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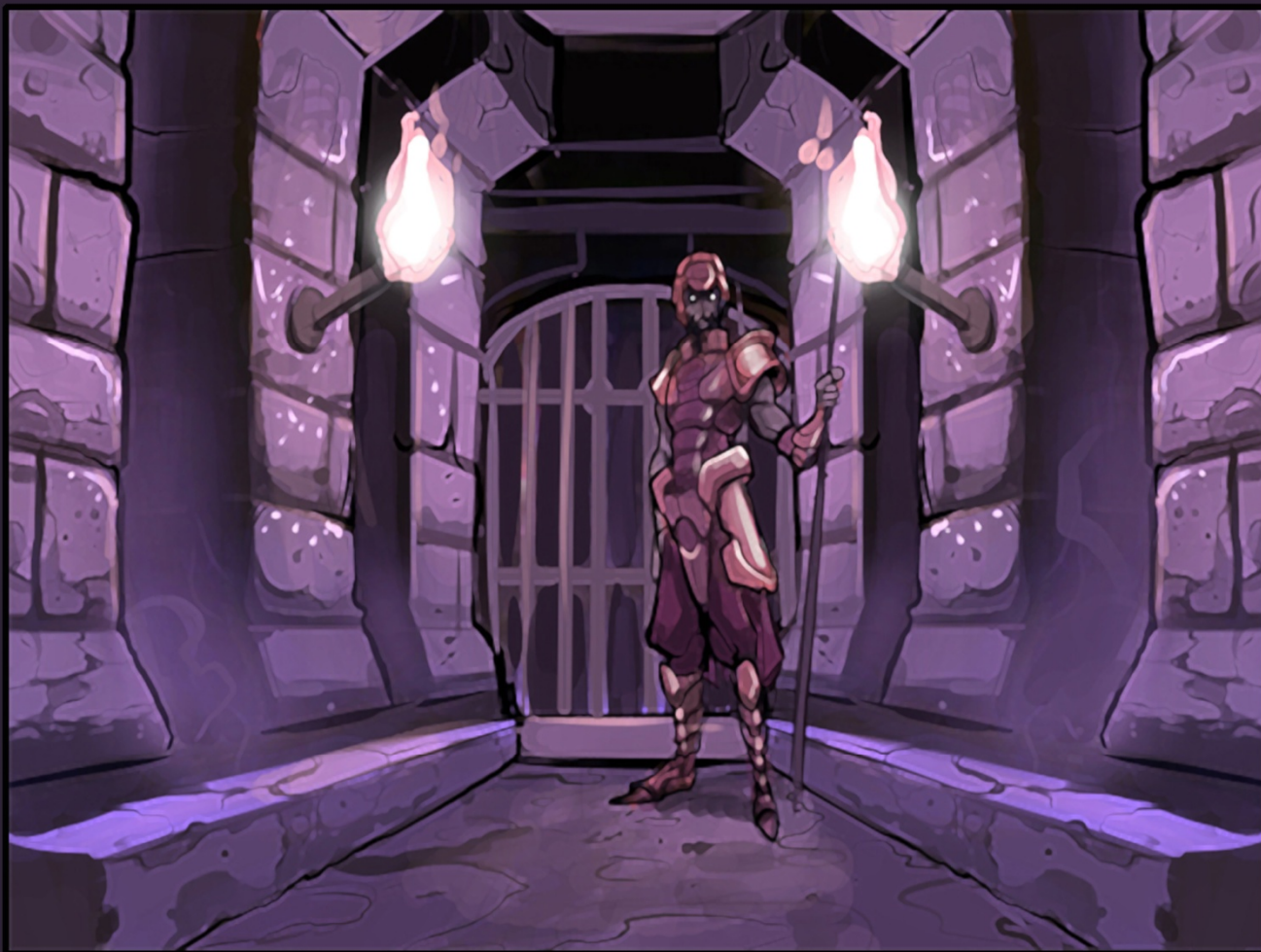
Compatible with the
Swords & Wizardry™ game

Mini-dungeon Module D4

Mazestone Dungeon

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 4-6



The king's wizard is dead. His legendary mazestone has been stolen. The good news is its been located in the castle's dungeon. The bad news is the maze has escaped, along with the monsters it contained...

Mazestone Dungeon is fourth in a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



Dungeons of
Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module D4

Mazestone Dungeon

Milamber, the court wizard is dead, his prized artifact, the legendary mazestone, stolen from his tower. No sooner did news of this tragedy reach the King's ear than word of a second calamity quickly followed; a section of the castle's dungeon had been miraculously rearranged into a series of twisting halls and scattered rooms. Easy to figure out where the mazestone went (presumably along with the wizard's assailant.) Now... what to do about it?

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Mazestone Dungeon is designed for 4-6 adventurers of level 4-6. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's a treasure or treasures in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

Once a year Milamber performed a lengthy ritual designed to maintain the integrity of the mazestone, an artifact capable of banishing creatures to an interdimensional labyrinth. The ritual required Milamber's full concentration, leaving him weak and vulnerable during its workings.

Milamber was killed by a thief who managed to infiltrate the castle's staff waiting for an opportune moment to steal the mazestone. She struck mid-ritual and made off with the mazestone before it was completed. She had planned to escape by way of a secret passage through the dungeon, however before she could do so the mazestone ruptured.

Energies escaping from the mazestone transformed the dungeon, twisting its structure to mirror a portion of the endless maze accessed by the stone. A few of the creatures that were trapped in the interdimensional labyrinth escaped as well.

The King suspects Milamber's murder to be the beginning of a well orchestrated attack and can't afford to send any of his men into the dungeon maze. He suspects the culprit, if they're still alive, could possess important information regarding whatever plan may be unfolding.

He sends his trusted advisor, Siegfried out to scour the local taverns in order to enlist the aid of some able-bodied adventurers.

Set Up

The characters are relaxing in a tavern when a well dressed noble man enters escorted by a single soldier. A hush falls over the room as the man slowly surveys the gathered patrons. Nearby the party hears someone whisper that the man's name is Siegfried, no doubt there on King's business. After a lengthy pause Siegfried begins working his way around

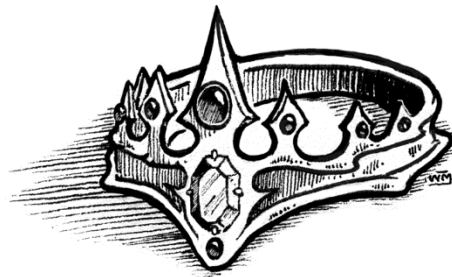
the tavern and the patrons resume patronizing.

Eventually Siegfried winds up before the group. He takes a moment to size them up (possibly asking them about their feelings towards the King) before divulging his purpose.

He tells the party of the theft of the mazestone and the fact that it 'misfired' in the castle dungeon causing part of the maze and a few of the monsters it contained to escape. He states that the King instructed him to find some people better suited for dealing with mazes and monsters than his troops (earning a scoffing noise from his escort.) He leaves the killing of Milamber a secret for now.

The group's task is to descend into the dungeon and retrieve the artifact, along with the thief; alive if possible.

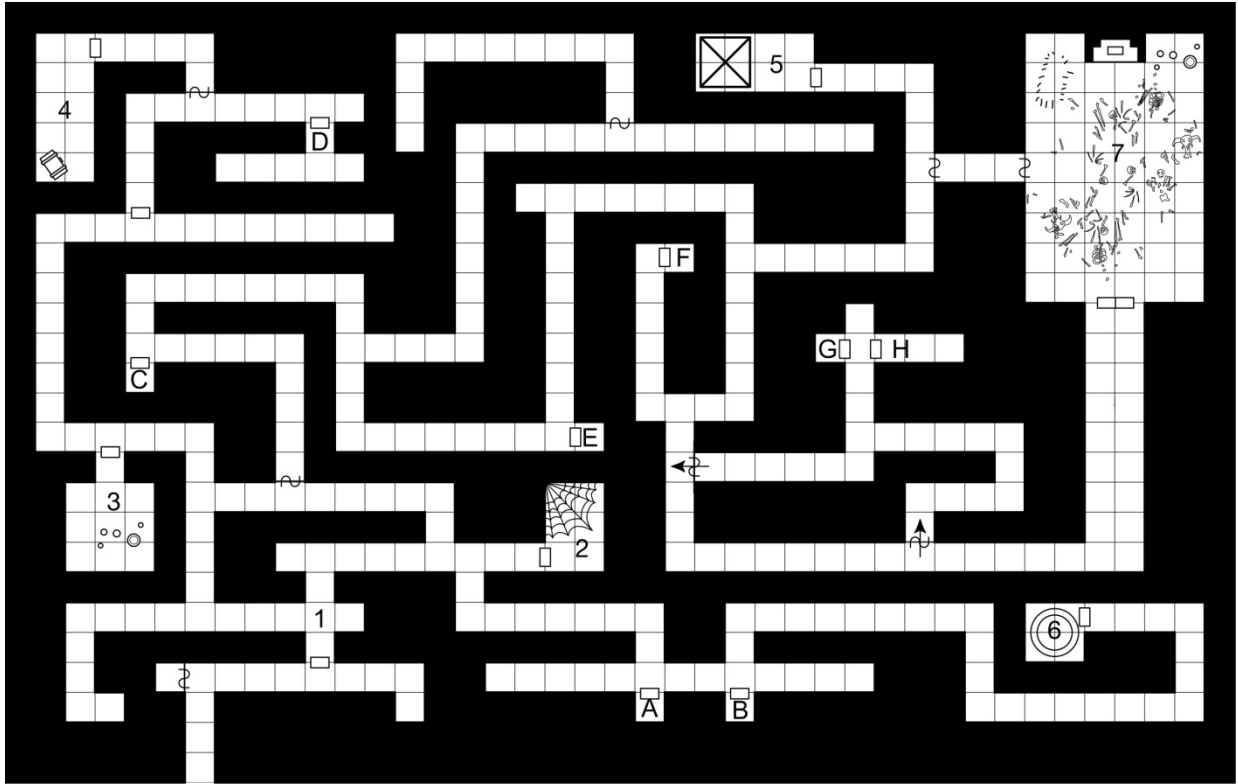
If loyalty to their King isn't enough motivation (or if it's not *their* King) Siegfried offers a payment of 5000gp.



A Note to the Gamemaster

This set up is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the party members are prisoners of the King, about to be thrown into the dungeon when Milamber's death and theft of the mazestone occurs. The party members are suspected collaborators and must retrieve the thief and the stone to prove their innocence.



The Maze

Key to the Maze

Siegfried leads the party down a narrow stairway to the dungeon's entrance. There they are greeted by Duncan, the Captain of the Guard, standing watch before an iron gate. He hands the party a ring of keys telling them that there were nine cells containing prisoners in the dungeon "before it went and got itself all twisted." He feels responsible for their welfare and offers the party 200gp for each prisoner they can see to safety. He wishes the party good luck and opens the gate.



A '~' at a location indicates the presence of a secret door. An arrow through the symbol indicates that it is a magic one-way secret door and allows passage in one direction only.

1. Squeaky Clean Corridor

Apparently the transformation of a dungeon to a maze didn't slow the castle's cleaning staff down. This section of corridor has been polished spotless.

The cleanliness of this section is due to the presence of a gelatinous cube. It's stuck in this section of corridors, blocked from reaching the rest of the maze by shut doors. It was one of the first creatures Milamber banished with the mazestone and coincidentally one of the first ones to escape.

The party could encounter the cube anywhere within these halls while exploring. As a possible method of creating a random encounter, each time the party reaches a dead-end there's a cumulative 10% chance that the cube is approaching from behind.



Gelatinous Cube: HD 4; HP 19; AC 8[11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.



The cube has collected a total of 360gp and 6 gems worth 100gp.

2. Webbed Room

The door to this room opens inward quite easily. It may be difficult to close however since now it seems to be stuck fast to an enormous web.

At some point during his past adventures Milamber encountered a greater giant spider. He managed to trap it with the mazestone, web and all.

The door to the room will stick to the web after it's opened. If the party wishes to use it as a barrier between them and the spider it will take considerable effort to close it.

The room itself was part of an ancient temple that was 'banished' along with the spider. As a result it's different than the rest of the dungeon, being comprised of hieroglyphic covered sandstone walls.



Giant Spider (6ft diameter): HD 4+2; HP 23; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.



The web contains two cocooned husks. The first was an unfortunate treasure seeker still clutching his prize, a jewel encrusted golden skull (worth 1,200gp.) It will take a lot of cutting, or a little bit of burning, to get it free.

The second was an alchemist. His backpack contains: a collection of strange ingredients (worth 500gp to another alchemist), a sack of 3 gems worth 100gp each, a *Manual of Beneficial Exercise*, and 3 potions (*animal control*, *fire resistance*, and *giant strength*). Burning the web may damage the ingredients and manual.

3. Statues in the Garden

This room contains a portion of a vine choked garden along with the remains of a shattered stone gazebo. There are several statues here, overgrown with the same vines that run across the ground.

Milamber first endeared himself to the King by dispatching a cockatrice that was menacing the royal gardens. Milamber banished the cockatrice using the mazestone (along with a section of the garden, and a few of its victims.)

The circles on the map mark the location of men and women who were turned to stone by the cockatrice, now lurking somewhere beneath the vines.

One of the statues is of an adventurer fumbling through his backpack. He was frozen at the exact moment he realized that his pack had gotten torn during his battle with the cockatrice. As a result the contents of the backpack are scattered across the ground near him, obscured by the vines.



Cockatrice: HD 5; HP 29; AC 6[13]; Atk 1 bite (1d3 + petrification); Move 6 (Fly 18); Save 12; CL/XP 7/600; Special: bite turns to stone.



On the ground near the feet of the adventurer are the following: A *wand of lightning bolts* (2 charges), 2 *potions of healing*, 3 flasks of lamp oil, a silver case (worth 30gp) containing a leather journal recording the exploits of Ian the Bold (a record that abruptly ends after page 5) and a small sack containing 300gp and 6 gems worth 25gp each.



The wooden chest, as well as a wooden rack alongside it, holds some of the prisoner's personal belongings. The rack held 5 long swords (now being used by the maze men) and a longbow with a quiver of arrows (still there). The chest is locked. One of the keys on the key ring given to the group by Duncan will open it. The chest contains 2 daggers, 3 sets of leather armor, and a variety of common items (such as a mirror, hairbrush, empty pouches, a boot, a half empty wine bottle, a pair of loaded dice, a purple hat, etc.)

4. Children of the Maze

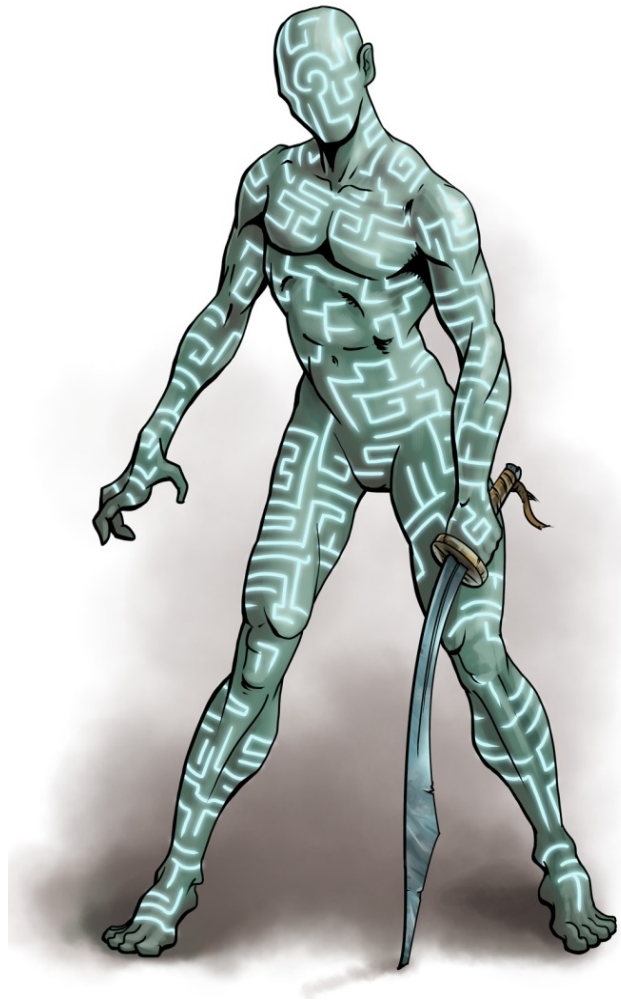
A group of five faceless men covered in glowing maze-like patterns huddle near the center of this room. They appear to be planning something though none of them seem to be speaking.

This room was originally the main guardroom for the dungeon. It was located much closer to the dungeon's entrance prior to being shifted by the ruptured mazestone. The five creatures are maze men (see New Monsters) who escaped Labyrinthia through the ruptured mazestone and have staked a claim to this section of the dungeon/maze. They began exploring the dungeon when they ran into the Gelatinous Cube that patrols **Area 1**. They also discovered two of their kind trapped in **Cell D**. They were trying to figure out how to handle these two situations when the party intruded.

In addition to a table and a couple of wooden chairs a large wooden trunk sits in the southwest corner.



Maze Men (4HD) (5): HD 4; HP 20,20,19,17,16; AC 6[13]; Atk Weapon (1d8); Move 9; Save 13 (8 vs magic); CL/XP 4/120; Special: Confusion, immune to confusion, sleep and charm. Gear: Long sword



5. The Glass Pyramid

The rear of this rectangular room holds a 10' wide by 10' tall glass pyramid. It serves as a cover for a second pyramid of gold bars stacked inside. There doesn't seem to be a way in.

The King was presented this pyramid as a gift. Milamber recognized it for the trap that it was and banished it to the maze. The treasure is an illusion.

Shattering the glass dispels the illusion and wakes the two gargoyles sleeping inside.



Gargoyles (2): HD 4; HP 18,13; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

6. Wishing Pool?

This square room contains a 10' wide circular pool, ringed by a low stone rim. An attractive female elf sits on the edge of the pool opposite the entrance, dangling her legs in the water. Seeing the party she covers up her naked form with a practiced feigned modesty.

The elf is actually a nixie. Milamber came across the nixie and her pool during his early adventuring days and quickly trapped her with his mazestone before she could charm him.

Unbeknownst to Milamber the nixie was cursed by a powerful ogre mage to remain at this pool until a total of 5000gp had been dropped into it. Even though the pool and the nixie were transported to the maze, and now to this dungeon, the curse still remains.

The nixie will attempt to convince the party that she is the custodian of a magic wishing pool. All a person need do is drop 10 pieces of gold into it to be granted a boon. This boon comes in the form of a heightened attribute.

The nixie explains that a party member simply has to wish to be stronger, more agile, healthier, smarter, etc. while dropping the coins into the pool. The pool is also cursed. A player that wishes for an attribute increase will be healed for 2d8+2 hit points and believes that their strength, dexterity, constitution, intelligence, etc. has been raised by 1 point. While the healing is real the increased attribute is a trick of the mind. The player gains no benefit from the increased attribute. The belief the attribute has increased vanishes after 24 hours.

The pool will only heal and 'trick' each player once. The magic will not function a second time for the same individual however the nixie won't volunteer that fact until after a second attempt has been made by the same character (and more coins have been added to the total.) And even then she may attempt to convince the character that it doesn't work every time and encourage them to try again.

If the party's reluctant to try their luck at the pool the nixie may try to charm the party. Her charm has been modified as well so that instead of a charmed player becoming her slave they simply drop 10gp into the pool each time they fail their save.

There is currently a total of 4820gp at the bottom of the pool. If the total reaches 5000gp the coins will vanish (transported to the ogre mage's treasure vault) and the nixie will be freed from the curse. Once freed the nixie can explain her plight (she was magically warded against doing so before.) If the players agree to escort her safely back to her home lake she'll reward them with a treasure map to an underwater cave (it's

up to the Gamemaster to determine the treasure that awaits them there.)

Attempting to harm the nixie or steal the gold will cause the water in the pool to rise up and shove the group out of the room; slamming the door behind them, and sealing the room for 24 hours. If this occurs any hit points restored by the pool are lost, along with any 'increased' attribute points.



Nixie: HD 1d4hp; HP 4; AC 7[12]; Atk 1 weapon (1d6); Move 6 (Swim 12); Save 18; CL/XP 1/15; Special: Charm.

7. Temple of the Snakes

The hallway leading up to this room is comprised of the same sandstone found in **Room 2**. It's also carved with the same hieroglyphics, making it apparent that this area may have been ripped from the same location. The double doors to this room are carved with the image of five snakes.

Bones, straw, and splinted wooden planks litter the floor of this large room. It looks as if it were a temple of some sort at one point in time. A reoccurring snake motif is seen throughout the room, always involving five snakes, or at least their heads. A large mound near an altar to the north of the room begins to stir...

The 'mound' is a five headed hydra. It was once shackled near the altar and kept complacent through routine sacrifices. Milamber and his former adventuring group put an end to the cult that worshipped it then trapped the hydra, along with its lair, in the mazestone.



Hydra (5 headed): HD 5; HP 25; AC 5[14]; Atk 5 heads (1d6); Move 9; Save 12; CL/XP 7/600; Special: None.



Near the altar are five granite statues of serpents in various sizes rising up from the ground. Their eyes are large gems comprised of the following values: 2 x 250gp, 6 x 280gp, 2 x 310gp. They will glow while the hydra is alive. If they're pried from the statues while the hydra lives the hydra will take 1d6 points damage each time a gem is removed.

At the foot of these statues lies the body of a female thief. She clutches the mazestone in one hand, a fist-sized oblong river rock with a maze-like pattern etched upon its surface. The rock is cracked and seems to have lost all its magical properties. If the thief is searched the following is found: A +2 *magic dagger*, a pouch containing 220gp, and a message from a thieves guild, offering a bounty for the mazestone.

The Prisoners

The dungeon contained several prisoners before the mazestone ruptured. Now the prisoners and their cells are scattered throughout the area along the newly added twisting corridors of the escaped maze. Each cell door is locked and needs to be unlocked by a key on Duncan's ring (the locks could also be picked or opened by magical means).

The doors are sturdy oak, reinforced by iron strips. There's a two foot wide by one foot high barred window set at human eye level on each.

Some prisoners will offer to assist the party during what they view as a rescue attempt, although they may object if they realize that they're being led 'deeper' into the dungeon and into more dangerous situations instead of out.

Prisoners that will fight, do so without the benefit of weapons or armor unless they're lent some by the party or their possessions are retrieved from **Room 4**.

Key to the Cells

Cell A

This cell holds a well dressed human who introduces himself as Furnok. He's a traveler and compulsive gambler who now owes a few locals a good deal of coin from lost bets. The King ordered him locked in the dungeon while a way for him to pay off his debts is determined. He's no good in a fight, choosing to cower and hide instead; however he's more than willing to make bets on the outcome.

Cell B

This cell contains Fenwight, an elf hunter caught poaching in the King's forest. He's being held until an elven diplomat arrives to claim him. If given a bow and arrows he'll support the party in a fight. He's annoyed at his incarceration and complains about it loudly at any chance he gets. He doesn't understand how a human king can claim to *own* a forest let alone the animals within.



Fenwight: HD 1+1; HP: 8; AC 5[14]; Atk 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

Cell C

Calina, a female human in soiled barmaid clothes. One of the castle's guards claims he caught her snatching his coin pouch while visiting the local tavern. In truth the barmaid spurned his advances. She'll plead her case to her rescuers.

Cell D

Two maze men are here. The cell's inhabitant is dead. Escaping mazestone energies anchored a portion of the maze containing the maze men to this cell. The maze men killed the prisoner then found themselves trapped. Once the door is opened they will attempt to flee through the secret door to **Room 4**.



Maze Men (4HD) (2): HD 4; HP 22,18; AC 6[13]; Atk Strike (1d8); Move 9; Save 13 (8 vs magic); CL/XP 4/120; Special: Confusion, immune to confusion, sleep and charm.

Cell E

A man wearing the light clothes of a traveler is in this cell. He introduces himself as Prandallis, a student enroute to a distant wizard's college who wound up fighting a drunken wizard's duel at a local inn two nights ago. He states he's being held until someone from the college collects him. He offers to aid the party with his spells. In truth his name is Rax. He's a conman and a compulsive liar. He's being held for perpetuating numerous scams throughout the realm. While he talks a big fight he'll flee at the first sign of trouble.

Cell F

A young female bandit named Lexi is found within this cell. She attempted to rob a carriage not knowing it belonged to the royal tax collector. The King is mildly amused at her unfortunate choice of targets and plans on releasing her after a couple of days of 'scaring her straight'. She's let her mind get the better of her and believes she's to be executed. If given a weapon she'll gladly aid the party if they agree to speak to the King on her behalf.



Lexi: HD 1; HP: 7; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Cell G

This cell contains an orc dressed in prisoner's rags. He became separated from his hunting party and spent days wondering through a nearby forest before emerging at a local farm. A village militia quickly subdued the creature and turned it over to their King. The King, unsure what to do with it, placed it in his dungeon. The orc's name is Grunk. While there may be a communication problem he'll aid the party once the concept of freedom has been successfully conveyed.



Grunk: HD 1; HP: 7; AC 6[13]; Atk 1 by weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Cell H

A dead body lies just inside the door to this cell. A man dressed in bloody prison rags is huddled in the back corner. The man's name is Brandon. He claims that there was a weird light and his cell suddenly became two cells and that the other man appeared. Brandon claims the stranger attacked him and he killed him in self defense. In truth Brandon is a berserker imprisoned here for attacking the city guard. He was put on edge by the shifting of the dungeon and his cell and lashed out at the new arrival out of fear and rage. He'll offer to help the party, however each time he takes damage in battle there's a 50% chance he'll go berserk for 1d4+1 rounds. During this time he'll attack friends and foes alike.



Brandon: HD 1; HP: 8; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: +2 to hit in berserk state.



Wrapping Up

Duncan meets the party at the entrance to the dungeon, paying them 200gp for each rescued prisoner as promised. He sends a man for Siegfried who appears a short time later, out of breath and eager to hear of the party's progress. Assuming the party turns over the mazestone and the thieves guild contract, Siegfried will be both saddened and relieved to find out that Milamber was singled out and that it wasn't the start of an orchestrated series of attacks as the King suspected. Siegfried turns over the 5000gp reward (if it was agreed upon at the start) and offers to let the party keep the mazestone (it's useless to them now without Milamber's knowledge of the ritual to charge and/or repair it.)

Alternately the King may grant the party an audience, wanting to thank and reward them personally for their service. The King turns out to be a gracious host, letting the group partake of all the luxuries the castle has to provide for 3 days and 3 nights (Of course if the party demands an audience the King may not be that gracious...)

Continuing the Adventure

Here are some suggestions for further adventures:

✘ While the King is examining the retrieved mazestone it sparks briefly, trapping him inside. The party has to figure out a way of getting him back (possibly requiring a trip to Labyrinthia.)

✘ The party's encounter with the magic pool in **Room 6** leaves one or all of them cursed. The curse causes an individual to be constantly soak and wet. Only the ogre mage that created the pool can remove the curse, maybe...

✘ The rescued prisoners are pardoned and freed. Calina, the barmaid in **Cell C** really did steal the guard's coin pouch. Her goal was to be captured so that she could assist in the theft of the mazestone if necessary. Once freed she she carries news of what transpired to the thieves guild. The party's exploits may have earned them the guild's attention.

✘ After killing a maze man a character notices that they now have a dot on their skin. Over time the dot becomes a line and the line becomes an ever growing maze. The group must find a way of stopping this process before the afflicted turns into a maze man.

✘ The King tasks the party with hunting down member's of the thieves guild, blaming them for Milamber's death. The task ultimately leads them right back to the castle!

✘ Fenwight, the elf in **Cell B** turns out to be a prince traveling in disguise. His rescue from the dungeon earns the party favor of yet another king. His death, on the other hand, could start a war...

✘ It's rumored that there's a way of restoring the mazestone to working condition, however it involves gaining access to Labyrinthia.



NEW MONSTERS

Maze Man

Maze men are denizens of Labyrinthia, the Mazeworld; a plane of high walls, endless corridors, and infinite dead-ends. A few spells and artifacts touch the plane, allowing creatures to become temporarily imprisoned in slivers of Mazeworld, fleeting shadows of the endless labyrinth. Certain more powerful artifacts, or freak accidents, cause these creatures to slip from our reality and become more permanently trapped in Labyrinthia.

Maze men are humanoids who have wandered the endless labyrinth for so long they lose their identity and become infected by the maze.

It starts as a simple single dot upon the skin, then a line, then two, as though some unseen artist were tattooing an image of the maze upon the creature's flesh. Lines become corridors become branching passages and dead ends, until the line comes back to its starting point and connects, at which point the creature becomes a maze man.

Some lose all semblances of humanity and attack in a zombie like fashion. Others retain enough wits to use weapons and scavenge what they can from the maze. Maze men are tribal and territorial. They'll often claim a section of maze as their own and viciously defend it from intruders.

When a maze man dies the glowing lines that mark its body vanish in a flash of light. All creatures within 20' must make a saving throw or else become confused for a number of minutes equal to 10x the maze man's hit dice. This effect functions the same way as a *confusion* spell.

Maze Man (2HD): HD 2; AC 7[12]; Atk 1 strike (1d6); Move 6; Save 15 (10 vs magic); CL/XP 3/60; Special: Confusion, immune to confusion, sleep and charm.

Maze Man (4HD): HD 4; AC 6[13]; Atk Weapon or strike (1d8); Move 9; Save 13 (8 vs magic); CL/XP 4/120; Special: Confusion, immune to confusion, sleep and charm.

NEW MAGIC

The Mazestone

A powerful artifact said to be carved from the walls of Labyrinthia itself. This fist-size stone serves as a focus for *maze* spells. A maze spell will trap its target for twice as long as normal if cast while holding this stone. Once a year the stone must be recharged and reinforced through a lengthy and draining ritual. Once complete the stone holds three charges. Expending a charge will banish a creature (and possibly its surroundings) to Labyrinthia.

Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

Shaman Stock Art provided the Dungeon Entrance for our cover and inside cover.

The Monster, Treasure, and Obstacle icons were made by Lorc. Available on <http://game-icons.net>

The Contract on page 9 was provided by Le Forge Studios.

The Crown on page 2, and Adventurers on page 9 are from Outland Arts, © William McAusland, used with permission.

Special thanks to Gary Dupuis for our Maze Man on page 5. Fantastic job Gary!

The map for our "old school" maze was provided by Oone Games.

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