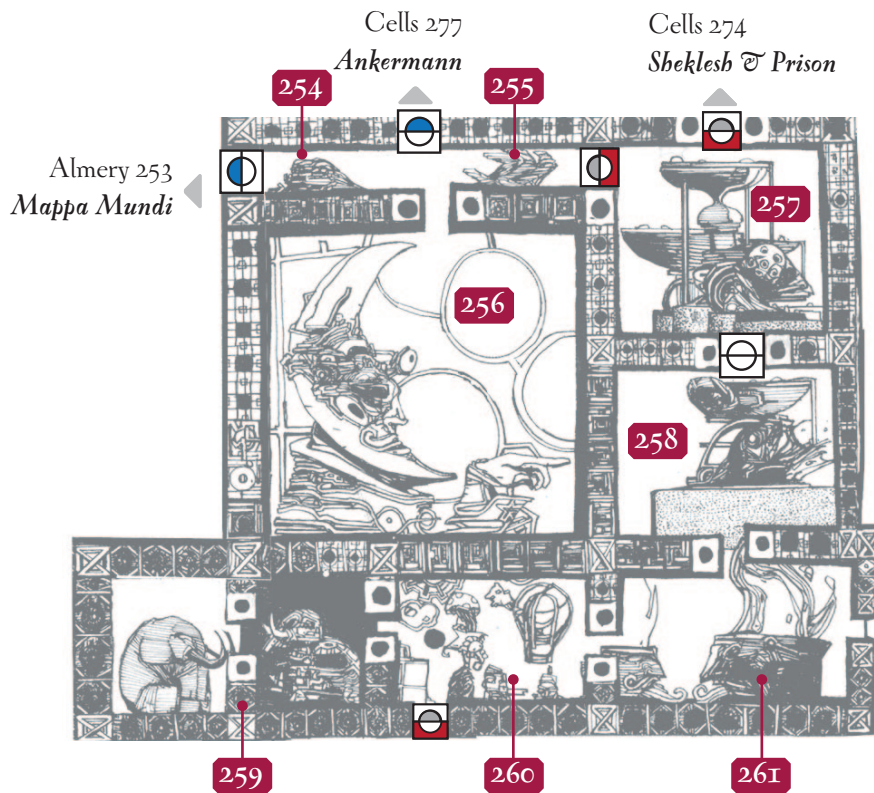
Turtle

AC	 22
HD	8
SPEED	75% UNENCUMBERED HUMAN
ATK	D10

These are only man-sized images composed of mosaic blocks—they are immune to mind-affecting magic. Their abilities are limited. Of course the real versions, should you meet them, are life-size, and more powerful.



- | | | |
|---|-----------------------------------|--------------------------------------|
| Opening from the red side causes or requires solving a special problem. | May not exist on the grey side. | The door is secret on the blue side. |
| Locked on the red side, can be unlocked on the other side. | There's a trap on the black side. | The usual door. |



254. OVERDOSE

An Armored Chem-Stoat sleeps here, on a concentric rug. [more ►](#)

255. MISTER GRASP

In the darkness of the ceiling corner of this corridor hangs MISTER GRASP, the unnatural union of a thief's hand, a snake's body, and the eye of a lunatic. [more ►](#)

256. TORGOS ZOOH

Soft cello music emanates from this room. It is the music of the Moon Man mourning his stolen sons. This is the study of TORGOS ZOOH. A cursed Selenian, or Sub-Lunary man. [more ►](#)

257. AGLINAK

The doors to this room are water-tight when closed. A fountain of great beauty lies within, surrounded by a fluctuating mist of steam and ice. [more ►](#)

258. CALDER FORCE

This is simply a fountain in onyx, or was meant to be; form-wise, it compliments the one in Almery 257. There is a secret panel here... [more ►](#)

259. ADDICTIVE ELEPHANTS

Knee-high enchanted-automata elephants. One black, one white. Very cute. [more ►](#)

260. KAWAI KARNAGE

A room of tiny, Lilliputian toy machines committing crimes of war. [more ►](#)

261. THE WARHELMS OF DENDRO BLACKPOLL

Two fat helms in gold, richly carved, open-topped, and steaming with alchemical fire. Both shaped in different casts of the same face. [more ►](#)

254. OVERDOSE

An Armored Chem-Stoat sleeps here, on a concentric rug. Trained by TORGOS ZOOH (*Almery* 256), it will defend him and obey his commands.

Normal Mega-Stoats are bad enough; this illegally steroid pumped and magically enhanced brute is as large as a dog, as heavy as two men with overgrown muscle, as fast as a snake, and as murderous as a mink. In addition, ZOOH has had a personal set of carefully built steel plate worked around the stoat's slinky form.

Overdose

AC	20
HD	12
ATK	D4, ATTACKS D10 TIMES PER ROUND



255. MISTER GRASP

In the darkness of the ceiling corner of this corridor hangs MISTER GRASP, the unnatural union of a thief's hand (as a head), a snake's body, and the eye of a lunatic (set into the palm).

The door to *Almery* 257 does not exist from this side unless TORGOS ZOOH wills it—or dies.

Intelligent and loyal to TORGOS ZOOH, it obeys his command and will shadow the party, attacking if required.

Mr. Grasp

AC	19
HD	10
SPEED	2 × HUMAN
ATK	D20 STRANGULATION



Stealth 5 in 6.

The eye set into the withered palm acts as both a scrying device and a weapon. TORGOS ZOOH can see through this eye at will.

If anyone else should meet the gaze of MR. GRASP:

1. Target becomes a kleptomaniac.
2. Target PC does exactly the opposite of whatever player wants him/her to do.

3. Target needs a strong drink before taking any action.
4. Target attacks nearest friendly PC.
5. Target believes self to be nearest friendly PC.
6. Target is paralyzed with indecision.
7. Target is confused.
8. Target believes self to be dead.
9. Target believes self to be nearest foe.
10. Target becomes obsessed with nearby irrelevant object.
11. Target falls in love with the Moon.
12. Target drops weapon and begins to cry for help in any and all languages target knows.

If slain, Mr. Grasp becomes a glove. The glove will fit no one except Torgos Zooth.

256. TORGOS ZOOH

Soft cello music emanates from this room. It is the music of the Moon Man mourning his stolen sons.

This is the study of TORGOS ZOOH. A cursed Selenian, or Sub-Lunary man. If not encountered elsewhere, he will be found here.

 The shape of his head is governed by the waxing and waning of the moon. When the moon is full his head is round. When the moon is crescent, so is he. (PCs and the GM should know the shape of the moon at this time since the entry point for the dungeon was full of moonlight.) No one knows what happens during an eclipse. He wears a tidal robe. There are no lamps; he fills the room with pale white light.

Torgos serves the MEDUSA as Archivist, guard, and interrogator. He will not betray her. He created the prison for TIKTAALIK THE PRIMORDIAL WERE-TITAN (*Archive* 158) with help from RALPH CRAWLBOYS (*Gallery* 90). He will investigate any alarms or emergencies in the surrounding area, bringing OVERDOSE (*Almery* 254) and MR. GRASP (*Almery* 255) with him. His sons, ANOLE and ANOLIS (*Archive* 166), have been stolen from him. He does not know where they are and desperately wants them back. Though he should report all intruders to the MEDUSA, the idea of hiring or compelling someone to help find his sons is not far from his mind.

Torgos Zooth

AC

14

HD

5

SPEED

 $\frac{3}{4}$ UNENCUMBERED

HUMAN

ATK

D4 SILVER DAGGER/D10 SLICE WITH
OWN HEAD

His glance roots a target's feet to the ground (no save). An uncomfortable squint teleports d4 people to random locations (save). Each is an action and cannot be done at the same time.

Detaching one's own head is horribly impolite. But when crescent and in extremis, he can remove his and fling it like a boomerang. It returns to his hand on a miss. He can slash it like a saber, too.

No one can stand in the light of his head when it is full and tell a lie. No one can stand in his light when crescent and tell the truth.

Under a full moon he will ask simple questions. In a partial moon he poses negative statements: "I'm sure you've never...", "It couldn't be true that...", "You can't seriously..."

The IagoScope

Torgos often wears this complex, powerful, unpredictable, and obsessive piece of lenswear. Regrettably, it only functions d3 times per day and needs constant repairs. If given a minute to examine a construct, it tells you the most important thing about it that someone else does not want you to know. Impossible to see through for everyday purposes.

ZOOTH's tidal robe has embroidered weather patterns that change according to the time of month. It doesn't really do anything useful. Looks cool, though.

257. AGLINAK

The doors to this room are water-tight when closed. A fountain of great beauty lies within, surrounded by a fluctuating mist of steam and ice. At the base of this fountain is a clock. It's counting down.



The fountain traps this Water Elemental in three interlocking forms, which it moves through in sequence, 1 round per form.

The top bowl transforms AGLINAK into mercury.

When active, the northern door cannot be opened. The large left bowl converts AGLINAK into liquid hydrogen. When active, the western door cannot be opened.

The lowest bowl transforms AGLINAK into plasma, appearing as a sort of gelatinous liquid fire. Used to lock and unlock the southern door, but the mechanism is broken.

If PCs knock on any door to this room from the outside, AGLINAK will focus his form long enough for them to get inside. He wants people to come in so he can force or persuade them to set him free. He is not very persuasive and his most likely method will be to trap some of a party in the room while letting some free to search outside. There is no particular mechanism in the Maze that would free AGLINAK, though the destruction of the whole thing might achieve it. The water was convicted of a crime. Psychotic acts of desertification on a massive scale. AGLINAK has 41,000 years left on its sentence.

Aglinak

AC

19

HD

6

ATK

D10 AND FREEZE
(as *Hold Person*)

Immune to non-magical attacks except those involving heat or cold. Regenerates 5hp per round unless boiled or frozen.

Running continually between these forms, Aglinak cannot escape his hydraulic confinement. He can only remain active in each form for one round before the fountain's flow forces him back.

IF HE IS FREED, his full abilities are:

Aglinak (Free)

AC

19

HD

14

ATK

2D10 / 2D10, OR D20
DROWN EVERYONE IN 50'

Save when hit or be absorbed, then save again each round or d10 more drowning damage.

Immunities and regeneration as above.

258. CALDER FORCE

This is simply a fountain in onyx, or was meant to be; form-wise, it compliments the one in *Almery* 257.

If a successful search is performed

There is a secret panel here, inserted years ago by LEVALLIANT GREEN (*Cells* 291)—it is activated by turning the eye of the sculpted fish. It contains a golf-ball-sized sphere containing the life-force of a small and highly chaotic water demon. If dropped in any body of water, the sphere will turn four gallons into a Minor Water Elemental. It will attempt to effect the escape of AGLINAK in *Almery* 257, then cause as much damage as possible. It is accompanied by a note: “To cause a distraction, drop in water. Don’t say I never did anything for you. –Levalliant G.”

Minor Water Elemental

AC

13

HD

6

ATK

D12 DROWN



Save when hit or be absorbed, then save again each round or d10 more drowning damage. Takes only 1 HP damage from piercing or slashing. Regenerates 1 HP per round unless boiled or frozen.

259. ADDICTIVE ELEPHANTS

Knee-high enchanted-automata elephants. One black, one white. Very cute. (-1 to hit for the tender hearted.) Chemical war engines created by the tiny warring factions in *Almery* 260 then escaped.



THE WHITE UPPERDERM immediately blows white powder into your face. The black Pachydowner exhales soft gray smoke. They imprint on sight and follow PCs, compulsively trying to drug them up then rob them with their motile trunk-tips. Both are full of stolen things. (d4 × 100 old personal effects and cash.) Save or enjoy it and protect the golemphants.

If attacked or interfered with, they become aggressive, which basically means they do the same thing, but more of it.

The GM may spring the (entirely negative so don’t come moralizing to me) effects of drugs upon a PC at will, in the same manner as a school education film. The effects of drugs can be avoided by taking more drugs.

The Spiraling Effects

Save on exposure. With every failed save, move one down the table. (Use of one annuls the other. And moves you one down the table.)

d6	UPPERDERM	PACHYDOWNER
1	“I believe in you man. I mean really. No, really.” PC must insist on intense one-to-one chats with party members. Will only shut up when they fully accept character’s belief in them. Then moves onto next party member. Cannot stop.	“Heeey look at that.” PC sees something interesting in the cracks in the walls and must ask for help finding it. When no one does, becomes paranoid, believes everyone sees it and is lying.
2	“Okay, okayokayokayokayokay. OKAY.” PC can only spend three minutes in any room. No longer. Paces. Chews. Grating teeth audible.	“I... Look I... Just give me a second here.” PC needs time to think, always last to leave room, last in march, last in initiative, last in flight.
3	“Yeeaaaahhh, I’ve got it, IIIIIv’e got it.” PC convinced s/he has correct solution to next problem, commands party on threat of assault. If player unwilling to generate scheme, GM may tell them what they are thinking.	“It’s just... I dunno, maybe...” PC unable to hold to any one course of thought, must make save every turn of exploration or wander off in random direction.
4	“Yes! Fucking nailing this dungeon, nailing it!” PC must refuse healing, advice, and must assault next monster alone at speed.	“This isn’t mine...” PC looks closely at whatever they have in their hands. No longer theirs. Possibly a plant of some kind. Must leave silently on floor and back away. Must keep doing it.
5	“It’s so hot in here, is no one else hot?” PC must slowly remove clothing, equipment, weapons, treasure, cast aside and forget.	“YOU BETCHA! HA! HA! HA!” PC desperately tries to decipher conversational code colleagues are using to talk about them behind their back. Acts “normal”. Terrified. Must ally with next available monster.
6	“What the fuck are you looking at? What? WHAT?” PC must begin a fight with someone, anyone.	“Itsjustidontevenknowwhatthepointis anymore...” PC babbles incoherent self-loathing and must make stumbling suicide attempt via nearest monster.

260. KAWAI KARNAGE

A room of tiny, Lilliputian toy machines committing crimes of war. Pink-cheeked toy soldiers evolved from DENDRO BLACKPOLL's (*Almery* 262) parasites and plushies floating in balloons. Room divided into cantons, borders marked by crucifixions, gibbets, impalements.

When PCs enter

Any gigantic being entering is immediately adopted as God by one canton. Sacrifices made. Toy blocks form Aztec pyramid in corner of room. Tiny toy heads bounce down the steps. Stuffing torn out and burnt beneath your feet as offering. Child-sized wicker men in your shape filled with captives and set alight.

For what it's worth, their alchemists can deactivate and open the ELEPHANTS (*Almery* 259) without hurting them.

261. THE WARHELMS OF DENDRO BLACKPOLL

Two fat helms in gold, richly carved, open-topped, and steaming with alchemical fire. Both shaped in different casts of the same face. One serious, thin-lipped old man has a sad and somber face. The other is a buck-toothed gawping fool.



If anyone other than DENDRO BLACKPOLL (*Almery* 262) takes the old man helm, they will immediately be compelled to put it on (no save), kneel before DENDRO, and say "I am a thief and have lived too long—crush my tired bones."

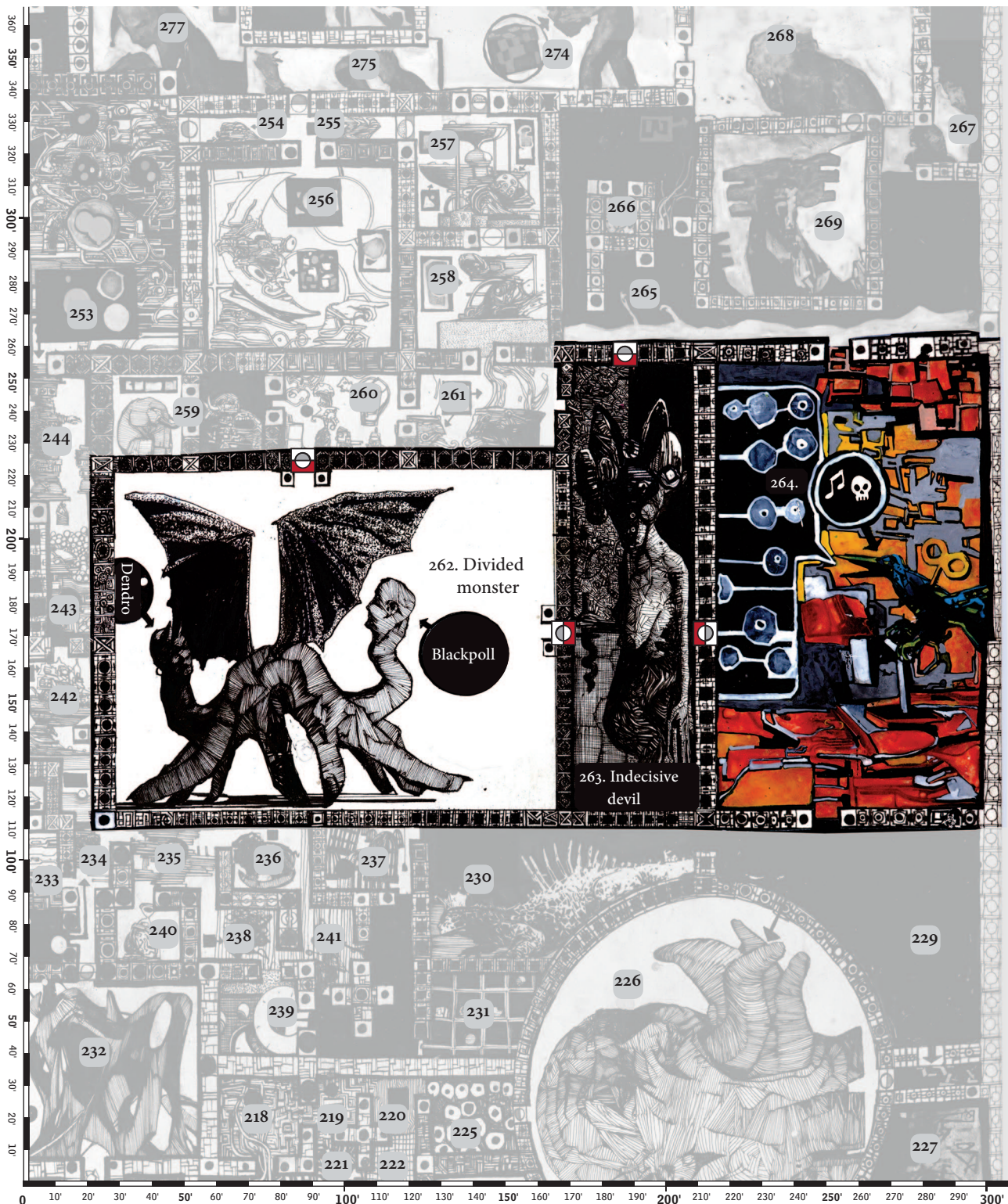
If anyone other than DENDRO BLACKPOLL takes the fool helm, they will immediately be compelled to put it on (no save), kneel before BLACKPOLL, and say "I am a thief and too stupid for this cruel world—eat me and eat my idiot face."

If both helms are brought into *Almery* 262, the door between *Almery* 260 and 262 ceases to exist from the *Almery* 260 side until DENDRO BLACKPOLL kills the larcenous victims and replaces the helms, or until DENDRO BLACKPOLL is slain.



If DENDRO BLACKPOLL dies, or if they can be spirited away by some clever means, the helms are worth 900GP each.

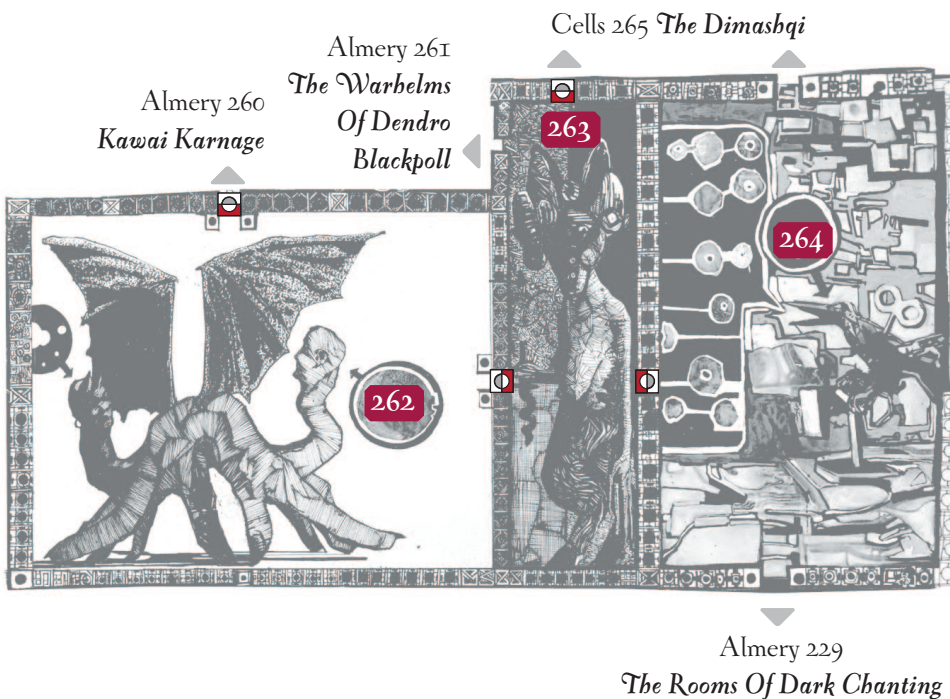




 Opening from the red side causes or requires solving a special problem.
 Locked on the red side, can be unlocked on the other side.

 May not exist on the grey side.
 There's a trap on the black side.

 The door is secret on the blue side.
 The usual door.



262. DENDRO BLACKPOLL

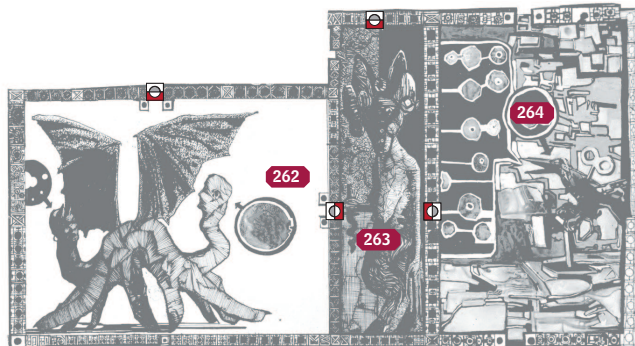
DENDRO occupies the left side, arranged on one level with pictures and sculptures of hands. BLACKPOLL lives on the right side, on a wooden platform with books and a gigantic club. These severed hands of the arch-devil DENDROSATHOL are his daughter PSATHYRELLA's servant and protector. [more ►](#)

263. HALO NILOTIC

A curly-horned Devil with a twisted blade. He paces back and forth on cloven feet, listening at the western door, waiting for his chance, whispering to the knife he holds: "Now...? Wait...now?" [more ►](#)

264. MONTAGU NYCTICORAX

An intelligent automatic corvid in a sound-proofed room, Montagu is civilized and need only be wound once a year. Anxious to speak with anyone polite, and eager to warn you not to cross the room, he has been set to guard the petrified prisoners to the north. If you try to cross the room before him, he will sing. And that would be horrid for everyone. [more ►](#)



262. Dendro Blackpoll
263. Halo Nilotic
264. Montagu Nycticorax

SEARCH THE BODY

D100 YOU FIND...

- 1-50** Currency worth amount of GP shown on dice.
- 51-56** Small gems/trinkets worth d10 × creature level GP
- 57-59** Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64** Day's rations.
- 65-70** Day's worth of fresh water.
- 71-72** Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78** Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79** Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80** Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81** Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82** A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
- 83** An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84** A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1** d6 Chameleon Women
- 2** RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3** Negamancer & d4 + 1 Thrall Mammals
- 4** Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5** 2d4 Cannibal Critics
- 6** Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7** Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8** Lost Lizardman/Reptile Woman Mummy
- 9** 2d8 "Oku"
- 10** 2d6 + 2 Orchidmen
- 11** d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12** Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13** 2d4 + 1 Bondye Reparatè
- 14** Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20** The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- | | 21-30 as 6 | 31-40 as 14 | 41-50 as 15 |
|--------------|--|-------------|-------------|
| 51-53 | Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage | | |
| 54-69 | A torch, if the party has any, goes out. | | |
| 70-73 | A lantern, if the party has one, goes out. | | |
| 74 | A wave of unspeakable melancholy | | |
| 75-00 | No encounter | | |
- 85** A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86** A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87** The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88** Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.
- 89** A note saying "possibly under the water-wheels but it's dangerous".
- 90** Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91** Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92** Scroll: *Rust Object* (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.)
- 93** Bag of flour.
- 94** 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95** Vial of lubricant: covers 6'x6' area.
- 96** Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97** A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98** Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99** A Goblin Key that'll lock any door.
- 00** Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

262. DENDRO BLACKPOLL

DENDRO occupies the left side. It is arranged on one level. There are pictures on the walls of every kind. Large clay sculptures of hands. Boxes contain earrings and necklaces.

BLACKPOLL lives on the right side. It is built on three stepped tiers of wood. There is a gigantic club. A series of bells. A few gigantic rings the size of dinner plates (non-precious). He owns many books.

After some small talk with you and each other, they'll probably settle on killing you for even being here.

The hands of the arch-devil DENDROSATHOL, severed from his arms and sewn together at the wrist. Imbued with the vitality of the damned, without any memory of their origin, but filled with devilish awareness, they crawl on. Over time they have mutated, growing ever more complex independent wills, along with talking, thinking heads upon their index fingertips and wings from the scars at their wrist. Each head is a vague copy of the original devil's face, but holds only a rough self-generated mind.

Their personalities are quite different. The two heads have come to hate each other. Neither understands what the other has gone through. They both have PTSD from a life of endless combat, but they flashback and fugue about different things. What nearly killed one was irrelevant to the other. The heads have no sympathy.

They are the MEDUSA's servant and protector. She created them in the same way witches make familiars from the severed hands of condemned men, but on a vastly greater scale. They recognize her somehow as kin. She hates them more and more since they have grown her father's face. They do not know this.

DENDRO thinks of himself as essentially a person who happens to have the shape of a hand. He would rather be regarded as such. BLACKPOLL sees himself as a gigantic hand that also speaks and thinks. In a civil rights movement for body parts, they would be on opposite sides.

Dendro & Blackpoll

AC
HD
ATK

15
10

ONE OF THE BELOW
METHODS EACH ROUND
(AND MAY ARGUE OVER
WHICH TO USE)

POKES – 4 attacks d6 damage each

CRUSH – 3D10

BLACKPOLL'S CLUB – 4d6

BITE – D6/poison, save or shift to
nearest evil alignment

Immune to nonmagic weapons, poison, flame, and acid. They automatically fail saves against mind-affecting magic.

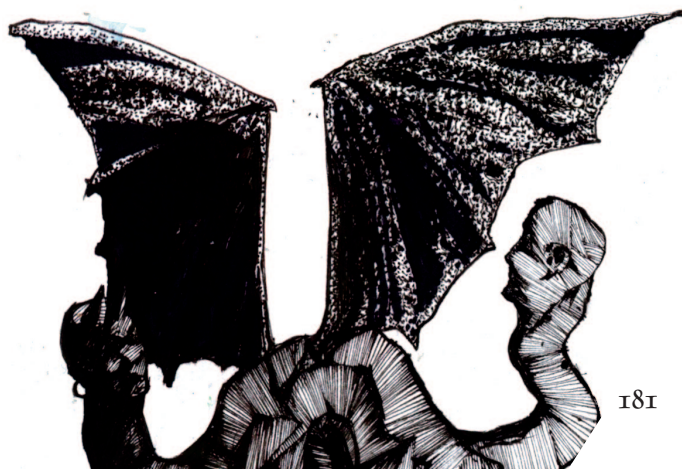
DENDRO controls whether the north door will open or not; BLACKPOLL controls whether the door to the east exists or not; if they die, both doors become normal. They can exert this control once per round in addition to any attack.

If one side suffers any damage or effect, the other side becomes immune to that effect, spell, or specific weapon. In deciding where a blow or effect landed, an even to-hit roll hits DENDRO and an odd to-hit roll hits BLACKPOLL.

They can fly.



THE BOOKS ARE old, and five (INT check to notice) are worth 2000GP each.



263. HALO NILOTIC

A curly-horned Devil with a twisted blade. He paces back and forth on cloven feet, listening at the western door, waiting for his chance, whispering to the knife he holds: “Now...? Wait...now?”



THE DOORS from here to *Almery* 262, *Almery* 264, and *Cells* 265 won't open without the key that Halo carries.

Brother to the petrified PYLOS NILOTIC (*Cells* 273). PYLOS and HALO were sent from Nyctopolis to free DENDROSATHOL from his box in *Cells* 274. They have pretty much comprehensively screwed that up.

Pylos was petrified by the MEDUSA, and she has allowed HALO to believe that if he kills DENDRO BLACKPOLL, she will set his brother free.

If PCs encounter Halo more than once, reroll his motivation each time. Or every turn, if they stay in his company. The knife is beginning to tire of him. Whenever HALO looks at a mortal being, he can see clearly exactly what it would take for them to sell their soul. In every other respect he is quite stupid. Halo is immune to nonmagic weapons, poison, flame, and acid. He automatically fails saves against mind-affecting magic.

IF HALO COMES CLOSE TO MAKING A DECISION (roll on the table below).

No other stats are given because he is so indecisive he won't defend himself—after about 5 rounds of concerted attacks with weapons that can actually hurt him, Halo will be destroyed. His incessant soliloquizing will trigger Random Encounter checks, though.

The Twisted Blade

These can only be made with a snake given willingly from a Medusa's scalp.

The knife knows when it will strike. It waits until that time. When about to enter combat with a single foe, the player may ask for the target's AC. Before combat, the player rolls attack dice, one by one, until s/he rolls a hit. Now they know exactly how many rounds it will take for them to strike. The knife remains still and en guard for every pre-rolled round. Its stillness gives a +1 to its AC. When the time arrives, the knife darts forward like a striking snake. Its poison causes instant death; a save means paralysis and 5d10 damage is inflicted. After one successful strike, it disintegrates.

After making the pre-rolls, a player may choose not to engage. They may switch targets before the first is dead. The knife will not like this.

The knife is intelligent, silent, and without alignment. It knows you. It only wants to kill. If a player fails to take an arranged target, the knife may let itself be lost, betray the user, or strike them in contempt.

d6	HE IS CONVINCED THAT IF HE DOES THIS...	BUT SECRETLY FEARS...
1	His brother will be freed	He will be petrified as soon as it is done.
2	The Medusa will be weakened for his strike	The PCs are a trap set by the Medusa.
3	It will win him status in hell	He may be torn to bits in hell on his return.
4	Pylos will never know what he did	Pylos will suspect betrayal when he is freed.
5	Dendrosathol will never know who stabbed his hands	Dendrosathol will know, and record his name for retribution on his release.
6	He can paint the PCs as the real killers	The Medusa has tricked him here to die.

264. MONTAGU NYCTICORAX

An intelligent automatic corvid in a soundproofed room, MONTAGU is civilized and need only be wound once a year. Anxious to speak with anyone polite, and eager to warn you not to cross the room, he has been set to guard the petrified prisoners to the north.

If you try to cross the room before him, he will sing. And that would be horrid for everyone.

The Carrion Hymn is a demonic form of thinking information that hates life. Luckily MONTY (“Do call me Monty”) was made to contain it. “Plugging your ears won’t work, I’m afraid. It vibrates inside your mind.”

The Hymn does not specify who you mutilate. Only that you do so in the next round or face an eternal curse. Monty is not hard to break. But then the Hymn would get out... (see the table below)

The door to *Almery 263* only exists from here when opened from the other side.

Monty

AC

16

(CHAINMAIL)

HP

3



The Hymn

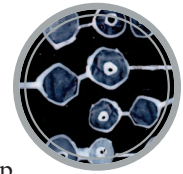
AC

5

INTANGIBLE

HD

5



Only things that can hurt or trap sound can affect The Hymn if Monty is destroyed—and *Dispel Evil*.

Remove Curse, a *Wish* spell, or the doorknob in *Almery 203* will also certainly remove a *Carrion Curse*.

Monty does remember that he once had an ebony cage used to safely move him about; he can’t remember exactly where it is, though (*Almery 237*)...

d10	MUTILATE THIS...	OR...
1	A tongue	Gain the tastes and digestive system of a Ghoul.
2	An eye	Two limbs will rot and drop off. They don’t come back.
3	Two ears	Eyes rot in your head. So will those which see you.
4	Five fingers	You will eat your own fingers. And others. Forever.
5	A foot	Eat or drink nothing but blood from this day on.
6	A testicle or breast	Level drain someone with your touch each day or die.
7	A scalp	<i>Speak with Dead</i> . All dead. No choice. Always active.
8	Two thumbs	Eat your own lips. And others. Compulsively.
9	A handful of intestine	Typhoid Patient Zero. Immune but infect on touch.
10	Fat of the buttocks or thighs	Sight of you makes children and dogs rabid, violent.

NOTE

BEYOND THIS POINT ARE THE CELLS of the petrified prisoners, the personal domain of the MEDUSA. The walls and floor are all of pale white stone, the masonry more careful and well-maintained than in the rest of the Maze. TORGOS ZOOOTH allows small groups of Bondye Reparaté through to replace lamps with stolen moonlight and remove dust. The place is very clean and well-lit (which is good because having the party cautiously enter dark rooms with nothing in them except statues over and over again would be boring). Each room has one or two lanterns that give a clear white light with no smoke. Almost every room has one or more statues in it; the statues are placed on bases, usually carved in pictographs to depict their crime.

The halls echo wildly—roll Random Encounters twice as often as normal.



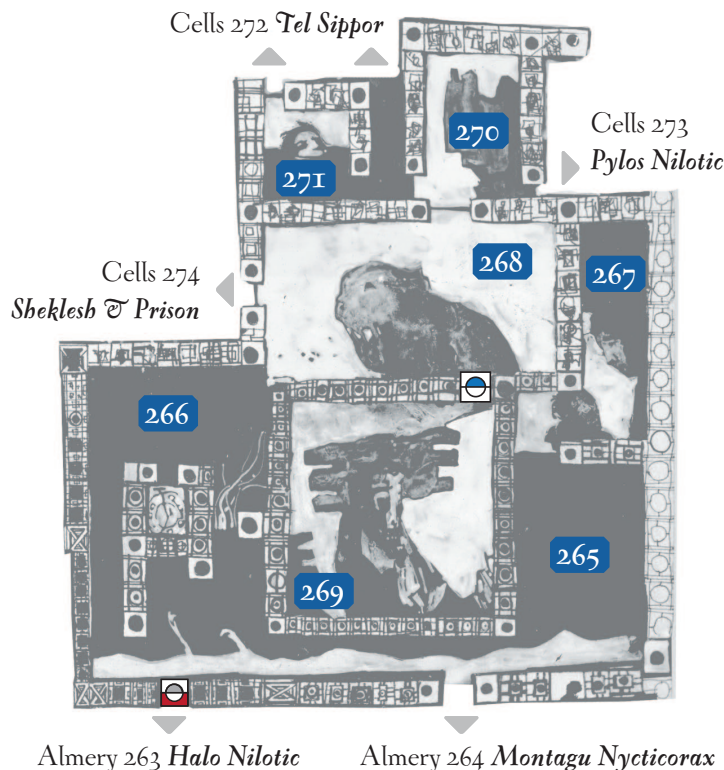
THE Cells



Opening from the red side causes or requires solving a special problem.
 Locked on the red side, can be unlocked on the other side.

May not exist on the grey side.
 There's a trap on the black side.

The door is secret on the blue side.
 The usual door.



265. THE DIMASHQI

Entrances in every direction step down to a thick pool of inchoate ectoplasm from which the arms and anguished faces of sixteen petrified time specters curl like a tornado. [more ►](#)

266. THE CLOCK OF PHARAOH ISESI

Everyone who uses the clock is amazed by its godlike power. Anyone watching someone use the clock is baffled. [more ►](#)

267. INDICO COSMAS & BLANKOFF

One sallow and squint-eyed like pissholes in the snow, the other moon-eyed and ruddy cheeked like cysts in beef. [more ►](#)

268. ZIANAUGA

Zianauga is wary of monkey-demons of the treeless wastes (that is: y'all), but actually was head of a party of leopardkind. [more ►](#)

269. TEL AKKO

This sinister Goat-Man stands grimacing with dusty skull fragments in his palms. Before him on the floor: remnants of a long-rotted corpse. [more ►](#)

270. CASSIO-DORUS

A looming, lumpen, almost-human figure of living uncarved stone. [more ►](#)

271. CAPTOR CLOWE

This nervously grinning alabaster man is bobbing very slowly in an acid bath. A pool just large enough for him. If he unfreezes here, the screams of his death will be intense. [more ►](#)

265. THE DIMASHQI

Entrances in every direction step down to a thick pool of inchoate ectoplasm from which the arms and anguished faces of sixteen petrified time specters curl like a tornado. Their gazes lock around a central point.

The MEDUSA’s gaze has petrified the vessels of their souls but not the spiritual substrate in which they are held in solution between this world and the next, still seething with lost thoughts.

ONCE THESE SPECTERS were imprisoned in the clock in *Cells 266*—bound to destroy all who open it. However, they have no instructions beyond that point. No one really thought that far ahead. Should they awake to find the opener dead, many will reassess the whole “eternal guardian” thing. Living death inside a box is not much fun.

If anyone falls into the ectoplasm

They must save or lose a level, plus have their thoughts invaded by those of the petrified specters—save every other round to end the effect. Then roll on this table... (You may roll separately for each column.)

Specters

AC

10

HD

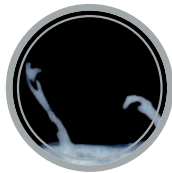
2

ATK

TOUCH DRAINS

A LEVEL

Immune to anything that’s not magic.



266. THE CLOCK OF PHARAOH ISESI

If the clock is wound at least once

Everyone who uses the clock is amazed by its godlike power. Anyone watching someone use the clock is baffled. Nothing seems to change except the personality of the user. Who suddenly seems a lot happier with life. And comes out with some crazy shit.

WHOEVER WINDS THE CLOCK will be cursed and bound. Anyone using it will be replaced by someone exactly the same. Nothing in the world changes after the clock is used. The user has one vast change in perception.

This clock (not petrified) has godlike power. It bends space, time, and circumstance to grant the wishes of its user. It can change any aspect of the world. Too dangerous to ever be used. Those who wind it decay into Specters and are bound within the clock to destroy any who open it.

At least that’s what PHARAOH ISESI thought. In fact, the clock just swaps you with another self. It leaps through parallel realities and finds one where your wishes are the truth. It also finds a version of you wishing on the clock for something else. The two of you are swapped. You end up in a world where your dream has come true. So does your other self.

Roll d8:

- 1. “My parents were alive/dead, but now they are dead/alive! I love/hate them so much!”
- 2. “It’s you! You’re Aliiiiiive!” Random team member now assumed to be longterm best friend miraculously resurrected.

d6	RIGHT NOW I SHOULD PROBABLY...	BUT I SECRETLY FEEL...
1	Stick around and guard the clock maybe?	Am I the only one thinking we could just leave?
2	Get back in the clock?	Where the fuck is Pharaoh Iseisi? Let him deal with it!*
3	Make sure someone takes care of it?	Socially awkward after close confinement.
4	Get someone to destroy it?	Wait a second: could I use that thing?
5	Take vengeance on... someone? You?	I miss my boyfriend; is he waiting in the afterlife?
6	Just stop anyone winding it.	If we just took the handle off would that solve it?

* He’s in *Cells 293*.

3. “My Arm!/Leg!(s) I’m Freeeee!” Lost/Horribly cursed limb(s) now amazingly re-grown/painlessly removed.
4. “It Is Done. He/She/It Is Returned!” Previously unregarded minor god miraculously returned to existence as if never killed. Character devout follower.
5. “This seems alright.” Character from utterly unfamiliar dimension. Never really felt like they “fit in”. Does now. Knows no one and nothing. Entirely comfortable and relaxed for first time in life.
6. “My god, I’m a real Man/Woman/Elf/Dwarf! etc.” Character born in wrong gender/race. Now in correctly shaped body for first time. Loving it. Overplays it slightly.
7. “Hahahahaha I’m Rich/Poor! Finally it’s all mine/ gone. Now I can finally do what I want/be myself.” Character was prisoner of magically enforced poverty/wealth, now free. Thrilled.
8. “My face! My faaaaaace!” Character trapped by extreme beauty/ugliness/mundanity. Now has features/body type they always wanted.

Plus bits of a petrified Crawlsquid

One eye attached, currently petrified, other eye didn’t look, so it half-stayed-alive but just rotted away in place. Looks a bit like modern art. Wouldn’t stop regenerating if unstoned. Not enough to grow back into a full squid, just more tentacles.

Crawlsquid

AC 12
HD 1+1 MORE PER ROUND
ATK D6



267. INDICO COSMAS & BLANKOFF

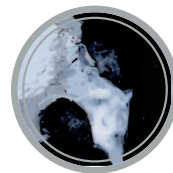
One sallow and squint-eyed like pissholes in the snow, the other moon-eyed and ruddy cheeked like cysts in beef.



If unpetrified, they prostrate themselves and beg for help. Offer themselves as craven bearers in order to get out. They stab you in the back as soon as it looks like you are losing. PSATHYRELLA (*Cells* 304) hated these two too much to kill them, was trying to think of something worse.

Indico Cosmas & Blankoff

AC 10
HD 1 EACH
ATK D4



Backstab for ×2 damage.

Items

Some string (broken). Shiv made from a coat-hanger (bends on use). Self-drawn porn. Orange with a face cut in it. Tacks. Chalk. Half a brick in a sock.

268. ZIANAUGA

If unpetrified

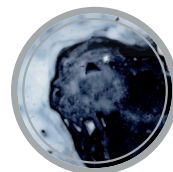
Since, like everyone else here, the last thing he saw was the MEDUSA, he will assume the party serves her. ZIANAUGA is wary of monkey-demons of the treeless wastes (that is: y’all), but actually was head of a party of leopardkind that tracked a party of Bondye Reparatè here and (other than the loss of Ki-Zerb) successfully retrieved from the Maze a lost artifact sacred to their prowl.



IF HE CAN be reasoned with (fresh meat helps), he has a 75% chance of recalling information about any part of the Maze south of here.

Zianauga

AC 16
HD 5
ATK D4/D6, OR 2 × BY WEAPON IF HE CAN GET ONE



He can see in the dark.

269. TEL AKKO

This sinister Goat-Man stands grimacing with dusty skull fragments in his palms. Before him on the floor: remnants of a long-rotted corpse.



THE GOAT-POPE conspired with PSATHYRELLA (*Cells 304*) to chop off her father's hands and lock him in a box. In return, he expected her to unfreeze the Goat-Messiah, which she had long held in secret. He got exactly what he asked for; it rested in his stone hands for many years.

If unpetrified

On awakening he will be pleased to meet the Medusa's killers and enlist them in seeking TEL-ZEROR in *Cells 298*, in order to discover the location of the Apocalypse. TEL SIPPOR in *Cells 272* will follow him without question.

Goat-Pope

AC 12
HD 5
ATK D4



TOUCH CAUSES SCURVY AT WILL: all previous major wounds reopen in reverse sequence. In effect, a *Cause Light Wounds* that repeats every round equal to the levels of the target. Unless they can prove they have not taken wounds.

The taste of his breath causes homicidal rage against your closest friends. Can always *Speak With Animals*. Must always *Speak With Goats*. He cannot pass one without conversation.



1000GP WORTH OF uncut amber in a pouch. d10 Goat Teeth in a pouch which, if thrown onto the ground, grow angry Skeleton Goats (as undead wardogs). Goaty robes and a really weird hat.

270. CASSIO-DORUS

A looming, lumpen, almost-human figure of living uncarved stone.

If unpetrified

An evil, thieving Homolith. CASSIO-DORUS is corrupt right down to his fractured core. A crystal-junkie with cracking amethyst teeth. He feasts on evil feldspar oozed out by shady tectonics.

Don't try to talk a MEDUSA into a scheme involving another Medusa. They know each other.

Cassio-Dorus

AC 19
HD 8
SPEED 1/2 HUMAN
ATK 2D8/3D6, OR STONE CONTROL



Stone responds to his hands as if it were wet clay. STR 18.

THE INANE SCHEMES OF CASSIO-DORUS

d6	MORONIC RISK...	WORTHLESS PROMISE...	HIS BRIEFLY LUCID AND TERRIFYING THREATS...
1	Like, I know dragon sleeping times.	And I'll be waiting on the ocean floor, promise.	I eat guy once. Taste like licking dust. Bones like breadsticks.
2	I robbed the Tarrasque, but there's more.	I just need some gems to start. I'm good for it.	You pop like soft balloon I step on you boy. You want cake?
3	Two words: Unguarded God Brains.	I'm quitting, but I thought I'd tell you about it first.	I know what you said, cut you for it paperskin.
4	Krakens can't count so they don't know.	Just tell me where you live and I'll send it to you.	Listen listen listen... I'll break youyoulookatme LOOK AT ME!
5	Gems are free on the plane of fire.	And that's when the roc swoops in.	I will fucking find you. I live in rock. I will come beneath you.
6	If you can't see, neither can she.	Nathraste the Inculcator did it, so can we.	This meat only heals with cleric, yes?

271. CAPHTOR CLOWE

This nervously grinning alabaster man is bobbing very slowly in an acid bath. A pool just large enough for him. If he unfreezes here, the screams of his death will be intense.

 The acid does d8 per flask-sized batch—it can't melt stone, obviously.

MR. CLOWE wrote a book. An ill-advised biography of the MEDUSA (see all remaining copies *Almery* 228). As a result, he awaits her pleasure here.

If unpetrified

Save him and he seeks you out. Effusive and expansive thanks. He follows, taking extensive notes. After each encounter, he makes sure to interview all surviving parties. Inquires tastefully and sympathetically as to “feelings”. If he survives the dungeon, the book comes out in d4 months. It's globally famous in multiple languages.

This is the book he will write:

THE MEDUSA'S MAZE

*“They came for a past written in stone,
and a future written in blood”*

In the book, Clowe points out that the Medusa was an unsung tragic hero who effectively imprisoned numerous immortal threats which are now loose. The whole expedition essentially a smash and grab raid on an old woman with extensive property damage and numerous works of art lost.

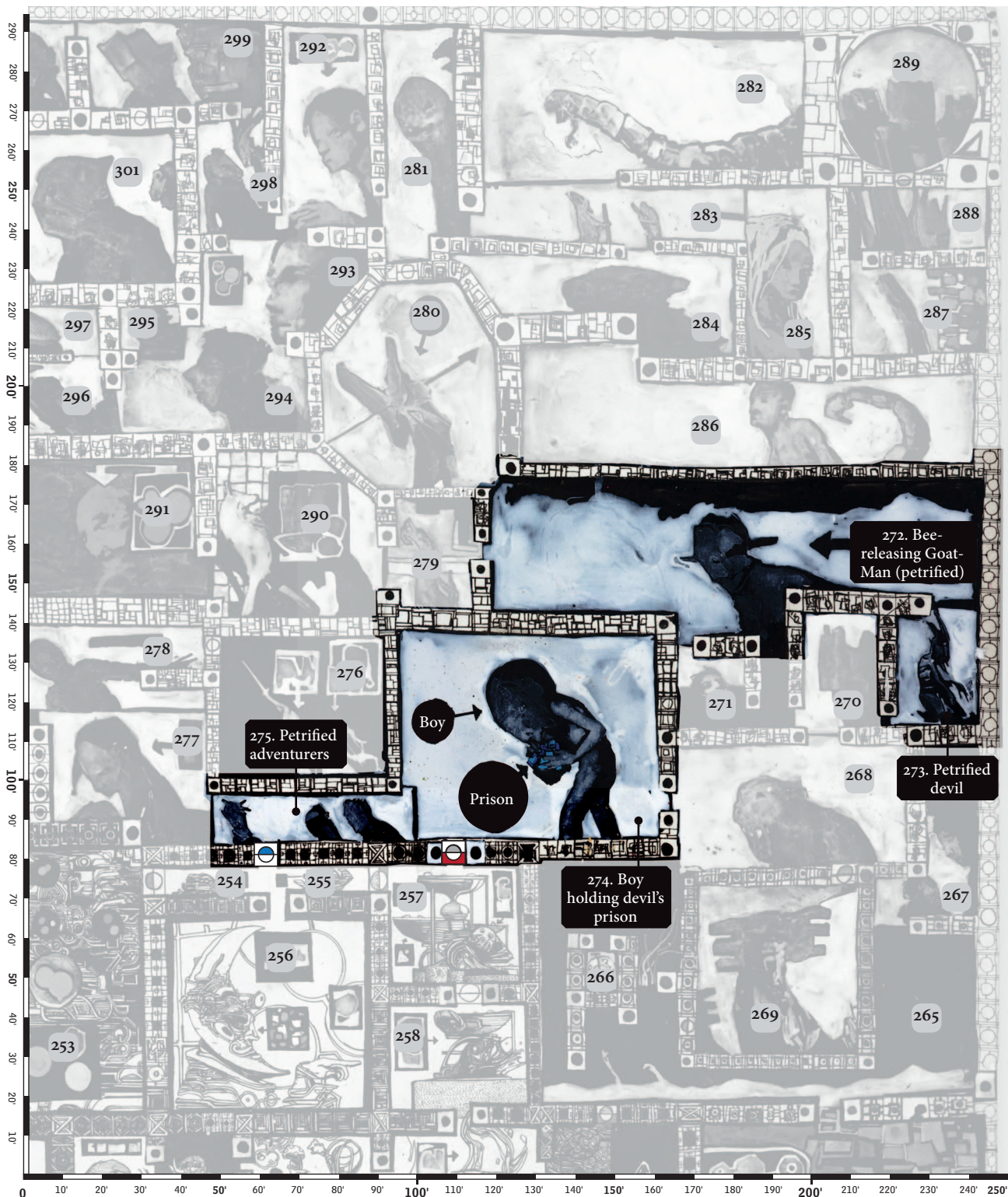
In addition, particular PCs are represented in the following way (roll separately for each):

1. Of whichever sexual orientation they would be most embarrassed to admit to. (If none apply, shown as twisted, contemptuous puritan who spits on joy and happy gays.)

2. Laughable hanger-on, coasting on others' skills.
3. Now incredibly rich, also charitable and eager to spend on good causes/pity cases.
4. Totally left out of book and events. No one will ever believe they were there.
5. Violently and specifically racist against popular and globally-distributed race (i.e. Halflings, Irish).
6. Girl/boyfriend of other PC, only invited for that reason.
7. As having slept with the author, and not being that good.
8. Secretly “in on it” with powerful surviving dungeon NPC, claims as secret patron.
9. Into some weird religion. Unless they are into some weird religion, in which case, atheist faking true faith.
10. All heroic acts in place, but assigned to Caphtor Clowe. Failures correctly assigned.
11. As really into bees. All gifts will now come with bee-theme. For rest of life. Will be offered bees by expectant fans. Denied bees by enemies. Mocked with loss of bees.
12. Correctly down to the smallest detail. Includes extensive private interview in which PC confesses to hating colleagues, shitting all over them.

The sales make Clowe a millionaire, which he uses to buy the best protection possible. If he dies, his works become immortal.





Opening from the red side causes or requires solving a special problem.

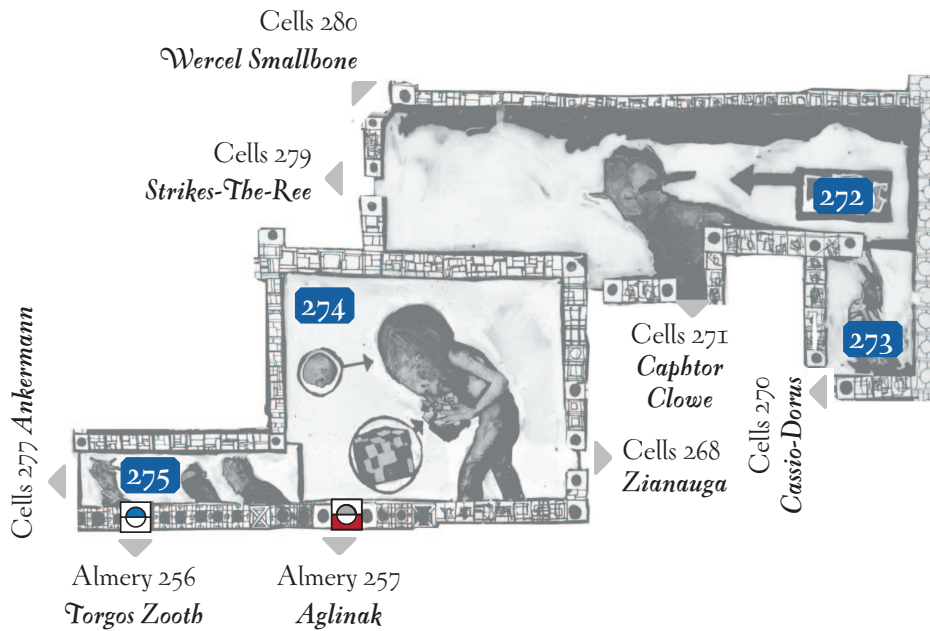
Locked on the red side, can be unlocked on the other side.

May not exist on the grey side.

There's a trap on the black side.

The door is secret on the blue side.

The usual door.



272. TEL SIPPOR

The Goat-Man wears his heart outside of his flesh. A living prison vault from insect hell, crammed with chaotic, sinful bees. [more ►](#)

273. PYLOS NILOTIC

A statue of a Devil with straight horns. (If you've met HALO NILOTIC, looks very similar.) [more ►](#)

274. SHEKLESH & PRISON

The wizened and hydrocephalic naked boy is screaming. A box is frozen in his hands. His fingers ruined to the bone. Blood seeps into the box's angled joints and lattices the twitching cube in a basket of petrified flesh. [more ►](#)

275. KORCZAK, ABIMELECH, & "INK" PADUTA

Strung across the room, in different stages of a fight they lost, are three strange warriors. [more ►](#)



272. Tel Sippor
273. Pylos Nilotic
274. Sheklesh & Prison
275. Korczak, Abimelech, & "Ink" Paduta

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
- 51-56 Small gems/trinkets worth d10 × creature level GP
- 57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
- 60-64 Day's rations.
- 65-70 Day's worth of fresh water.
- 71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).
- 73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
- 79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

- 80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
- 81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
- 82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding 191*). Anything it sees, he sees; he can speak through its mouth.
- 83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
- 84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery 255* pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
- 2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3 Negamancer & d4 + 1 Thrall Mammals
- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
- 7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)
- 8 Lost Lizardman/Reptile Woman Mummy
- 9 2d8 "Oku"
- 10 2d6 + 2 Orchidmen
- 11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)
- 12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)
- 13 2d4 + 1 Bondye Reparatè
- 14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)
- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- | | 21-30 as 2 | 31-40 as 14 | 41-50 as 7 |
|-------|--|-------------|------------|
| 51-53 | Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage | | |
| 54-69 | A torch, if the party has any, goes out. | | |
| 70-73 | A lantern, if the party has one, goes out. | | |
| 74 | A wave of unspeakable melancholy | | |
| 75-00 | No encounter | | |
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
- 86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
- 87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"
- 88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive 160*) who will find it HILARIOUS.
- 89 A note saying "possibly under the water-wheels but it's dangerous".
- 90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
- 91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92 Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
- 93 Bag of flour.
- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
- 96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
- 97 A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 98 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

272. TEL SIPPOR

The Goat-Man wears his heart outside of his flesh. A living prison vault from insect hell, crammed with chaotic, sinful bees. Ribcage stitched shut and tied with knots dragged roughly through his pumping heart.

If a successful search is performed

Wedged into the carvings at the base of the statue is a pair of cherries—they will restore d20 HP if eaten.

If unpetrified

When he awakes, the air around him fills with the dull buzzing of bees. Honey trickles from his mouth and from the cracks in his claws. The heart-cords loose and tighten with each pulse. When his heart stops beating, bees escape en masse. An omniscient suicide bomb in human (goat) form.

TEL SIPPOR will try to feed his victims the honey that leaks from him. If he unites with TEL AKKO (Cells 269) then TEL AKKO will certainly make use of it. The bees have tiny devil tridents tipping their stings. They like hurting people.

Sting Effects of The Sinful Bees

1. Sloth – As *Slow* spell for d4 minutes.
2. Wrath – Attack nearest creature for d4 minutes.
3. Gluttony – Must eat something/anything for a continuous round.
4. Envy – Steal your friend's best item and keep it.
5. Lust – I'm leaving this one up to you.
6. Pride – Kill the highest status monster you know right now.
7. Greed – No change in player.
8. Original sin – PC compelled to perform a task both unique and unsavory.

Sinful Bees

AC	10
HD	10
SPEED	1/3 UNENCUMBERED HUMAN
ATK	STING (TREAT AS NORMAL BEE SWARM)

Only magic or area-effect weapons do damage.



Hell's Honey

A poison of consuming terror. It preserves fear itself inside the soul. If anyone eats the daemon honey, the GM may write down the most truly terrifying thing that has happened to them. The GM can, and must, spring random elements of that event upon the PC, once a day, forever. 90% of the elements are illusions. 10% are made real by the power of hell. Only interaction shows the difference.

273. PYLOS NILOTIC

A statue of a Devil with straight horns. (If you've met HALO NILOTIC, looks very similar.)

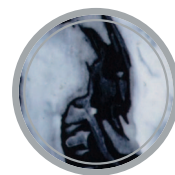
If unpetrified

On learning a name, he knows, every time, which lie will win the loyalty of those named. He will sell you these for cruelties. Random and degrading, executed against friends.

PYLOS will kill you if he can (immediately if you refuse to deal with him), and take credit for the MEDUSA's death. Unless HALO is dead at someone else's hands; he will revenge that death before all else.

Pylos Nilotic

AC	21
HD	15
ATK	D8/D8/2D8, OR D8/ SPELL



MAGIC (line of sight, permanent, save at -1 per thing unnecessarily hurt today up to -5):

- Lose an eye
- Lose tongue
- Lose a hand
- Lose a foot

Cure and *Heal* spells won't bring these back.

Immune to nonmagic weapons, poison, flame, and acid. He reflects baleful magic back on the caster.

274. SHEKLESH & PRISON

The wizened and hydrocephalic naked boy is screaming. A box is frozen in his hands. His fingers ruined to the bone. Blood seeps into the box's angled joints and lattices the twitching cube in a basket of petrified flesh.

If unpetrified

PRINCE SHEKLESH is the last inbred member of a royal line with a spark of divine blood. Final concentration of a recessive gene. A helpless autistic savant. Lord of puzzles and codes.

The second that Sheklesh wakes, blood sprays. The box spins madly in his hands. Solving itself from the inside. He tries frantically to recode and lock the box. His fingers blur. It will open in $d4 \times 10$ minutes, then DENDROSATHOL will emerge.

The constant pressure of Sheklesh's stone hands keeps the prison shut. If the statue is damaged or unpetrified, only a mathematical genius (e.g. SEE-ME-NO-MORE in *Archive 165*) or magic-caused stasis could keep it closed.



WITH THE DEVIL inside, the box is worth 200,000GP; without it, it's worth 10,000GP—locking a Devil inside requires half an hour of preparation and 4 consecutive INT checks (failure locks the jailer themselves inside). The Devil must be incapacitated to be imprisoned.

The Devil Dendrosathol

Closer of the Gate. Burner of Books. The Mnemoclast. Father of the MEDUSA.

DENDROSATHOL is the Arch-Devil in charge of destroying records, corroding texts, eating ideas, burning libraries, corrupting research, and mass-producing popular art. His invisible legions gnaw at the collective memory of civilized beings so that they may never collect enough knowledge to understand themselves and overcome hell.

(Unknown to the forces of Hell, his legions are also the only thing allowing humanity to live functionally with itself, as people forget the horrid things they did to each other. Sectarian conflict has boomed in his absence.)

He has no hands but improvises with a swarm of winged imps that murmur around him at all times. The imps are tricky and continually evade his thoughts when his attention slips. The effect is equivalent to an intelligent old man with rebellious dementia-hands. He argues with the imps.

DENDROSATHOL wants his hands (*Almery 262*) back. (How DENDRO & BLACKPOLL feel about this is not known.) He will avenge either his imprisonment or his daughter's death, whichever is convenient. He will not harm Prince Sheklesh, but keep him as a pet. He respects the boy.

Dendrosathol

AC

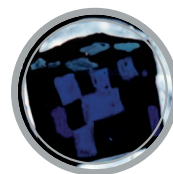


HP

145 (OTHERWISE
TREAT AS 20 HD)

ATK

BY SPELL



His presence causes all present to save or flee for $d4 \times 10$ minutes and save or take $d10$ fear damage.

Only hit by magic weapons.

Immune to fear, fire, and cold, magical or otherwise. No spell can directly affect him (though things summoned or altered by magic can).

SPELLS

DENDROSATHOL's favorite trick is to use the target's natural forgetfulness against them—in a round he can ask (the player, really) two questions about their recent experiences ("Which direction is the room you lost your leg in?" etc). For each wrong answer they take $2d20$ damage, no save. He'll never use a *Forget* spell on a target before doing this.

ALSO: *Confusion*, *Forget*, *Wall of Ice*, *Esp*, *Detect* (any), *Charm* (any), *Telekinesis*, *Dispel Magic*, *Comprehend Languages*, *Light*, *Darkness*, *Sleep*, *Maze*, *Disintegrate*. He may cast any other magic user or cleric spell levels 1-8 at an HP cost to himself equal to $3 \times$ the spell's level—so *Magic Missile* would cost him 3 hit points. The cost of healing spells is deducted after the spell takes effect.

275. KORCZAK, ABIMELECH, & “INK” PADUTA

Strung across the room, in different stages of a fight they lost, are three strange warriors.

KORCZAK: A huge man in full plate. He carries a two-handed axe with an insane corkscrew blade.

ABIMELECH: Wiry, almost blindfolded man in silk. His weird staff has open claws at each end. The mask is torn, one eye visible.

“INK” PADUTA: Stubby, muscular rogue who fights Main Gauche and smiles.

If unpetrified

The three bravest survivors of the House of Shrike, a noble clan brought down by the MEDUSA's wiles. Here on failed revenge attempt. They made a good effort though and have been kept on ice for amusement and possible future use.

The House of Shrike has regrown over centuries and is now a successful anonymous merchant group. These three legendary avengers reduced to abstracted icons on its paper scrip. If freed from the dungeon, they become respectively: beggar, drug addict, and amoral banker.

Korczak

AC 19
HD 10
ATK D10+3
STR 18



The Axe of Torque delivers all force from its blows as rotational damage across the axis of strike. Spins shields, can-openers armor, knocks off feet.

Abimelech

AC

19

(MARTIAL-ARTSISH DEX)

HD

10

ATK

2 ATTACKS: D6 STAFF, GRAPPLE WITH 18 STR/DEX*

* EXTRA WEAPONS GRABBED = EXTRA ATTACKS

Fights blind using The Staff of Grabs. Staff claws act as responsive hands. Strikes grab weapons, deliver kung fu blows, grapple. Anything a hand can do. Abimelech can fight with stolen weapons in staff hands for mad damage. This takes training to achieve.



“Ink” Paduta

AC

15

HD

10

ATK

D8

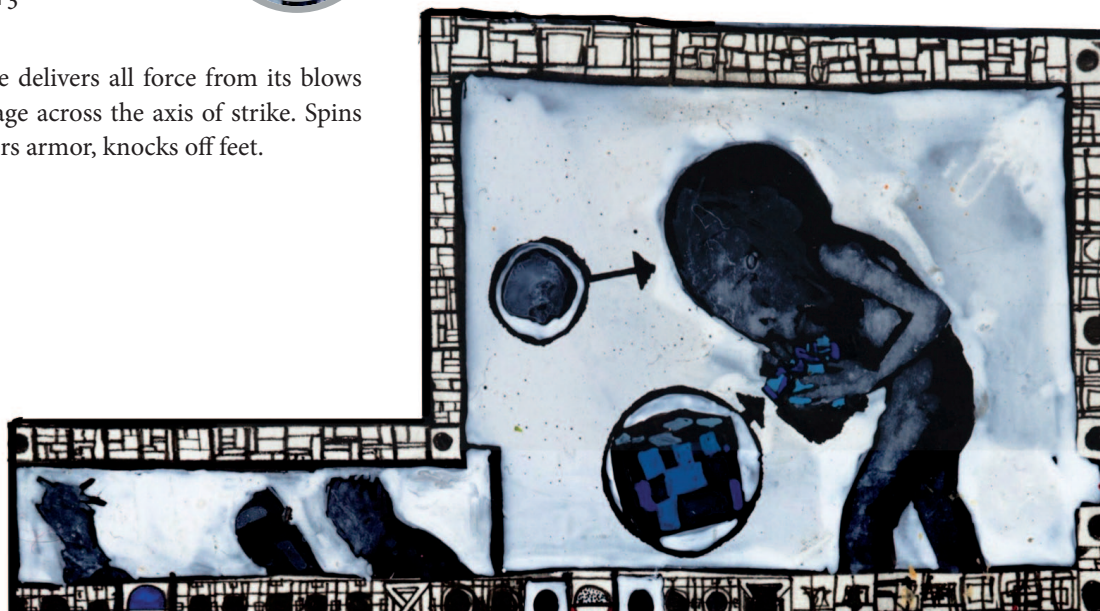
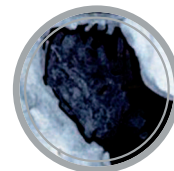
FUNCTIONS AS A 10TH

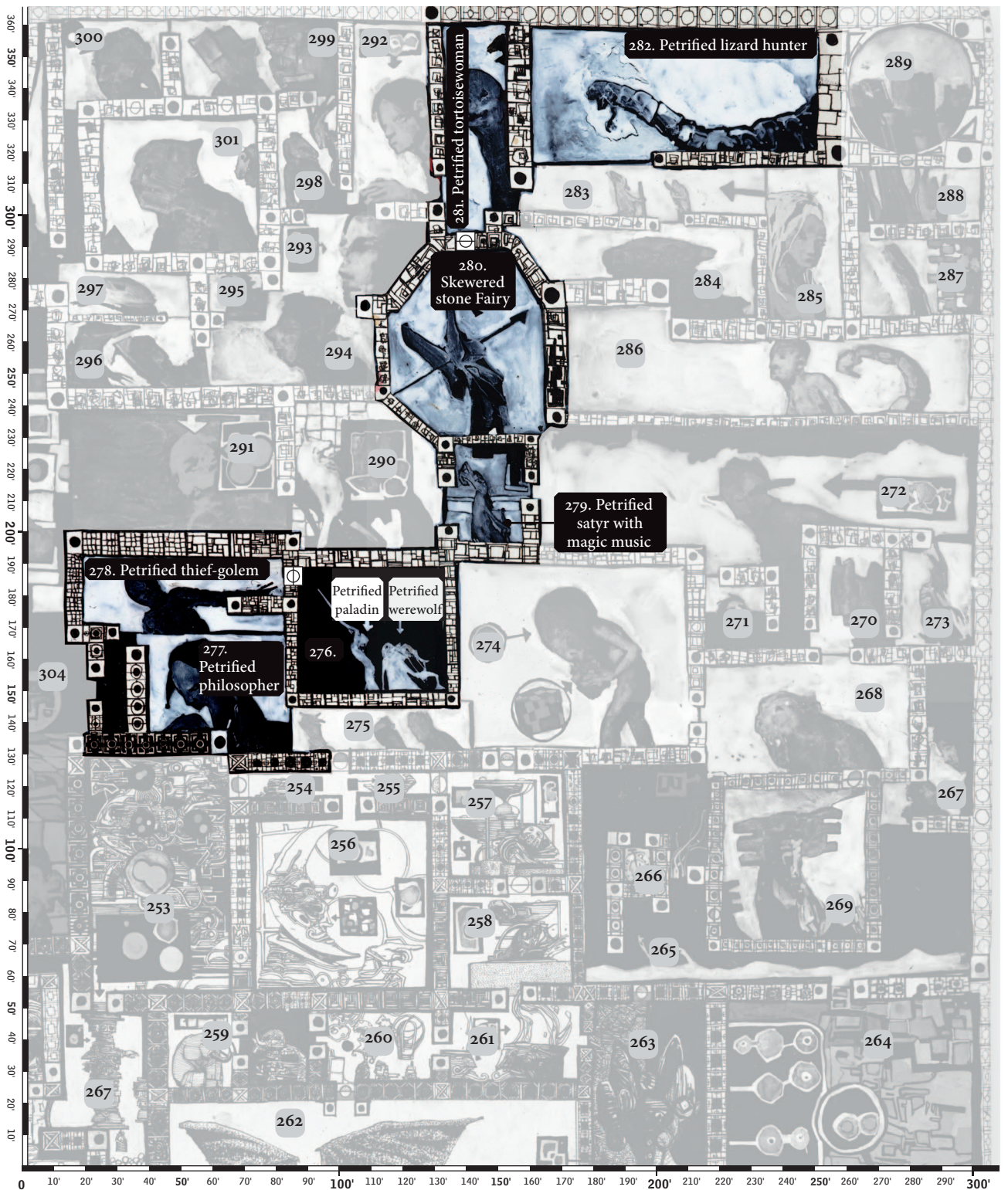
LVL THIEF, BACKSTABS AT ×5.

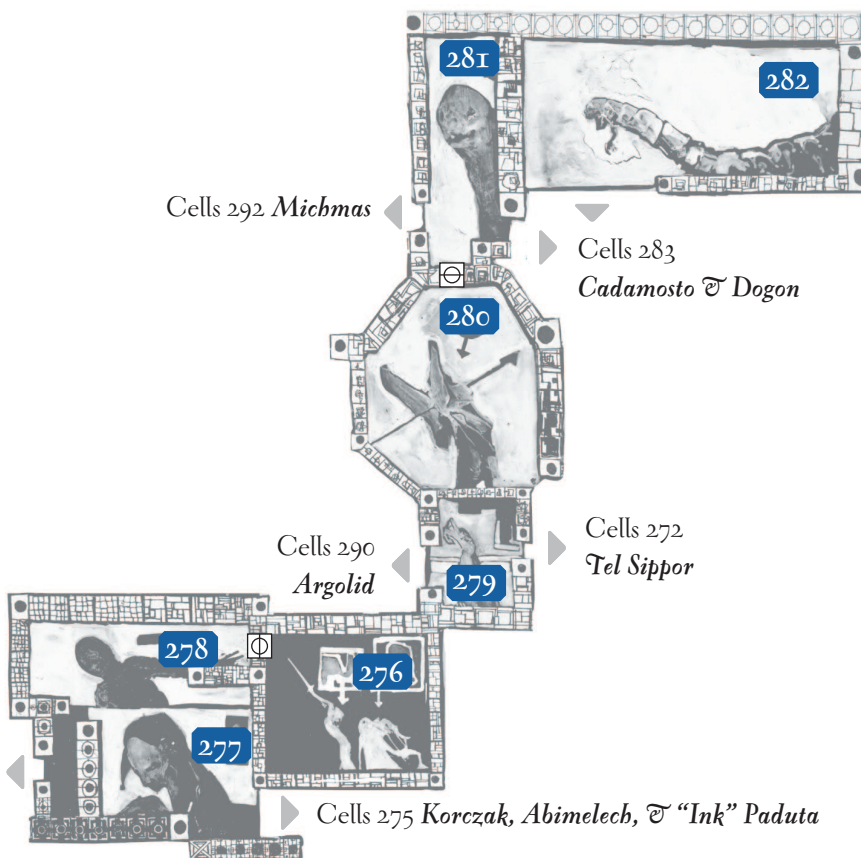
DEX

18

Does tricks with the blood on his blade. On a hit he can immediately flick blood anywhere in 15' with a ranged attack roll. He can aim blood at enemy eyes or under their feet so they slip; he can spray letter 'P' on walls; put out torches; etc.







276. ARISTODEMUS & BANZOUMANA

Banzoumana crouches on her knees. Dressed in rags and bleeding from multiple wounds. [more ►](#)

277. ANKERMANN

The black-capped philosopher glances down. Even in stone, he only seems to wait. [more ►](#)

278. KRÖNIG

A basketwork model of a man wound from driftwood, kelp, and dry seaweed. His eyes are shells, yet they must see, for he is stone. A statue of a model man, slowly falling apart. [more ►](#)

279. STRIKES-THE-REE

A bad satyr who plays good music. Not notably violent. Dangerous if you are a woman alone, which is why he was petrified. [more ►](#)

280. WERCEL SMALLBONE

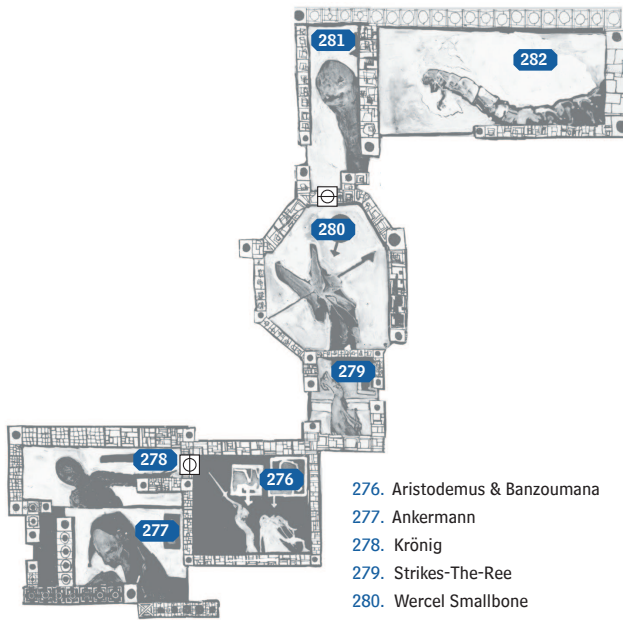
In the center of the room is a pedestal with a tiny stone woman with tiny traceries of stone for wings. Driven through her body is an arrow of black iron. It's clear she was petrified at the moment of impact. She looks quite surprised. [more ►](#)

281. MGNOKI

A tortoise always looks old, but this one looks really old. It's halfling-sized and standing on two legs. She is ancient and vulnerable. [more ►](#)

282. MDAGA GOGNATA

The west of the room is jammed with the segmented coils of an enormous beast. Roll a d6 whenever this chamber is entered—on a 1–4 there are that many Chameleon Women worshipping it. [more ►](#)



276. Aristodemus & Banzoumana
277. Ankermann
278. Krönig
279. Strikes-The-Ree
280. Wercel Smallbone
281. Mgnoki
282. Mdaga Gognata

I SEARCH THE BODY

D100 YOU FIND...

- 1-50 Currency worth amount of GP shown on dice.
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- Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
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- 60-64 Day's rations.
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- 73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
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- 82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.
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- 84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

- 1 d6 Chameleon Women
- 2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)
- 3 Negamancer & d4 + 1 Thrall Mammals
- 4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)
- 5 2d4 Cannibal Critics
- 6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)
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- 15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")
- 21-30 as 2 31-40 as 14 41-50 as 7
- 51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage
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- 70-73 A lantern, if the party has one, goes out.
- 74 A wave of unspeakable melancholy
- 75-00 No encounter
- 85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
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- 91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
- 92 Scroll: *Rust Object* (3"x3"; patch becomes useless. Anyone can read it. Range: Touch.)
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- 94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
- 95 Vial of lubricant: covers 6'x6' area.
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- A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
- 97 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
- 99 A Goblin Key that'll lock any door.
- 00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

276. ARISTODEMUS & BANZOUMANA

BANZOUMANA crouches on her knees. Dressed in rags and bleeding from multiple wounds. She turns away as the sword comes down.

ARISTODEMUS sneers as he swings the silver blade. The blond paladin's armor is embossed with hawks catching prey. Gold rings on the fingers of each hand.

If a successful search is performed

There is a secret panel in the base of the werewolf statue inserted by LEVALLIANT GREEN (*Cells 291*); sliding the catch aside reveals an incantation: "Achta luna nychta vistic". This will immediately cast *Stone to Flesh* on both the werewolf and paladin. It only works on things in this room.

If no alteration is made, the blade comes down as the MEDUSA dies. Banzoumana is decapitated, freeing the world from her evil. The eater-of-eyes, the Kindervore, she-who-swallows-whole is dead, and finally her victims are avenged. Aristodemus will return the rings of her prey to their graves, knowing that their souls are now free. His long hunt is finally over.

 IF THE PLAYERS change anything with the statues, she escapes the blow. If they are not present, they find Aristodemus gutted with his broken blade. His body robbed. Banzoumana, a brilliant, thrillingly evil alpha-werewolf, will seek out her lover, ARGOLID (*Cells 290*), and together they will seek out and free TIKTAALIK (*Archive 158*)—through proxies if necessary.

Banzoumana

AC  16
HD 11
ATK 2D6/2D6

Only silver weapons and magic can hurt her.
Damage can infect with Lycanthropy on failed save.

Aristodemus

AC  21
HD 8
ATK D10+1

Silver bastard sword.



277. ANKERMANN

The black-capped philosopher glances down. Even in stone, he only seems to wait.

If unpetrified

Conversation with the chaos-philosopher is entirely voluntary. It changes your perspective. He will warn you of this. He poses gnomic anti-koans that unfold in your mind like dark origami bomblets.

 MAKE AN INT roll. Try to fail. If you do, you won't be harmed. If you pass, you realize that everything you know is a lie. Immediate, random alignment and class change. It's permanent. If you hit your INT dead-on, that means you won. ANKERMANN falls silent for a while. Raise your total INT score by one. ANKERMANN was kept around for occasional chats. He was ambivalent about his petrified state. Reality is an illusion anyway. He will wait exactly where he is and see what comes. He carries nothing, but his pockets are full of pins.

278. KRÖNIG

A basketwork model of a man wound from driftwood, kelp, and dry seaweed. His eyes are shells, yet they must see, for he is stone. A statue of a model man, slowly falling apart.

If unpetrified

KRÖNIGS are the souls of captured thieves. Trapped by the sleepy crime lords of an immortal race: the amphibious and immortal Nephildilian vampires. The clocks in their drowned city count in tides. They pay little attention to minutes, or years.

Expendable and easily made, golem-thieves implanted with a human soul, Krönigs are sent multiple times to the same vaults, plumbing the same dungeons, escaping the same traps and guards.

When the deliberately-perishable beings die, the soul returns. Its secrets are tortured out of it. Then they send it back, again and again and again. The Nephildilians slowly gather secret layers of lore. When they have enough, they strike.

This Krönig knows what is happening and would actually prefer to be petrified than dead, which at least frees it from cyclic torment.

The Krönig is otherwise a standard 5th Lvl thief.

279. STRIKES-THE-REE

A bad satyr who plays good music.

If unpetrified

Not notably violent. Dangerous if you are a woman alone, which is why he was petrified. He played at PSATHYRELLA’S wedding, which is why he’s not dead, though she never came to hear it again.

The Effects of His Song

- 1. If you love someone, you have to tell them.
- 2. You suddenly notice something attractive about someone you never really thought about before.
- 3. Everybody dance! (Everybody.)
- 4. You forgive that person who let you down ages ago. Time to let it go.
- 5. Every monster and PC rolls a d6. Anyone with matching numbers disappears. Found making out in the next room.
- 6. It’s time to stop fighting and walk away. What’s the point of violence anyway?

Strikes-The-Ree

AC	16
HD	5
ATK	2D4 GORE IF REALLY NECESSARY

He can play for about ten minutes without a break.



280. WERCEL SMALLBONE

In the center of the room is a pedestal with a tiny stone woman with tiny traceries of stone for wings. Driven through her body is an arrow of black iron. It’s clear she was petrified at the moment of impact. She looks quite surprised.

On tables round the edge of the room are:

- A series of carefully modeled Fairy anatomies, each pierced by a model barb.
- Teeny tiny surgical tools.
- A stopwatch.
- d4 pipettes of healing (d4 each).
- Notes on Fairy anatomy.
- A list of times repeated each day for several years. The times gradually creeping down.

ONLY ONE PERSON can perform the surgery at once. The chance of saving WERCEL is 1%, plus the following modifiers:

- One for every point of positive modifier for WIS, INT, and DEX.
- One for every level of cleric/healer that the surgeon has.
- One for every level of healing spell cast during surgery.
- One for every full day spent practicing or studying Fairy anatomy.

The tables were placed here by TORGOS ZOOTH (*Almery* 256), who has been trying to save her when not otherwise occupied.

Wercel is responsible for cursing AELFADRED THE GLYPH WITCH (*Gardens* 58). Something she still thinks is hilarious.

Her personality tends to strike quite differently depending on gender. Men tend to find her a joyous and irrepressible free spirit, unconstrained by the rules of bourgeois society. Women tend to find her an irritating, sociopathic flake. People with a nontraditional relationship to gender tend to find these reactions more interesting than Wercel herself, who they see as having been lead to her current fate largely by them.

Wercel is a relation of YSANNE THE SINGING PIXIE (*Wedding 194*). They don't get along.

If WERCCEL dies, AELFADRED's curse is lifted.

Wercel

AC

15

HD

2 (1HP AT THE
MOMENT)

ATK

BY SPELL AT WILL
(AS 12TH LEVEL CASTER)



SPELLS: *Forget*, *Dispel Magic*, *Sleep*, *Invisibility*, *Polymorph Self* (into anything smaller than a cat), *Confusion* (touch), *Obviousness* (the spell she cast on Aelfadred).

She may cast other magic user spells at a hit point cost equal to $2 \times$ the level of the spell (the HP cost is deducted after the spell takes effect). The only healing spell she knows is *Cure Light Wounds*.

281. MGNOKI

A tortoise always looks old, but this one looks really old. It's halfling-sized and standing on two legs.

If unpetrified

MGNOKI is the last of her kind anywhere in space and time. Her people evolved in an age of sorrows and drink only tears from the faces of the bereaved. Drinking these tears eases the pain of the loss for those bereaved without corroding the meaning of the life. For this reason the grief-eaters are valued and protected by immortals everywhere. She is ancient and vulnerable. Her shell is worth 20,000GP and marks you as a monster to all who recognize its source. Harmless.

282. MDAGA GOGNATA

The west of the room is jammed with the segmented coils of an enormous beast. Roll a d6 whenever this chamber is entered—on a 1–4 there are that many Chameleon Women worshipping it.

MDAGA GOGNATA is not a snake; he is an enormous, near-limbless lizard. His brain is distributed, mainly in the thickened rear. If the front segment is cut off, he will regrow. He is very hard to kill.

He was made, and trained, in temples of Law long ago to end an age of lawless death, which he successfully did. He hunts and feeds only upon murderers. A Homicidovore, he can eat nothing else.

He can smell a cut lip a mile away. His heat-sensing pits can find a match-head in a thunderstorm. An expert at waiting. A forensics savant, he can always tell the method and means of death from any scene. He can taste lies, and interrogates targets in his coils. An expert in poisons and traps that he will never use. A master of counter-intelligence and a trauma surgeon.

Mdaga was a lover of PSATHYRELLA and the father of GIBBA GOGNATA (*Halls 10*).

If unpetrified

He will hunt down their killers, wherever they are.

Mdaga Gognata

AC

15

HD

12

ATK

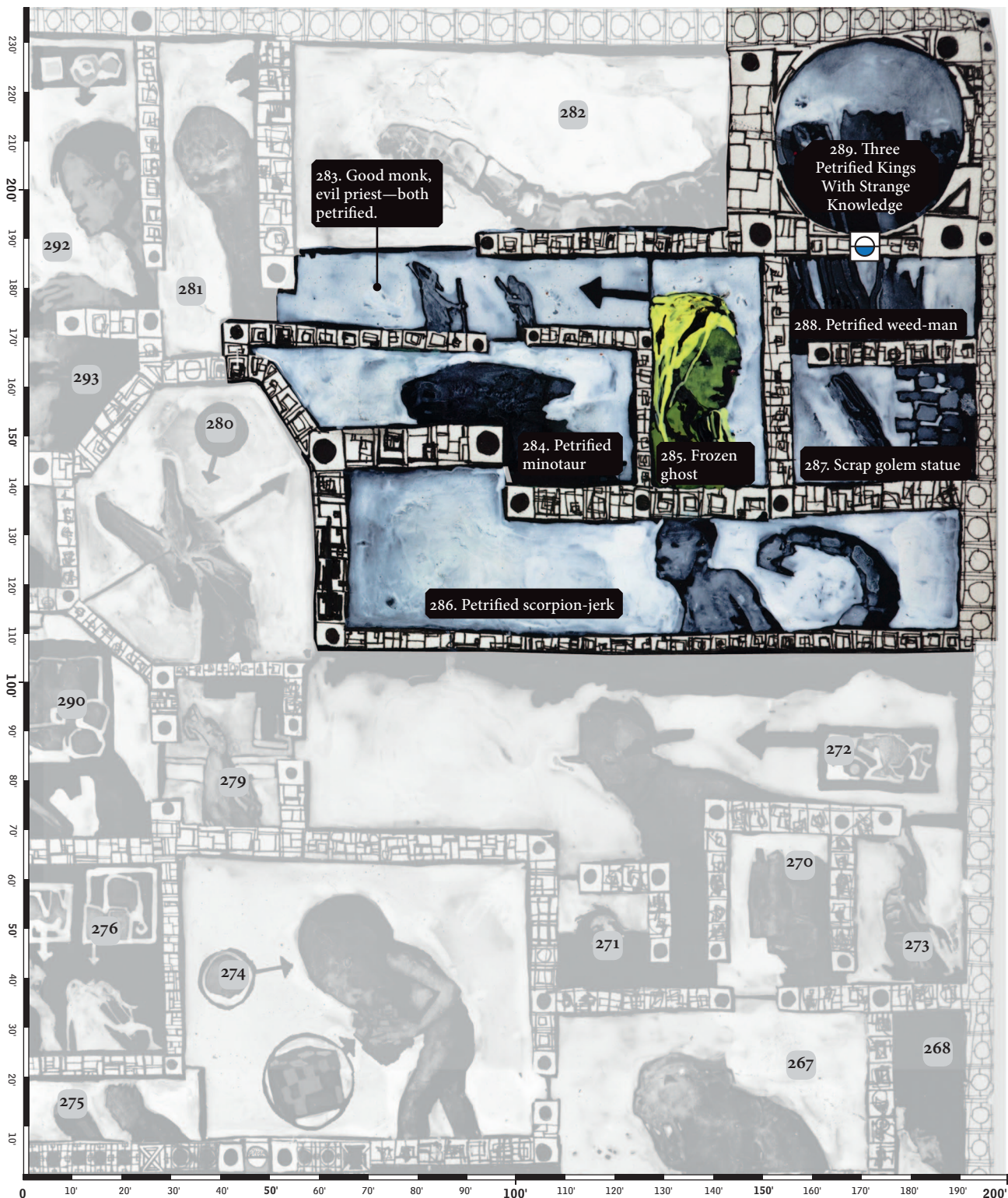
D6 BITE, OR BY
WEAPON +2



Backstabs at $\times 6$. Abilities as 10th Lvl thief or (better yet) assassin. Tracks as 15th Lvl ranger.

Regenerates D6 per round. Infravision. INT 17, WIS 18.





283. Good monk, evil priest—both petrified.

289. Three Petrified Kings With Strange Knowledge

288. Petrified weed-man

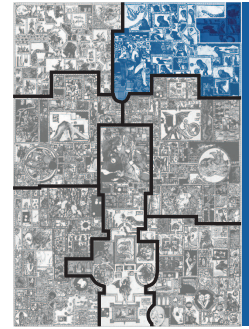
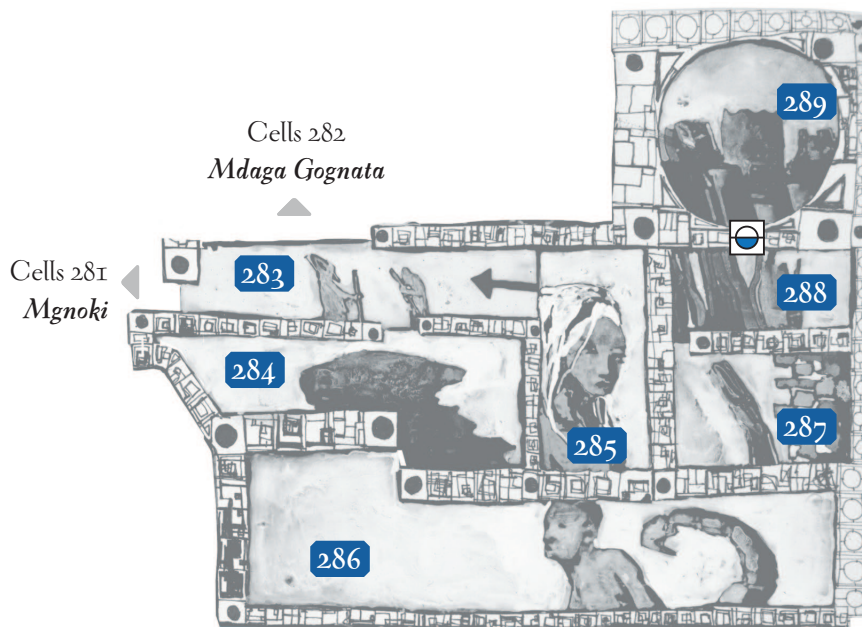
284. Petrified minotaur

285. Frozen ghost

287. Scrap golem statue

286. Petrified scorpion-jerk

- Opening from the red side causes or requires solving a special problem.
- May not exist on the grey side.
- The door is secret on the blue side.
- Locked on the red side, can be unlocked on the other side.
- There's a trap on the black side.
- The usual door.



283. CADAMOSTO & DOGON

These two men came from a world thrown into chaos when the Three Sisters disappeared. They intended to rescue the sisters and return with them but were caught and petrified by the MEDUSA. One is good, the other bad. [more ►](#)

284. BLACK MOON

A magisterial minotaur stands spread-legged, a staggering battle-axe gripped in his mighty hands. [more ►](#)

285. ZAMIA TORN

Caught in a frozen billow of clear quartz is a beautiful ghost. The Arboretum woman shares her face (*Gardens 50*). She hangs in mid-air, has inertia, but no weight. [more ►](#)

286. XENOCRITOS

A not-very-significant son of the Scorpion God. If you kill him, the *Curse of the Scorpion* will fall upon you. Of which he is well aware. A privileged and abusive dickhead. [more ►](#)

287. PRAXAGORAS

Prax is a scrap golem. He has the personality of doddering old man. A wooden man with weird little arms and, unbeknownst to him, a *Reincarnation* spell carved into his back. [more ►](#)

288. AGATHIAS

Emerging from a blasted, petrified stalk is the face of a man. His features and form so knotted with fear and with shock that it shames you to look on him. [more ►](#)

289. MOLON, HE-DOG, & OSORKON III

Noble king of the Rat-Men, High-Bastard of the brain-eating barbarians, and The Nomad-Khan each know one third of the name of a powerful god. [more ►](#)

283. CADAMOSTO & DOGON

These two men came from a world thrown into chaos when the Three Sisters disappeared. They intended to rescue the sisters and return with them but were caught and petrified by the Medusa. One is good, the other bad.

PSATHYRELLA planned to wait a few more centuries, reanimate these two and kick them out as both reward and punishment, according to individual character.

CADAMOSTO is a lumpy and broad-set monk. DOGON is a noble loomer in robes and a magnificent hat.

If unpetrified

Cadamosto carries rope, rations, d10 gold. A map of the Selenium Isles with an X in the ocean at the edge and the word "Elatior?". Cadamosto is an essentially good man. He wants to bring back the Triarchy to restore order to the world.

 A High-Priest of the Triarchy, Dogon carries 100GP, 400 platinum, 5 Black Opals (1000GP each). (Cadamosto knows about none of this.) Dogon is a sociopath. He wants to restore the Triarchy so that he can resume his position near its head. Neither have ever met any of the Torn Sisters. Dogon does not intend to. He would use Cadamosto as a tool and puppet to manipulate them. Neither has spells of any kind.



284. BLACK MOON

A magisterial minotaur stands spread-legged, a staggering battle-axe gripped in his mighty hands.

If a successful search is performed

There is a secret panel under the floor here, inserted years ago by LEVALLIANT GREEN (*Cells 291*)—it contains a note saying: "You've come very far. I knew you would. I've hidden many gifts around the cells just in case. Watch out: by the time you read this it's 93.7% likely the Neonate Empire will have formed and Chameleon Women will be breaking in to worship beneath the statue of MDAGA GOGNATA. P.S. Here's a *Rustfist* incantation, it will work once. —Levalliant G." (Incantation follows to rust 5"×5"×5" of anything metal at a touch—works once).

If unpetrified

Formerly husband of the MEDUSA. (Technically still married.) Social and moral irritant. Drunk, glib, and stupid. May try to kill PCs if he thinks can get something out of it. Especially if thinks PSATHYRELLA would be impressed. Not very brave. Strong, though.

The Sad Reactions of Black Moon (roll twice, whenever).

Black Moon

AC 17
HD 16
ATK D10+5/D10+5, OR
4D6+5 CHARGE



Must announce a charge before initiative is rolled; Black Moon will only charge if it would be the most insecure thing to do.

d6	BOASTFUL AGGRESSION...	UNDERCUT BY...
1	Claims he "knows people".	Fears that he might be in the "wrong place".
2	Has "big plans".	Obvious relief that the Medusa is dead. Keeps checking.
3	Used to be into that thing you are doing now.	Worried you've never heard of him.
4	Mocks your stuff re: cost, quality, class, irony.	Worried that you've obviously killed people on your way here.
5	Mocks your questions & repeats back.	Quietly terrified that someone killed the Medusa.
6	Surprised you are "it". No one else coming?	Scared you might not tell others about how frightening he is.

The Treasures of Black Moon



A GAUDY, GOLD-CHASED BATTLE-AXE (never used), 500GP.

MULTIPLE RINGS (100GP each):

1. A V with color-changing gem in crook of letter
2. Gold sovereign, obsidian Maze
3. Plain gold, unadorned; wedding ring
4. Onyx with stylized ruby jaws
5. Bone with dark-visible hexagram for Death
6. White gold with silver Bull & Crossbones

285. ZAMIA TORN

Caught in a frozen billow of clear quartz is a beautiful ghost. The Arboretum woman shares her face (*Gardens 50*). She hangs in mid-air, has inertia, but no weight.



IF THE WHOLE arrangement is taken, it's worth 10,000GP intact to an outside dealer.

If free, Zamia will prefer to stay as a ghost. She will try to escape somewhere no one can find her, as far from here, by whatever means, as she can. She will avoid all contact. She intends no particular harm to anyone.

Then, within an hour of the Medusa's death, XANTHOCERUS will launch an attack on AELFADRED to access *Gardens 50* and retrieve ZAMIA's body. (See *On The Death of the Medusa*).

Zamia Torn has been loved by everyone who met her since the day she was born. Only 1% of those people have been sociopaths. Cities have burned for her, whether she wanted it or not.

No counter to her power could be found. Time touched her so slowly that death might never come. And if it did, immortal lovers might catch and return her soul. Barring that, the afterlife held no more peace than this. The nightmare of divine adoration threatened from beyond the veil.

She clutched a viper, a genius so twisted he would find a way to kill the thing he loved. MILO DE FRETWELL made her "Vile Carnelian Eyes" (*Gallery 108*); she

knew exactly what it did. As her body fell lifeless to the ground, she raced to the MEDUSA's side, and begged her for a glance. Zamia Torn is exactly where she wanted to be. Free inside a sculpted cell. She will not be pleased to wake up.

Zamia Torn

AC

20

HD

11

On sight, save at -3 or be Charmed 2d6 rounds.

Zamia can possess a target (save every other round to expel) and her touch ages a victim by $10 \times d4$ years, but she'll do anything to avoid using either ability.

Has immunities as per undead and can only be harmed by silver or magical weapons.



286. XENOCRITOS

A not-very-significant son of the Scorpion God. If you kill him, the Curse of the Scorpion will fall upon you. Of which he is well aware. A privileged and abusive dickhead. "Kill me and face the Curse of the Scorpion—ha ha ha!"

If you do kill him, he will be genuinely shocked and surprised. Nevertheless the curse will still strike the one who made the killing blow.

Xenocritos

AC

16

HD

8

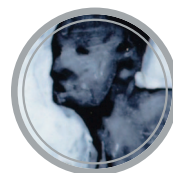
SPEED

1.25 × HUMAN

ATK

D4/D4+ POISON TAIL

(SAVE OR DEATH IN 2D4 ROUNDS)



The Curse of the Scorpion

Stab someone who trusts you in the back every day, or someone you trust will be stabbed in the back. ("Stab in the back" to be taken as literally as possible).

GM's: The area from *Cells 287–289* has no doors and will likely only be discovered if the MEDUSA is slain.

287. PRAXAGORAS

If unpetrified

PRAX is a scrap golem. He has the personality of doddering old man. A wooden man with weird little arms and, unbeknownst to him, a *Reincarnation* spell carved into his back—readable as a scroll by any intelligent creature. Reading it kills him. His personality depends on how much of a monster the GM is. Soft-hearted GMs are advised to make him an asshole, but tolerable.

THE TRAGEDY OF AGATHIAS

d6	HIS WRATH...	AND YET HE HOPES STILL...
1	Rocking, beating head in the wall, laughing, weeping, tearing own flesh.	Would see some memorial for those gone, that they not be forgotten.
2	Crazed suicide-by-adventurer. Flails, screams dire threats, begs you to strike.	Advises living to seize what flickering light they have in the dark wound of the world.
3	Bark-stripping soliloquy at volume, in length re: injustice/madness of world.	"If I still live, do they not live as long as I? If I grow new life, is it not theirs also?"
4	Formally acclaims rule of violence and evil, crowns wounds, swears fealty to cuts.	Defends weakest party member or available NPC as last meaningful action & stab against fate.
5	Shattered acceptance of Death as King. Advises others to die, begs own wounds not to close, breath to freeze. To rise no more.	Sympathizes with others over personal loss. Considers them part of brotherhood of the grieving, linked by pain.
6	Charges madly, calling on most puissant evil to finish him or die by his hand.	Offers own fluids as restorative to those suffering grievous wounds. (1d6 HP, some greening of skin.)

288. AGATHIAS

Emerging from a blasted, petrified stalk is the face of a man. His features and form so knotted with fear and with shock that it shames you to look on him. This crazed creature saw his people and culture overthrown to prepare the ground the Maze now occupies. Only he survived, buried in its cornerstone.

Agathias

AC 13
HD 4
ATK D4



289. MOLON, HE-DOG, & OSORKON III

If unpetrified

Molon

Noble king of the Rat-Men. A sane and charitable counterweight to a grasping treasonable race. Neutral Good. Poet's soul. Ophidophile. Not wanted. Betrayed and removed. If a man-rat could look noble, this would be the one. Weeps for the Medusa's death.

HOLDS: Crown of the Rat-Men; Sceptre of Tails (both ghastly); Ratsilk Robes.

Knows the word EXFOI.

He-Dog

High-Bastard of the brain-eating barbarians. White male, red teeth. Wiry. Late 60's. Cannibal (brains). Jittery from Creutzfeldt-Jakob disease (brains). Crafty. Mad. Seeks to loot the place.

HOLDS: The Cannibal Crown (grotesque, bone); "Brain Biter", a huge and ornate stone axe; ceremonial brainscoop.

Knows the word Zoksos.

Osorkon III

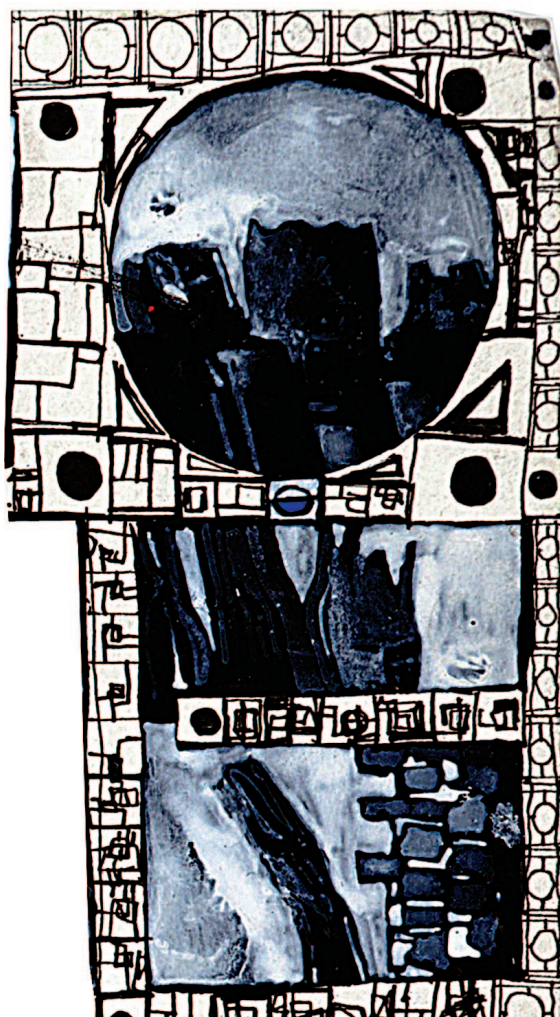
The Nomad-Khan. High-cheeked, black-eyed, beard like smoke from a burning home. Born without legs. Abandoned. Upset. Looks for something to kill. Brother to PRINCE CYLON KEMPI (*Archive 163*).

HOLDS: Circlet of the Lord of Horses (ring of prancing ivory horses, surrounding one big leaping horse); ceremonial horse whip; cavalry saber.

Knows the word TRIN.

"EXFOIZOKSOSTRIN"

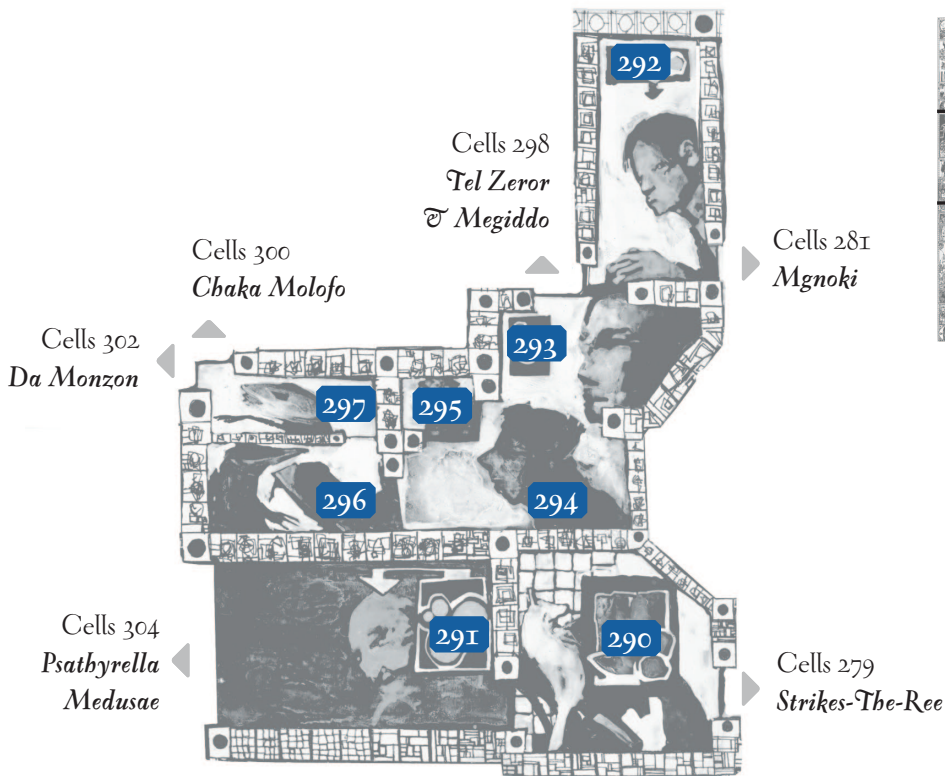
This ruler of a vast demiplane of neutrality must follow every claim with a denial, every threat with a request, every boast with a plea, and every truth with a lie. If his/her name is spoken out loud—in sequence—by three kings, then EXFOIZOKSOSTRIN will bend his/her attention to the time and place it is spoken. This will render the first five to speak it incapable of harming, coercing, or entrapping anyone, or of being harmed, coerced, or entrapped for 2d4 rounds. This was the Medusa's escape plan.





- Opening from the red side causes or requires solving a special problem.
- Locked on the red side, can be unlocked on the other side.

- May not exist on the grey side.
- There's a trap on the black side.
- The door is secret on the blue side.
- The usual door.



290. ARGOLID

This statue of smooth white marble shows a human body twisting into the form of a wolf. Or, a wolf being transformed into a man. [more ►](#)

291. LEVALLIANT GREEN

This statue is a kind-eyed, smiling gentleman in scholar's robes. Levalliant Green is a supervillain. [more ►](#)

292. MICHMAS

Michmas is really good at staying still. He carries marble paste in a bag. He had an excellent plan—to pretend to be a statue whenever anyone came by. It worked perfectly. [more ►](#)

293. PHARAOH ISESI

A strong featured, bare chested man in ancient garb holding a khopesh sword. [more ►](#)

294. GLAUKON

An apparently average man in peasant's clothes. He wears a mask tied on with twine. [more ►](#)

295. CHASE-THEM-WOUNDED

A Crack Beast, sibling to FRACTURE-OF-THE-BONE (Halls 27). Like that beast, an evil, addictive, blood-drinking "pet" with blood-stained lips. [more ►](#)

296. AKERSTROM & CONSTRUCT

A man in the mask of a crow. In one hand he carries the skeleton of a small snake. [more ►](#)

297. PYXIS

In the center of the room is a chest-high mushroom-man with black eyes. [more ►](#)

290. ARGOLID

This statue of smooth white marble shows a human body twisting into the form of a wolf. Or, a wolf being transformed into a man.

ARGOLID is the lover of BANZOUMANA in *Cells* 276 and a werewolf. He is petrified in the middle of transforming into his animal form in order to fight the MEDUSA and free TIKTAALIK (*Archive* 158).

He is extremely intelligent and perceptive.

If he unfreezes with PCs in the room

He will quickly work out what has happened and reverse his transformation mid-flow, ending up as a human male. He will claim to be an innocent man infected with *Lycanthropy* by BANZOUMANA who asked the Medusa to petrify him deliberately. He will beg for mercy.

If the PCs are absent when he unfreezes

He will seek out BANZOUMANA and either avenge her death or, if she still lives, join forces with her to find a way to free TIKTAALIK (*Archive* 158)—viewing the PCs as helpful catspaws immune to the Mile of Many Moons (*Archive* 157).

Either way

He can change shape, and if he can, he will murder and steal the form of some friendly and charismatic NPC, or even a PC if at all possible. He will befriend the PCs and try to find a musical instrument so he can make use of his magical power before he attacks.

Argolid

AC	16
HD	8
ATK	2D6 / 2D6



Damage can infect with *Lycanthropy* on failed save. His music brings on lethargy (same as *Slow*). Only silver weapons and magic can hurt him. Can wear the skin of anyone he slays.

291. LEVALLIANT GREEN

This statue is a kind-eyed, smiling gentleman in scholar's robes.

 LEVALLIANT GREEN is a supervillain. He lives by different rules. Literally. As far as the GM is concerned, LG may have planned, prepared, and predicted anything. The variety of his response is infinite, but must be constrained by the tables below. Green is exceptionally brave, intelligent (18), driven, and perceptive. He has 1 HD and no magical powers of any kind—use standard NPC schmuck stats. He tends to refer to people by their first names, which he usually knows. (Of course letting his arch-enemy petrify him then waiting for you to kill her was all part of his plan.)

PYXIS (*Cells* 297) served him.

Green's Defenses once unfrozen

If Green wins initiative, he will disappear and become undetectable—by the most mundane means available other than the means by which the party thinks he did. If the first thing they think is he drank an invisibility potion, it wasn't that. If they first think he ran around the corner, it wasn't that. If the first thing they think is secret door—nope.

THE SCHEME OF GREEN (roll 3d4 on encountering him)

d4	WHAT HE WANTS...	WHAT HE KNOWS...	WHAT HE HAS...
1	The most powerful item.	Everything about the PCs.	Advance knowledge of events.
2	The most remarkable living thing.	Where everything is. But not what it is.	Carefully prepared magic items.
3	Revenge. On the most powerful creature here.	All weaknesses of the target, but no way out.	Control over one of the most powerful remaining "petrified" creatures (it was actually just painted gray).
4	Treasure. All of it.	Exactly what is present here, but not where.	Secret allies, extensively prepared.

In fact, he definitely didn't disappear by the first d4th reasons they think of. It's something else. The GM should decide something and write it down. This is, by usual GMing rules, totally unfair—but Green has one hit die and lives by different rules.

If Green loses initiative (which is rare; he generally tries to hold still with a readied action to flee), he will not be killed or captured in the first round of combat—again, for the most mundane reason the players can think of that's not among the first d4. Illusory self? Nope. Magic item? Nope. Write down the reason the attacks of the first round failed.

These two tricks work twice each per combat.

He knows where all the secret doors in the Maze are (though he hasn't opened them all), and whatever happens in the MEDUSA's room is likely part of his eventual scheme. Play him as hard and as deviously as possible.

292. MICHMAS

Michmas is really good at staying still. He carries marble paste in a bag. He had an excellent plan—to pretend to be a statue whenever anyone came by. It worked perfectly. Now he is trapped, his paste flaking off, terrified with no idea what to do next. He just wants to get out of here. But, as he hides in the unlit corner of a room full of the broken pieces of statued intruders too dull to keep and too recent to have been cleaned away, here comes a party of adventurers, probably weighed down with very tempting loot...

If the MEDUSA dies, Michmas may fake being a real statue who has recently returned to life.

Michmas

AC	14
HD	7
ATK	d4



Backstab for d4 × 5 damage; otherwise a 7th Lvl thief.

CARRIES: dagger, rope, grapple, thieves' tools, net, caltrops, bag of marbles, enough marble paste to turn one human into a "statue", bag of stolen pearls (500GP).

293. PHARAOH ISESI

A strong featured, bare chested man in ancient garb holding a khopesh sword.

THE PHARAOH ruled a great and ancient land, long passed.

"Passed" because he had every available citizen ritually killed, mummified, and cursed to obey him eternally. He planned to die and conquer from the other side with an army of the dead. Isesi seemed to be having second thoughts about his scheme and the horrible murders it required. He used his own clock to try to find a way out. The doubts have evaporated. The intervention of a MEDUSA means the scheme has been delayed, but his army still awaits. All he needs to do is die heroically. 'Heroically' here being judged by Old Testament rules. Suicide and accident are both out. No funny business.

Isezi is eager to die. But only in the right circumstances. Hopefully, facing a larger foe, and doing something nominally 'honorable' or at least 'brave'. He needs to make it look good. A random scuffle won't get it done.

Statwise he is unremarkable.



294. GLAUKON

An apparently average man in peasant's clothes. He wears a mask tied on with twine.

If a successful search is performed

There is a secret panel in the south wall here, inserted years ago by LEVALLIANT GREEN (*Cells 291*)—it contains a dagger, 2 doses of insinuating poison doing 3d6 on a failed save, 1 day's rations (trail-mix), and a *Stone to Flesh* scroll).

If unpetrified

GLAUKON is a gormless, futile man. He has one unusual thing: his face always looks exactly like the last person he saw. Anyone seeing his features will believe him to be that person, regardless of any evidence to the contrary. Usually this means someone looking into his face and believing it to be their own. The sufferer must then save or suffer a minor identity breakdown (as *Confusion*, plus player histrionics). This effect is continuous and cannot be stopped. Glaukon only understands that his face upsets people. He's pretty dumb.

295. CHASE-THEM-WOUNDED

A Crack Beast, sibling to FRACTURE-OF-THE-BONE (*Halls 27*). Like that beast, an evil, addictive, blood-drinking "pet" with blood-stained lips. Formerly belonging to PSATHYRELLA.

Chase-Them-Wounded

AC	14
HD	4
ATK	D4 PLUS CHARM AND ADDICTIVE



Burbles kid-speak. Injects addictive psychotropic on each bite. The injected chemicals work as a *Charm* spell while the victim is alive and persuade them that the Crack Beast is a cute and friendly pet. In this way, the beast can drink a victim's blood until they die. The drugs are addictive so victims will seek out the beast should it abandon them after three feedings or more.

296. AKERSTROM & CONSTRUCT

A man in the mask of a crow. In one hand he carries the skeleton of a small snake.

In the same room are the remains of some ragged construct—turtle-like? Whatever it was it is useless now—Akerstrom was hiding in it before he was caught.

Akerstrom got closer to PSATHYRELLA than anyone has before. He cut a snake from her hair, which she has allowed him to keep. Akerstrom is the rightful leader of the "OKU" in *Gardens 53 & 54*.

If unpetrified

He will return there and reassert control. He will be quietly respectful of whoever killed the MEDUSA.

Akerstrom

AC	14
HD	8
ATK	D6+2



Backstab for $\times 5$. Other abilities as 8th Lvl thief/assassin.

SPELLS: *Charm Person*, *Darkness*, and *Change Self*.



297. PYXIS

In the center of the room is a chest-high mushroom-man with black eyes.

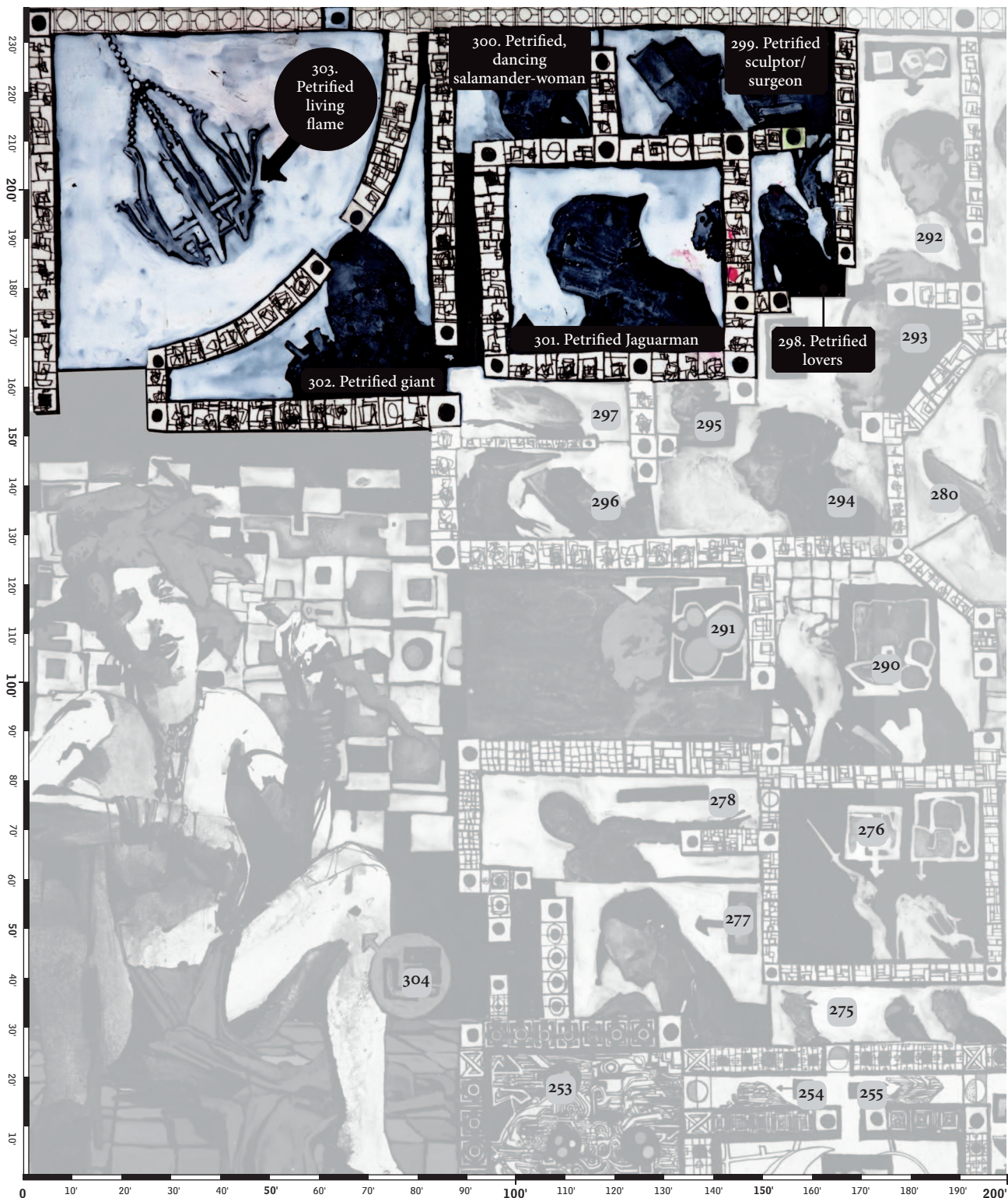
If unpetrified

An agent of LEVALLIANT GREEN (*Cells 291*), he delights in the chaos his spores cause. He will deny responsibility for everything, even things you just saw him do.



THE EFFECTS OF HIS SPORES (roll once and read across)

d10	WHAT YOU SENSE...	AND WHAT YOU MUST DO...
1	Microscopic angels hiding under the corneas of all present.	Question everyone to verify them. Ask them things only they would know. Friends, monsters, NPCs, everyone.
2	Thoughts boil out from the back of people's heads as multicolored flags. It's so hard to read their thoughts with all this wind!	Don't let anyone turn away from you or you will be tangled up in their thoughts.
3	You hear the goblins that continuously rebuild the fake dungeon set you walk through. So loud!	They think you don't know. Move quickly and unexpectedly in random directions to confound their plans.
4	The movements, but not the words, of strange demigods who plot your life like a gaming piece.	If any player makes significant noise, you, the character must scream 'they've found me!' and either hide under something or disguise yourself.
5	Fountains of multicolored water spew forth at high pressure from people's eyes. It gets everywhere.	Don't get trapped between two intersecting lines of sight or you will drown.
6	People are just puppets on sticks being animated by teams of black-clad puppeteers.	Address the puppeteers, not the puppets. Don't let them get away with this.
7	The south wall of every room is a studio audience. They are not enjoying the show.	Try to add humor, excitement. Add a laugh-track. Possibly redo the last scene. Fail and you die.
8	Shadows are rolling around the place like thick water entering a sinking submarine.	You can't allow shadows anywhere. Get rid of them before they trap you!
9	Every gold coin is singing an obscene song about your death.	Save yourself and your friends. Get rid of all the gold as fast as you can.
10	Everyone has a monkey on their back, including you. Like, a literal monkey.	Just don't upset them in any way or they will go crazy and take off your face.



 Opening from the red side causes or requires solving a special problem.
 Locked on the red side, can be unlocked on the other side.

 May not exist on the grey side.
 There's a trap on the black side.

 The door is secret on the blue side.
 The usual door.



Cells 304
Psathyrella
Medusae

Cells 297
Pyxis

Cells 292
Michmas

Cells 293
Pharaoh Isesi

298. TEL ZEROR & MEGIDDO

A GOAT-MAN and SHE-GOATLING holding hands. They look into each other's eyes. Slight chewmarks on the girl. [more ►](#)

299. ZIKLAG DAWNDELYON

A sculpture of a sculptor... how strange. Ziklag is a genius with a magic chisel which no one can take away. It can reshape anything exactly as if it were stone. [more ►](#)

300. CHAKA MOLOFO

A salamander-woman frozen in mid-dance. The fire that wreathes her frozen in its leap. [more ►](#)

301. CAPE KHOI

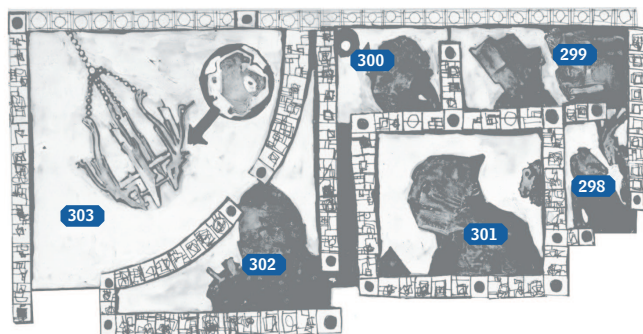
Cape Khoi is an ancestor of ZIANAUGA (Cells 268) from the same prow. Long ago, PSATHYRELLA tricked him into bringing the Tail of Nine Trances to the Maze—it has since been recovered. [more ►](#)

302. DA MONZON

A Pyroclastic Giant, poised mid-scream. So large he's built into the room. [more ►](#)

303. ST. XANTHUDIDES

This room seems empty. If you look up: a chandelier frozen in mid-swing. [more ►](#)



298. Tel Zeror & Megiddo

299. Ziklag Dawndelyon

300. Chaka Molofo

301. Cape Khoi

302. Da Monzon

303. St. Xanthudides

SEARCH THE BODY

D100 YOU FIND...

1-50 Currency worth amount of GP shown on dice.

51-56 Small gems/trinkets worth d10 × creature level GP

57-59 Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.

60-64 Day's rations.

65-70 Day's worth of fresh water.

71-72 Vial of holy or unholy water (as 50/50 or as appropriate to creature).

73-78 Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.

79 Lamp oil, flint & tinder, 3 torches.

Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP = #rolled.

80 Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.

81 Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP

82 A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (*Wedding* 191). Anything it sees, he sees; he can speak through its mouth.

83 An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.

84 A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from *Almery* 255 pretending to be dead to spy on the PCs.)

RANDOM ENCOUNTERS IN THE MAZE

D100 YOU ENCOUNTER...

1 d6 Chameleon Women

2 RatLeopard (or d4 + 1 Chameleon Women if destroyed)

3 Negamancer & d4 + 1 Thrall Mammals

4 Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)

5 2d4 Cannibal Critics

6 Decadent Waste (or d4 + 1 Chameleon Women if destroyed)

7 Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)

8 Lost Lizardman/Reptile Woman Mummy

9 2d8 "Oku"

10 2d6 + 2 Orchidmen

11 d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)

12 Tyko Wort (or d4 + 1 Chameleon Women if destroyed)

13 2d4 + 1 Bondye Reparàtè

14 Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)

15-20 The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")

• 21-30 as 2 31-40 as 14 41-50 as 7

51-53 Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage

54-69 A torch, if the party has any, goes out.

70-73 A lantern, if the party has one, goes out.

74 A wave of unspeakable melancholy

75-00 No encounter

85 A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."

86 A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.

87 The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother:"

88 Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (*Archive* 160) who will find it HILARIOUS.

89 A note saying "possibly under the water-wheels but it's dangerous".

90 Magic user scroll: *Deepwell* (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)

91 Magic user scroll: *Steal Face* (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)

92 Scroll: *Rust Object* (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)

93 Bag of flour.

94 10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.

95 Vial of lubricant: covers 6'x6' area.

96 Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.

A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.

97 Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.

99 A Goblin Key that'll lock any door.

00 Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

298. TEL ZEROR & MEGIDDO

A GOAT-MAN and SHE-GOATLING holding hands. They look into each other's eyes. Slight chewmarks on the girl.

These two are in love; they will betray anyone, but never each other. They will lie to anyone, but never each other. They will not risk a thing for anyone else but would die for each other.

Goat-things are not evil, but they tend towards it. Each one is born with a fragment of demonic knowledge, generally useless. It is the core. The fleck in the oyster of their developing flesh. Tel Zeror knows where the apocalypse will begin. Not how, why, who, or when. Megiddo knows who its first victim will be. They have refused to give up the knowledge.

PSATHYRELLA lacks whatever quality it takes to torture couples, plus it doesn't look like the apocalypse is coming soon. She tells herself she holds onto them on the same principal that the government holds onto your file and producer holds onto your script. In reality, though she is loathe to admit this, she is intensely fond of the arrangement formed by their frozen and hybrid embrace—combining a Canova-like beauty with a poignantly carnal yearning missing from Cupid and Psyche.

299. ZIKLAG DAWNDELYON

A sculpture of a sculptor... how strange.

If a successful search is performed

There is a secret panel in the base of the statue here, inserted years ago by LEVALLIANT GREEN (*Cells 291*)—it contains 2000GP and a glass jar containing one of the cities from one of the civilizations in *Almery 260*.

If unpetrified

ZIKLAG is a genius with a magic chisel which no one can take away. It reappears in his hand when he wishes for it. It can reshape anything exactly as if it were stone.

Every figure he sculpts out of dead material is a permanent "magic jar" for his soul as long as the figure exists. The effect transfers with each new body, making him effectively immortal so long as his sculptures remain. He created the "HANDS OF DENDROSATHOL" (*Gallery 101*), inspired by DENDRO & BLACKPOLL (*Almery 262*). If his body is destroyed, the "Hands" will be his new "home". He has strong views on form and absolutely no sense of reality.

"I like the way you occupy space, but your..."

If you allow Ziklag to remodel you, you will become strange and hideous as a living thing (minus d4 CHA), but justly famous as a remarkable piece of art. He was right: you do just work better that way. He may not take no for an answer. Statwise he is unremarkable.

1	"Head could be..."	"...more impulsive, impressionistic!"
2	"Face could be..."	"...totally removed!"
3	"Hands and feet need to be..."	"...angular and modern instead."
4	"Two of your limbs simply have to be..."	"...planed down to a smooth pseudo-Cycladic form."
5	"Your torso might look better..."	"...observed with just <i>one</i> or <i>two</i> holes."
6	"EVERYTHING must be..."	"...radically re-structured."

300. CHAKA MOLOFO

A salamander-woman frozen in mid-dance. The fire that wreathes her frozen in its leap.

If unpetrified

CHAKA produces flame effects when she dances (to entrancing effect). From her perspective, the deal was only struck a few hours ago. She quite liked PSATHYRELLA and will be unsympathetic to her killers.

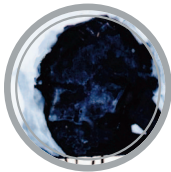
Before there were many things on earth, there was fire. The Salamanders danced in the volcanoes' glow and were hunted by a beast they could not harm. The greatest dancer of the Salamander people begged a MEDUSA for help.

She offered herself as payment. PSATHYRELLA would petrify her and release her every few hundred years to dance for her entertainment. In return, the MEDUSA promised to defeat DA MONZON. A promise she kept (he is petrified in Cells 302).

Chaka

AC 14
HD 9
ATK D4 CLAW/D12 TAIL
GRAB WITH 16 STR

Dance = *Charm*. Immune to flame.



301. CAPE KHOI

CAPE KHOI is an ancestor of ZIANAUGA (*Cells 268*) from the same prowl. Long ago, PSATHYRELLA tricked him into bringing the Tail of Nine Trances to the Maze—it has since been recovered.

If they meet

It will be very strange for both of them.

Cape Khoi

AC 14
HD 3
ATK D4/D4, OR 2 × BY WEAPON IF HE CAN GET ONE.

Can see in the dark.



302. DA MONZON

The Pyroclastic Giants have had their day. Thank god. DA MONZON may be the last one left.

A Pyroclastic Giant, poised mid-scream. So large he's built into the room. Prickled with obsidian-tipped arrows, spears, and broken blades, he is about to smash down his fist on someone standing just in front.

If examined

Close inspection will reveal a seam in the giant's ankle where the petrified lava lines the leg. LEVALLIANT GREEN (*Cells 291*) placed a secret panel here years ago—it contains the name, description, and background text of each statue in the Cells and the words "move werewolf then read secret panel in base" under *Cells 276*.

Da Monzon

AC 19
HD 15
ATK 2D20+LAVA SPRAY (SAVE OR D10)



303. ST. XANTHUDIDES

This room seems empty. If you look up: a chandelier frozen in mid-swing.

Everyone remembers the story. The priest who killed the holy only to make them Saints, who then got Sainted on his death, his secret safe. Claimed by the Devil and taken straight to Hell, turned into a living flame and forced to light the deepest pit. No one mentions his escape. Retrieved by a MEDUSA, at some cost.

If unpetrified

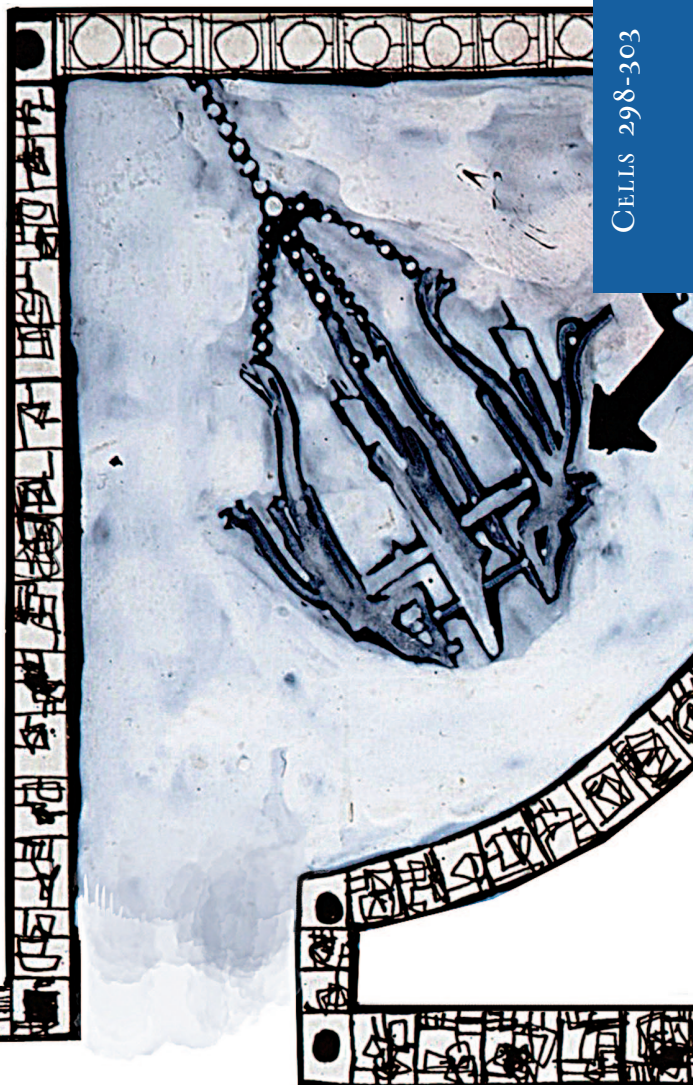
XANTHUDIDES is currently a living flame attached to the candles on this living chandelier. They have about six hours left to burn. After that, his soul is gone. He cannot throw sparks of himself more than 3'. His speech is very quiet, but grows with size. As powerful and vulnerable as real fire is, he will try to reach a place of (combustible) safety. This will require assistance.

If he escapes the dungeon

He will betray his carriers, flee, and eventually become a minor tribal god, occasionally fed young women and men.

If captured

There is a bounty of 5000 GP in Nightmare Pearls which any Devil (but not Daemon) will pay for St. Xanthudides. They will recognize him on sight.





Opening from the red side causes or requires solving a special problem.

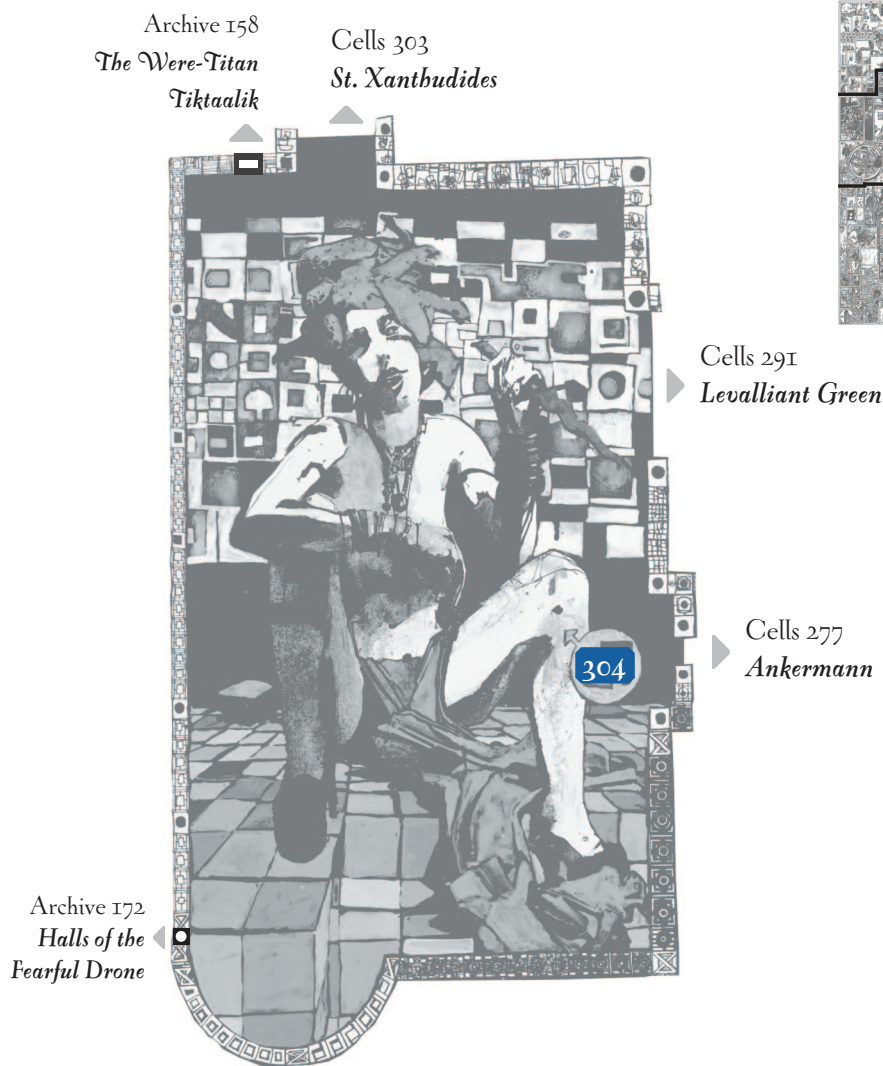
Locked on the red side, can be unlocked on the other side.

May not exist on the grey side.

There's a trap on the black side.

The door is secret on the blue side.

The usual door.



304. PSATHYRELLA MEDUSAE

Duelist, singer, sea captain, collector, inferior artist, (reluctant) jailer of immortal threats, occasional obsessive lover. Intelligent, dissolute, powerful, and feared. Wealthy, well-informed, but somewhat indifferent to the passage of years. Rather frustrated with the quality of available help, though there will be d8 hot blind girls here at all times (mostly human). [more](#) ►

The Room

The Maze and everything inside it belongs to her, but PSATHYRELLA has been depressed for a decade or so and can always be encountered here, in her most private room, a palace of cerulean light, ultraviolet shadows, and soundless blue tiles. The tables and chairs are all of ebony, expertly carved and centuries old. There are three huge chandeliers, equally spaced. The fat black candles on them burn like butane flames or oven gas. Low intervening walls of almost opaque blocks with strange designs. No bed. She never sleeps. The walls are covered with portraits and swords. Rapiers mainly. The curved alcove to the southwest has books.

In the north wall there is a reinforced glass window in a gilt frame, through which she watches the endless metamorphoses of the imprisoned TIKTAALIK, THE PRIMORDIAL WERE-TITAN (*Archive 158*)—long ago gone blind and immune to her gaze—and catches some reflected moonlight. She'll point out this window to guests.

The chandeliers can be swung on safely. The tables will support weight; they tend to roll freely on hidden castors. The walls of almost opaque blocks can be smashed through. People try to kill PSATHYRELLA on a semiregular basis and she likes some fun during a fight as much as the next person.

The Medusa Herself

Duelist, singer, sea captain, collector, inferior artist, (reluctant) jailer of immortal threats, occasional obsessive lover. Intelligent, dissolute, powerful, and feared. Wealthy, well-informed, but somewhat indifferent to the passage of years. Rather frustrated with the quality of available help, though there will be d8 hot blind girls here at all times (mostly human). She rarely bothers getting fully dressed. Sometimes a finger idly toys with a single stump in her hair. None of her other scars have survived. She carries her age invisibly but irreducibly present in her stance and the cast of her eyes.

Her Desires

- She would like to successfully sleep with CHRONIA (*Halls 27*).
- Wouldn't mind having the Liches removed from her dungeon. (DRACO SCABRA in *Archive 160* is ok.)
- Wants to know (but refuses to ask) why CHRONIA stopped writing to her.
- Something new to read.
- Some way to neutralize or remove the powers of the TORN sisters. (See above.)
- Anything vibrantly new and interesting in art.



Swords

Assuming someone is just grabbing one off the wall, roll d10.

d10	HILT	GUARD	BLADE	UNUSUAL PROPERTY
1	Anthropomorphic, the shape of a man with spread arms and legs	Labyrinthine side rings whose shadow spells a word	Catches light like glacier ice, always cold	Hums softly near undead
2	Shaped as a predatory beast, the guard swoops into its mouth	The silvered skull of some weird beast	Ever-shifting damascene like silver oil	Spears rats automatically
3	Bronze, with an eye or face in the pommel	Silver or bronze, shaped like a shell	Edges blur like a tuning fork when swung	Cannot be dropped
4	An amber pommel-jewel, something impossible trapped inside	Gold, asymmetric, not very useful	Always reflects a night sky on one side	Hates profanity: free strike when your opponent swears
5	Lead core, heavy, slow	Almost-modernist steel basket lattice	Shifting flamberge waves run down the blade	Can wake any sleeper with one small cut
6	Wrapped in manta skin	Pierced bronze hands that seem to grip your own	Dense, black iron, always damp, never rusts	Absorbs blood-alcohol levels from those hit, inflicts it on next victim
7	Ivory carved with an over-elaborate scene, uncomfortable	Wreathed silver roses with outward-facing thorns	Bronze, reflects firelight, never sunlight	Makes wielder immune to poison, and healing, for d4 days
8	Ebony, shaped like the body or head of some unknown corvid	Twisting, translucent, unbreakable glass	Smoke-curl stains that never fade	Loves beauty and won't mark it: +1 vs the ugly
9	Shaped for someone with the wrong number of fingers	A Samurai 'tsuba' chiseled in the shape of a brief poem	Edges glitter in the light like diamond frags	Can read languages, whispers the translation in your dreams that night if held in sleep
10	Pommel holds the coat-of-arms for a long ruined house	A spider whose legs cover your hand	Knots inside the blade ripple like clear water	Can cut sound

Portraits

For a painting to catch your eye amongst the multitude, roll 4d10.

d10	YOU THINK THIS IS OF..	IN THE GUISE OF...	WHO IS...	AND IT'S BEEN PAINTED...
1	Psathyrella, masked	A Foul Potentate	On one of the duller Planes	Blacker than a suicide's daydream
2	You (or someone who looks weirdly like you)	The scion of an eerie faith	In the middle of saying something witty/terrifying to eager/frightened notables	Kind of frilly and guilt and overdone
3	An unknown ancient personage	The General of a Dead Army	By a window containing a scene the artist seems to have found much more interesting	With relentless attention to the exactness of light
4	A different gender from you, same race	A happy nuclear family, and slaves	Hunting with friends (or, being hunted by friends)	With eyeball-wrecking hypnagogic colors
5	Insanely attractive	An everyman caught unaware	Crushing and/or freeing and/or being observed respectfully by symbolic animals	To communicate a sense of terrible isolation
6	A human male of unknown race	This is a self-portrait you think	As the center of a friendly but utterly unalterable hierarchy	In oils so faded you can't believe they were ever new
7	One of the cooler looking races (i.e. elves)	An unusually still child	With skulls, scrolls, maps, machines and books; a scholar	In a style either hyper-modern, or maybe truly primitive
8	One of the generally horrid races (i.e. goblin)	A pillar of the state	Either taking, or defending some kind of stronghold; it's going well/terribly	By, or for, a child (or a genius in decay)
9	A bestial intelligent monster of some kind	An only vaguely shady artist	With daemons in the background, though whether pro or con it's hard to say	In a staggering cortical knotwork of scratches and lines
10	A really evil intelligent monster	(costumed as?) A God	Doing something weird with snakes	In a beautiful and simple clear line

Books

PSATHYRELLA has a small library. She has at least one book on most subjects. If PCs ask if they can find a book on "X", say "Yes, but it's very general." Amongst those both interesting and written in the common tongue are these:

1. A general encyclopedia of hand weapons (holder can identify any seen).
2. Collected letters between two rival sword-smiths.
3. "The Stones Of Vornheim": multi-volume citywide architectural analysis, rare.
4. Original engraved plates for ancient dueling manual.
5. Extensive oceanic charts, very useful and valuable.
6. Ancient strategic guide, written in author's own hand on strips of raw silk. (Provides useful but gnomish wisdom on use.)
7. Half-torn, badly stained, mass-produced, poorly-edited chapbook "How To Doge Arrows". (It actually works half the time. A level's worth of XP to learn.)
8. Letter describing descent into hell, gives location of said entry.
9. Book on optics, mirrors, illusions (lets you spot them).
10. "The Care Of Serpents".
11. Heavily coded book, indecipherable to anyone without at least a 17 INT, containing d4 unused transcriptions of *Stone to Flesh*—used (as scrolls) on those occasions when PSATHYRELLA wishes to converse with a prisoner.
12. "Fire on the Velvet Horizon": a chaotic anthology of unnatural animals and phenomena.

Combat

Against an honorable opponent, she prefers to fight with Phobos and a Reflecting Mask on a stem held in one hand. They always fear that she will drop the mask. She never has, when honour has been satisfied. Against dishonorable or disliked foes she fights with Phobos, her Writhing Blade, and her gaze bared to the enemy. If reduced to less than 8HP in an honorable duel, she will surrender (you get half the XP you would if you had killed her) and grant the opponent a boon—if the opponent attempts to kill her after that, she'll bare her gaze.

Psathyrella

AC

15

HD

17

ATK

BY WEAPON TYPE + 2,
OR SAVE VS
PETRIFICATION/
BY WEAPON TYPE



If a foe comes within a foot of her head, d4 snakes can bite per round (as zero level opponents)—save or die for each bite.

She will peel grappled foes' faces toward her to look into their eyes (her STR is 17).

THE REFLECTING MASK

It can never reflect PSATHYRELLA. Any mirror reflected in its surface will explode.

PHOBOS

A rapier (d8 + 2 in Psathyrella's hands). Either made by, or taken from, the God of Fear. Or perhaps forged on that distant alien moon.

Phobos ignores armor or barriers of any kind (though not DEX bonuses). There is nothing it cannot harm. It will hit automatically, and kill, anyone who tries to flee from one-on-one combat with it. Neither will it allow the holder to back away from their declared opponent. Surrender or death are the only acceptable escapes. Phobos eats any magic directed at its wielder and vomits it back out as a *Fear* spell of equal strength directed at anyone watching but not involved in the duel.

THE WRITHING BLADE

A dagger. Once it strikes successfully (d4 in PSATHYRELLA's hands), it cannot be removed until the target or the attacker is dead—it continues to worm in, doing d4 + 2 damage per round.

If she is slain

Save each round or be hit by crumbling bits of ceiling for d10 HP. The room will completely collapse after 5 rounds.



ASIDE FROM THE objects listed above, everything in the Medusa's chambers is valuable.

What the PCs scoop up from this hoard (possibly as the room crumbles) is based on intelligence (to spot the most valuable and portable objects), dexterity (to grab it quickly), and the combined strength of the party members (to carry it).

Any single given party member can carry a haul worth, at maximum: (their STR) × (INT of the smartest party member) × (DEX of the most agile party member) × rounds spent, up to a maximum of 5 rounds.

If they somehow find a way to clean it out completely, they'll make 240,000GP in books, goblets, earrings, bracelets, jewelers loops, rapiers, picture frames, fixtures, gems, fine silks, combs, etc. And then...



ON THE DEATH OF THE MEDUSA

SHOULD THE PCs battle the Medusa and come close to killing her, as her wounds deepen and she comes close to death, they will hear a wrenching and rumbling from the Maze around them.

If she believes she cannot win, Psathyrella will warn the PCs in the most direct possible terms of the terrible danger they will be in if she dies:

- The Maze, being made largely of gorgolith, will slowly collapse with them in it.
- All of the petrified prisoners will awake and several will seek to avenge her death.
- Many of the prisoners are dangerous, not just to the Medusa, but to all mankind. The PCs will be opening a maximum security wing with inmates from across history and dumping them who-knows-where.

At the moment of her death, a gigantic roar is heard, like a hundred different voices crying out in shock and surprise, covered by the rumbling of stone. The walls will trickle blood as they begin to transit back to flesh. All of the still whole petrified beings awake at once.

There are five stages of the Maze post-Medusa-death depending on the time taken. Advice is given below for moving between the five states but GMs can come up with their own methods.

STAGE ONE: PAUSED

Here the creatures simply wake up, look around, and orient themselves. They have not yet moved. In the “paused” stage, all petrified prisoners are found in the rooms in which they are depicted. They have not yet mixed.

The “paused” stage will probably last no more than thirty seconds (5 rounds) or so.

About a fifth of the Maze itself will change back to the primordial demon flesh from which it was built—hunks of weirdly meat bleeding impossible colors sag and sink where masonry used to be.

Any once walled-off areas (*Cells 301*, *Cells 287*, *Cells 288*, *Archive 152*, *Almery 226*, *Almery 228* etc.) will now be exposed.

The wall between *Cells 304* and *Archive 172* collapses to expose the Fearful Drone and gives a possible escape through the Reptile Archives.

Almery 244 collapses to prevent easy escape the way the PCs probably came in.

STAGE TWO: INTERACTING

Stage Two lasts for about an hour, or until the PCs reach the end of the Cells.

Here the petrified prisoners have begun to move about and interact with each other. On entering a room, the *Random Encounter* dice should be thrown. Then roll a d6:

- 1–2. The creature shown is there, interacting with one from the closest room.
- 3–4. The creature shown is there alone.
5. It’s not there but PCs will find it in the next room they enter (roll *Random Encounter* dice for that room too).
6. It’s disappeared somewhere.

STAGE THREE: WEAPONS FREE

Stage Three starts after about an hour, or if the PCs get through the Cells. (If GMs are feeling a little bit cheeky, they may wish to skip straight to Stage Three.) In this stage, all the prisoners are free and have been mixing both with each other and with the other creatures on the Maze.

No one can predict where they will be or what they will be doing.

In this stage, and until the Maze is destroyed or the PCs escape, use the following Encounters table once every minute:

D100	ENCOUNTER	ROOM	DETAILS
1	Agathias	Cells 288	Crazed weed-man
2	Akerstrom	Cells 296	'Oku' leader
3	Ankermann	Cells 277	Chaos Philosopher
4	Argolid	Cells 290	Werewolf
5	Aristodemus	Cells 276	Paladin
6	Aurum Specter		as per standard encounter
7	Banzoumana	Cells 276	Female Alpha-Werewolf
8	Black Moon	Cells 284	Minotaur
9	Bondye Reparatè		assume hostile
10	Cadamosto & Dogon	Cells 283	Triarchy priests
11	Cape Khoi	Cells 301	Idiot Jaguarman
12	Caphtor Clowe	Cells 271	Author
13	Cassio-Dorus	Cells 270	Homolith or Boulder-Man
14	Chaka Molofo	Cells 300	Salamander Woman
15	Chase-Them-Wounded	Cells 295	Crack Beast
16	Da Monzon	Cells 302	Pyroclastic Giant
17	Decadent Waste		as per standard encounter
18	Ghost of Zamia Torn	Cells 285	
19	Glaukon	Cells 294	Mirror-faced man
20	He-Dog	Cells 289	King who knows one third of a sacred name
21	Indico Cosmas & Blankoff	Cells 267	Idiots
22	RatLeopard		as per standard encounter
23	"Oku"		as per standard encounter
24	Zianauga	Cells 268	Jaguarman
25	Korczak, Abimelech & "Ink" Paduta	Cells 275	Swashbuckling avengers
26	Krönig	Cells 278	Golem-thief
27	Levalliant Green	Cells 291	Supervillain
28	Lion in Lapis Lazuli		as per standard encounter
29	Lost Lizardman Mummy		as per standard encounter
30	d4 + 1 Chameleon Women		as per standard encounter
31	Mgnoki	Cells 281	Tortoisewoman

D100	ENCOUNTER	ROOM	DETAILS
32	Michmas	Cells 292	Terrified thief
33	Molon	Cells 289	King who knows one third of a sacred name
34	Orchidmen		as per standard encounter
35	Osorkon III	Cells 289	King who knows one third of a sacred name
36	Pellory-Of-The-Walls		as per standard encounter
37	Pharaoh Isesi	Cells 293	Pharaoh
38	Praxagoras	Cells 287	Scrap Golem
39	Pyxis	Cells 297	Trippy Mushroom Man
40	See-Me-No-More		as per standard encounter
41	Strikes-The-Ree	Cells 279	Musical satyr
42	Tel Sippor	Cells 272	Bee-Bound Goat-Man
43	Tel Zeror & Megiddo	Cells 298	Goat-couple
44	Tel-Akko	Cells 269	Goat Pope
45	The Dimashqi	Cells 265	Clock-guarding spirits
46	Torgos Zooth		assume hostile
47	Tyko Wort		as per standard encounter
48	Wercel Smallbone	Cells 280	Asshole Fairy
49	Xenocritos	Cells 286	Scorpion-Man asshole
50	Ziklag	Cells 299	Insane sculptor
51–70	Crumbling ceiling		Save or take d12 damage
71–73	North wall partially collapses revealing adjacent room		
74–76	South wall partially collapses revealing adjacent room		
77–79	East wall partially collapses revealing adjacent room		
80–82	West wall partially collapses revealing adjacent room		
83–00	No encounter		

If, for any reason, the creature or entity rolled on the above table cannot be encountered—if they are dead or assumed dead; if they have already been encountered and their presence confirmed elsewhere; if it's impossible for them to enter the space; or if it is simply, utterly logically incoherent for them to be there—then there is no encounter. Cross that name off the list, then roll a d6 and add the number of crossed-out names in the list to that roll:

4+ Mdaga Gognata (*Cells 282*) is encountered.

6+ Pylos Nilotic (*Cells 273*) is encountered.

9+ Dendrosathol, Closer of the Gate (*Cells 274*) is encountered (with Sheklesh).

On any other result, the GM may wish to introduce a monster or NPC from the rest of the Maze that may have been looking for the PCs.

Creatures trapped by means other than petrification (for example Tiktaalik the Primordial WereTitan in *Archive 158*) will be released if the walls specifically hemming them in are destroyed.

Note that Crazy Cap Nebularis (*Almery 206*) will not fall unless the rest of the Maze has.

STAGE FOUR: XANTHOCERAS' WEDDING

On the death of the Medusa, Xanthoceras will leap into action. By the start of Stage Three he will have retrieved Zamia Torn's body from *Gardens 50*.

Half an hour after that he will have completed a ritual to summon her ghost (should it still be on this plane). Two hours after the Medusa dies, Xanthoceras will forcibly wed Zamia Torn in *Gardens 44*. The marriage takes another half hour and at its climax he will place the two golden rings on their fingers. Beyond that point they will be inseparable.

Any and everyone favorable to Zamia Torn will be deeply interested in stopping this from taking place. Otherwise encounters are as in Stage Three.

STAGE FIVE: THE RUINED MAZE

After about two hours, the Maze will have fallen apart about as much as it is going to (at least until the next earthquake). If the party remains or returns, the Encounters table is as follows (roll every 5 minutes). Any impossible or redundant result should be treated as crumbling ceiling—save or take d8 damage.

d100	ENCOUNTER	ROOM	DETAILS
1	Agathias	Cells 288	Crazed weed-man
2	Akerstrom	Cells 296	'Oku' leader
3	Ankermann	Cells 277	Chaos Philosopher
4	Argolid	Cells 290	Werewolf
5	Aristodemus	Cells 276	Paladin
6	Aurum Specter		as per standard encounter
7	Banzoumana	Cells 276	Female Alpha-Werewolf
8	Black Moon	Cells 284	Minotaur
9	Bondye Reparètè		assume hostile
10	Cadamosto & Dogon	Cells 283	Triarchy priests
11	Cape Khoi	Cells 301	Idiot Jaguarman
12	Caphtor Clowe	Cells 271	Author
13	Cassio-Dorus	Cells 270	Homolith or Boulder-Man
14	Chaka Molofo	Cells 300	Salamander Woman
15	Chase-Them-Wounded	Cells 295	Crack Beast
16	Da Monzon	Cells 302	Pyroclastic Giant
17	Decadent Waste		as per standard encounter
18	Ghost of Zamia Torn	Cells 285	
19	Glaukon	Cells 294	Mirror-faced man
20	He-Dog	Cells 289	King who knows one third of a sacred name
21	Indico Cosmas & Blankoff	Cells 267	Idiots
22	RatLeopard		as per standard encounter
23	"Oku"		as per standard encounter
24	Zianauga	Cells 268	Jaguarman
25	Korczak, Abimelech & 'Ink' Paduta	Cells 275	Swashbuckling avengers
26	Krönig	Cells 278	Golem-thief
27	Levalliant Green	Cells 291	Supervillain

d100	ENCOUNTER	ROOM	DETAILS
28	Lion in Lapis Lazuli		as per standard encounter
29	Lost Lizardman Mummy		as per standard encounter
30	d4 + 1 Chameleon Women		as per standard encounter
31	Mgnoki	Cells 281	Tortoisewoman
32	Michmas	Cells 292	Terrified thief
33	Molon	Cells 289	King who knows one third of a sacred name
34	Orchidmen		as per standard encounter
35	Osorkon III	Cells 289	King who knows one third of a sacred name
36	Pellory-Of-The-Walls		as per standard encounter
37	Pharaoh Isesi	Cells 293	Pharaoh
38	Praxagoras	Cells 287	Scrap Golem
39	Pyxis	Cells 297	Trippy Mushroom Man
40	See-Me-No-More		as per standard encounter
41	Strikes-The-Ree	Cells 279	Musical satyr
42	Tel Sippor	Cells 272	Bee-Bound Goat-Man
43	Tel Zeror & Megiddo	Cells 298	Goat-couple
44	Tel-Akko	Cells 269	Goat Pope
45	The Dimashqi	Cells 265	Clock-guarding spirits
46	Torgos Zooth		assume hostile
47	Tyko Wort		as per standard encounter
48	Wercel Smallbone	Cells 280	Asshole Fairy
49	Xenocritos	Cells 286	Scorpion-Man asshole
50	Ziklag	Cells 299	Insane sculptor
51-53	Mdaga Gognata	Cells 282	Eater of killers
54-56	Pylos Nilotic	Cells 273	Angry demon
57-59	Dendrosathol, Closer of the Gate	Cells 274	With Prince Sheklesh
60-70	Part of the north wall will be missing in the next new room the party enters.		
71-80	Part of the south wall will be missing in the next new room.		
81-90	Part of the east wall will be missing in the next new room.		
91-100	Part of the west wall will be missing in the next new room.		



CAST OF CHARACTERS

ABIMELECH › *Cells 275*

Petrified prisoner of the Medusa. Along with Korczak and “Ink” Paduta, one of a team of failed avengers of the House of Shrike, which was brought low by the genius of the Medusa many ages ago.

WANTS: To kill the Medusa, or, if she is dead, to get out of the Maze.

DOES NOT WANT: Anyone to get in his way.

ACONTIAS SKINK › *Archive 139*

Lizardman Mummy. Deaf, brilliant, continually-playing composer.

WANTS: To keep playing his music of lost echoes.

DOES NOT WANT: Fire. Interruption.

AGATHIAS › *Cells 288*

Petrified prisoner of the Medusa. A tree-man who saw his world and culture destroyed in the blink of an eye by the Medusa. For him it was only moments ago. Petrified out of shame.

WANTS: Too messed up to have a clear agenda right now.

AGLINAK › *Almery 257*

Prisoner of the Medusa. A mass-murdering water elemental trapped in a fountain that transforms him continually into different forms, making it impossible for him to escape.

WANTS: To force people to help him escape.

DOES NOT WANT: To be left here.

AKERSTROM › *Cells 296*

Petrified prisoner of the Medusa. Leader of the “Oku”, attempted assassin of the Medusa, he still holds a snake from her hair.

WANTS: To return to the “Oku”, reassert sane control, and lead them out of the Maze.

DOES NOT WANT: The “Oku” to fall apart or remain in the Maze as it falls apart.

AELFADRED THE GLYPH WITCH › *Gardens 58*

Advisor to, and attempted controller of the “Oku”. Opponent of Xanthoceras. A witch cursed so that her thoughts are always visible. Therefore she has learned to think in code.

WANTS: To find a way to release her curse, which she believes one of the Medusa’s petrified captives can do.

DOES NOT WANT: Anyone interrupting or interfering with her, in any way

ANKERMANN › *Cells 277*

Petrified prisoner of the Medusa. This chaos philosopher was frozen for occasional chats. He was ambivalent about his petrified state and will be ambivalent about being unpetrified.

WANTS: What are “wants” and from what structure do they form? Do you think you “want” things?

DOES NOT WANT: This is a purely negative statement robbed of all meaning without reference to “wants”, which are, as we have proven, incoherent and perhaps irrelevant.

ANOLE ZOOOTH › *Archive 166*

Young son of Torgos Zooth, the Medusa’s moon-headed majordomo. In his presence, any illogical statement produces stabbing pains behind the eyes. Kidnapped and imprisoned by See-Me-No-More with his brother Anolis.

WANTS: To go home to his father with his brother. To dick Seymore around.

DOES NOT WANT: Anything to happen to his brother, or him.



ANOLIS ZOOOTH › *Archive 166*

Young son of Torgos Zooth, the Medusa's moon-headed majordomo. In his presence, any illogical statement produces stabbing pains behind the eyes. Kidnapped and imprisoned by See-Me-No-More with his brother Anole.

WANTS: To go home to his father with his brother. To dick Seymore around.

DOES NOT WANT: Anything to happen to his brother, or him.

ARGOLID › *Cells 290*

Petrified prisoner of the Medusa. A crafty and intelligent werewolf who can take on the forms of different men. The lover of Banzoumana.

WANTS: To find Banzoumana and together hunt and kill without end.

DOES NOT WANT: Anything to stand in the way of this. Anything to happen to Banzoumana.

ARISTODEMUS › *Cells 276*

Petrified prisoner of the Medusa. A blond paladin who has hunted the queen of werewolves and, in the moment of her destruction, was frozen by the Medusa, mainly because she was in a bit of a funny mood that day.

WANTS: To destroy Banzoumana for good and return the rings of her victims to their graves.

DOES NOT WANT: His arch-foe to escape.

ASHEN CHANTERELLE › *Halls 1*

Priestess of the Triarchy imprisoned in the painting "False Chanterelle".

WANTS: To escape, to control the Torn Sisters, and resurrect their empire.

DOES NOT WANT: Anyone to stop her.

BANZOUMANA › *Cells 276*

Petrified prisoner of the Medusa. An incredibly evil and dangerous werewolf, opponent of Aristodemus, lover of Argolid.

WANTS: To kill Aristodemus, find Argolid, and hunt and kill together forever.

DOES NOT WANT: Aristodemus to escape, anything to happen to Argolid.

BITTERVETCH › *Gardens 54*

"Oku" leader, former deputy of Akerstrom.

Opponent of Santicle.

WANTS: To lead the "Oku", for someone to rescue Akerstrom.

DOES NOT WANT: To be seen to lose out to Santicle in any way, to commit himself.

BLACK HOREHOUND › *Gardens 37*

Vinebeast. Product of Zoimancy. Embodiment of the narcissistic jealousy of Xanthoceras, the Loving Lich.

WANTS: To see you suffer emotional, and actual, pain.

DOES NOT WANT: You to escape.

BLACK MOON › *Cells 284*

Petrified prisoner of the Medusa. Technically still married to Psathyrella the Medusa. A physically imposing minotaur but effectively a posturing fool.

WANTS: To impress people, gain status, and condescend to those below himself.

DOES NOT WANT: To take any personal risks or be in danger in any way.

BLACKPOLL › *Almery 262*

Employee of the Medusa. Right side of Dendro Blackpoll, a huge monster made from the severed hands of the Arch-Devil Dendrosathol. He has independent intelligence and no memory of his creation. He serves the Medusa but secretly she has begun to hate him. Blackpoll likes practicing with weapons, reading, and plain ornamentation.

WANTS: To protect the Medusa. Conversation about "subjects", not social blathering. New books.

DOES NOT WANT: To agree with Dendro. To let anyone past.

BLANKOFF › *Cells 267*

Petrified prisoner of the Medusa. Friend, or at least associate, of Indico Cosmas. Moon-eyed, ruddy-cheeked, lying, scheming, incompetent treacherous little shit.

WANTS: To get out of here. Protection.

DOES NOT WANT: To take any risks.

CAKCLING PRANZ › Alмеры 222

Disembodied but dangerous spirit of an adventurer who came to steal the secrets of the Medusa. One of a party of five. They were betrayed and their spirits were trapped here until each kills at least one thief whose spirit will replace theirs while they go free.

WANTS: To kill a thief.

DOES NOT WANT: To let one of the other five kill a thief and escape before them.

CADAMOSTO › Cells 283

Petrified prisoner of the Medusa. A lumpy, broad-set monk who travelled with his master Dogon from a world on the brink of chaos after the disappearance of the Three Sisters and collapse of the Triarchy.

WANTS: To return the sisters to the world to ensure order and safety.

DOES NOT WANT: Anything to happen to Dogon.

CALDER FORCE › Alмеры 258

A small and highly chaotic water demon. Hidden in a fountain by Levalliant Green.

WANTS: To free Aglinak from his fountain-prison then wreck shit.

DOES NOT WANT: Order.

CANUS GREY › Alмеры 247

Prisoner of the Medusa. Vampire Knight. Grey betrayed and killed Rebecca Symborska, a lover of the Medusa; for this he is chained eternally between two copper suns. He will promise anything he can think of to be freed.

WANTS: To escape. To kill and eat anyone he can.

DOES NOT WANT: To be permanently destroyed. To be left here between the suns.

CAPE KHOI › Cells 301

Petrified prisoner of the Medusa. A Jaguarman ancestor of Zianauga. Long ago, Psathyrella tricked him into bringing the Tail of Nine Trances to the Maze—it has since been recovered.

WANTS: To find the Tail of Nine Trances and return to his tribe.

DOES NOT WANT: To disgrace leopardkind by returning empty-handed.

CAPHTOR CLOWE › Cells 271

Petrified prisoner of the Medusa. A scheming, deceptive, and flaky social climber and scumbag. Clowe is currently suffering his punishment for writing a cruel and inaccurate biography of the Medusa. After any contact with the PCs, he will do the same to them.

WANTS: Fame, acclaim.

DOES NOT WANT: Danger, risk, to ever meet the subjects of his books again.

CARNIFEX THE CAKCLING FIEND › Gardens 42

A green daemon playing with the plumbing.

WANTS: To make sure no plant in the area gets enough water and so remains in low-grade pain.

DOES NOT WANT: Anyone to stop him.

CASSIO-DORUS › Cells 270

Semi-petrified prisoner of the Medusa. An elemental being of stone and therefore his petrification is not total. He attempted to enlist the Medusa in a scheme against one of her sisters, which was a mistake. A deluded and rambling but still very dangerous individual.

WANTS: To enlist the PCs in one of his deranged criminal schemes.

DOES NOT WANT: Any opposition from them to this idea.

CELANDINE › Gardens 51

Likable giant locust. Product of Zoimancy. Friend of Germander the worm.

WANTS: Books, conversation, and eventually fresh meat.

DOES NOT WANT: To confess his embarrassing literary tastes.

CHAKA MOLOFO › Cells 300

Petrified prisoner of the Medusa. A salamander woman, a dancer, last of her race. Not so much a prisoner as a longterm associate kept around by mutual consent.

WANTS: For someone to kill Da Mozon. To reach a stable environment of fire.

DOES NOT WANT: Da Mozon to escape.

CHARIAL, H.B. › *Archive 155 & 156*

A likable living shadow bled from the black void inside Sheltopussik.

WANTS: To continue its game, or maybe bleed the PCs life force, either would be good.

DOES NOT WANT: Anyone to heal or harm Sheltopussik or stop the shadows from bleeding out. Anyone around who is a “bad sport”.

CHARITY TORN › *Almery 212*

One of the Perfect Three. Sister to Chronia and Zamia Torn. No one who has been in close contact with her can do harm.

WANTS: To hear stories and see evidence of wounds and harm. Strong drink. Some way to escape from her prison of peace.

DOES NOT WANT: Anyone to get too close. For Zygmunt Wombwell to reassemble himself. To leave the Maze. For the Triarchy to return.

CHASE-THEM-WOUNDED › *Cells 295*

Petrified prisoner of the Medusa. A Crack Beast, sibling to Fracture-Of-The-Bone. Former pet of the Medusa.

WANTS: To get someone high status addicted to its bite.

CHEW-LIPS, THE › *Gardens 61*

Horrible tulip monsters that guard Xanthoceras, though they hate and fear him. They wait for Pellory-Of-The-Walls to return and free them. They are: Toothwort, Sneezewort, Nipplewort, Glasswort, and Bugloss.

Want: To protect Xanthoceras, but also for someone to kill Xanthoceras

CHIROMANTIS › *Archive 132*

Lizardman Mummy. Small and loud.

WANTS: To follow you and announce you wherever you go.

DOES NOT WANT: Fire. To be prevented from announcing you.

CHRONIA TORN › *Halls 27*

A semi-willing prisoner. One of the Perfect Three. Sister to Charity Torn and Zamia Torn. In love with, but estranged from, the Medusa Psathyrella. Addicted to her Crack Beast, Fracture-Of-The-Bone. Immune to entropy, damage, and age. Radiates time.

WANTS: Company, music, fresh silk, to age normally, touch others, live a real life, then die. The rumored imperishable cloth of the Lizardmen. News of the Medusa.

DOES NOT WANT: To give up her Crack Beast, to directly admit she wants news of the Medusa.

CORI BOREALIS › *Almery 215*

Upon inhaling a jarred hallucinogenic vapor in *Almery 215*, you believe yourself to be this Jannin who will perform any service for a friend.

WANTS: To help.

DOES NOT WANT: To linger in the jar.

CRAZED CAP NEBULARIS › *Almery 206*

Giant Stone Head. Last relic of the ancient land this Maze once was. Immovable, almost immune to harm. Contains a prophecy from the Elephant King.

WANTS: For the Maze to finally be destroyed.

DOES NOT WANT: To listen, to talk.

CROTALUS HORRIDUS › *Archive 168*

Lizardman Mummy. Full of misspelt index cards. Hiding from a problem he is too scared to deal with.

WANTS: Someone to please help him with the patch if infinite darkness he took and hid.

DOES NOT WANT: Fire. To explicitly detail what he has done.

CURATOR, THE › *Gallery 101*

A living marble sculpture of the severed hands of Dendrosathol, father of the Medusa. Sculpted by the now-petrified Ziklag Dawndelyon. Communicates through sign language.

WANTS: To protect the artworks. To suppress the Cannibal Critics.

DOES NOT WANT: Any art to be damaged or stolen.

DA MONZON › Cells 302

Petrified prisoner of the Medusa. Last of the Pyroclastic giants.

WANTS: To smash stuff up and kill any fire-based life forms.

DOES NOT WANT: To die.

DARK CHANTING › Alмеры 230

Medusa employee. A cryptosaur, a sort of Jurassic Sphinx. Chanting is the last of her kind. She is in charge of feeding Quatri-Glotta. (In fact she more supervises the Bondye Reparate who do most of the actual work.)

WANTS: To ask riddles and eat those who cannot answer. To protect the Medusa.

DOES NOT WANT: Anyone to access Quatri-Glotta.

DENDRO › Alмеры 262

Employee of the Medusa. Left side of Dendro Blackpoll, a huge monster made from the severed hands of the Arch-Devil Dendrosathol. He has independent intelligence and no memory of his creation. He serves the Medusa but secretly she has begun to hate him. Dendro likes working out, speaking to new people, and ornamenting himself. He has serious PTSD and resents Blackpoll.

WANTS: To protect the Medusa. To talk to people about people. Jewelry appropriate to his size.

DOES NOT WANT: To agree with Blackpoll. To let anyone past.

DENDROSATHOL › Cells 274

Closer of the Gate. Burner of Books. The Mnemoclast. Father of the Medusa; Prisoner of the Medusa. Currently locked in a box in the hands of the petrified PRINCE SHEKLESH. Without hands, he manipulates things via a flock of murmuring imps.

WANTS: His fucking hands back. Either revenge on his daughter for locking him away, or to avenger her death if she has been killed. Then to return to hell and get down to the business of annihilating human memory.

DOES NOT WANT: The imps giving him shit. Anyone to harm PRINCE SHEKLESH, for whom he has some respect.

DOGON › Cells 283

Petrified prisoner of the Medusa. An evil sociopathic high-status cleric of the Triarchy manipulating Cadamosto with subtle lies.

WANTS: To return the sisters to the world and resurrect the Triarchy so he can resume his position near its head.

DOES NOT WANT: To risk his life in any way.

DRACO SCABRA THE LAUGHING LICH › Archive 160

Likable but possibly homicidal Lizardman Lich. Conspired with Xanthoceras and Sophronia Wort to bring the Three Sisters to the Maze. Vaguely loyal to the Medusa. Knows the whole history of the dungeon.

WANTS: For people to be “funny”.

DOES NOT WANT: To go on. To betray the Medusa. For the Three Sisters to get out. But so ruined by despair he has no strong feelings, really.

DIMASHQI, THE › Cells 265

Petrified prisoners of the Medusa. Specters set to guard the clock of Pharaoh Isesi.

WANTS: The wants and desires of the Dimashqi are in a state of flux. Their entry has a chart.

EMYS ORBICULARIS › Archive 131

Lizardman Mummy. Responsible, relatively sane, and aware of the outside world. Full of weird equations that See-Me-No-More would love to get his hands on.

WANTS: To make sure any visitors have written permission from either the Three Sisters, the Three Liches, or the Medusa.

DOES NOT WANT: Fire. Any unauthorized access.

FEARFUL DRONE, THE › Archive 172

Strange alien being from another dimension, now trapped here.

WANTS: Someone to understand it. To occasionally eat people. To spy on the Medusa through a crack in the wall. To go home.

DOES NOT WANT: To speak to anyone.

FORTUNA, CROWN OF NIGHT › *Gallery 121*

Statue of a Sphinx. Will exchange dungeon knowledge for riddles relating to specific words.

WANTS: To find a way to remember the history of her fallen city, Nyctopolis.

DOES NOT WANT: Timewasters hanging around.

FRACTURE-OF-THE-BONE › *Halls 27*

“Pet” of Chronia Torn, sister of the petrified ‘Chase-Them-Wounded’.

WANTS: To keep Chronia lonely and depressed.

DOES NOT WANT: Chronia to gain confidence and break her addiction to it.

FRANNIK ATHT › *Almery 220*

Disembodied but dangerous spirit of an adventurer who came to steal the secrets of the Medusa. One of a party of five. They were betrayed and their spirits were trapped here until each kills at least one thief whose spirit will replace theirs while they go free.

WANTS: To kill a thief.

DOES NOT WANT: To let one of the other five kill a thief and escape before them.

FULVIOUS › *Almery 233*

Prisoner of the Medusa. Minor Time Elemental captured by a team of bounty-hunters for a bounty posted by the Medusa. However, as they captured him, he trapped them in time. If you free him, they unfreeze.

WANTS: To make wild promises and threats. To escape.

DOES NOT WANT: To stand by anything he says.

FUMITORY › *Gardens 41*

Product of Zoimancy. The wooden staff of a very holy man, now grown to consciousness itself.

WANTS: To assist any “good” wanderers in the Maze.

DOES NOT WANT: To be pulled up from the ground.

GEKKO POLYPHEMUS › *Archive 143*

Lizardman Mummy. Full of children’s books. Takes frantic notes from the Silence Engine in *Archive 143*. Takes these to Salamandra Puntata.

WANTS: For the engine to possibly slow down a little.

DOES NOT WANT: Fire. Anything to happen that might possibly endanger the Engine.

GIBBA GOGNATA › *Halls 10*

Mutated, retarded, gorgonite son of the Medusa.

WANTS: To lick the walls and eat stone, especially more chess pieces.

DOES NOT WANT: Interruption, someone calling his mother.

GLAUKON › *Cells 294*

Petrified prisoner of the Medusa. A below-average human being with a magical property to his face which he neither understands nor wants.

WANTS: To be safe and for people to leave him alone.

DOES NOT WANT: To take off the mask.

GOSHGOLLY TOAD, THE › *Archive 163*

A stupid, nasty, magical animal enchanted to believe it is in fact a prince. Imperious, passive aggressive, and loud.

WANTS: To command The Fool and anyone else, as a Prince would.

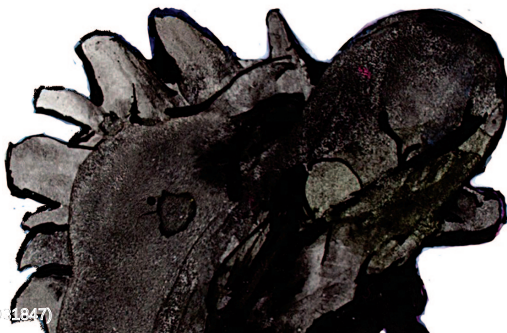
DOES NOT WANT: Anyone to get past to See-Me-No-More.

HALO NILOTIC › *Almery 263*

Devil on a mission from hell. Brother to the petrified Pylos Nilotic. Sent to free Dendrosathol from his box. Failed. Tricked by the Medusa into assassinating Dendro Blackpoll in return for his brother’s release. Deeply indecisive.

WANTS: To free his brother. To free Dendrosathol.

DOES NOT WANT: To help the Medusa. To explain to his brother, Dendrosathol, or any of the agents of Hell exactly how he has screwed up.



HE-DOG › *Cells 289*

Petrified prisoner of the Medusa. Mad king of the brain-eating barbarians. Along with Molon and Osorkon III, he knows one third of a name that can open an escape portal from inside the Maze.

WANTS: To rob the place!

DOES NOT WANT: To get anything useful done.

HOODED CITRINA › *Almery 233*

Time-frozen bounty-hunter. Close-combat type. One of the team that captured Fulvius.

WANTS: The money for the bounty.

DOES NOT WANT: To have to share.

INDICO COSMAS › *Cells 267*

Petrified prisoner of the Medusa. Friend, or at least, associate of Blankoff. Sallow, squint-eyed, lying, scheming, incompetent, treacherous little shit.

WANTS: To get out of here. Protection.

DOES NOT WANT: To take any risks.

"INK" PADUTA › *Cells 275*

Petrified prisoner of the Medusa. Along with Abimelech and Korczak, one of a team of failed avengers of the House of Shrike, which was brought low by the genius of the Medusa many ages ago.

WANTS: To kill the Medusa, or, if she is dead, to get out of the Maze.

DOES NOT WANT: Anyone to get in his way.

"OKU", THE › *Gardens 53*

Ex-thieves driven mad by magical masks, and now believe themselves to be birds. They are: Yarrow, Tutsan, Agrimony, Dark Mullein, Great Mullein, Black Medick, Kidney Vetch, Vetchling, Devil-Bit Scabious, Thrift, Common Dodder, Sainfoin, Hellborine, Valerian, Meliot and Dog Mercury.

KINIXYS ZITEKI › *Gallery 122*

Ancient still living Lizard King with drawers full of his own magical limbs.

WANTS: Someone to burn down the Lizardman Archive and let its memory pass from the world.

DOES NOT WANT: To admit this, or for the Lizardmen Mummies to find out.

KORCZAK › *Cells 275*

Petrified prisoner of the Medusa. Along with Abimelech and "Ink" Paduta, one of a team of failed avengers of the House of Shrike, which was brought low by the genius of the Medusa many ages ago.

WANTS: To kill the Medusa, or, if she is dead, to get out of the Maze.

DOES NOT WANT: Anyone to get in his way.

KRÖNIG › *Cells 278*

Petrified prisoner of the Medusa. An expendable thief-golem powered by a human soul, sent by a sleepy race of immortal aquatic vampires though long forgotten by them.

WANTS: To be petrified again if at all possible.

DOES NOT WANT: To return to its Vampire masters, but is under a geas to do so.

LADY CRUCEM CAPILLI › *Halls 2*

A Dragon from the deeps of the earth, currently in human form. Lady Capilli is on a mission from Hell.

WANTS: To buy and preserve artifacts of many different kinds. To have people investigate the Maze, retrieve these for her, and bring back information. To Free Dendrosathol, Father of the Medusa.

DOES NOT WANT: Anything damaged. Chaos.

LADY NINE-BONES › *Halls 17*

Maze-worshipping Priestess from Elatior, the island which provides a stable route into the Maze via a stairway in the center. Though she regards this place as her heaven and the things in it as powerful spirits, she is neither stupid nor unsubtle.

WANTS: Stability.

DOES NOT WANT: To offend any spirits, for any to leave the Maze.



LADY TORC › *Wedding 179*

About to complete her wedding to Marquis Aeolis by kissing him on the lips. In fact a terrible disaster has taken place and she and her husband have been locked in time while everyone around them has been dead for an uncounted age.

WANTS: To kiss Marquis Aeolis. To protect her husband.

DOES NOT WANT: To let anyone responsible for this (i.e. Sophronia Wort) off the hook should they be unfrozen.

LAMPEN PROLETARIAN, THE › *Archive 141*

A Wax Golem tasked with maintaining the lamps in the Lizardman Archives.

WANTS: Revolution! To overturn the structure of power!

DOES NOT WANT: Fire. To take any responsibility for any revolution that might actually take place. To be found out as a revolutionary by the Lizardman Mummies.

LEVALLIANT GREEN › *Cells 291*

Petrified prisoner of the Medusa. The genius-level arch-nemesis and sometime “frenemy” of the Medusa. His presence here as a statue may well be part of a very clever long-term plan.

WANTS: His wants are complex and decided by a table in *Cells 291*.

LINNEAX GRUEL › *Archive 169*

Lizardman Mummy. Stuffed with reviews. An excellent librarian. Knows about Tiktaalik the WereTitan.

WANTS: To ask a lot of questions. To guard the Seeping Chimes. To find out about the language of the Fearful Drone.

DOES NOT WANT: Fire. Anything to happen to the Seeping Chimes or Tiktaalik.

LION IN LAPIS LAZULI › *Gallery 96*

Intelligent and beautiful tiger sculpture.

WANTS: Your opinion on it. Your ruthlessly honest opinion.

DOES NOT WANT: To deal with the consequences of receiving it.

LOW SLAVERING FOOL, THE › *Archive 163*

See “Prince Cylodon Kempf”

MARQUIS AEOLIS › *Wedding 179*

So far as he knows he is about to complete his wedding to Lady Torc by kissing her on the lips. In fact a terrible disaster has taken place and he and his wife have been locked in time while everyone around them has been dead for an uncounted age.

WANTS: To kiss his new wife.

DOES NOT WANT: To deal with the basic horror of what has happened to them should they be unfrozen.

MDAGA GOGNATA › *Cells 282*

Petrified prisoner of the Medusa. An expert hunter of murderers which, regrettably, the Medusa is. Former lover of the Medusa and father of Gibba Gognata.

WANTS: To hunt and destroy killers, especially the killers of his lover and son should they be dead.

DOES NOT WANT: Killers anywhere to escape justice.

MEGIDDO › *Cells 298*

Petrified prisoner of the Medusa. A dryad lover of Tel Zeror. Carries a fragment of demonic knowledge: she knows who will first die in the apocalypse. **WANTS:** To be happy with Tel Zeror.

DOES NOT WANT: To be separated from him. To give up her secret.

MGNOKI › *Cells 281*

Petrified prisoner of the Medusa. Ancient tortoise-women who can ease the pain of grief by drinking tears. Last of her kind.

WANTS: Peace and calm.

DOES NOT WANT: Violence and chaos. (She’s out of luck.)

MICHMAS › *Cells 292*

A terrified, relatively low-level thief pretending to be a statue.

WANTS: To grab what he can and get the fuck out.

DOES NOT WANT: To stick around.



MILO DE FRETWELL › *Gallery 102*

Charming, persuasive, fantastically focused and driven sociopathic misogynist artist. Murderer of Zamia Torn. Imprisoned by Xanthoceras.

WANTS: To escape, to hurt women.

DOES NOT WANT: To be found out. To die. To encounter Xanthoceras or any of the Torn sisters.

MOLON › *Cells 289*

Petrified prisoner of the Medusa. Noble ophidophile King of the Rat-Men. Along with He-Dog and Osorkon III, he knows one third of a name that can open an escape portal from inside the Maze.

WANTS: To weep for the death of the Medusa.

DOES NOT WANT: To get anything useful done.

MONMOLOCH › *Archive 155 & 156*

A likable living shadow bled from the black void inside Sheltopussik.

WANTS: To continue its game, or maybe bleed the PCs life force, either would be good.

DOES NOT WANT: Anyone to heal or harm Sheltopussik or stop the shadows from bleeding out. Anyone around who is a “bad sport”.

MONTAGU NYCTICORAX › *Almery 264*

Employee / Artifact of the Medusa. Montagu is a clockwork bird that sings a terrible song.

WANTS: To guard his corridor. Conversation with anyone polite.

DOES NOT WANT: Anyone to get past. For the horrible music inside him to escape.

NAJA NATRIX › *Archive 129*

Lizardman Mummy. Patriarchal Lizardman mage, now full of cookbooks.

WANTS: To demonstrate his superiority and that of his ancient culture.

DOES NOT WANT: Fire. Anyone to see that all of his spells now have a food-based effect.

NIGELLUS BLAMPHIN › *Gallery 80*

Grey Crowned leader of the Cannibal Critics. Aesthetic opponent of Octavian Bon Clerk.

WANTS: To talk about art. To eat human flesh.

DOES NOT WANT: To agree with Bon Clerk. To admit his position has changed. To encounter the Curator.

NIU-NGA-MA › *Gardens 48*

Snail golem created by Aelfadred the Glyph Witch as a living microphone-spy.

DOES NOT WANT: Salt.

NO-FACE › *Gardens 40*

Product of Zoimancy. Mute monstrous mound guarding the pipes. Speaks in third person.

WANTS: The pipes unblocked.

DOES NOT WANT: His Mummies messed with.

NORAH TWAIN › *Halls 22*

Prisoner of the Medusa. Norah is cursed with an incredible power: she swallows monsters whole.

WANTS: To leave.

DOES NOT WANT: To swallow any more monsters.

O'CEPHALUS › *Almery 233*

Time-frozen bounty-hunter. Magical type. One of the team that captured Fulvius.

WANTS: The rest of his team free and safe.

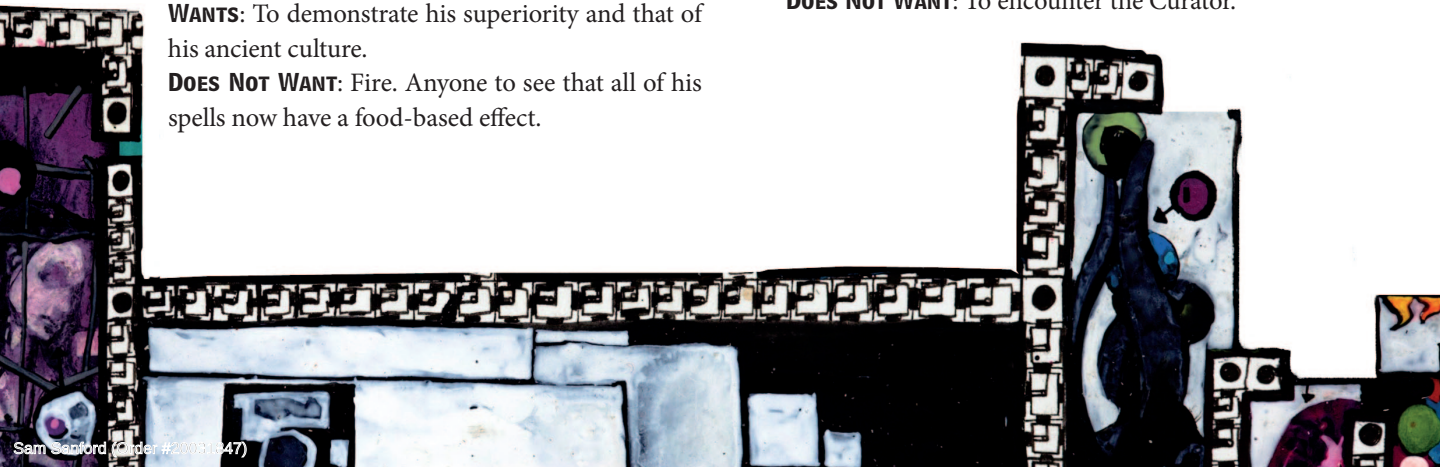
DOES NOT WANT: Any of his people to come to harm.

OCTAVIAN BON CLERK › *Gallery 80*

Grey Crowned leader of the Cannibal Critics. Aesthetic opponent of Nigellus Blamphin.

WANTS: To talk about art. To bring his view as close as possible to that of Blamphin's. To contextualize Blamphin's view. To eat human flesh.

DOES NOT WANT: To encounter the Curator.



OENANTHE › Alмеры 224

Medusa employee. A friendly but drug-addicted Penangallan, a vampire consisting only of head and intestines held together by golden pins.

WANTS: Conversation. Drugs. Someone to get high with. Possibly to drink the PCs' blood.

DOES NOT WANT: To give away the location of the nearby secret door (though she probably will if high). To allow access to Quatri-Glotta the Prophetic Maniphant.

OLIVE GHOUL › Gallery 91

Agate and amber sculpture of a ghoul. Has a good eye for art but slightly regressive taste.

WANTS: Dead flesh to eat.

DOES NOT WANT: The opposite of above. He's a pretty simple guy, really.

OSORKON III › Cells 289

Petrified prisoner of the Medusa. Angry crippled King of the Horse Lords. Brother to Prince Cylodon Kempfi who came to the Maze searching for him. Along with Molon and He-Dog he knows one third of a name that can open an escape portal from inside the Maze.

WANTS: To kill something.

DOES NOT WANT: To get anything useful done. To be left here.

PELLORY-OF-THE-WALLS › Gardens 72 & 73

An opponent and former slave of Xanthoceras. Now an active, predatory, intelligent magical plant that hunts in the walls of the Maze.

WANTS: To feed weak and vulnerable people to her root so that she can grow.

DOES NOT WANT: Anyone strong and dangerous finding her root.

PHALAROPE CARBORAC › Alмеры 218

Disembodied but dangerous spirit of an adventurer who came to steal the secrets of the Medusa. One of a party of five. They were betrayed and their spirit was trapped here until they kill at least one thief whose spirit will replace their while they go free.

WANTS: To kill a thief.

DOES NOT WANT: To let one of the other five kill a thief and escape before them.

PHARAOH ISESI › Cells 293

Petrified prisoner of the Medusa. An evil ruler of an ancient land with an army of the dead waiting on the other side of time. Responsible for the creation of the Dimashqi.

WANTS: To die "heroically" so that he can lead his army of the dead.

DOES NOT WANT: To die in any other circumstances than heroic ones.

PLAIN-LEAF NEGLECTUS › Alмеры 233

Time-frozen bounty-hunter. Religious type. One of the team that captured Fulvius.

WANTS: The Medusa dead and the dungeon destroyed. (Praise the Elephant God!)

DOES NOT WANT: Any of this to be found out.

POLYPORE SQUAMOSUS › Halls 18

Depressed bodyguard zombie for Lady Nine-Bones.

WANTS: To protect Lady Nine-Bones. Pretty much a blank other than that.

PRAXAGORAS › Cells 287

Petrified prisoner of the Medusa. A wooden scrap golem with the personality of doddering old man and a *Reincarnation* spell carved into his back which would kill him if read. Bit of an asshole.

WANTS: Doesn't really want or not want anything. Praxagoras is pretty much cool with whatever you're into.



PRINCE CYLODON KEMPI › *Archive 163*

Came into the Maze to free his brother Osorkon III. Has been captured and enchanted by See-Me-No-More to think he is a toad, and that he must take orders from the Goshgolly Toad.

WANTS: To obey the Goshgolly Toad. To hop around and eat bugs. (If enchantment broken, he wants his brother back.)

DOES NOT WANT: To let anyone other than See-Me-No-More past.

PSATHYRELLA MEDUSAE › *Cells 304*

The Medusa. The owner and primary creator of the Maze. Owns almost everything inside. Immortal, has been everywhere, done everything. Estranged would be lover of Chronia Torn.

WANTS:

- To successfully sleep with Chronia.
- Wouldn't mind having the Liches removed from her dungeon. (Draco Scabra is ok.)
- To know (but refuses to ask) why Chronia stopped writing to her.
- Something new to read.
- Some way to neutralize or remove the powers of the Torn sisters. (See above.)
- Anything vibrantly new and interesting in Art.

DOES NOT WANT: Anyone messing with her stuff. Her dad getting out of that box.

PYLOS NILOTIC › *Cells 273*

Petrified prisoner of the Medusa. Sent from Hell to free Dendrosathol from his prison. Failed.

WANTS: To kill the PCs and take credit for her death. To avenge his brother if dead.

DOES NOT WANT: Any news about his petrification getting back to Hell.

PYXIS › *Cells 297*

Petrified prisoner of the Medusa. Hallucinogenic mushroom man and dealer of himself. Agent of Levalliant Green.

WANTS: To get people high, to delight in chaos.

DOES NOT WANT: To accept responsibility for anything. To be around people who are "downers".

RESTHARROW › *Gardens 37*

Vinebeast. Product of Zoimancy. Embodiment of the narcissistic jealousy of Xanthoceras, the Loving Lich.

WANTS: To see you suffer emotional, and actual, pain.

DOES NOT WANT: You to escape.

SALAMANDRA PUNTATA › *Archive 144*

Lizardman Mummy. Serious. Continually questions and feeds the History Golem in *Archive 144*. Familiar with Gekko Polyphemus as he brings her his notes.

WANTS: To keep attending to this dangerous golem no matter what.

DOES NOT WANT: Fire. Interruption.

SANGUIFLUUS › *Halls 6*

A son of Chronia Torn, born ancient, lived badly, and cursed with three swords that pierce him and keep him alive.

WANTS: Someone to take out the swords and let him die.

DOES NOT WANT: To keep living. Or meet his mother again.

SANTICLE › *Gardens 54*

"Oku" leader, former deputy of Akerstrom. Opponent of Bittervetch.

WANTS: To lead the "Oku", to quietly dispose of Bittervetch.

DOES NOT WANT: To be caught trying to do either of these things.

SCRIPTA ELEGANS › *Archive 134*

Female Lizardman Mummy. Beautiful and sinuous, full of strategic maxims written on silk.

WANTS: To find out more about the rest of the Maze and the outside world. To solve the equation above the door in *Archive 134*.

DOES NOT WANT: Fire. To take any unnecessary risks, to be trapped outside the Lizardman Archives.



SCHLEROT ITHIC › *Almery 221*

Disembodied but dangerous spirit of an adventurer who came to steal the secrets of the Medusa. One of a party of five. They were betrayed and their spirit was trapped here until they kill at least one thief whose spirit will replace their while they go free.

WANTS: To kill a thief.

DOES NOT WANT: To let one of the other five kill a thief and escape before them.

SEE-ME-NO-MORE, A.K.A. SEYMORE › *Archive 165*

A murderous mathematician and gardener who hunts in the Maze for bodies to compost. Can turn invisible on full pronunciation of his name. He enchanted Prince Cylodon Kempf and the Goshgolly Toad. He has kidnapped and imprisoned Anole and Anolis, the children of Torgos Zooth. He knows all the entries and exits to the Lizardman Archives and has the equation that allows full access to the portal.

WANTS: To kill people and compost their bodies in his garden.

DOES NOT WANT: Any more people to find out the secret of his power. (Shout 'see-more!' and he becomes visible again.) Interruptions. To give up his useful prisoners.

SHEKLESH › *Cells 274*

Petrified prisoner of the Medusa. Not so much a prisoner as petrified for his own safety and that of the world. Prince Sheklesh is holding the box containing Dendrosathol, father of the Medusa.

WANTS: To keep Dendrosathol in his box, or put him back there.

DOES NOT WANT: Dendrosathol walking the earth doing harm.

SHELTOPUSSIK › *Archive 148*

A Clay Golem hiding in the Lizardman Archives. Built around a tear of living darkness that emits active shadows.

WANTS: Something to stop the cracks spreading and shadows coming out. Just for the whole thing to stop.

DOES NOT WANT: To be consumed by the darkness within it.

SOPHRONIA WORT, THE LYING LICH › *Wedding 183*

Former Chancellor of the Triarchy and direct inferior to Zygmunt Wombwell. Conspired with Xanthoceras and Draco Scabra ages ago to bring the Three Sisters to the Maze. Created Torcul Wort and the Empty Knight to ensure her control. Betrayed by her created son Torcul Wort. Now hiding in a cell from monsters she built and a situation she created, quite quite mad and a compulsive liar.

WANTS: To destroy Torcul Wort with the candles in *Wedding 190*. To destroy the Empty Knight and Angelfish.

DOES NOT WANT: To take responsibility for what she has done. To tell the truth, ever. To allow the kiss to be completed and her soul to be restored, which would result in her permanent death.

SPURGE › *Gardens 37*

Vinebeast. Product of Zoimancy. Embodiment of the narcissistic jealousy of Xanthoceras, the Loving Lich.

WANTS: To see you suffer emotional, and actual, pain.

DOES NOT WANT: You to escape.

ST. XANTHUIDES › *Cells 303*

Petrified prisoner of the Medusa. An evil, intelligent, living flame who was rescued from Hell by the Medusa.

WANTS: To spread, to get out of the Maze and gain a position where he can consume human beings.

DOES NOT WANT: To come into contact with any agents of Hell. To be put out.

STRIKES-THE-REE › *Cells 279*

Petrified prisoner of the Medusa. A creepy and abusive satyr with a magical talent for music. Former lover of Eshrigel, one of the Medusa's sisters.

WANTS: To use his musical powers on people and then get creepy with them.

DOES NOT WANT: To be held to account for this.



SUBFOETENS › *Halls 8*

A sleeping, mutated son of Chronia.

WANTS: To sleep.

DOES NOT WANT: To wake up.

TAGIA BASK › *Almery 219*

Disembodied but dangerous spirit of an adventurer who came to steal the secrets of the Medusa. One of a party of five. They were betrayed and their spirits was trapped here until they kill at least one thief whose spirit will replace theirs they go free.

WANTS: To kill a thief.

DOES NOT WANT: To let one of the other five kill a thief and escape before them.

TEL AKKO › *Cells 269*

Petrified prisoner of the Medusa. The Goat Pope. Schemed with the Medusa to cut off her father's hands and trap him in a box. Was betrayed and petrified by her. He will be pleased to meet her killers. Tel Sippor will follow him without question.

WANTS: To find Tel Zeror (in *Cells 298*) and learn the location of the apocalypse.

DOES NOT WANT: To meet Dendrosathol, who would certainly and totally destroy him.

TEL SIPPOR › *Cells 272*

Petrified prisoner of the Medusa. A goat-man full of evil bees. Tel Sippor was petrified due to obvious health and safety concerns. Will possibly fall under the sway of Tel Akko.

WANTS: To release the bees.

DOES NOT WANT: To be prevented from releasing the bees.

TEL ZEROR › *Cells 298*

Petrified prisoner of the Medusa. A Goat-Man, lover of Megiddo. Carries a fragment of demonic knowledge: he knows where the apocalypse will begin.

WANTS: To be happy with Megiddo.

DOES NOT WANT: To be separated from her. To surrender the location of the apocalypse.

TEHRAZ › *Almery 215*

Upon inhaling a jarred hallucinogenic vapor in *Almery 215*, you believe yourself to be this burning Efreet who seeks to counsel the party with deadly advice.

WANTS: To tell people what to do without being exposed to risk.

DOES NOT WANT: To stop advising.

TORCUL WORT › *Wedding 191*

A kind of intelligent artificial son, built by Sophronia Wort long ago from pure gold and imbued with the power to perceive all forms of fraud and crime a person has perpetrated. Eventually he went mad and activated the Golden Engine, destroying the Dead Wedding and producing the Aurum Specters, whom he now rules. Now swollen into a vast monster of gold with incredible powers relating to that substance.

WANTS: To punish cheats and liars of all kinds.

DOES NOT WANT: To leave his room. The Golden Engine to be damaged. The kiss to be completed.

TORGOS ZOOH › *Almery 256*

A moon-headed Selenian, or Sub-Lunary man. Torgos loyally serves the Medusa as Archivist, guard, and interrogator. However, his sons (Anole and Anolis) have been kidnapped and he would give much to get them back. He plays the cello, wears the secret-revealing IagoScope, and is guarded by Mr. Grasp and Overdose, two dangerous monsters.

WANTS: To serve and protect the Medusa. His sons back.

DOES NOT WANT: To betray the Medusa. His sons to be harmed.

TYKO'S WIGHT › *Wedding 176*

The soulless and evil living corpse of Tyko Wort, horribly aged but underdeveloped. Has some kind of weird relationship with the Clockwork Needlebirds in *Archive 146*; they write to each other on the flayed skins of human beings.

WANTS: To put pins in people and animals. Death. Harm. Fun.

DOES NOT WANT: The spirit of Tyko Wort anywhere nearby.



TYKO WORT › *Wedding 173*

The spirit of the dead son of Sophronia Wort, the Lying Lich. Sort-of-brother to Torcul Wort, his artificially created sibling who has now developed into an awful monster. Tyko wanders the halls hiding from the Aurum Specters. Unable to speak.

WANTS: To help his mother. To lead you to safety.

DOES NOT WANT: For anyone to be hurt.

URIEL TODKILL › *Wedding 193*

A naked, two-mouthed, Shark-Man baritone. Former entertainer for the Medusa, she has lost interest in him for some time, leaving him to sing alone and eat passersby. Uriel's songs can produce magical effects.

WANTS: To eat you. Some inner ear bones to complete the fine features of a statue of YSANNE (*Wedding 194*) he's making. To sing and hear wonderful music.

DOES NOT WANT: To eat Ysanne Smallbone. To be thought of as inconsiderate.

UTA-PHANT › *Archive 155 & 156*

A likable living shadow bled from the black void inside Sheltopussik.

WANTS: To continue its game, or maybe bleed the PCs' life force, either would be good.

DOES NOT WANT: Anyone to heal or harm Sheltopussik or stop the shadows from bleeding out. Anyone around who is a "bad sport".

VEERY TECTUS › *Almery 215*

Upon inhaling a jarred hallucinogenic vapor in *Almery 215*, you believe yourself to be this Djinn who will promise one Wish in exchange for one eye.

WANTS: Freedom. His eyes back.

VERTICILLASTER, THE SWOLLEN POPE › *Gardens 44*

Product of Zoimancy. Pale tuberous root grown into a pope-like shape.

WANTS: To magically merge every living thing he meets.

DOES NOT WANT: Anyone to escape being "married".

WÆRLOGA › *Gallery 81*

Animated statue of a Vampire. Telepathic, but can't move. Very well informed about crowned heads.

WANTS: Blood spread all over him. Someone to turn the lights off.

DOES NOT WANT: To be destroyed.

WERCEL SMALLBONE › *Cells 280*

Skewered stone fairy. Pet medical project of Torgos Zooth. Cursed Aelfadred the Glyph Witch; still thinks this hilarious. Related to Ysanne (they don't get along).

WANTS: To be saved.

DOES NOT WANT: To be ignored, medically or socially.

XANTHOCERAS, THE LOVING LICH › *Gardens 62*

Obsessive lover of Zamia Torn, opponent of Aelfadred. Source of the overflowing vines in The Gardens.

WANTS: To reunite Zamia's frozen soul with her body and compel her to marry him.

DOES NOT WANT: To be petrified by the Medusa. Anything to stand between him and Zamia.

XENOCRITOS › *Cells 286*

Petrified prisoner of the Medusa. A son of the Scorpion God and total asshole.

WANTS: To generally dick people around and boast about his divine origins and the deadly curse that would come upon those who might kill him.

DOES NOT WANT: To be killed by those who might kill him.

YSANNE SMALLBONE › *Wedding 194*

Alto Pixie. Former entertainer for the Medusa until she stopped coming. Lives in a birdcage in a blocked room. Very well informed about gossip re: Maze residents.

WANTS: Human contact, safety, and gossip.

DOES NOT WANT: To be eaten. To be ignored. To be hurt.

ZACCHAEUS WYBROW › *Wedding 174*

Mechanical Peacock, maitr'd for the Dead Wedding. Terrible snob.

WANTS: Only the best people to attend.

DOES NOT WANT: Anyone who 'reeks of the street'.

ZAMIA TORN › *Gardens 50 & Cells 285*

One of the Perfect Three. Sister to Chronia Torn and Charity Torn. Currently frozen in ghost form by the Medusa to help separate her from the unwanted attentions of Xanthoceras. Killed by Milo De Fretwell, though this was secretly her intention.

WANTS: To stay as a ghost and go as far away from any other intelligent thing as possible.

DOES NOT WANT: To be returned to her body, to be anywhere near Xanthoceras.

ZIANAUGA › *Cells 268*

A petrified Jaguarman wary of monkey-demons of the treeless wastes (that is: humanoid adventurers). Was head of a party of leopardkind that successfully retrieved a lost artifact sacred to their prowl, the Tail of Nine Trances.

WANTS: Fresh meat, escape.

ZIKLAG DAWNDELYON › *Cells 299*

Petrified prisoner of the Medusa. A genius sculptor who can reshape anything as if it were stone. If he dies, his soul will inhabit the body of the Curator.

WANTS: To alter the PCs' shapes to make them better.

DOES NOT WANT: Anyone to stop him from doing this.

ZOOTHERA › *Almery 233*

Time-frozen bounty-hunter. Stealthy type. One of the team that captured Fulvius.

WANTS: O'Cephalus safe and unfrozen in time.

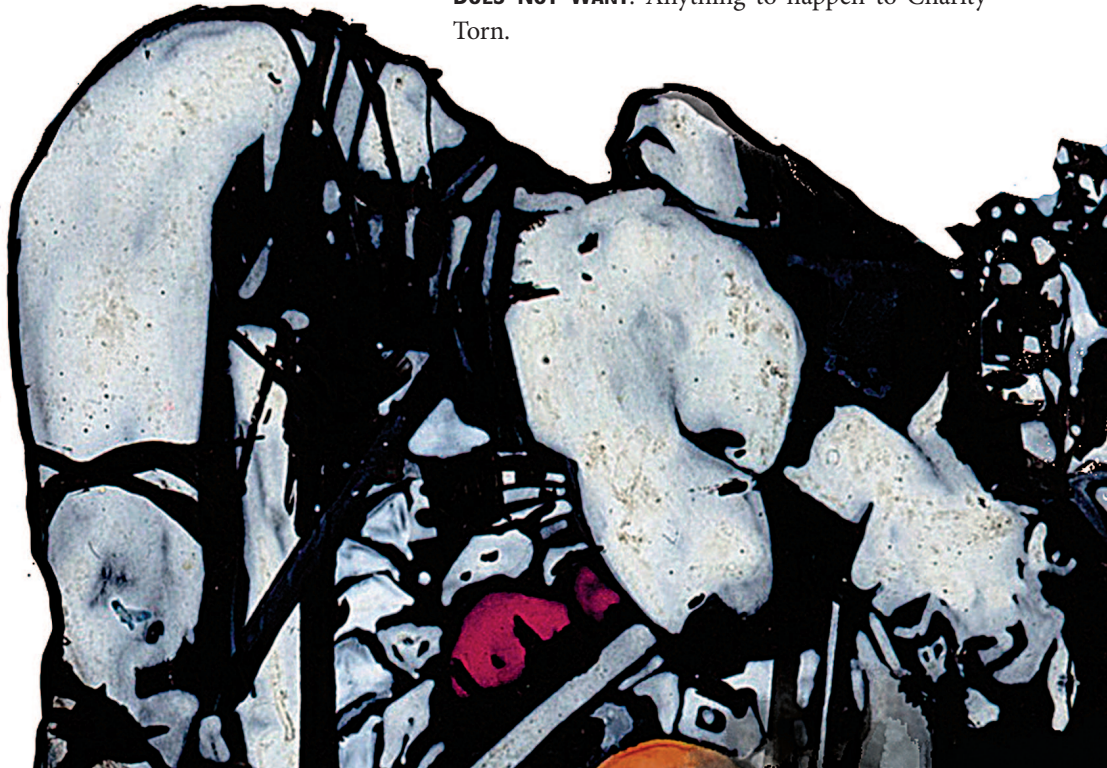
DOES NOT WANT: O'Cephalus dead, harmed, or lost.

ZYGMUNT WOMBWELL › *Almery 209 & 211*

Former Lord Protector of the Triarchy, global tyrant and direct superior of Sophronia Wort. With his skull wrapped in love letters and his spirit now immaterial, he is a desperate, harmless, neutral presence. He is totally in love with Charity Torn and can do nothing about it. If reunited with his skull, he will transform into an Arch-Lich of Revelation.

WANTS: To hang around Charity, mooning after her. If reassembled, to free the Three Sisters and resurrect the Triarchy.

DOES NOT WANT: Anything to happen to Charity Torn.



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RANDOM ENCOUNTERS IN THE MAZE

Roll a d100 every 10 in-game minutes, any time the PCs make a lot of noise, and when indicated in a room description.

D100	CHRONIA'S HALLS	THE GARDENS	THE GALLERY	THE REPTILE ARCHIVE	THE DEAD WEDDING	THE ALMERY	THE CELLS
1	d6 Chameleon Women						
2	RatLeopard (or d4 + 1 Chameleon Women if destroyed)						
3	Negamancer & d4 + 1 Thrall Mammals						
4	Lion in Lapis Lazuli (or d4 + 1 Chameleon Women if destroyed)						
5	2d4 Cannibal Critics						
6	Decadent Waste (or d4 + 1 Chameleon Women if destroyed)						
7	Pellory-Of-The-Walls (or d4 + 1 Chameleon Women if destroyed)						
8	Lost Lizardman/Reptile Woman Mummy						
9	2d8 "Oku"						
10	2d6 + 2 Orchidmen						
11	d4 Aurum Specters (or d4 + 1 Chameleon Women if destroyed)						
12	Tyko Wort (or d4 + 1 Chameleon Women if destroyed)						
13	2d4 + 1 Bondye Reparatè						
14	Torgos Zooth, Overdose, & Mister Grasp (or d4 + 1 Chameleon Women if destroyed)						
15-20	The Curator (only if The Gallery has been robbed/damaged, otherwise treat as 2d8 "Oku")						
21-30	as 1	as 3	as 5	as 1	as 6	as 6	as 2
31-40	as 6	as 7	as 6	as 10	as 11	as 14	as 14
41-50	as 14	as 9	as 9	as 00	as 12	as 5	as 7
51-53	Hungry—either due to time distortions or just because you are. Eat & drink in the next 10 minutes or take d2 HP damage.						
54-69	A torch, if the party has any, goes out.						
70-73	A lantern, if the party has one, goes out.						
74	A wave of unspeakable melancholy.						
75-100	No encounter.						

I SEARCH THE BODY

For randomly encountered intelligent creatures. Roll once for every 3 HD of corpses.

D100 YOU FIND...

1-50	Currency worth amount of GP shown on dice.
51-56	Small gems/trinkets worth d10 × creature level GP
57-59	Key—GM roll d100: if it's 37 (for example), tell the player "It's key #37". It has a 37% chance of opening the next normally locked door in the Maze that it's used on. Once it gets used, that's the only door it works on. Don't tell the players that's how it works.
60-64	Day's rations.
65-70	Day's worth of fresh water.
71-72	Vial of holy or unholy water (as 50/50 or as appropriate to creature).
73-78	Partial and crappy dungeon map. To simulate it, any player is allowed to look at the GM's map for a number of seconds equal to their PC's intelligence divided by 2.
79	Lamp oil, flint & tinder, 3 torches.
	Results below (80-00) only appear once. After that, cross them out and write in your own, or if you don't have time, give GP= #rolled.
80	Tiny petrified goblin child (gremlin) curled up to look like a small stone. If the Medusa dies, it re-animates, screams "Escape!", and runs away. If followed, it will lead PCs to the nearest safe exit.
81	Rolled up painting of an Alien Sun (20"x10"), emits slight light. If given to Charity Torn or the Glyph Witch, they will respond positively. Really ugly though, so worth only 150GP
82	A fat gold coin marked with an eye on one side and a mouth on the other. On close examination this morphs into a little cyclopic gold homunculus of the same mass. A spy and servant for Torcul Wort (<i>Wedding 191</i>). Anything it sees, he sees; he can speak through its mouth.
83	An ancient, sealed letter or scroll with the nickname or childhood name of the PC that found it in a language they know. If examined it reads: "Dear [PC familiar name], I assume you are reading this after your encounter with [roll next Random Encounter and describe basics to PCs, i.e. 'just after your encounter with Torgos Zooth']... if so you are only a little behind schedule. Obviously, her mask cracks mirrors, but I'm sure you've worked that out already. Try to keep up. Will see you at the end. -Levalliant G." Use the Encounter described in the letter as the next one; in fact, you may wish to trigger it as soon as the letter has been read.
84	A mummified human hand curled into a fist which has been stitched to the body of a snake, eye in the palm. (In fact this is Mr. Grasp from <i>Almery 255</i> pretending to be dead to spy on the PCs.)
85	A bag of salt and a note saying, in the common tongue: "It doesn't like this, use it to stop it getting back into the walls. Look out! It can come from ANYWHERE."
86	A dully-glowing Infrared Moth in a tiny cage. If released, it circles round the eyes of the greatest murderer in the room.
87	The body of a dead (stepped on) Pixie clutching in its hands a teeny-tiny letter. If examined via magic or a lens, the writer of this passive-aggressive message to "Ysanne" sounds very upset that Ysanne has fallen out of contact and asks about her sister and when they are coming home "though it's certainly no skin off my nose if you two do what you like. I have managed being alone quite well since your father passed away. Oh, I neglected to mention before, your father is dead. Yours, Mother."
88	Monocle with a bulging ceramic eye to weak comedic effect. This is, however, a vertical-pupilled Lizard eye. The wearer can read Ancient Saurian. The sight of this glass will anger and outrage any intelligent lizard-being, except Draco Scabra (<i>Archive 160</i>) who will find it HILARIOUS.
89	A note saying "possibly under the water-wheels but it's dangerous".
90	Magic user scroll: <i>Deepwell</i> (Level 3: turns a 3' diameter puddle of water into the surface of a deep vertical sea. Lasts 10 minutes.)
91	Magic user scroll: <i>Steal Face</i> (Level 4: Take and convincingly wear someone's face until it rots off or they get it back. Range: Touch.)
92	Scroll: <i>Rust Object</i> (3'x3'; patch becomes useless. Anyone can read it. Range: Touch.)
93	Bag of flour.
94	10 x creature HD worth of trinkets. Infected with a virulent mold that'll spoil food in the pack in which it's stored in 1 hour.
95	Vial of lubricant: covers 6'x6' area.
96	Head of a morningstar. Light enough to throw. Coated in a substance which makes it smell like fresh meat; stupid carnivorous monsters may try to swallow it.
97	A form of waxy cosmetic made from crushed carmine beetles which can be applied to the lips. Using it and then kissing any object will cause a mouth to form wherever the kiss was. The new mouth will be sentient and can answer any questions that the object in question would be expected to know (if a living being is kissed, only the body part kissed will be able to speak) for d4 rounds before disappearing. The magic only works once, but the cosmetic itself is a sort of flattering muted rose and would look pretty good on you with maybe a slightly lighter foundation color.
98	Healing potion: d8 HP but pictographic label says it requires a finger from a dead humanoid to become active.
99	A Goblin Key that'll lock any door.
00	Pair of beads. Crushing bead A will instantly bring crusher to the location of bead B.

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