

Hooks

1. Rescue the maiden, **Lamwé**, lured away by **Mala Dewm**
2. Seek the oracle **Okklithus** hidden in the maze for answers
3. Find a wealth of precious stones along the **Path of Jewels**

Adding Sections

Each Section is **50x50'**. Each inside square is **10x10'**. The hedge walls are **10' high** and **impenetrable**. To build the maze, connect each new Section's entrance (marked with a ▲) to the previous Section's exit. For each ⊕, roll **1d6 + 1d4** on the Object Table. For every 5th Section added, roll **1d20** on the Encounter Table.

Section Table [2d6]

11	12	13	14	15
16	21	22	23	24
25	26	31	31	33
34	35	36	41	42
43	44	45	46	51
52	53	54	55	56
61	62	63	64	65
66				

Starting the Maze

Use **Section 41** for the entrance. To the right and left, add **Section 66** infinitely. Above Section 41, add **Section 13**. Roll on the Object Table. The hedge is purple privet. The path is dry dirt.

Hedge Table [1d8]

- 1, 2, 3, 4. same as previous Section
5. **Purple Privet** violet hues; large orange flowers
6. **Elephant Ear** shield wall of thick, hairy gray leaves
7. **Golden Bamboo** tight lattice; warm, lambent glow
8. **Petrified Thicket** black jagged stalks; clear crystal fruits

Path Table [1d8 + 1d3]

- 1, 2, 3, 4. Same as previous Section
5. **Dirt** 1. dry; 2. soft; 3. muddy, possible footprints
6. **Grass** 1. red sward; 2. writhing gray cilia; 3. blue fescue
7. **Gravel** 1. tiny pebbles; 2. small stones; 3. Path of Jewels
8. **Stone Flags** of 1. jasper; 2. onyx; 3. chalcedony

Object Table [1d6 + 1d4]

1. **Column**
 1. fluted chrysoprase; 2. singing, graven demoniac heads;
 3. rough-hewn beryl pillar; 4. gold obelisk with hieroglyphs
2. **Statue**
 1. **Mala Dewm** in porphyry; 2. a beautiful woman in marble;
 3. platinum arboreal abstract; 4. rusting **Metal Servitor**
3. **Structural Feature**
 1. solid malachite arch; 2. wood pergola of scented vines;
 3. feldspar monopteros; 4. jade tomb; mummy; gold-mask
4. **Plant Feature**
 1. silent shadowed sylvan grotto; 2. horrid portcullis of cacti;
 3. gazebo of living trees, stump seats; 4. dark cypress topiary
5. **Water Feature**
 1. weeping cinder fountain; 2. turbid **Giant Leech** pond;
 3. brass basin of hueless herbicide; 4. square reflecting pool
6. **Magical Object**
 1. **Marmoreal Mirror**: clutched by marble basilisk; turns anyone staring into it into stone; **Lamwé** is there, petrified
 2. **Trick Sundial**: turning gnomon clockwise advances the position of the sun in the sky; turning it counterclockwise reverses it; resets after 10 minutes; has no effect on time
 3. **Bronze Gong**: striking once, instantly summons 1d6 **Metal Servitors**, who whisk in on a gray cloud and attack the striker of the gong; striking twice, sends them back
 4. **Evolution Orbs**: twin spheres; touching both: roll 1d12 on Encounter Table and gain an attribute of that entity

Building the Maze

1. Roll **2d6** on the Section Table
2. Roll **1d8** on the Hedge and **1d8 + 1d3** on the Path Tables
3. Roll **1d20** on the Encounter Table every 5th Section added

Encounter Table [1d20]

1. **Saber Leaf** [1d6]
 - short, springy palm with razor sharp scimitar-like fronds
2. **Viper Vine** [1d6]
 - brown rugose tendrils; fanged red mouth at end; poisonous
3. **Urticator** [1d6]
 - scuttles on roots; lashing thorny vines above bulbous body
4. **Luminous Fungus** [1d6]
 - flabby dead fingers; ghostly green glow; give off radiation
5. **Black Lotus** [1d6]
 - large stygian flower; soporific pollen; induces potent dreams
6. **Chimeric Orchid** [1d6]
 - restraining roots; flower's liquor changes players to ape-men
7. **Giant Leech** [1d6]
 - mottled gray-green; amphibious; swims and slinks; ravenous
8. **Butterfly Wasp** [1d6]
 - gorgeous azure wings; gayly fluttering; deadly stinger
9. **Bufo Bufo** [1d6]
 - psychedelic-colored frog; tongue attack causes hallucinations
10. **Lily Lizard** [1d6]
 - camouflage; speckled orange frill; hissing; claws and jaws
11. **Jub-Jub Bird** [1d6]
 - pink; flightless; swift runner; wide, blunt beak; vicious talons
12. **Hedgling** [1d6]
 - small, spiky rodent; fires paralytic quills when frightened
13. **Vampiric Flower-Woman** [1d6]
 - charming siren singing; entwining tendrils; slow life drain
14. **Ape-Man**
 - thick, coarse brown fur; powerful; strong; aggressive
15. **Metal Servitor**
 - polished iron body; crescent sickle hands; kills trespassers
16. **Tilgrim**
 - warrior changed to ape-man except for head; wise; helpful
17. **Okklithus the Oracle Stone**
 - giant, glowing blue stone cross; answers any questions asked
18. **Vorakwala the Demon Flower**
 - reptilian bulb; hypnotic swaying; blood offering grants boon
19. **Daydayeem**
 - ambulatory tree with human eyes and hands; strangulates
20. **Mala Dewm**
 - sorcerer lord; bored; omnipotent; punishes trespassers