MAZE OF NAMCAP

Legend

✪ : Entrance

○ : Key

▌ : Force Wall

☾ : Re-spawn Point

◆ : Treasure

☐ = 10 feet

Incorporating the dungeon into your campaign: This one-level dungeon can be included as yet another level in a massive dungeon complex, a floor in a mad wizard's tower, or simply a nostalgic diversion from their epic, plane-spanning quest. To escape this awful place, the PCs must collect the four keys and return them to the entrance room.

How the PCs arrive to this dungeon is up to you but a portal malfunction is common. If incorporated into a larger dungeon, the PCs can arrive by stairs, ladder, or flume ride (not shown). No matter how they get here, they begin at the entrance, as shown on the map.

The Maze: The floor, walls, and ceiling are perfectly smooth. All the corridors are exactly 10 feet wide and 10 feet tall. The corridors leading off to the left and right connect, creating no escape except to find the keys and return to the starting room. Though the maze is fairly simple, the PCs may have trouble navigating all the twists and turns to find the keys. Just figuring out where they are and what they have to do is much of the challenge. Going old school and making them do their own mapping helps. The PCs can make efficient work of the maze if they split up, but it would leave each one vulnerable to the guardian of the maze.

The Guardian: Several options are provided for the guardian of the dungeon. Feel free to use the one that is most appropriate to the power level of the party. Or not. Whatever, man. The guardian has precise knowledge of where the PCs are at any time and can adjust its movement accordingly. To increase the tension and suspense, you can have the PCs hear the guardian moving closer with an ominous, never-ceasing waka-waka-waka sound.

The guardian has infinite ~~quarters~~ lives. Each time the guardian is killed (and when the PCs first arrive), it reappears in the re-spawn point noted on the map. For added excitement, increase it's movement speed by a 5 feet per round (or more) each time it re-spawns. You may also want to cycle through the list of guardians, to keep the PCs on their collective toes.

1) **Gelatinous Cube**: If you want to describe it not so much as a 10' translucent cube as a yellow sphere with a gaping maw, I'm not going to stop you.
2) **Eye Stalker**: It could start off as simply a large floating sphere with a mouth and a single, hideous eye, but with each re-spawn, it grows another eye and gains another funky power.
3) **Air Shark**: Frickin' lasers optional. You may also change the theme music to "duh-dah, duh-dah..."
4) **Purple Worm**: At 5' in diameter and 80' long, it cannot actually turn around in the maze and must instead make long, looping turns. The PCs can attack it from behind or the side, but they're in serious trouble if it can line them up with its mouth.
5) **Minotaur**: Sometimes the classics are best.
6) **Flaming Sphere**: Not a monster that can actually be killed—just a runaway spell.

The Entrance Room: An arcane pattern is carved into the floor, just as it shows on the map. Four empty slots for keys are clearly visible within the design. While in this room, the PCs are safe and invisible to the guardian. A force wall, through which only they can pass, protects them from the guardian. If all the PCs are in this room, the guardian will move randomly through the maze (roll a die at each intersection to determine its direction).

The Keys: The PCs must collect four keys, which are positioned at the edges of the maze, as shown on the map. You can describe these as being shaped like actual keys or glowing orbs of energy. Once put into their proper positions in the entrance room, the PCs are transported to where they were going before being sidetracked to this silly place. If the guardian runs into and consumed a key, a cruel GM would have the PCs turn blue and lose all of their defenses for six turns.

The Treasure: Periodically, a treasure or reward of some sort will appear where indicated on the map. Typically, the treasure is a fruit (cherry, banana, etc.) that acts as healing potion. Other times, it might be something inedible, like a bell. To increase the treasure available in this dungeon, you can place a coin every five feet in the center of the corridors (on the floor is logical, but hovering 5 feet in the air would be cool too). Of course, these will probably be scooped up the guardian as it moves around the maze, so the PCs will have to kill it to get the full reward. The coins do not re-spawn.

Afterwards: Having escaped the dungeon, you can send the PCs on to their next destination, whether that be the next leg of their quest, the stairs to the next level of the dungeon, the portal they were trying to reach in the first place, or a weird aerial plane where they are attacked by knights armed with lances and mounted on vicious flying ostriches.