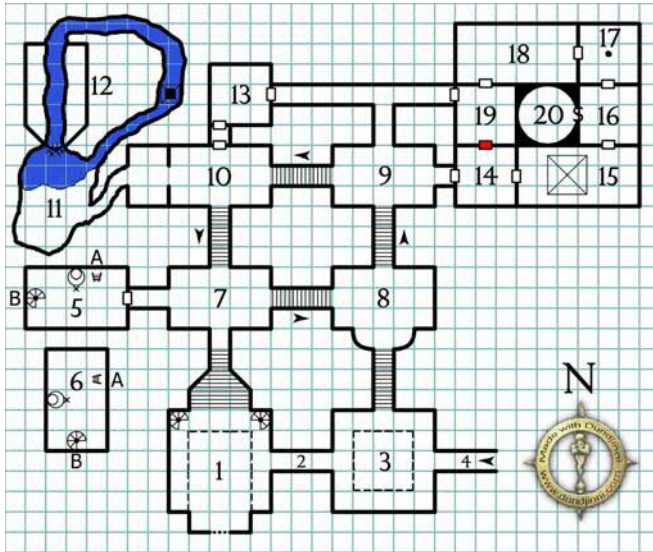


THE HALLS OF THE MAD MAGE

(1 square = 10 feet)

The archmage Callisto once claimed to have “conquered the insight of the seventeen quasi-dimensions of the elder lords of Oud”. It was not long before he had become known as the Mad Mage. But perhaps there was some method in that madness: His long-abandoned sanctuary – inhabited now by his former slaves and arcane experiments – is a place where space is contorted impossibly upon itself.



ESCHER EFFECTS

Teleportation spells and similar effects within the complex render random and unpredictable results (roll 1d20 on the area key to determine destination).

Everfalling River: The river leaving area 11 flows downhill to area 12, where it turns into a waterfall leading back to area 11. The river is waist-deep and can be easily waded in either direction, except for the 20' pit hidden underwater at the point indicated.

Endless Stairs: The stairs in areas 7-10 all rise in the direction indicated by the arrows. (You can climb counter-clockwise and end up where you started without ever descending again, or vice versa).

Twisted Observatories: The ladder marked A in area 5 leads up to the ladder marked A in area 6. Similarly, the stairs marked B in area 5 lead to the stairs marked B in area 6. This is impossible, but neither the ladder nor the stairs appear to care.

Mobius Chambers: The ceiling of each chamber in areas 14-19 is the corresponding chamber 14A-19A. Characters flying up to the corresponding chamber will find their gravity inverted if they touch the floor. Passing through the red door leads seamlessly to the inverted chamber on the opposite side. (A character completing two complete circuits through these chambers would end up back where they started).

AREA KEY

- 1. Entry:** A balcony studded with grotesque statuary surrounds three sides of an entry hall lined with gothic arches. 8 three-eyed, purple-skinned goblins lurk on the balcony, firing crossbows at those below.
- 2. Inverted Halls:** Two halls leave the entry, one from the balcony and one from the lower level. Both halls proceed in a straight line, but the hall from the balcony arrives in the lower level of the ballroom while the lower hall arrives upon the balcony of the ballroom.
- 3. Ballroom:** A floor of marble mosaic encircled by a balustraded balcony. Four automata dance amidst their 13 ruined brethren (who stand like broken marionettes). Each automata contains a small heart of mithril (worth 100 gp), but disturbing any of the automata triggers the wrath of the dancers (who attack as lesser golems).
- 4. Hall of the Ballroom:** This hall is arrow-straight, but both ends enter the ballroom from the east (one from the balcony and one from below).
- 5. Ethereal Observatory:** This telescope peers into the Ethereal Plane. Proper alignment of its chaotic lenses allows observation of the plane anywhere within 50 miles.
- 6. Observatory of the Unseen Sky:** This telescope can be trained anywhere in the sky. Looking through it reveals constellations alien to this world, even if the observations are made during the day or while the sky is overcast.
- 7. Callisto's Library:** Hundreds of books and scrolls can be found here, detailing impossible and improbable knowledge of all sorts. Many of the tomes are now infested with bookworms. Lairing here are six imps who once served as Callisto's librarians but have now reverted to savagery.
- 8. Tripod Salon:** All the furniture here has three legs and some of it is suited only for alien physiologies. There is a collection of fine wines behind a hidden panel.
- 9. Ethereal Fishery:** Dozens of stone fish hang motionless in mid-air. Those upon the Ethereal Plane find the chamber filled with water and there the fish swim freely. A large ethereal marauder lurks here, feeding periodically upon the fish.
- 10. The Slipstream:** A blue vortex of arcane energy is suspended in the center of this empty chamber. Anyone touching the vortex is immediately pulled onto the Ethereal Plane. There is a 10% chance that anyone merely passing through the chamber is similarly affected.
- 11. Pool of Black Crystal:** Clumps of strange black crystals protrude from the walls of this natural cavern. The cerulean pool, rimed with more of the black crystals and stygian in its depth, is home to the Tentacled Thing.
- 12. Waterfall Cavern:** Portraits and statues of multi-colored, living water fill this chamber. The roar of the waterfall provides pleasant white noise. Two of the "statues" are actually water elementals *geased* to protect the art.
- 13. Bedchamber:** Small globes glowing with magentic hues float through this richly-accountered bedchamber. A poltergeist haunts the room, but anyone holding one of the globes is invisible to him. The globes burst like soap bubbles if removed from the room.
- 14. Circle of the Fiend:** 6 legless, well-cushioned chairs float around a magic circle. If any of the chairs are used, the illusion of a pit fiend appears in the circle. If attacked, the pit fiend vanishes forever. If addressed, the pit fiend will answer 1d6 questions as per a *commune* spell. If blood is shed in the circle, the pit fiend summons 1d6 lemures who serve their blood master for 1d20 days.
- 14A. Fairy Pond:** The lily pond here is home to a water fairy named Ussa. Ussa is pettily attractive, knows much of the complex, and is a consummate liar. She will particularly warn the PCs not to trust the "fiend below" (referring to the pit fiend illusion in area 14).
- 15. The Twice Pit:** The pit is 20' deep. Those who fall then suffer *reverse gravity* and fall up to the floor of the inverted chamber.
- 15A. Battle Chamber:** Animated toy soldiers endlessly play out the assault upon the Moathouse in miniature. If disturbed they band forces against the interlopers.
- 16. Crystal Lies:** A *crystal ball* sits on a pedestal of dreadwood. It shows only endless lies until the victim realizes it's lying. It then reverts to normal operation.
- 16A. Tomb of Many Callistos:** The 12 sarcophagi in this room each contain an identical corpse.
- 17. Eldritch Pole:** A pole of blackened adamantite thickly etched with arcane runes extends from area 17 to area 17A (it can be easily climbed). The flagstones in this chamber are rounded domes. Several stones, if pressed upon, glow with a magical light which will be mirrored by the identical stones in the inverted chamber.
- 17A. The Other End of the Pole:** Indistinguishable from area 17.
- 18. Hall of Mobius Portraits:** 13 portraits hang on the walls here. 11 depict the other mobius chambers and can be climbed through as if they were windows (return is not possible). The remaining 2 depict strange vistas, but are quite impassable.
- 18A. The Imperfect Mirror:** The floor of this chamber is mirrored glass, but does not reflect anyone walking upon it. At first glance, it appears to reflect area 18 perfectly, but anyone studying it carefully will realize that their own reflection is imperfect – its actions slightly (and disturbingly) different from their own.
- 19. Reagent Stores:** The low, tightly crammed shelves in this chamber contain a vast storehouse of common magical reagents. A thorough search turns up 6 pearls suitable for *identify* spells. A dusty skull sitting atop one shelf acts as a *stone of alarm*, screeching loudly if any of the room's contents are disturbed.
- 19A. Garden of Black Roses:** The room is filled with black-bloomed roses. They fill the room with mild, nausea-inducing fumes. The blooms themselves are a contact poison. A giant black snake (immune to the poison) lairs here.
- 20. Sphere of Twin Trees:** The interior of a huge sphere of smoky-grey glass (impossibly four times the size of the area shown on the map). Those inside can walk completely around the sphere in all directions. In the center of the chamber are two large, gnarled trees, growing in opposite directions with their roots tangled together around a silvered branch of Yggdrasil (which can be used as a staff with the function of a *rod of wonders*). The tree with leaves of pure white is home to the Pearlescent Dryad. The tree with leaves of midnight black is home to the Obsidian Dryad.

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Map made with Dundjinni software, <http://www.dundjinni.com>