

Maze

This is a simple but confounding maze created for use with level 6 of Rappan Athuk 2 by Necromancer Games, but you can use it any time you want to annoy your players. The maze has one entrance and one exit. Once the PCs enter the maze, the only way out is through the exit. To get back where they started they must exit the maze and reenter it. Doing so starts them at the entrance again forcing them to renegotiate the entire puzzle.

All doors are constructed of wood with iron bands and have a handle on both sides. They fit tightly and swing freely in both directions. The entire maze radiates moderate transmutation and abjuration magic. Doors into rooms will not open unless the other door is closed and they resist all forms of damage and *knock* spells. Set the DC accordingly, but you should not allow your players to beat the maze by forcing open a door.

Doors marked with green arrows are portals that arrive at the door marked with the red arrow. Looking through or stepping through these doors is the same as looking through or stepping through the door with the red arrow.

A. Any time a door to these rooms is closed, the room rotates 180 degrees.

