#### 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

## 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.

## **Building the Maze**

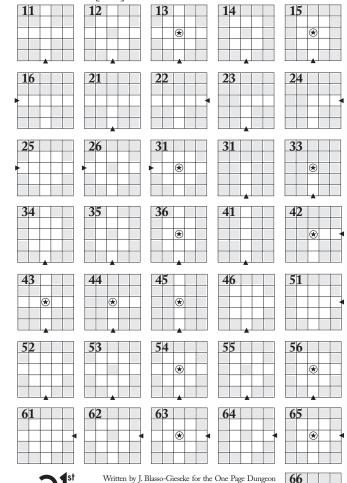
- 1. Roll 2d6 on the Section Table
- 2. Roll 1d8 on the Hedge and 1d8 + 1d3 on the Path Tables
- 3. Roll 1d20 on the Encounter Table every 5th Section added

## **Adding Sections**

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

### Section Table [2d6]

21st Centaury Games



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stories The Maze of Maal Dweb, The Flower-Women, The Demon of the Flower, and The Garden of Adompha with

further inspiration from *The Gardens of Ynn* by Emmy Allen.

## 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

### Encounter Table [1d20]

**1. Saber Leaf** [1d6]

short, springy palm with razor sharp scimitar-like fronds

**2. Viper Vine** [1d6]

brown rugose tendril; 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