

Far Away Land RPG

Adventure Module

CRAZY MAZE DAZE

by Dirk Stanley



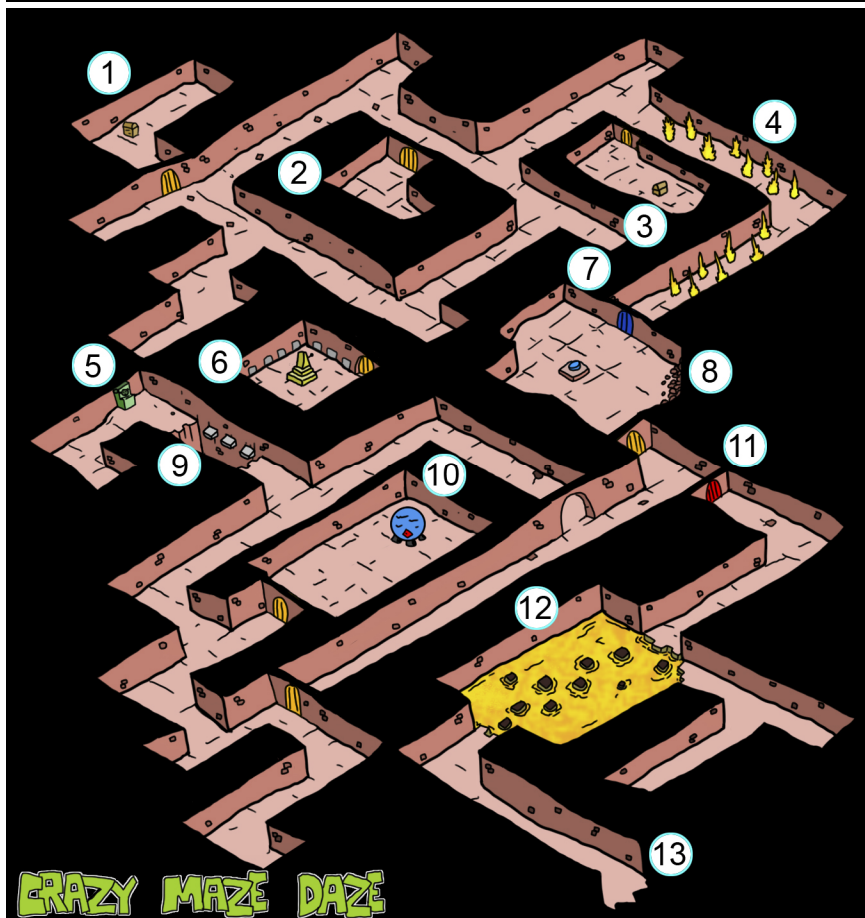
Lost, in a maze, surrounded by traps and things that want to kill you and everyone else in your party. Welcome to Crazy Maze Daze, the third Far Away Land adventure module. Jump across pits, dodge fire, fight golems and undead, try not to fall in lava as you attempt to survive the maze and discover a secret that could save those who have fallen! And there's some gold too.

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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CRAZY MAZE DAZE



The Hook

The PCs are on a path in the wilderness, either going to or coming from some event. In the middle of the path stands an old man who is dressed in green and gold clothing which is covered in a spade print. On his head he wears the bones of a bird. The old man has his back to the PCs as they approach and seems to be staring at something in the road. When the PCs are within a certain distance, the old man will turn around and speak some strange words. The PCs are instantly teleported and find themselves in a small room, the entrance to the maze.

Goal

The PCs have to escape the maze which is full of traps and monsters. Each PC that participates in the adventure has a chance of receiving a reward based on how they perform within the maze. Any PC who survives the maze will get to

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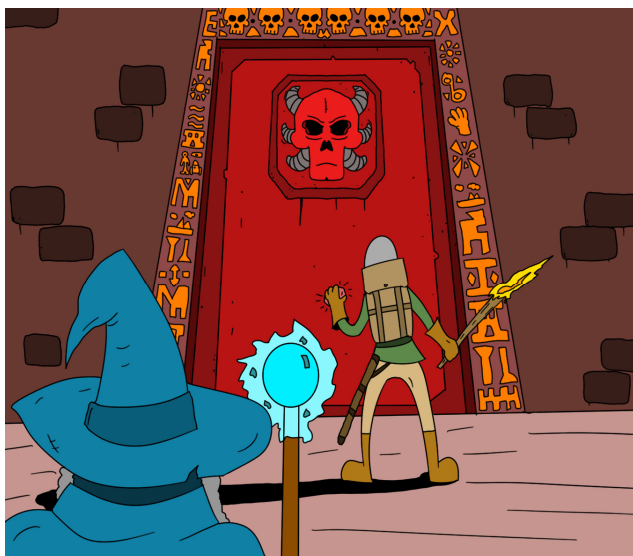
keep any item or treasure they find within and will gain a reward. PCs who die within the maze still have a chance of being resurrected (see The Old Man).

The Old Man

The old man's true identity is Trixelmix, a lesser deity of the Gray Planes who has been cursed (by a spell) to an eternity in the Screamtorium. Trixelmix is trying to break the spell. The only way the spell is broken is when someone speaks his true name - Trixelmix. Trixelmix has created his mazes as a ruse to thwart the watchful eyes of Galgod who cursed him. Galgod believes that Trixelmix's only form of pleasure is to watch others suffer in the maze. The maze serves as a way for Trixelmix to reveal his own name without telling others directly (as that was part of the curse).

If someone should speak the name Trixelmix to the old man, he will be released from his spell and be allowed to leave the Screamtorium. This is what Trixelmix wants (as he lives in agony). In order to aid adventurers, Trixelmix has left his name carved within the walls of the maze in certain locations. If the PCs do a search in an area where Trixelmix has carved his name, they will discover the phrase "Trixelmix wuz here." The PCs have a 1 in 6 chance of discovering his name while searching.

When the PCs speak the name "Trixelmix" the old man will grow joyously happy, reveal the story of how he came to be cursed in the Screamtorium, and thank the PCs for helping him. As a reward, Trixelmix will revive anyone who was killed within the maze. He will then turn into stars and vanish.



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The Maze

This adventure takes place in the maze created by the old man (Trixelmix). The maze consists of traps, puzzles, and monsters that the PCs will encounter. As the maze is located within the Screamatorium, the PCs will constantly hear yelling and moaning.

1. Maze Entrance: It is here where the PCs find themselves teleported after encountering the old man. There is a single wooden door in the room. In the middle of the room sits a wooden chest which is open. A note inside the chest reads...

*Two keys to exit the maze,
one red and one blue.
What you carry you keep,
but your life you may lose.*

2. Chalk Golem: The wooden door to this room is locked (PCs can break it down). Inside the room is a chalk golem who is not happy about being locked within. If the PCs search this area, they will discover "Trixelmix wuz here".

3. Phantom Chest Room: A single chest sits in the middle of this room. A sign attached reads "do not open." If the PCs open the chest, 1d3 phantoms will fly out and attack. A blue moon gem (the blue key that opens the blue door) lays in the bottom of this chest.

4. Flame Spout Corridor: Two sections of flame spout corridors require PCs to make a DEX (one check for each section of the corridor) check or be burned. Any PC burned will take 2d6 damage. A PC set ablaze by the flames may panic. If the PC panics, she may run back into the flames and suffer an additional 2d6 damage. Have each PC make a WIT check in each section of the corridor. A point of rest is located between the fire spout sections. If the PCs search this area (the rest area), they will discover "Trixelmix wuz here".

5. Undead Mask: A glowing Undead Mask sits on a green shelf as a prize to any who is willing to brave the bottomless pit that comes before (see 9).

6. Lever Room: Once the PCs enter into this room, the door will close (it is magically locked and cannot be opened or smashed). A yellow stone obelisk with a lever sits in the center of the room. Along the floor of the wall are small gray doors. If the PCs pull the lever, the small gray doors will open and release a plethora of badonkuli. Only when the PCs have slain thirty of the creatures will the door unlock and open. If the PCs examine the obelisk, they will discover "Trixelmix wuz here" carved on the bottom.

7. Blue Door: The blue door has a strange face carved upon it. When the PCs approach the door they will be asked to present the blue key (the moon gem). If they have the key, the face will smile, open and bid the adventurers farewell. If the PCs do not present the key, the door will tell them that in order to pass, they must have a key. If the PCs attempt to hurt the face or smash the door, the face will shoot lightning from it's mouth. This lightning does 6d6 damage.

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8. Countdown Room: The doors to this room lock as soon as the PCs enter. A strange voice then begins a countdown from 10...9...8.... If the PCs press the red button, the countdown will restart. The doors to the room will only open when the countdown reaches 0.

9. Pit Trap: PCs can attempt to step on the ledges in the wall but will find that once on the ledge, it will begin to pull into the wall. The PC has to make a DEX check to avoid falling to their doom. If the PC successfully crosses the pit, the ledges will extend back out and remain unmoving as the PC re-crosses.

10. Blobby Cell (Red Key Room): The red key is located inside a blobby that is trapped within a glass orb. The key will appear to the PCs to be sitting in water. When the PCs break the orb to retrieve the key, they will release the angry blobby. In order to retrieve the key, the PCs must kill the blobby and extract the key from within the creature. The red key is a large red ruby.

11. Red Door: The red door has a strange face carved upon it. When the PCs approach the door they will be asked to present the red key (the red ruby). If they have the key, the face will smile and laugh and bid the adventurers farewell. If the PCs do not present the key, the door will tell them that in order to pass, they must have a key. If the PCs attempt to hurt the face or smash the door, the face will shoot fire from it's mouth. This fire does 6d6 damage. If the PCs examine this door, they will discover "Trixelmix wuz here".

12. Hot Stepping Stones of Death: A path of stones sits in this lava pool. The PCs have to make guesses as to which stone to step on in order to cross. A wrong choice will result in the PC stepping on a floating stone and falling into the lava. Small shadow spirits float above the lava berating the PCs as they attempt to cross. If a PC falls into the lava, the spirits will laugh hysterically.

13. Maze Exit: The PCs will find the old man waiting for them just outside the exit. He will be riding a four-legged skelet beast. The old man will praise those who survived and chastise those who failed. He will also attempt to get the PCs to ask about anything they learned within the maze in the hopes that the PCs will say his name.

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Wandering Monsters

1	1d3 snakes
2	1d6 snakes
3	2d6 badonkuli
4	3d6 badonkuli
5	1d3 undead freaks
6	1d6 undead freaks

NPCs

Acid Blobby

HP: 15, AC: , ACT: 4

BRT: 1, DEX: 1, WIT: 1

Acid Burst (1): 1d6

Acid Touch (1): 1d6

The blobby located in the glass orb is an acid blobby who uses an acid burst attack as its primary means of defense. Any metal weapon or armor coming into contact with the acid blobby will be disintegrated in 1d3 rounds. The blobby's acid attack causes horrible burning and scaring to exposed flesh. The blobby is blue in color. It moves slowly.

Badonkulus

HP: 1, AC: 0, ACT: 3

BRT: 1, DEX: 1, WIT: 0

Claws (1): 1

Bite (0): 1

Badonkuli are small, homunculus type creatures of magical origins. Badonkuli are small, naked humanoids that look as if they are made of poorly sculpted clay. They appear in large numbers as they are quite weak when alone. Their primary means of attack are claws and bites, each of which do 1 point of damage. They make hissing and scratching sounds. They smell like bad cabbage.

Chalk Golem

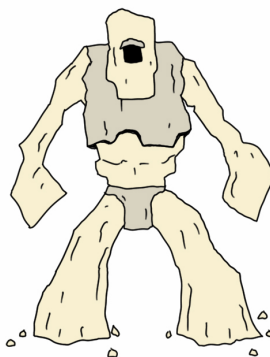
HP: 18, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 0

Sleep Dust (1): sleep

Scuffle (1): 1d6

The chalk golem was locked away in by the old man long ago. The chalk golem is enraged when disturbed and will immediately attack. It's primary form of attack is a burst of white dust that can put a target to sleep (BRT check). Once a target is asleep, the chalk golem will beat the victim to death. The chalk golem is fairly slow and awkward. It appears to be made of a soft white stone (hence the name). It enjoys moaning.



Phantoms

HP: 12, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Ghoulish Touch (1): 1d6

Possession (2): see below

Phantoms have the ability to possess their enemies by entering into the physical body and overwhelming the spirit. To avoid possession, the target must make a WIT check. The WIT check can be made each round until the phantom is forced out by the victim's will. While possession is in effect, the phantom has full control.

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Snakes

HP: 1, AC: 0, ACT: 3

BRT: 0, DEX: 2, WIT: 0

Bite (1): 1

Poison Bite (1): see below

Slithering snakes. Some have a poisonous bite which is a LVL 2 poison.

In 6 snakes will be poisonous.

Undead Freaks

HP: 5, AC: 0, ACT: 4

BRT: 1, DEX: 1, WIT: 0

Bite (1): 1d6

Scuffle (1): 1d6

Undead freaks are strange, other-worldly abominations which appear as humanoids composed of various body parts sown together in haphazard ways (like arms for legs or a head in the crotch). They are undead creatures who feed on the living. They are mindless beings for the most part, driven only by the instinct to consume living creatures. They make all sorts of terrible sounds.

Random Treasure and Items	
1	1d6x5gp
2	1d6x10gp
3	1d6x5gp & 1 weapon
4	1d6x5gp & 2 weapons
5	1d6x5gp & 1 weapon & 1 set of armor
6	1d6x10gp & 1 weapon & 1 set of armor

*Each item discovered will include the remains of the individual the item belonged to as well as any random miscellaneous items the GM wishes to include.

Treasure and Rewards

Undead Mask: This mask makes the wearer appear to be an undead creature (a zombie). Anyone looking at the wearer of this mask will believe them to be a zombie.

Red Key: A large ruby which has a value of 200gp. This ruby is obtained by killing the trapped blobby.

Blue Key: A large moon gem which has a value of 100gp. This gem is found in the phantom chest.

Undead Freaks: Those who have ventured into the maze and failed have left behind their riches, weapons, and items. Sometimes, undead freaks carry these items.

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Adventure Opportunities and Ideas

All in a Name

It would be pretty cool if the PCs speak Trixelmix's name - especially for PCs who died within the maze (since they are dead and have a chance at coming back to life). Try and make it possible that your players discover the name on their own. Drop hints and clues and make it a mystery for them.

In the End

Ramp up the weirdness once the PCs exit the maze. The maze is located in the Gray Planes, within the Screamatorium. The sky is gray and filled with haunting moans, screams, and disembodied voices. Phantom-like creatures sail the skies like wind-swept clouds of darkness. The ground is lifeless and dry, gray soil. Although the place is lit, there is no specific light source...

Milieu of Giants

In the room where the badonkuli pour from the tiny doors, maybe allow the PCs to strike more than one target at a time. This should give the effect that the PCs are giants and they are laying waste to these tiny creatures. Imagine the PCs are sweeping the room with their weapons, knocking three, four, or even more badonkuli into the air with a single strike.

Using the Maze

Anytime the PCs can utilize features of the maze to their advantage, more power to them. Perhaps they throw undead freaks into the bottomless pit, or kick badonkuli into the lava or flame spouts, or throw badonkuli to the chalk golem, or use badonkuli as scouts to test the perils of the next corridor, or... you get the picture.



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