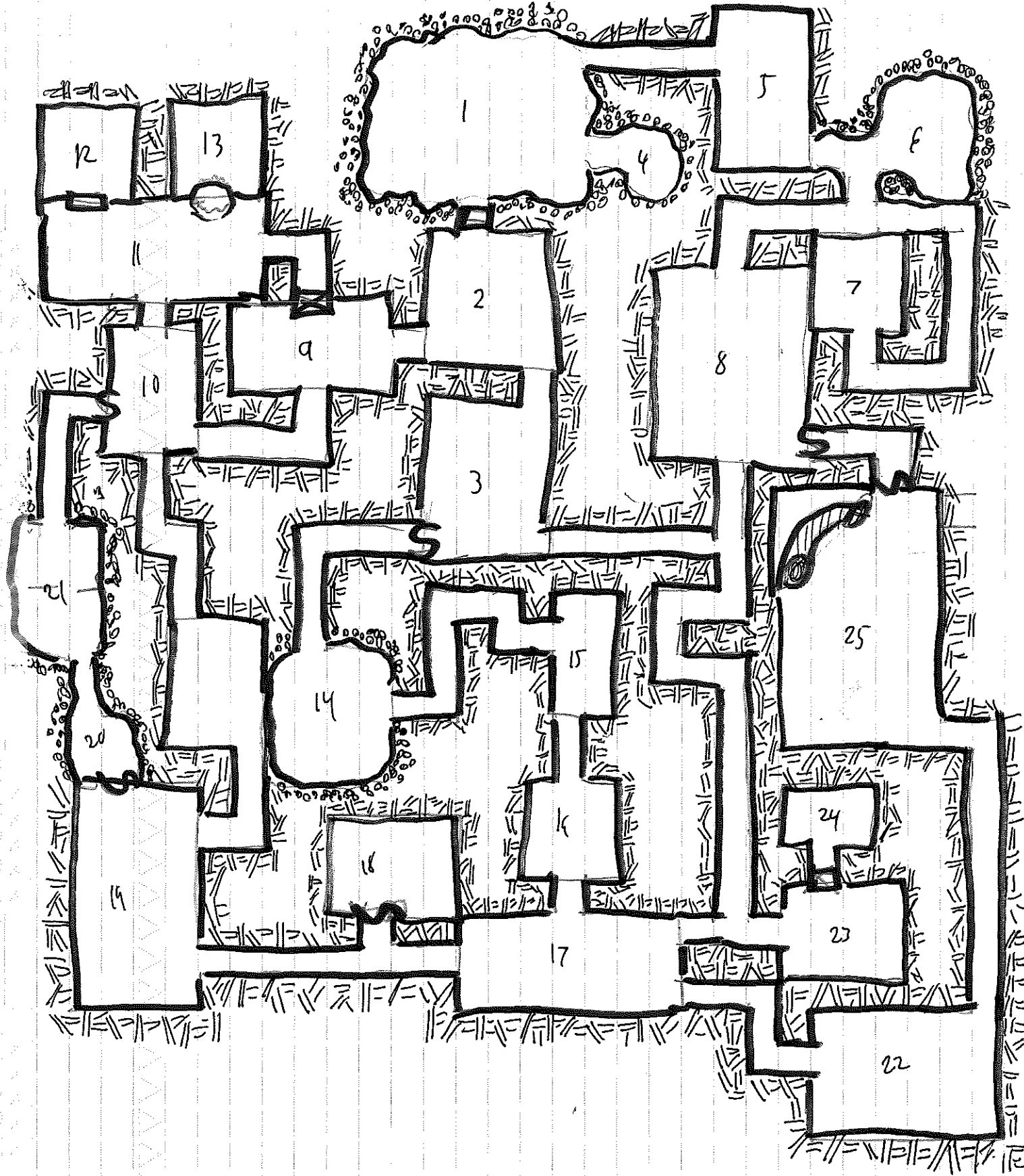
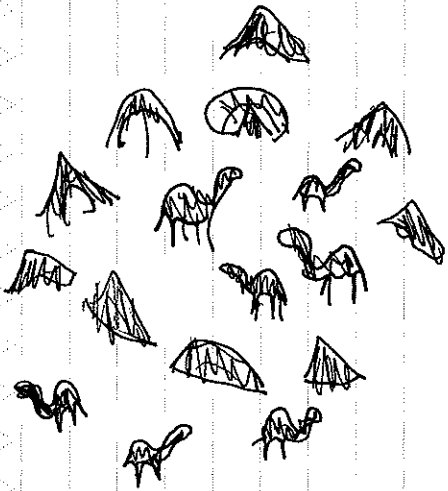




The Pipe Maze



The Camel Traders

- Desert Nomads who trade in camels and exotic spices
- Meet up at the oasis for trade, rest and watering
- known to be a rough crowd and badger the Penitents.
- Led by Shulamir, an old wise woman of the desert.



Penitents of Mar Ashteroth

- Religious Recluses that live in isolated desert communities
- offer hospitality to travelers and often ~~come~~ ^{sell} ~~at~~ ^{for} oases
- Devoted to begging for miracles for the hopeless.
- Brother Bartholomew is a fanatic who takes it too far. ~~He is a fanatic~~
- Believe they can gain favor by punishing themselves in religious fervor.

NPCS

- 1 A cheerful and devoted ~~Penitent~~ of Mar A
- * 2 Enforcer with a hot temper. camel trader
- 3 kid who seems to know a little too much
- * 4 Retired CSF. Even lazier than usual
- 5 Petty priest of Mar Ashteroth. Self-important
6. Wants you to join the penitents on their Next ^{merch}
7. The spice merchant. An expert in his field.
- * 8 Cigarette man
- 9 Brother Bartholomew ^{scab}
- * 10 Big Fan of Brass Cannon. Trolley in med. w...
- 11 Pressing hard
- 12 Very concerned Penitent. got a message from ol' eyes demanding tributes for water
- 13 Merchant #1 Always has exact change
- 14 The ^{Drunk} ~~Goat~~
- 15 The Camel Stealer. Oats on his prized camel
- 16 Penitent who will actually listen to you.
- * 17 Semi-Retired Adv. Fought ol' eyes and wants revenge.
- 18 Only Answers in Mar Ashteroth Verses
- 19 The new guy. Pressured by Brother Bart.
- 20 Merchant #2 the one who...

Ruby's Sunflower

Sells - Fried foods of all types

- Fried date, sunflower paste + Rose Sweet cakes.
- Onions, ~~Bean~~ Fritters
- cactus paddles, salted Ash
- Tuber crisps

Run by Ruby, a young woman who loves to hear stories of adventures and cooking fried foods.

A tent with Bar style seating + Amphoras of sunflower oil bubbling hot
Sacks of tubers, dates etc
Hanging onions + paddles

Runners!

- 11 - A Necromancer experiments on the dead... Name's NazRack... had an assistant...
- 12 There's a Room within the pipe maze with 4 Basins of liquid. The ~~third~~ ^{4th} one gives you an OOE!
- 13 There's a Room with statues that shoot Bolts at you. There's 4 of them but only 3 work.
- 14 (False) There is a Jinn of Riches down there! They say someone once Returned from the Pipe Maze with a wand that could turn iron into gold.
- 15 Hear about that giant turn over in Modmu? Their Her Majesty is financing the University to Study those strange Muses machines that control the other ones. Some guy named Tobias talked through recently and told me about it.
- 16 Brother Methuselah isn't actually that old, he's really shy of 30. He just came back from the Pipe Maze looking like that.
- 21 There was a guy that became obsessed with combing the floor for ~~few~~ coins after finding a single musen coin. It was unhinged.
- 22 There's a group of toadmen living in the pipe maze. They're so pathetic that the Cultists feed them.
- 23 Deep in the Pipe Maze is a glowing orb and a shaft of sunlight. Spectral Hands defend it at all costs.
- 24 There's a few Stone faces in the pipe maze. They can talk but it seems off.. oh they also appear to be an alarm system.
- 25 There are Ghosts in there. If you go straight then right you're sure to find them eventually.
- 26 An elderly exorcist lived in the Pipe Maze, scolding Jinn and banishing evil spirits. She hasn't been seen in a while.

2. Jmors!

- 31 There's a warty Jinn Face somewhere in the pipe maze. He's usually sleeping but the lever next to him ~~brings him up~~ ^{wakes} him up.
- 32 There's a really weird pipe that seemingly goes on forever. When I turned around I came out somewhere else.
- 33 Be careful around those skinny pipes. Most of them are harmless but some are full of scalding steam.
- 34 That merchant Olive, she comes here once a year and brings strange and exotic goods.
- 35 Efron the dancer probably knows more about the pipe maze than anyone. Not easily impressed though.
- 36 Brother Bart? He takes it way too far. For a minute he kept heading into the pipe maze.
- 41 There is a Giant Ginteng wielding a Ghostly purple sword down there. DO NOT try to fight her!
- 42 ~~There is the pass where I once found myself in a~~ The penitents were threatened by a fearsome Robust ~~strange~~ who lives in the pipe maze.
- 43 There's definitely a Jinn of riches down there. My cousin's ex was no adventurer and he came out of the pipe maze with a ~~set~~ ^{hoard} of gems + jewelry. FALSE
- 44 Efron the dancer once fought Ol' Yeyes. The Darts Club gashed in on of his party members.
- 45 Shulamir is the leader of the camel traders. She's probably the coolest woman I've ever met.
- 46 The Penitents punish themselves in hopes of impressing Mor Astareth... ~~Some~~ ^{Sometimes} people take it a little too far though.

Rumors!

51- There's a new pealtent who was never the same after going on a desert march with Brother Dart.

52- one of the Dancers, Abner, has a thing for the woman who runs the Fry tent but he has no chance.

53- ~~Brother Dart~~ The toadmen are a cowardly lot. Their leader is all talk.

54 ~~There~~ If you want to avoid Nazrack and all his undead stay clear of the western portion.

55 There's a flooded Room Deep within. Its been floody as long as anyone can remember.

56 There are pipes with good clean water Deep within the Pipe Maze. We may be relying on them soon if the ~~main~~ pipes don't flood

61 Tobias carved a series of symbols into the bar at the Fry tent
[VI. VII]

62 Skeletons! Kids stuff! That wizard down there has skeletons made of stone walking about! My ~~spell~~ ^{Khaph} couldn't make a scratch

63 That group Brass Scarab is nothing but trouble? did you hear about Medmu? I heard one of their cultists is here...

64 The one person around here that unites everyone is Ruby the Fry cook!

65 I heard a story from a ~~few~~ ^{fewer} ~~years~~ ^{years} time ago... said there was an alien in the PM with sunlight but a strange presense could be felt.

66 There's Gulted worship afoot... maybe Brother Dart was right,

Nazrack-



← wand (~~which is not a wand~~)

Raise corpse

Decay Flesh

Can summon his personal Bodyguard + Ghosts

A Scientist studying death. Captured a Daath Jinn Long ago and wished to be immortal and the secrets of Death. Gifted a cursed wand which is the source of his powers.

Wants - To Study Death + Necromancy

- Bodies to raise
- To dispell the strange Green Fire
- Honestly to be left alone

Has a lab where he raises corpses to study Death.

His lab is guarded by Skeletons and Ossified Skeletons
Also contains ^{an aspidochelone} mirror of trapped souls he can summon

Mirror of Ghosts -

contains souls of the recently deceased.

If mirror is shattered they will escape, and

If a PC has died, they will remain as a Ghost to fight Nazrack and his body guard.

Nazrack's Study - contains his notes on Death mostly derivative nonsense, how to defeat undead.

Two o/s - *Morph*

Summon Jansen Jinn

Assorted Gems - one is an eyeball Gem belonging to the Store jinn power

Polished turquoise X 3

Garnet + amethyst + 200 ancient mummy coins

Relationships:

Toadmen: Trades with Jondmen for bodies. They can keep whatever they find after he goes through it first.

Ol' eyes: Feuding with him because Ol' eyes smashed one of his ossified skeletons after Nazrack hired the toadmen before him.

At the end:

The Mauve Avenger - Nazrack's

Personal Guard. ^{Wife of} ~~Wife of~~ ^{Wraith}

an Amazonian woman warrior, clad

in Ancient Armor and wielding a Ghostly Ichopesh of mauve fire.



The Toadmen

cowardly Rabbits. They'll take orders from whoever pays them or intimidates them more. Usually do small jobs often involving theft. Were abandoned by their Rabbit Cell and took refuge here to get out the desert. Now they live in a cramped area with limited water.

Wants - A larger home
To avoid Gulhad
Revenge on ol' Yeyes
Tasty Food

Relationships:

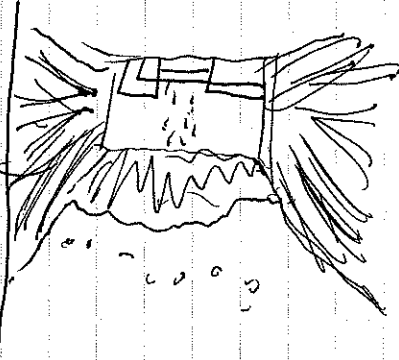
Nazack - cordial. Not loyal
Feels like he holds out on them. They covet his powdered Giffingly shell.

ol' Yeyes - Not a fan. Often targets them in his rages and forces them to do his bidding. Would love to get rid of him.

Members -

Bullfrog with A heavy bronze spear
The leader of the toadmen
Talks tough but immediately backs down

Treefrog - Nervous	Tomato Frog - has a mace Steady shooter D/S Machitsh
Poison Dart Frog always intoxicated on his own toxins	common frog - sick of everyone's BS



Toadmen Nest -

A small hovel, partially flooded with ~~stagnant~~ water. Water emerges as a trickle from pipes on the far wall. If ol' Yeyes remembers he lets one of them temporarily fun on the water.

- The front hallway is full of smoked Goatsless curls -

Things in the Toadnest - A wooden Jinn mask wrapped in a sack and locked in a chest with a thick chain.

A hidden compartment with a map of the pipe maze including the secret room of the Jinn of Ditches.

Ol Yeyes

The Biggest, dumbest Brute of all time. Living the dream of not having to do anything and yet has all the wealth. Has recently fashioned a "Sauna" for himself. ~~at~~ It was definitely his idea... he got the idea from Brother Daltholmew

Wants -

To enjoy his sauna
to have so much bounty it rats
to ~~scully~~ bully those smaller than him

Relationships

Nazick - Still mad about nazick
Hiring the toadmen. "we Rabbo stick together"
and for decaying his flesh.

The toadmen - His favorite targets for bullying
often has them steal food and
other valuables with them.
They recently stole several parts to the water
pumping machine in Room B

Things in his Herd:

~~Dates~~ ^{Amphoras} of Dates, sunflower seeds, Beer, wine, smoked mutton + goat legs
A whole Lamb Roasting. Cakes of sugar and Amphoras of date syrup.
Ditch leaf cigars. Some of it has clearly spoiled.

* Strange Rod - made of Elder chiton. used to start up water pump again.
can also be used as a club (ick)

Bag of - 20 Gold Daries
+
101 Shokels

Bronze lamp with Garnet ~~(glass)~~

Ivory vessel with
malachite stopper

Brass bowl with paradise decoration

White Gold Ring (in sunflower seeds)

Crude Gultod idol
(When blasphemies are spoken to it
it projects an image of Gultod)

Updates!

- With both the Exorcist + Yeyes gone, Nazradc has begun to explore the southern portion of the Pipe Maze
- Trying to tap into Ancient power source for his experiments
- Forces the Ghost of Tobias to endlessly tinker with the Master Computer.



This is causing the Pipe Maze to Act peculiarly

- water intermittently turning on + off, different pressures etc
- Hot Steam puffing from pipes more often, much warmer + humid
- water has pooled up in several rooms.
- If adventurers went in to investigate... they're now Zombies

Room changes

3-6 Skeletons are back. one wears Heavy Armor + has ~~heavy~~ Heavy Mace
seem to be reassembled and mismatched.

14 Tobias Ghost. His soul's bound by in a urn kept in Nazradc's study
He continually tinkers with the computer.

22 Zombies! 4 of them!

25, 27, 28 chance of running into Zombie Yeyes

Room 1 - Pipe Door + Two Doors

Stairs upwards

Wet foot prints from pipe to southern door.

Natural cavern.

Room 2 - Room full of ^{stone} eyes

Shoot Rays that visibly are organic material. Deals

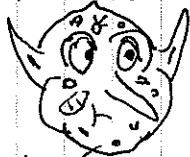
1d2 STR/DEX on each hit
two doors + 1 vaulted pipe

Room 3 - 6 Skeleton warriors armed with tarnished weapons.

Re-animate unless bones scattered/destroyed
3 doors. wet foot prints at southern door

Room 4 - 4 Statues in a diamond formation - spread apart. Shoot bolts of damage Follows targets in Room. 1:6 chance of jamming and unable to shoot due to age.

Room 5 - Toadman the Ugly



Door to ~~hole~~ hole
Sealed by a Human wall

Activated by lever

Empty Basin for signs of Gullhed worship.
ie spoiled meats, Ritual torches,
rotting carcass of camel
covered in crude jewelry

Room 6 - The looping ~~hallways~~ ^{pipes} A continuous loop back to Room 12. Can be countered by tuning machine in Room 12 Reveals the Jinn of Ottens... not Qiemu.

Room 7 - Sulfure Gas extremely toxic...

Breathing it knocks you out
and suffocation happens within

A few minutes. - masks allow a STR roll to stay conscious

Slab with glowing sigils -

The code to turn off the gas

Filled with Spring pistons + Gears

Room 8 - A whirlwind of sharp weapons ^{Dones} + ghostly screams d10 DMG if attempt to cross Kicks up dust + debris.

Spirit can be put to rest if
Fingerbone returned.

There's a treasure chest in
the center.

Name: Tobias of Mesjid

~~Under~~ Pouch with

200 sh

+ 4 Vials

2 small cubes (150 sh each)

Tobias ASP ~~Blacer~~

If his spirit is not put to rest - constricts aim
to escape vs STR or talked
d4 STR dmg.

If he has been Freed...
springs to life under your command.

Lives in what was once an
opulent Palace but is now
covered in ~~webs~~ ^{mud} + worms
Giant ditch in
back.

Room 9 - stalactites + stalagmites

Dripping water from overhead
pipes.

Embedded in stone are 3
ossified skeletons

There is a secret door behind
a pipe field waterfall.

Room 10 - Nazrack's ~~slab~~ Nazrack himself is likely here. A table with a cadaver. Display cases of Hands barely twitching strange crystals of smoky quartz Large Mirror - Obsidian traps souls.

If removed, hands stop
twitching.

Room 11 - The Body of Azura the exorcist.

She has a mask of a
Leopard + Jinn.

one ampoule of blessed oil.

Can constrict or bite.
Retrieve Objects etc

Holy
Incense

THE PIPE MAZE

Room 12 - Room of Cursed Treasures

Sawed players + offerings to
~~Statue~~ Mer Ashureth + Nunum
on small crude Altar.

Sawed Vaulgys of Baadjo.

- Statue of MUSEN warrior with large blade. A small door at abdomen Activates blade when opened d12 DMG.
- Has two Ganoxyes. Shoulders are weight Activated.
- Dessicated body with a pickaxe. Nearby is an Ancient MUSEN electum coin. When touched! USWL or you are compelled to continue searching for more coin. Violently if needed.
- Silver Bowl at top of mound of Rocks. Bowl is attached to Rod that lifts if bowl is lifted. Causes mound to collapse ldx STR.

Room 13 - The Pump Room

Several Mechanical wheels.

Some are still turning, but most aren't

The Master Lever was stolen by the foodman and now ~~the~~ Yeyes has it

Main 4 wheels are labeled with symbols - They can be turned on using Master computer

When turned back on, the wheels pump water back to the oasis

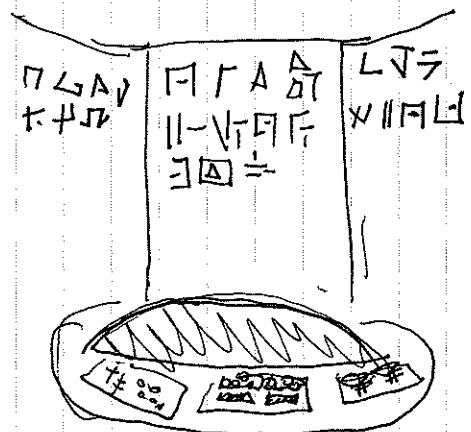
Room 14 - The Master Computer

An Ancient MUSEN Computer. A dome surrounded by cassette futurism Stone age computer stuff... Buttons, Dials Gears etc.

When Activated, Symbols Along wall Light up. US'r the controls changes which symbols light.

The proper symbols Activate different parts of the pipe maze

- The Pump Room
- The Giant wheel (Speed)
- Furnace
- Bolt shooting Statues
- Flooding in Room 14
- Gas venting in Room 7



Room 16 Shrine of Mar Zesiro

- Protected by a ^{Jinn} ward* A Shade of the Exorcist's wands all to leave in a fiery aura.

Statue of the M&F - Woman in a Robe with eye covering
Holding a Holy censer and Bundle of Palm
The first Exorcist and last to know Atara.

Crude furnishing. Long Exorcist wife in amphoras
~~Her~~ Her notes - Explain how to Remove Green Fire
through ~~the~~ Blessed oil of sacrificing an orb.

The Program code for the built Statues
Poison Gas

Room 17

Nazrack's Study - Lined with scrolls and strange mummified organs + appendages
Scrolls are mostly gibberish that makes no sense.
His "life's work."

Crude table with Bowl of smoked goat noodles.

A pipe with a small bit of elation flower

Journal Describing "Phantom Rooms" from Tobin's adventures in Medmu.

A Skeleton like for an ~~anatomy~~ ^{anatomy} class

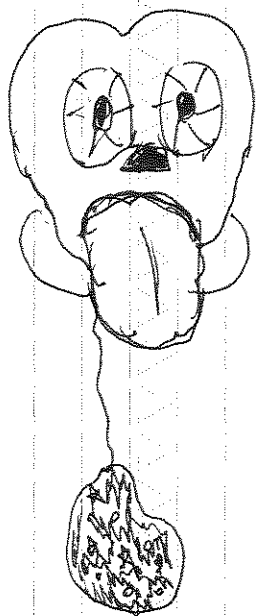
An ossified skeleton

A Half complete wraith.

of Grottesque appearance of a skull.

An incredibly comfortable chair. Actually a mirage Jinn
Tamed by Nazrack. Remains still unless someone other than
Nazrack sits on it. - If eaten suspended in the Unseen.

A ~~wet~~ ^{wet} clay tablet + Pen. Appears to be a ^{but says out a new party} member
Feeding Schedule.



18 - Giant Mechanical Wheel

Always turning. There's just enough leeway for a person to pass. If Rushed make saving throw vs DEX or ID10 STR Dmg

Symbols on wall that when put into computer control wheel.

Room 19 Flood Room.

pitch Black. Cold water

Fallen columns + Ghostly water weeds

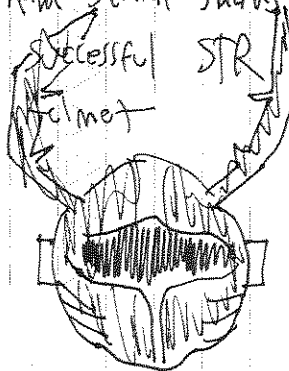
3 or them. Nestled in one is a Silver + Ruby Ring

An Ancient snake Raptor lies in wait if the Room is ever in complete Darkness

Ambusher prey but otherwise hides in one of the ~~water~~ ^{water} weeds

Room 20 - Mursen Ancient site

Embedded in Stone is a Mursen Helmet And several Shards of Eldritch Iron Below



Successful STR Removes the Mursen Helm Absorbs 3 Fatal Hits! +1 AC

Room 21 Furnace Room

Oppressively Hot.

A pool of lava in the center - Lava Pump

Various pipes and Steam -

- computer system can shut off heat

Room 22 Food stores

A few ~~Smoked~~ ^{Smoked} Monkey legs

+ A Picked apart Goat Roast

Large ~~pile~~ ^{pile} of fermenting cabbage

Rotting Cabbage Jinn

Room 23 The pools

4 Stalactites of crystal drop liquid into basins. Takes about 1/hr to refill
Each liquid has a different effect

1 Instantly dies cut + desiccates anything it hits

2 Turns hands into parrot wings aka Dragon Prince. can clumsily fly short distances

3 A mild hallucination, trails + echoey sounds. If you're tripping near the loopy halls you can see the exit

4 Temporarily makes you slow blue and become incorporeal.

Room 24 - Gulhad Shrine

Crude Cave Painting of Gulhad

Lamb with flies around it.

Blood on walls.

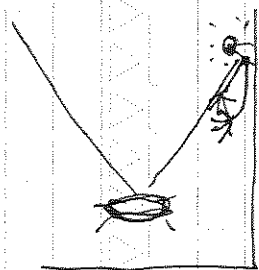
Room 25 - ^{small} computer with
Jinn Face - Steam Jaw

Room smells of sulfur and has elevated
TRMP. There is a computer
which controls the furnace

Room 26 - Shift of Sunlight
Mirror Reflects Sun into a

~~Shining~~ ^{Wand} ~~Grid~~

Approximately 30ft
up.



Shadowy hands prevail
from grating orb... tickle
climbers, push over ladders.
cut ropes etc.

Unharmful by corporeal sources.

and = *corona flash*

3 choices

Room 27 - Sauna of D/4 eyes

Jinn Face - AI programmed to agree

3:6 D/4 eyes is here

Steamy. pipes of Hot Steam
and a Hot tub.

LOTS of SUPPLIES... wine, beer
smoked Lamb Legs, Dates, Figs
Candies etc

Room 28 - Appears to be a sitting room
marble slab table with Alien looking
chairs.

