I. BACKGROUND

Dug into the Southern slope of Mount Kore is the Rotating Labyrinth—or Ravenous Maze, as it is known by those living nearby in Tripik, for it takes in more than it sends out. The Rotating Labyrinth was built by Dwarves of the Axelwrought clan, worshipers of the god of Machinations, Korgaran.

They built it to trap a devil released into the world by the wizards of the manor near Mount Durn. The devil and his summoned hosts killed the wizards and laid waste to the nearby village before the Axelwrought Dwarves from Mount Boor and the Calldinkel Gnomes from Mount Call were able to arrive and intervene. Even with their intervention, the war raged long as they drove the devils West and South to Mt Tore. It was there the dwarves trapped the leader, in a labyrinth complex enough that evil and reckless men would never again be able to release that devil on the world, but close enough that it could serve as a reminder to those who visited of what such reckless men can do with power. The war had cost them dearly and they returned to rebuild their clan. The Calldinkel Gnomes never quite recovered from the drain it had been on them and their kingdom dissolved as a result. The labyrinth remains, a warning of the cost of men’s ambition.

II. RUNNING THE DUNGEON

I am writing this dungeon for 5 level 5 Mind Weave PCs, expected to advance to level 6 before the final encounter. I am also including details useful for running it in D&D 3.5 for convenience, with the intended party being 4 level 5 PCs. The final encounter is designed to require all their resources and be potentially deadly.

III. LABYRINTH FEATURES

There are several common features in the maze including interlocking circles that rotate mechanically, four types of doors, iron bars, switches, portals, pressure plate triggered sliding stone slabs, solid diamond windows, a speaking statue of immense size, and chests.

Most of the chests contain a small, green key. These will be discussed in Section [XI]. One set of chests, pictured in Figure [3] is the treasure room. The nature of the treasure room is discussed in Section [XII]. The remaining three chests contain items very useful to solving the labyrinth or defeating its occupant. These items are discussed in Section [XIII].

IV. THE ROTATING CIRCLES

The Rotating Labyrinth gets its name from seven interlocking circles that rotate mechanically about their centers. These circles have four different sizes. Some of these centers will move away from parts of their circles and come to incorporate other parts of the maze when a larger overlapping circle moves.

The Game Master should rotate a random circle from time to time. For a completely unpredictable experience (arguably the most fun for the players and the GM) use an egg timer and rotate a circle every 5 minutes of real time during regular game play. Choose a random circle using 1d10. On a 1 or 2, rotate the largest circle. On a 3 or 4, rotate the second largest circle. On a 5 or 6, rotate the circle that contains the key to the demon door. On 7, 8, 9, or 10, rotate one of the other four circles using some arbitrary rule, say counting from the bottom right.

This works fine when players are talking or moving about the maze normally, but when they stop for meals or...
to sleep it is important to keep the labyrinth moving on a game time schedule. Each hour of delay in game, make 1d10 rotations. This means that the maze may change 40 or more times while the players get an 8 hour night. I recommend doing the changes in order one by one because each change can have a significant impact and order matters. Not to mention, the conditions changed by rotation may also interrupt their sleep. It is also fun to tell the players or at least the one on watch how close the changes are or if they are happening around them.

Another possible scenario is that the players want to wait, on the edge of a known circle for example, and explore by riding the circle. The only issue with this is that it may be important to know how long it takes to determine how much other groups in maze move and whether the players get hungry and use their food stores. Roll 1d10 to determine what rotates and 1d20 to determine how many in game minutes pass between each rotation and continue like this (explaining what they see if they see changes happen near them) until they determine they want to get moving again.

Obviously, there are other ways to choose which circle rotates and how often. It is an option to choose by GM fiat what should change, helping or hindering the players and satisfying your god complex with mercy or malice. I’ve also had my little 5 year old brother—who wanted to be a part of the game—play an imp who chose a circle to rotate whenever he got restless enough to want to. Whatever method you choose should work fine.

The edges of the circles can be seen as cracks in the stone crossing the corridors. For smaller circles the curvature may even be apparent. These cracks are noticed on a Spot Check DC 18 or with Perception 17 when looking and 27 when not.

V. THE DOORS

There are four types of doors in the Rotating Labyrinth, they are symbolized differently on the map.

A. Magical Green Doors

Most of the doors in the Rotating Labyrinth are made of a hard green material, harder than the granite of the maze and more durable (Strength Check DC 50 to break. Hardness: 16, Durability: 4, Flammability: 0.05, Opacity: 1, 4 inches thick). These doors have a key hole which is fitted by any of the green keys distributed throughout the maze. When a key is used, it vanishes and reappears in the chest from which it came.

These doors immediately lock when closed and will close on their own weight unless carefully propped open. These doors are indicated by an oval with a line through it longways with a small key symbol drawn nearby on the map, as shown in Figure 2.

B. Secret Doors

Secret doors are in a few places and are shown as an S over a section of wall. These can be opened easily from either side when found. Spot Check DC 15 to notice. Perception 15 when looking, Perception 25 otherwise. These doors appear similar to the granite walls, but are able to swing with only a little effort into the larger of the rooms they connect.

These doors also close on their own weight if not propped open.

C. Unlocked Doors

In some sections of the maze, there are common pine doors which do not lock. They can be opened easily. Strength Check DC 20 to break. These doors are indicated with an oval with a line through it longways.

D. The Devil Door

The door to the chamber where the devil is trapped. It is made of a similar material to the magical doors. Strength Check DC 80 to break. Hardness: 16, Durability: 4, Flammability: 0.05, Opacity: 1, 8 inches thick.

The door requires the unique key in a chest nearby, both are pictured in Figure 4. The key vanishes and reappears in the chest nearby.

VI. IRON BARS AND SWITCHES

Iron bars that block access to corridors are indicated by a line of dots. The bars are of iron (DC 24 to bend [1]. Hardness: 12, Durability: 4, Flammability: 0.04, Opacity: 1, 1 inch thick, 4 inches apart).

Some sections of iron bars have a dotted oval like those indicating doors. These sections will always have a switch nearby which when pulled lowers those bars, though only for 15 minutes. The nearest switch is the one associated with these bars and a single switch might sometimes lower multiple sets of bars if it is the nearest for multiple.

VII. THE DARK PORTALS

The dark portals emanate evil magical energy associated with a portal (Mind Weave Sense Magic: Sar, Dain, Zo, soa, re). These portals are represented by dark blobs in the walls throughout the labyrinth. They are generally in clusters.
The dark portals have been created by the occupant of the maze in order to summon imps of the occult caste to help him escape the maze. When the players enter a room with portals, there is a 90% chance that imps will come through the portals. If this is the case, each portal produces an imp. If the PCs are only nearby, there is a 10% chance that the portals produce imps.

These imps are Mind Weave Mage Imps with random fingers and spell components. The magic of Mage Imps can be approximated in D&D 3.5 by the spell list of a level 2 Sorcerer. A table to randomize Mage Imps in 3.5 can be found in Section XIV.

These imps are used to being outmatched and those with spells to hide or to hinder the party will use them first. They will usually do their best to get burst damage otherwise.

VIII. SLIDING STONE SLABS

There are three sliding stone slabs in the labyrinth. They are associated with floor plate triggers that are noticed with a Spot check DC 20, or Perception 18 when looking, Perception 28 when not. When a floor plate is triggered, the stone slab slides into place blocking the way. One of these can be seen on the map in Figure 3.

They are pushed into place by giant springs, which can be cranked back from the small access room. These access rooms are either hidden or on the opposite side of the trigger. Cranking a spring back is a Strength Check DC 12. Moving the stone slab without the crank is a Strength Check DC 24. The sliding mechanism can be disable with Disable Device DC 20. The slabs are granite 2 feet thick.

Reflex Check DC 15 to escape if in the path when triggered. In Mind Weave, dodge as a thrown weapon. Deals 2d8 blunt damage.

IX. SOLID DIAMOND WINDOWS

Two windows of solid diamond look in on the chamber of the devil, allowing visitors to observe his malice. The diamond is 6 inches thick. It is virtually unbreakable, although Mind Weave Magic could destroy it at high cost per cubic foot.

X. THE GREAT SPEAKING STATUE

A great, black marble statue of a bearded figure stands on a 6-foot pedestal in the center of the entry. He wears a flowing robe of stone and holds a sword in his right hand, a staff in his left. The statue is huge, 30 feet tall with shoulders nearly 10 feet wide. It greets visitors to the maze and explains that the purpose of the maze is to contain a great evil and that they are welcome to witness it, but must not let it free.

The statue is willing to answer questions posed by visitors to the maze, but generally answers cryptically. "What is the best way to arrive at the evil?" may receive an answer of "Left," "Right," or "It does not matter at this time which way you go." Nonetheless, it should be willing to answer most questions honestly. It does not abide evil and will vigorously question those it suspects of evil and will attack if it does not like the answers. (Stone Golem, Facsimile)

XI. THE KEYS OF THE LABYRINTH

There are two kinds of keys in the labyrinth. There are several small green keys distributed in chests and the one key to the devil door.

The green keys are used to open the green doors throughout the maze. When used, the key dissolves and reappears in the chest from which it came. The chests weigh 40 lbs and can be carried in order to repeatedly access the key, which takes 15 minutes to return to the chest. There are more green doors than green key chests, but since most of the doors only introduce an alternate path and the keys can be reused, this is not a problem.

The devil door key is large, dark, and intricate. It is in a chest on a small rotating circle near the devil door, however, when it is nearest the devil door, both door and key are mostly inaccessible. as seen in Figure 4.

XII. THE TREASURE ROOM

The treasure room is set up to trap those who enter with a sliding stone slab whose mechanism is only accessible through a secret door.

The treasure room contains as many chests as there are party members entering the room. Each chest magically contains an item specifically chosen for one of the party members entering the room. This is a good opportunity to fulfill player wishlist items or show appreciation for the character’s backstory with a character-appropriate item. An archer might get a powerful bow or a worshiper of Korgaran might get a Machinist’s Ring (very useful for the Labyrinth).

XIII. SPECIAL MAZE ITEMS

There are three chests in the maze that contain special maze items.
A. Helmet of Motion

The Helmet of Motion is in the chest down in the bottom left corner of the map (always; it is outside the circles). The Helmet of Motion makes the wearer very sensitive to motion. This includes all motion: the rotation of the planet, the orbit of the planet, the motion of the solar system through its galaxy and so on. It is useful for detecting the speed the direction of motion in a maze like the Rotating Labyrinth, but after wearing it 2 minutes the wearer is dizzy, after 5 minutes the wearer is fighting off nausea, and after 8 minutes the wearer passes out and while unconscious is unaffected by the helmet.

B. Staff of Stilling

The Staff of Stilling is in a chest behind a green door in one of the small circles near the Devil Door. The staff of stilling is specific to the Rotating Labyrinth. When pointed directly at the center of a circle, it can be used to stop the circle for 6 hours. If this circle is randomly selected to rotate during that time, then it is simply stopped; do not reroll for another circle.

C. Light Bombs

A chest in one of the second largest circle’s segments (bottom left in Figure 5, near the room with a single pillar. These light bombs are thrown weapons. They do not do physical damage but release a burst of potentially blinding light at 50,000 lumens (from 4 feet away, this is like looking at the sun). This is bright enough that in a dark room it can blind from far away. Like sunlight, it diminishes the Lucifugi’s shroud of darkness by 1 foot and could harm him if the shroud is gone. In this an other ways, it behaves like a round of direct sunlight.

XIV. THE MAGE IMPS

Mind Weave Mage Imps have a random component smattering they use to cast spells, their stats can be found in the Demons and
For D&D 3.5, I recommend replacing all Mind Weave abilities and spell components with those of a level 2 Sorcerer, keeping all else the same. This makes 3 of them a pretty standard encounter for 4 level 5 PCs. The spell list of each individual imp should be random but thematic. Below are 8 possible imp variations that can be chosen from on 1d8:

1) Evocation/Necromancy with damage focus
   - Level 0 spells: Dancing Lights, Flare, Ray of Frost, Disrupt Undead, Touch of Fatigue
   - Level 1 spells: Shocking Grasp, Chill Touch

2) Illusion/Evocation with distraction focus
   - Level 0 spells: Dancing Lights, Flare, Light, Ray of Frost, Ghost Sound
   - Level 1 spells: Color Spray, Silent Image

3) Conjuration/Transmutation with survival focus
   - Level 0 spells: Acid Splash, Resistance, Mage Hand, Message, Open/Close
   - Level 1 spells: Mage Armor, Expeditious Retreat

4) Abjuration/Conjuration/Evocation with battle focus
   - Level 0 spells: Resistance, Acid Splash, Flare, Ray of Frost, Dancing Lights
   - Level 1 spells: Burning Hands, Shield

5) Necromancy/Transmutation with hindering focus
   - Level 0 spells: Disrupt Undead, Touch of Fatigue, Mage Hand, Message, Open/Close
   - Level 1 spells: Cause Fear, Reduce Person

6) Enchantment/Evocation/Illusion with deception focus
   - Level 0 spells: Daze, Dancing Lights, Flare, Ray of Frost, Ghost Sound
   - Level 1 spells: Hypnotism, Charm Person

7) Necromancy/Transmutation with support focus
   - Level 0 spells: Disrupt Undead, Touch of Fatigue, Mage Hand, Message, Open/Close
   - Level 1 spells: Ray of Enfeeblement, Enlarge Person

8) Conjuration/Evocation/Necromancy with damage focus
   - Level 0 spells: Acid Splash, Flare, Ray of Frost, Disrupt Undead, Touch of Fatigue
   - Level 1 spells: Magic Missile, Shocking Grasp

Roll 1d8 for each imp to determine its type.

Fig. 4. The chamber of the Lucifugi, shown together with its door and the chest containing the key to its door.

XV. THE LUCIFUGI

The Devil at the center of the maze is a Mind Weave Lucifugi [3]. This means he has special abilities and character abilities commensurate with a level 16 Mind Weave PC and a great deal of components for casting. He is an appropriately leveled encounter for 5 level 6 Mind Weave PCs. For use in D&D 3.5, I recommend replacing his Mind Weave abilities and spell components with those of a level 8 Wizard (as with intelligence 25), keeping all else the same, in order to make him an appropriate climactic encounter for 4 level 5 or 6 PCs.

His spell list should include primarily darkness and damaging spells. Below is a suggested spell list:

1) Level 0 spells: Ray of Frost, Ray of Frost, Ray of Frost, Ray of Frost
2) Level 1 spells: Burning Hands, Burning Hands, Magic Missile, Magic Missile, Magic Missile, Shocking Grasp
3) Level 2 spells: Darkness, Darkness, Flaming Sphere, Flaming Sphere, Scorching Ray
4) Level 3 spells: Summon Monster III, Fireball, Fireball, Lightning Bolt, Vampiric Touch
5) Level 4 spells: Fire Shield, Ice Storm, Wall of Fire

His chamber is shown in Figure 4.
XVI. OTHER POSSIBLE ENEMIES

To keep things interesting, rivals, enemies, or just other treasure hunters can also be in the maze, whether preceding the PCs or following them. These can come from the PCs’ back stories, from earlier in the campaign, or simply from the surrounding area. The statue will be willing to share information about the other party, and it can be moved around the map, collecting keys and other items much like the PCs. If they are hunting the PCs, they should make an effort to engage on favorable footing.

XVII. DESCRIBING THE ROTATING LABYRINTH

This section discusses some of the sensory inputs the PCs might experience in the Rotating Labyrinth.

A. Sights

There are no lights in the labyrinth except the torches surrounding the pedestal of the great speaking statue. This means PCs travel in the dark if they do not have their own light source. It also means that down long corridors they see nothing but darkness unless the entrance is at the end of the corridor, in which a light in the distance can be described. The stone walls of the Labyrinth are smooth granite, probably produced by magic. Some of the doors are bright, unpainted pine wood, but others are a green, smooth metal.

B. Sounds

Sometimes the roars of the Lucifugi can be heard, if near his chamber. Otherwise the maze is mostly in eerie silence. The exception to this is when a circle turns, rumbling in the distance or all around you as the case may be.

C. Other

The corridors are dry, but cold. There is a slight smell of decay and the air is heavy. Those with the sense can feel evil when near the portals.

XVIII. BUILDING A PROP

I run the dungeon with a cardboard prop, though in the near future I hope to mock up a 3D printed plastic one. In this section I discuss how to build the most usable and reliable cardboard rendition I can think of. A simple alternative is to just use a paper with the circles cut out, but this can make it hard to turn large circles with lots of overlapping parts in them without making a mistake, and all can be lost if the map is blown on. This approach requires plenty of cardboard, glue, and a steak knife.

1) Print out the picture in Figure 6.
2) Draw the details visible in Figure 5 onto the map.
3) Glue it to a piece of cardboard.
4) Cut out the five small circles and all of their fragments.
5) Glue the cardboard (without the small circles and fragments) to another piece of cardboard.
6) Cut out the second largest circle and its fragments.
7) Glue the double cardboard without the cutouts to another piece of cardboard.
8) Cut out the largest circle.
9) (Optional) Glue the border remaining to another piece of cardboard.
10) Reassemble by putting all of the circles and fragments back in their places. (Only the two smallest circles need to be carefully placed where they belong. The rest are either obvious or their initial positions don’t matter.)

REFERENCES

[1] SRD: Breaking and Entering
Fig. 5. Picture of the original cardboard Rotating Labyrinth build. All details are included, some notes on the map are from previous runs and can be ignored.
Fig. 6. This map is clean and has perfectly shaped circles, but does not have the details of the maze like doors, bars, chests, etc. Convenient for printing.