

A Maze should fit on a single piece of paper of any size, from 9 1/2-by-11 sheet of graph paper to a posterboard-size parchment.

Most Mazes contain corridors, rooms, and doors, with lots of intersections, dead ends, and loops. Unless the players are keeping careful track by keeping their own map, they will get lost. Still, there is no need to make the Maze similar to the type of maze you solve on paper; the passages should be varied by rooms and chambers, and there might be multiple routes to the final treasure room. There may also be stairs, pits, teleporters, and other difficult to map features.

When drawing a map, make sure to note the location of points of interest on the map.

Players can explore an empty maze quite quickly. They slow down when they encounter an interesting feature: a monster, a trap, treasure, or a mysterious object. Most (but not all) interesting features are found in rooms, not corridors.

How many points of interest should be in a maze? A single maze should occupy the heroes for about enough time to gain one level. As a rule of thumb, that might take as many as 10 game sessions. If players explore their way through five interesting rooms per session, then the maze should contain fifty points of interest. Perhaps forty of them take place in rooms, and 10 in corridors. A smattering of empty rooms should confound the players as well. As many as seventy rooms must be drawn on the map.

If this is hard to fit on a single piece of paper, consider a multi-level maze, for instance a tower that stretches to the heavens, or dungeons hewn deep beneath a castle.

Make sure to note the location of the Great Treasure of the maze. It should be difficult to find, and the path (or paths) to the treasure should take the heroes through many dangers.

When drawing a map, you can use different colors and small illustrations to make the map easier to read. For instance, walls might be black; descriptive text blue; monsters might be represented as red swords; and the main treasure as a red heart. The monsters, treasures, etc. should be detailed on a separate piece of paper. The map isn't big enough to write all the statistics you'll need to track.

If you need inspiration for your maze, you can generate a random maze name by rolling three times on these charts:

ROLL	COLUMN 1	COLUMN 2	COLUMN 3
1	Secret	Maze of	Despair
2	Evil	Tunnel	Ack Oga
3	Black	Dungeon	the Voracians
4	Twin	Labyrinth	Fear
5	Forgotten	Cave	the King
6	Lost	Cavern	the Great Dragon
7	Cursed	Forest	Madness
8	Enchanted	Castle	the God-Emperors
9	Fiendish	Tower	Blood
10	Forbidden	Mountain	the Generai
11	Deadly	Deathtrap	Certain Death
12	Blessed	Islands	the Gods

COLUMN 1 is a list of adjectives. They can either be applied to Column 2 or Column 3: for instance, the Evil Dungeon of the King or the Dungeon of the Evil King.

COLUMN 2 is a description of the maze. It may either be singular or plural: for instance, the Lost Cavern of Blood or the Lost Caverns of Blood.

COLUMN 3 is the theme or the owner of the maze. If you're adding an adjective, adjust the article and plurals accordingly: for instance, "Deadly" and "The King" combines to "The Deadly King"; "Deadly" and "Ack Oga" combines to "The deadly Ack Oga"; "Twin" and "the King" combines to "the Twin Kings".