

Level 6: The Maze

This infamous level, the subject of cautionary tales spoken of in hushed tones by adventurers, proved fatal to a powerful, monster-stomping party that got lost and starved to death. Few monsters (other than random wanderers) populate this level. The chief difficulty is its numerous, insidious, shifting, sliding, teleporting maze sections. This maze foils even magical attempts to discern the proper route as a passage—correct a moment ago—shifts, diverting the party into a random, new direction. **Level 6** contains only two difficult encounters: the will-o'-wisps and the undead storm giant, Kor, in the Hall of Ereg Tal. But even these trials are avoidable. The maze is not.

Referee Note: This is a very critical level. **Area 6–15** offers the only means to reach **Level 7**, which in turn accesses **Levels 13** and **15**. To completely eradicate the evil of this dungeon, stalwart adventurers must eventually visit these levels; therefore, they must navigate this level. Also, several **Level 6** features were described in the rumors section of the Introduction—including the infamous “white corridor,” the “mushroom of youth” and of course the entrance to “Hell.” The map of this level is shown in **Map RA–6**. Three example maze sections are depicted in **Maps RA–6 Maze 1, 2, and 3**.

Mustard Jelly: HD 7; AC 2 [17]; Atk 1 slam (2d4 + 1d4 acid); Move 12; Save 9; AL N; CL/XP 12/2000; Special: Acid, constriction, poison aura, +1 or better weapon to hit, divide, energy absorption, resistance to cold (50%), magic resistance (15%).

Giant Spider (6ft diameter): HD 4+2; HP 11, 13; AC 4[15]; Atk

1 bite (1d6+2 + poison); Move 4; Save 13; AL N; CL/XP 7/600; Special: lethal poison, webs.

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Minotaur: HD 6+4; AC 6 [13]; Atk Head butt (2d4), bite (1d3) and weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.

Rat: HD 1 hp; AC 8 [11]; Atk 1 bite (1); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

Wererat: HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL N; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Will-o'-Wisp: HD 9; AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL N; CL/XP 10/1400; Special: None.

Stirge: HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

Intellect Devourer: HD 6; AC 1 [19]; Atk 4 claws (1d3); Move 15; Save 11; AL C; CL/XP 7/600; Special: Possess dead victims by inhabiting their skulls and animate corpse for 7 days,

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Equivalent Dungeon Level: 7

Entrances: Stairs from **Level 5**

Exits: Stairs to **Level 8**; river channel to **Level 10A**; secret aquatic passage to **Level 7**. One of the maze sections (randomly determined) leads to **Level 8A**.

Wandering Monsters: Check once every hour on 1d20:

1	1d3 mustard jellies
2	1d6 giant spiders
3	2d6 giant rats
4	1d3 minotaurs
5	3d6 normal rats
6	1d4 wererats
7	1 will-o'-wisp
8	2d6 stirges
9	1d2 intellect devourers with 1d4 hell hounds
10–20	No encounter

Detections: Magic emanates from **Area 6–5**. Good radiates from **Area 6–7**.

Shielding: None.

Standard Features: The ground, in all areas except **Area 6–3**, is level and offers good footing. Walls, columns

and so on — unless otherwise noted — have numerous handholds and holes, making them easy to climb. Fungus encrusts most surfaces in the natural cavern areas on this level; 20% of the fungus is edible, while 10% is poisonous. (Druids and underground creatures can tell the differences, rangers can on a roll of 1–4 on 1d6.) Mazes and cut corridors are free of fungus. Poisonous fungus is fatal in 1d3 rounds.

Traveling in Small Tunnels: Smaller tunnels (solid lines) are less than 3 ft. in diameter and require that even small creatures crawl. Large creatures (like ogres) cannot navigate these tunnels unless they are long and slender or flexible. Man-sized creatures make all attack rolls at –4 and take a –4 penalty to AC. Small creatures using all but thrusting weapons attack at +4 [–4]. No saves are allowed for Area effects in small tunnels.

The River and Swimming: The river channel beyond **Area 6–14** is moderately hard to swim. Any creature attempting to swim to **Level 10A** must have a strength of 13 or greater. Failed checks require a successful saving throw; creatures failing this save drown and are dead on arrival at **Level 10A**. Swimming upstream is impossible, and leads nowhere in any case.

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1 square = 10 feet

Note: Actual mazes (2) are larger than the indicated areas.

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spells (*invisibility*, *diminution* (as potion), *cure light wounds* (1/day), *shield* (1/day).

Hell Hounds: HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Breathe fire (8 hp), immune to fire.

6-1. The Portcullis

The portcullis from **Level 5** closes itself after 2 turns. PCs returning to **Level 5** must move it again.

6-2. Mazes and Monsters

The areas designated “6-2” on the map are maze sections. There are 3 maps provided for the Referee to use while PCs explore these mazes. While PCs move through a maze section, they encounter wandering monsters as usual. All shifting/sliding walls move every time a door is opened. The doors are magically constructed, so only one door per room may be opened at a time. Referees should intentionally give PCs wrong directions (i.e., left = right) half the time. Referees should improvise or alter each section to frustrate and bewilder their PCs. PCs’ attempts to retrace their steps prove futile, and the shifting nature of the maze prohibits classical means of maze solving (e.g., string). This maze affords Referees a rare opportunity to toy with players; have fun!

Each time a maze is entered, a **mustard jelly** attacks after 1d8 rounds. It is an intelligent monster; it instinctively divides itself to chase PCs if the party splits into separate groups to escape.

Mustard Jelly: HD 7; AC 2 [17]; Atk 1 slam (2d4 + 1d4 acid); Move 12; Save 9; AL N; CL/XP 12/2000; Special: Acid, constriction, poison aura, +1 or better weapon to hit, divide, energy absorption, resistance to cold (50%), magic resistance (15%).

6-3. The Rubble Room

Uneven and broken, the floor of this cavern suggests that the ceiling has collapsed. Huge piles of rubble block the passage, which must be climbed or cleared to make any progress. The large cavern beyond, filled with rubble, reduces all movement to half-normal. Full movement or running requires a successful saving throw; failure means the character falls and takes 1d3 damage. The ceiling is 30 ft. overhead, and the rubble can be crossed at the dotted line area (see the map) without clearing away any material. Locating this crossing requires a successful find secret doors check. Wandering monsters use the narrow path to their advantage.

6-4. The Cliff

An 80-ft.-high cliff, dotted by numerous rat holes, looms before the party. Normal **rats** infest the cliff. The rats attack anyone climbing the cliff; they also gnaw at ropes. As PCs scale the cliff by hand or rope, **2d6 normal rats** attack each PC. Since the PCs are dangling on a rope, no dexterity or shield bonuses may be used while climbing. Attacking rats have a 20% chance per round of chewing through a rope. It takes 6 rounds to descend the cliff on a rope, but 18 rounds to ascend it. Wandering monsters are either at the top or base of the cliff (i.e., a 50% chance). A *fireball* or other large, spectacular magical effect causes the rats to scatter.

6-5. The White Corridor

This corridor, seemingly constructed of seamless white stone (despite its cavernous shape), stretches 180 ft. and leads to **Area 6-6**. A few feet

inside the corridor, the skeletal remains of rats and bats clutter the floor. A few feet beyond them, the remains of a large humanoid creature lay in twisted repose. A magical effect renders the floor, walls and ceiling of the corridor **poisonous**. A PC who touches these surfaces must succeed on a saving throw each round they remain in contact; a failure means the PC takes 1d3 points of strength damage per round of contact. PCs can drag their unconscious comrades free before they slowly starve to death. The Referee must record the number of rounds a PC is inside the corridor and/or in contact with it. PCs must make a save every round they are in the corridor and subsequent saves one minute later for each round they were in the corridor.

The poison is magically transmitted through any material in contact with an individual’s skin, including boots and gloves. Double-layering clothing or layering stones or other items to walk across does not prevent contact with the magical poison, as the poison is magically “conducted” to any living being in the corridor. Passing through the corridor successfully requires making no physical contact with it. PCs might use magical flight or levitation to successfully negotiate the poisoned passage.

Note: Any magical transport activated within this corridor (*dimension door*, *teleport*, etc.) immediately teleports a PC to an extraplanar location known as The Sorcerer’s Citadel (as detailed in *Demons and Devils* from **Necromancer Games**). This citadel has a similarly constructed area. Some scholars correctly assert that Crane the sorcerer safeguarded this corridor for Ereg Tal—a fact that can be confirmed by the Oracle on **Level 3** of this dungeon.

6-6. The Hall of Ereg Tal

This is a grand hall made of polished marble and decorated with beautiful mosaics. To the south, a set of granite stairs descends into a cavern. To the north, two sets of 20-ft.-high double doors, made of pure bronze and carved with bas-relief animals and men, dominate the wall. Between the staircase and doorways are two huge statues: The first a 20-ft.-tall man, his bearing serene and noble and his face possessing the most perfect features you have ever seen. The second a rough carving suggesting a bearded man, at once beautiful but terrible and less perfect than its companion piece. The latter statue holds a lightning bolt above its head. Script adorns the base of each statue.

This hall comprises the gateway to the final resting place of the fallen titan, Ereg Tal, and his lifelong friend Kor, a storm giant. The statues are just statues, and there is no danger here unless the PCs disturb **Area 6-8**. The bronze doors require a combined strength of 24 to pull open.

Ereg Tal died over 5,000 years ago and was entombed here, far beneath the earth. Centuries passed. Then the evil priests and wizards who built Rappan Athuk stumbled upon the subterranean gravesite. Leaving Ereg Tal’s tomb undisturbed (out of fear), the priests and wizards instead built a secret entrance to their infernal levels that could only be accessed by passing through what they deemed a natural barrier (the white corridor). Orcus’ priests placed a curse on Kor’s remains (they were afraid to tamper with the titan’s body), turning his corpse into a slave of evil. The writings on the statues—the legend of Ereg Tal and Kor—are written in an archaic form of the Lawful alignment tongue. A character who speaks Lawful and an intelligence of greater than 13 can decipher them, the translation may be found on the next page.

To unravel the details of this story, PCs must use the *legend lore* spell. Success means that the PCs learn that these two figures represent a good-aligned titan and a storm giant. The god of death himself killed the titan during a great battle among the gods. PCs also learn that Kor gave Ereg Tal a golden torc, symbolizing his fealty to the titan. When Kor himself was near death, he brought his titan friend to this very place and buried him. These events transpired thousands of years before the dungeon existed. If the party acquires all of this information, give them a story award of 200 XP. **Note:** The golden torc detail proves invaluable should the PCs open **Area 6-8**.

“Stone by stone and crafted by my hands
 The tomb of Ereg Tal here stands
 ‘Til the end of time may be
 Shall his goodness shine on thee.
 Chiseled by the hands of Kor the Storm
 Liegeman of Ereg Tal in peace and war
 For to entomb his master’s bones
 And thus to build eternal home.
 Know ye who stand before the portal
 Ereg was Titan, but not immortal
 The Lord of Death did strike the blow
 That laid my Mighty Master low.
 Mortally wounded was Ereg Tal
 The King I loved the most of all
 And so I bore him to this cave
 And from the stone carved our two graves.
 About his blessed neck I placed
 The Golden Torc, in life given free,
 As Symbol of my fealty
 So I sealed it in the sepulcher with he.
 To the end stand I the honor guard
 ‘Til life empties from my mortal gourd
 Know all that Ereg Tal was the beloved Master to Kor
 Faithful Servant to His Lord.”

6–7. The Tomb of Ereg Tal

This beautifully sculpted cavern houses a huge **sarcophagus**, sculpted like the taller statue in the hall outside. The walls and ceiling of the cavern are painted like a sky at night, with stars and a full moon glowing with magical light. This room holds little else of interest, unless the PCs somehow open the crypt.

Treasure: The crypt lid weighs 3,000 pounds. Within the crypt, PCs find the bones of a titan. A large golden torc (worth 5,000 gp) encircles the titan’s cervical vertebrae. The torc was fashioned in the likeness of an eagle—its claws curving around in front and its wings folded along the sides. If taken to a great city where its unique origin might be recognized and prized, this rare and historical piece would easily fetch 10 times its gold value from a discriminating collector. This torc also has the power to give peace to the undead form of Kor in **Area 6–8**, below. The torc is not otherwise magical.

6–8. The Tomb of Kor the Storm Giant

This beautifully sculpted cavern houses a huge sarcophagus, carved in the form of the shorter statue in the hall outside. The walls and ceiling of the cavern are painted to resemble a clear, daytime sky, with a blazing sun and few clouds. Those in the room can almost feel a faint and refreshing breeze. Entering this room invokes the **ghost of Kor** the storm giant. If the party bravely presents the golden torc found in **Area 6–7**, above, the ghost leaves in peace, never to return. If it does not, the party is in trouble! Kor retains all his abilities and has gained several new ones, making him a formidable opponent.

Kor: HD 15+5 (66 hp); AC 1 [18]; Atk 1 corrupting touch (12d6, save for half) or mattock of the titans (4d6); Move 15 (Fly 12); Save 3; AL L; CL/XP 16/3200; Special: Throw boulders, control weather, incorporeal, frightful moan (as *cause fear*), telekinesis, possession (saving throw or controlled by ghost).

Tactics: Kor uses his *frightful moan* first, and then his *telekinesis* ability

to hurl someone off the cliff into the pool at **Area 6–10**. At this point, Kor uses *possession* ability on a fighter character and attacks spellcasters using the fighter’s body. Only after all remaining PCs have saved against the *possession* ability does he step forward and attack using his mattock or *corrupting touch*. Kor’s touch causes the PC’s flesh to shrivel and flake off (for 3d6 damage). While in the crypt Kor’s mattock can strike material creatures (a mattock of the titans strikes for 3d10 points of damage and can only be wielded by a larger than man-sized creature). He fights until slain, but does not pursue the PCs into **Areas 6–5** or **–10**. Referees needn’t be creative when using Kor to destroy their parties. PCs should either retreat (fast!) or use the torc to banish his ghost. Those PCs who fight Kor should be ruthlessly punished.

Treasure: The crypt lid has properties identical to that in **Area 6–7**. The crypt contains a storm giant’s bones and several items of interest. He wears +1 *chainmail* (storm giant sized, of course). The crypt also contains a *mattock of the titans* (wielded by Kor) and an *iron horn of Valhalla*.

6–9. The Cavern Crossing

A wide chasm, 100 ft. deep, splits this cavern in half. Torchlight reflects off water at the bottom of the chasm. On the other side of the chasm, four tunnel openings lead out of the cavern. The chasm’s width ranges between 20 and 80 ft. The chasm’s sides are tough to climb. The far tunnel opens onto stairs that lead to Level 8, while the other three tunnels are dead ends.

6–10. The Pool

Cold and clear water pools at the chasm’s base. The pool’s bottom cannot be seen. A water passage to the west extends into darkness, though flickering lights can be seen. The water is calm but requires protection lest swimmers suffer 1 point of damage per round from exposure. Coincidentally, the swim to **Area 6–11** takes about 10 minutes.

6–11. The Ambush

Under these circumstances, this encounter bodes ill — a **will-o’-wisp** attacks PCs in the water. The PCs must either retreat to **Area 6–9** or swim on to **Area 6–12**. The will-o’-wisp gives pursuit until the PCs leave the water. The entrance to **Area 6–12** is 5 ft. below the water’s surface and PC must succeed on a find secret doors check to notice it. The water pools at the base of a 25 ft. cliff that they must succeed on a climb walls check (if a thief) or have a 1 in 6 chance of climbing safely. Climbers are attacked by more will-o’-wisps once they reach **Area 6–12** (see below). PCs that can fly may fare better.

Tactics: The will-o’-wisp gains life energy by drowning people. It avoids combat, and unless affected by *maze* or slain with *magic missile*, it shocks everyone in the water every round for 2d8 points of damage (30 ft. range in water).

Will-o’-Wisp: HD 9 (40 hp); AC –8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: None.

6–12. The Wisp Lair

Strange, eerie lights fade in and out within this cavern. A deep pit in the cave’s center seems to be the source of the light. This area is the lair of the will-o’-wisps that inhabit this level. They generally attack at **Area 6–11** (see above), but one or more may be here when the PCs reach this area. This room may also be accessed from **Area 6–16** through the stream and from **Area 6–14**—both avenues that avoid the dangers of **Area 6–11**. The “S” shaped cliffs on the north side of the area lead to **Areas 6–13** through **6–15**.

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Will-o'-Wisps (3): HD 9 (42, 39, 29 hp); AC -8 [27]; Atk 1 shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; Special: None.

The will-o'-wisps attempt to draw PCs to the pit's edge, where they become invisible and then "bump" the PCs in. Anyone bumped must succeed on a saving throw or fall 40 ft. (damage 4d6) to the pit's bottom. The wisps then only attack those who try to escape, preferring that their victims slowly starve to death.

Treasure: There is a 40-ft.-deep sinkhole in the room's center. This pit contains the wisp's treasure, namely the remains of two adventurers. One, a fighter, still wears his plate mail and a *helm of reading magic and languages*; he also has a rotted sack containing 115 gp. The other, a monk, still has a pair of +1 *kamas* (1d4+1 damage) and wears *boots of leaping*.

6-13. The Wishing Rock

A large, red boulder divides the corridor in two. There is a 2-in.-diameter hole on one side of it. Surrounded by walls of slate-gray stone, the red color is unusual for these caves. For some bizarre reason, someone used a *teleport* spell to transport this boulder to this locale. The 2-in. hole extends 6 ft. into the rock. Carefully wedged at the end of the hole is a *ring of three wishes*. The ring cannot be seen without directed light, and a PC trying to extract it must have a dexterity of 13 or greater, assuming that a fishing hook and line (or their equivalents) are available. Assassins, Monks, and Thieves may use their delicate tasks skill instead.

6-14. The Bridge over Troubled Water

A huge, carved bridge runs over a stretch of river. Skulls and screaming faces adorn every surface of the stone—a grim warning to those who would cross. Forty feet below, PCs can see a shallow rapids rushing between two narrow banks. Strange fungi grow on the banks of the river, some of which glow faintly in the dark below.

The bridge itself is harmless, though it does lead to **Area 6-15**. The area of real interest, however, is the southern bank of the river, which is choked by six kinds of magical fungi. A druid or ranger can identify the following mushrooms, except for fungus 6:

Area 6-14 Mushrooms

- 1 Green with orange spots, this mushroom radiates necromantic magic. It is very poisonous (lethal).. Five doses of this fungus can be collected. Growth time is 1 year per dose from spores.
- 2 Purple and glowing in the dark (20 ft. radius), this mushroom also radiates faint necromantic magic. It acts as a dose of *potion of healing* if taken internally. Six doses of this fungus can be collected. Growth time is 2 years per dose from spores.
- 3 Though this mushroom is brown and smells terrible, it counts as a full week's rations if ingested. Thirty-six doses of this fungus can be harvested. Growth time is 200 days per dose from spores.
- 4 Blue with white spots, this mushroom—radiating a faint aura of necromancy—acts as a bane to undead; a cleric who eats the mushroom treats his cleric levels as being 6 higher for any use of the channel energy ability for 3d6 rounds. Non-clerics who eat these mushrooms gain the Turn Undead feat and can turn undead as a 6th-level cleric. for 3d6 rounds. (They do not get the ability to perform a healing burst or any other feature of the channel energy class ability, however). Only three doses of this fungus can be gathered. Growth time is 1 year per dose from spores.
- 5 Orange with violet spots, this mushroom radiates a faint aura of abjuration. If eaten, it provides complete immunity to mind control and *ESP* for 30 minutes. Six doses of this fungus grow here. Growth time is 5 years per dose from spores.
- 6 This is the famous mushroom of youth described in the legends of Rappan Athuk. The sole, living sample of this mushroom is red with yellow spots. Its reputation is somewhat misleading. The fungus' real effect changes the age of anyone who ingests it from -80 to +20 years. Roll 1d100-80, and add that sum to the ingesting PC's age. If the result is negative, the person grows younger by the negative amount. If the result is positive, the PC ages by that amount and suffers any concomitant aging effects. Any PC brought to zero years or less immediately disappears; no save. The PC may not be restored in any fashion short of a *wish*, which brings the character back to the point in time just before she ate the mushroom. If the mushroom ages a PC, excess years can be removed by a *restoration* spell. Growth time is 100 years per dose from spores.

The river leads to a small path under **Areas 6-10** and **-11**, which eventually leads to **Level 10A**. The river does not connect with **Areas 6-10** and **6-11**.

6-15. The Passage to the "Gates of Hell"

This cavern ends abruptly. A small pool ripples gently at its center. Six feet below the water's surface, PCs can see a 5-ft.-diameter opening. This opening leads to a 30 ft. tunnel, which constitutes the one-and-only entrance to **Level 7** ("Hell").

6-16. The Lost Goblins, Part 2

A party of goblins—**14 goblin scouts**, **4 goblin leaders** and **Ubar the goblin witch doctor**—became lost in this level's mazes and have been unable to escape; they hide out here. They attack anything that enters the room and are particularly afraid of the will-o'-wisps and mustard jellies that have already eaten several of their comrades. Led by a goblin witch doctor this party defends its lair well. The witch doctor, using his set of *pipes of the sewers*, summons hordes of rats to both distract attacking monsters and supplement the goblins' diet.

Ubar: HD 5 (19 hp); AC 7 [12]; Atk 1 dagger (1d4); Move 9; Save 12; AL C; CL/XP 6/400; Special: Casts spells as 5th level magic-user (1st - *charm person*, *magic missile* x2, *shield*; 2nd - *invisibility*, *stinking cloud*; 3rd - *lightning bolt*). Gear: Dagger, *pipes of the sewer*, *scroll of transmute rock to mud*, spellbook, robes, 19 gp.

Goblin Leaders (4): HD 3; AC 4 [15]; Atk 1 short sword (1d6) or short bow (1d6); Move 9; Save 14; AL C; CL/XP 3/60; Special: -1 to hit in sunlight. Gear: Short sword, dagger, short bow, 20 arrows, ring armor, mining tools, 2d4 sp, 2d4 cp.

Goblin Scouts (14): HD 1; AC 5 [14]; Atk 1 short sword (1d6) or short bow (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: -1 to hit in sunlight. Gear: Short sword, dagger, short bow, 20 arrows, ring armor, mining tools, 1d4 sp, 1d4 cp.

Tactics: After **Area 6-17's** trap is sprung, Ubar summons rats using his *pipes*. He uses his *transmute rock to mud* scroll to collapse the entryway into the cavern. The witch doctor casts *invisibility* on one of the goblin leaders. The goblins attack with their missile weapons, but flee if attacked with melee weapons. All goblins have cover until approached within 10 ft. They are spread out (more than 20 ft. apart) to avoid area-effect



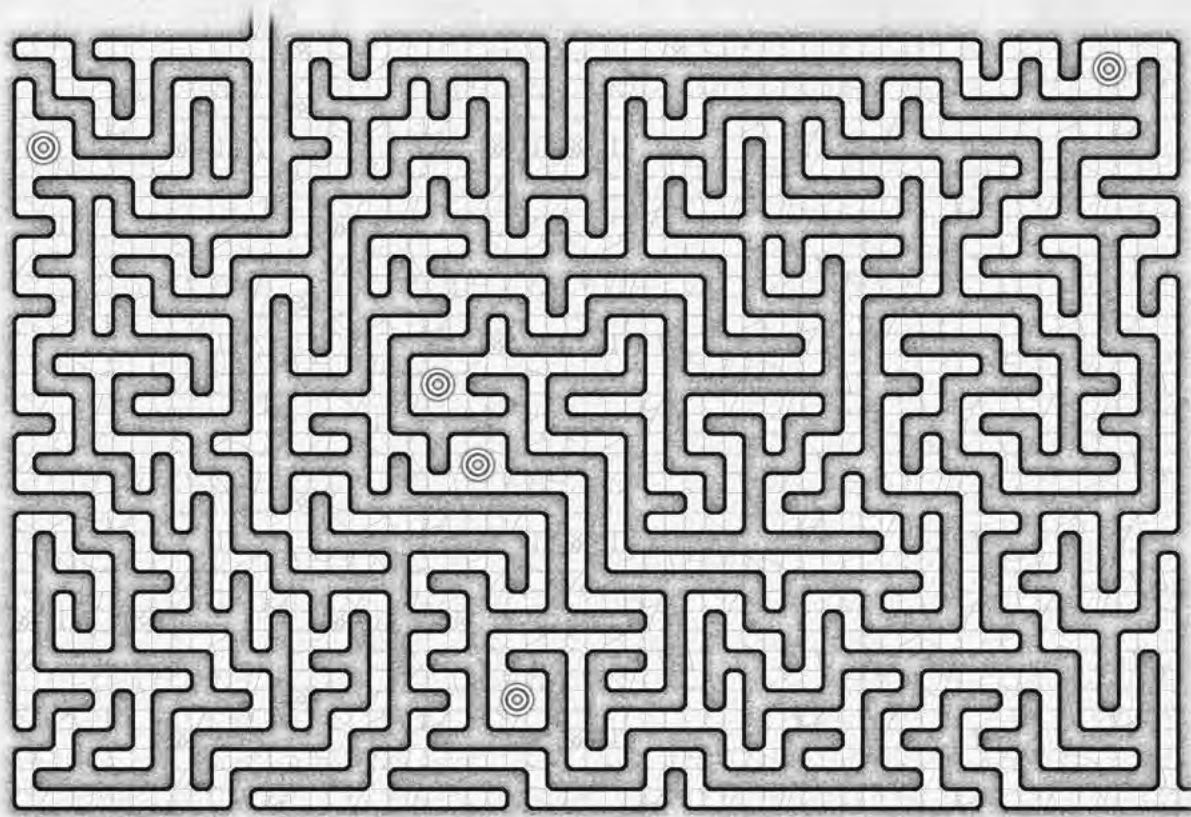
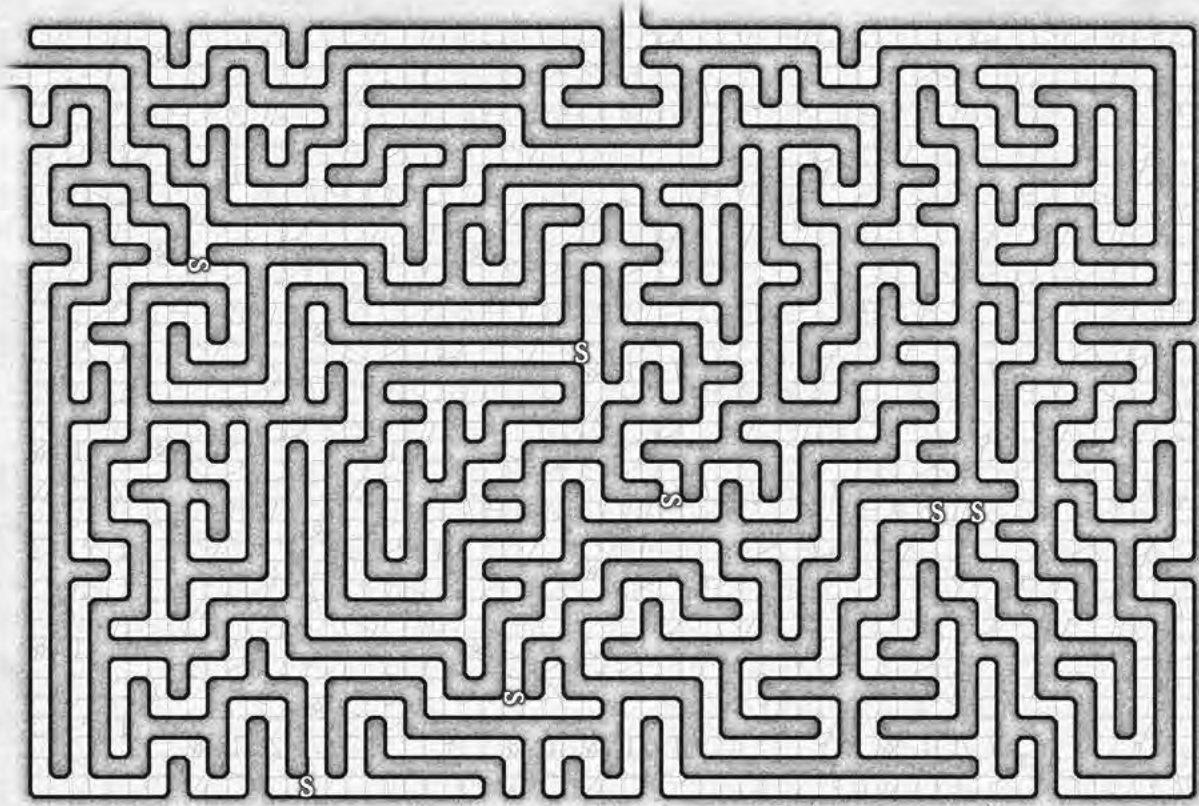
spells and grenade-like missiles.

Treasure: In addition to the possessions listed, goblin leader #1 has a *potion of invisibility*, #2 has a *potion of healing*, #3 has a *potion of diminution* and #4 has a *potion of animal control*. The Referee determines their use. Ubar's traveling spellbook contains only those spells listed and one additional 3rd-level spell: *dispel magic*.

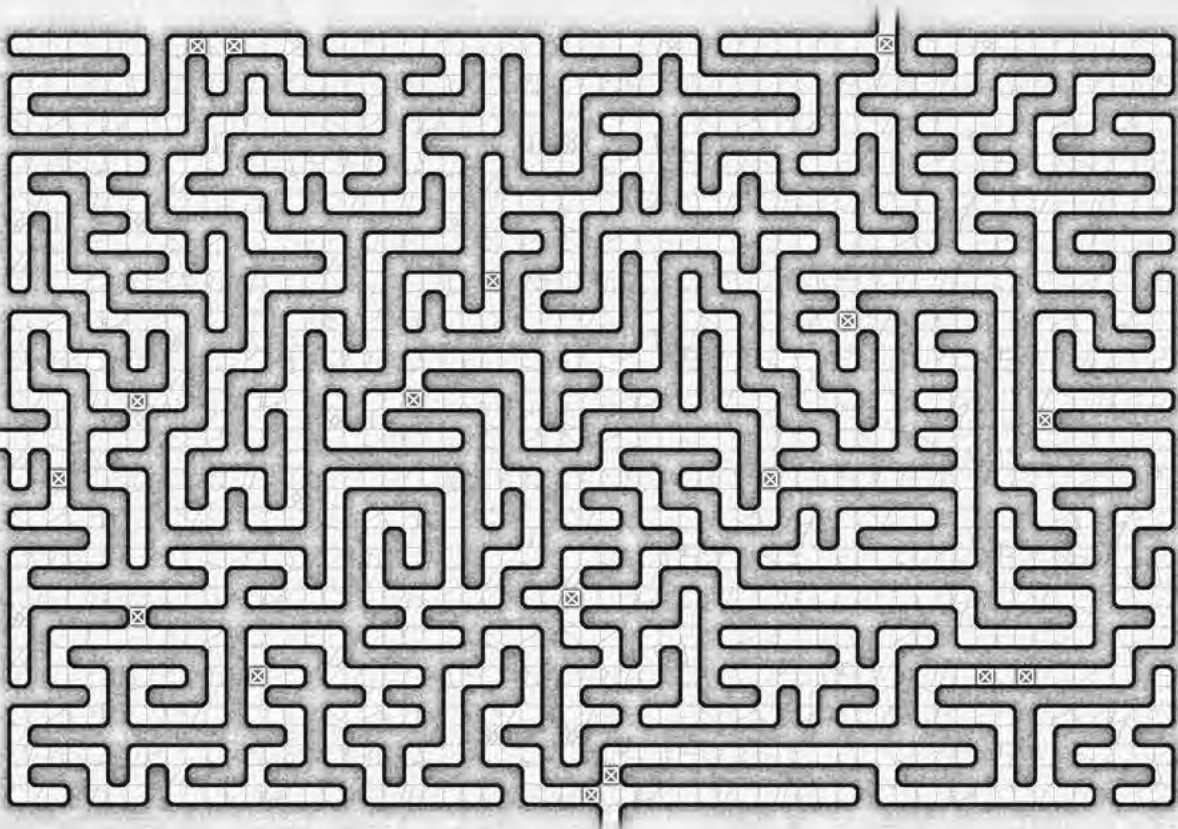
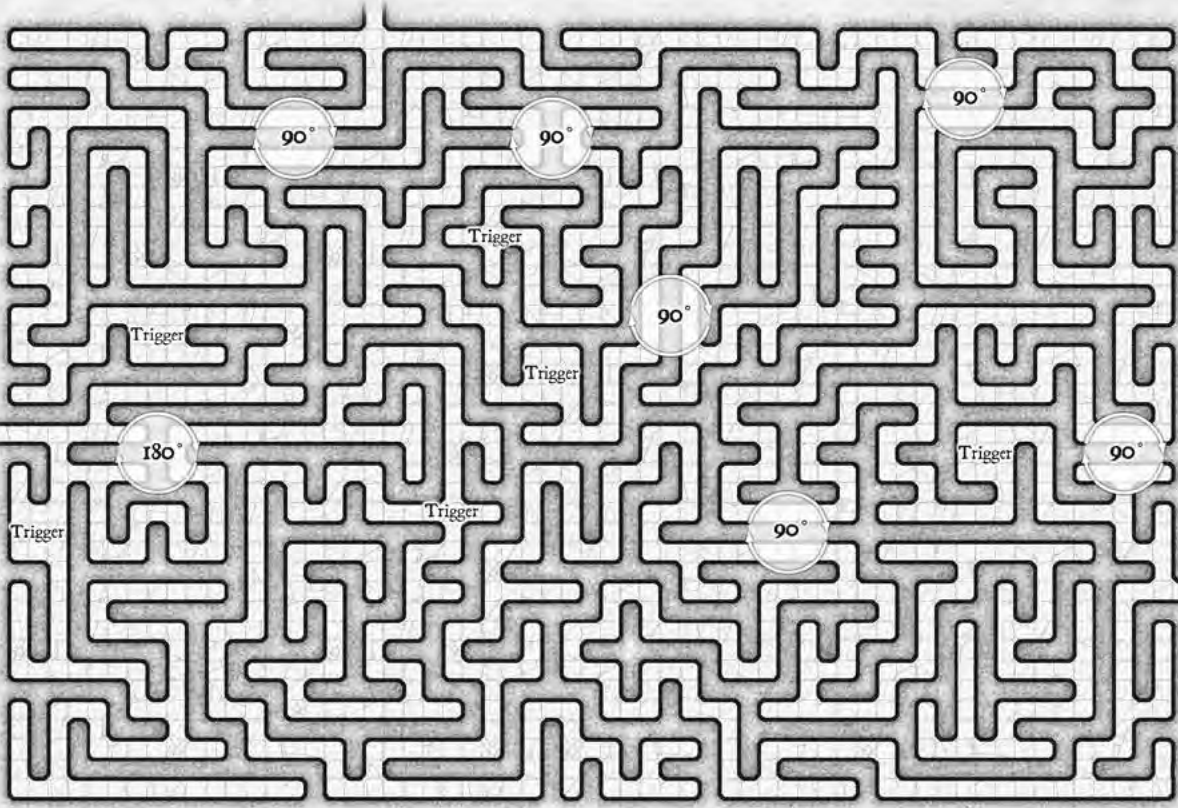
6-17. The Goblin's Trap

The goblins in Area 6-16 set this nasty trap to dissuade monsters and adventurers from approaching their lair. The goblins soaked a spongy patch of lichen and fungus with oil; a flask of alchemist's fire triggers the trap, which creates a fiery burst that deals 5d6 points of damage in a 5-ft. radius (save for half).. Triggering the trap alerts the goblins, allowing them to prepare for the party's arrival. Summoned by the goblin wizard, a large pack of rats rush the PCs from behind.

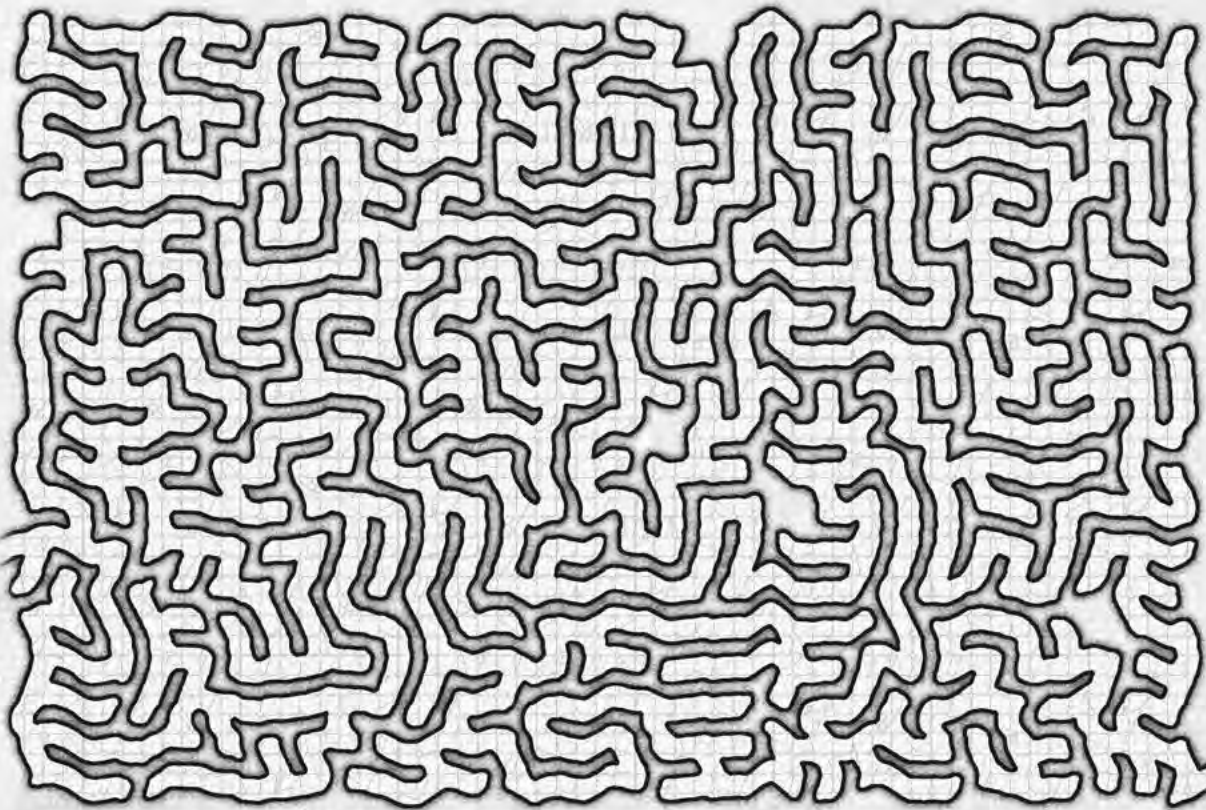
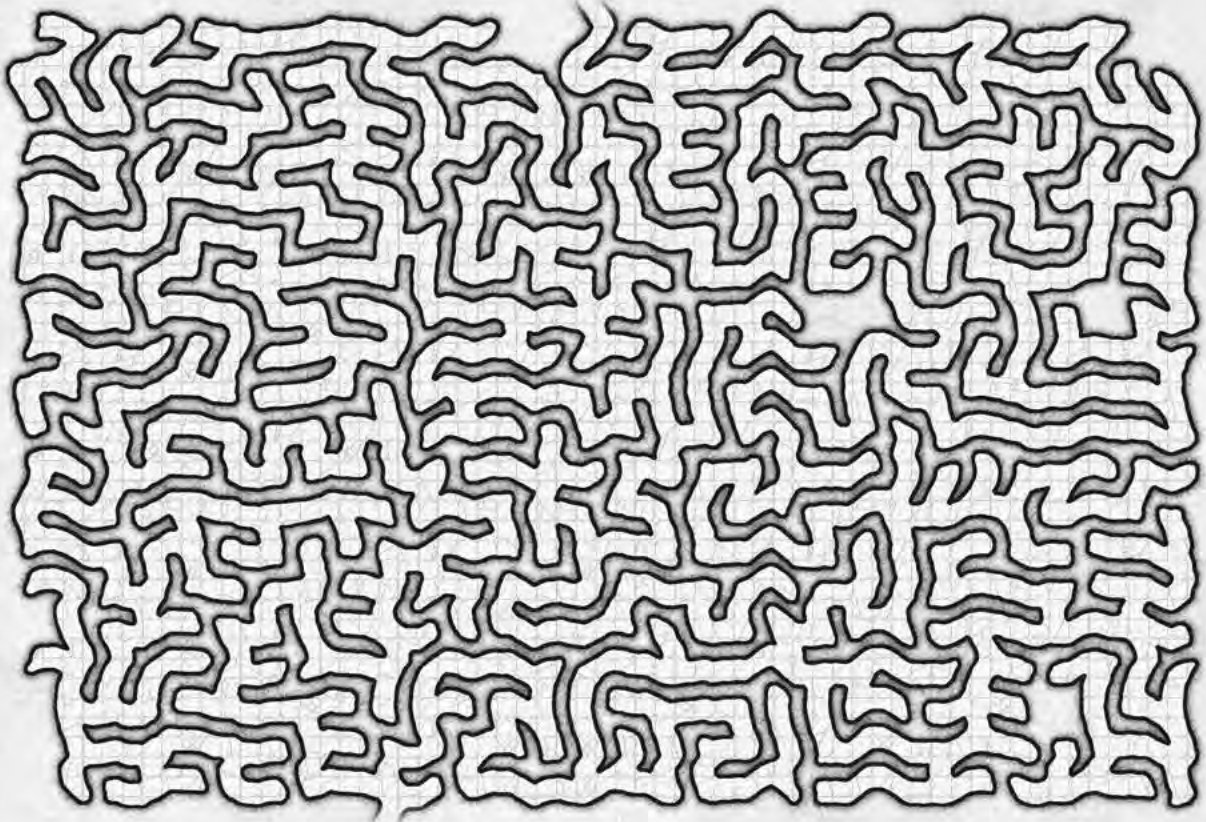
Rappan Athuk - Sample Mazes - Map 1



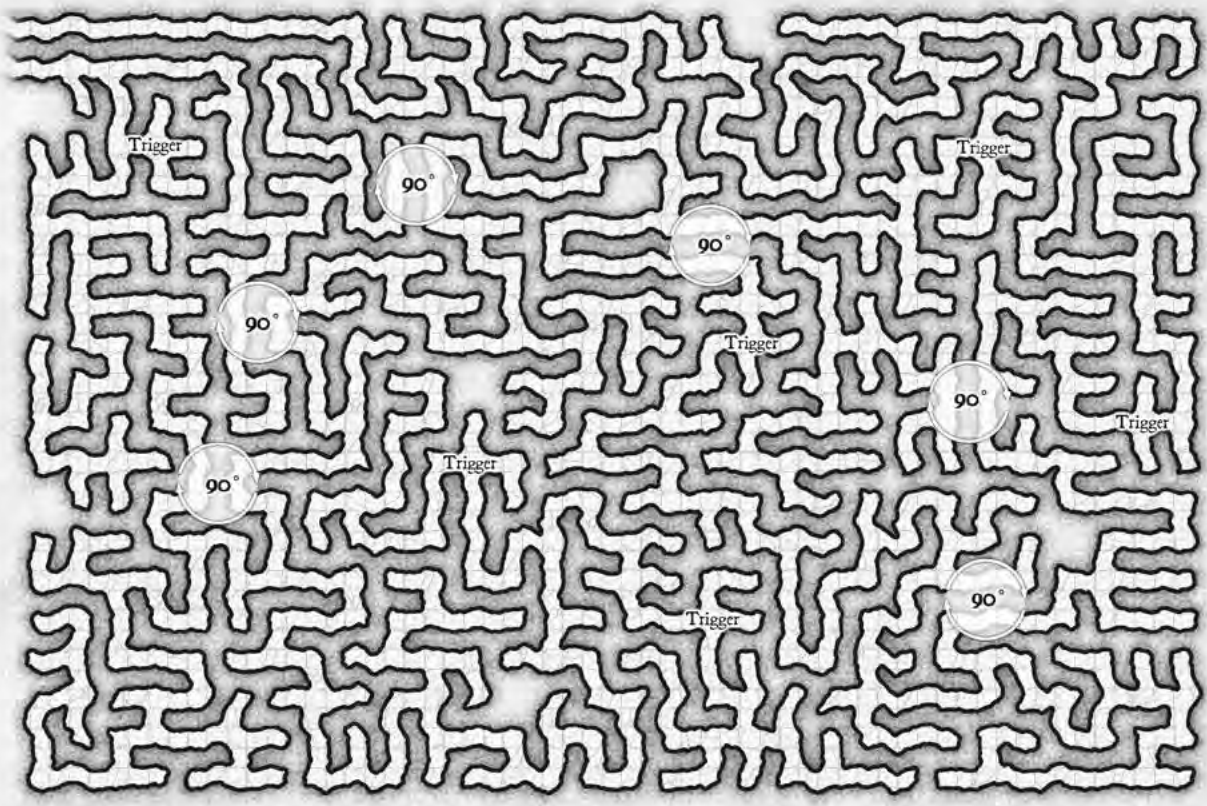
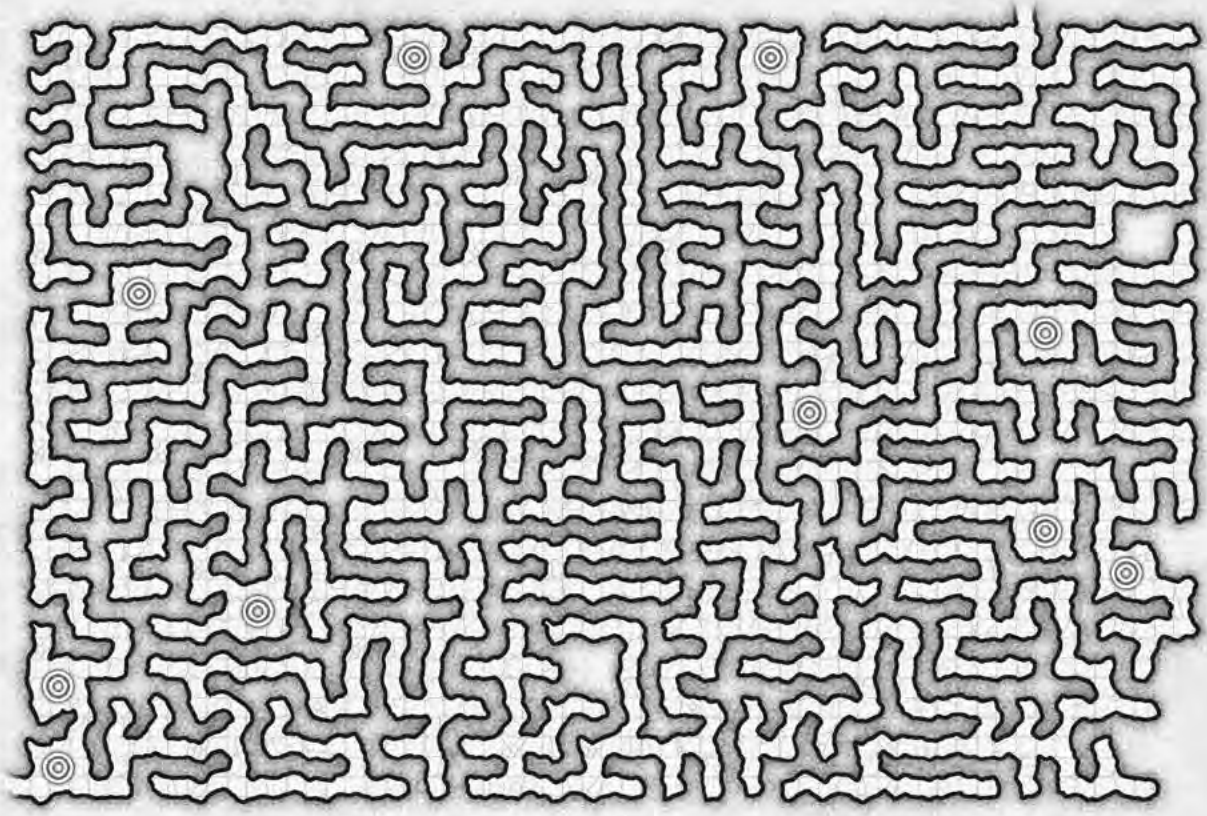
Rappan Athuk - Sample Mazes - Map 2



Rappan Athuk - Sample Mazes - Map 3



Rappan Athuk - Sample Mazes - Map 4



Rappan Athuk - Sample Mazes - Map 5

