



# The Eternal Maze of the Minotaur



## Introduction

Beloved King Alsin Moregoot hired the characters to eliminate the ghouls from his kingdom. After many hard fought battles they tracked the source of the outbreak to the villain Earl Moretan, cousin to the King. Under direct orders of Mooregoot they met and conquered the foe, but discovered that the Earl was not the final piece of the puzzle.

They returned to Moregoot's castle with the news of a greater conspiracy. Upon entering the Kings chambers to speak privately on the matter they found him murdered. Prince Basil discovered the characters standing over his father's bloody body, called out the guard who quickly overpowered and imprisoned the party.

Declared guilty of the murders of both the King Moregoot and Earl Moretan the adventurers were sentenced to death. Thrown into the darkest dungeon while awaiting their sentence, the characters befriended a sickly old man close to death. The wretch told the group of a secret tunnel connected to the castle sewers, a passage which leads into a vast underground lair of the Minotaur King. He explains that if they can find the fabled Broken Minotaur's key they would be able to exit the maze with vast treasure.

The maze was thought to be a myth but the story is well known. The Minotaur was once a greedy king of this region. He was so paranoid of thieves that he ordered his court mages to magically build a vast complex to protect his wealth. For years they wielded great magic's to create an endless maze. When they presented the vault to the king, rather than a reward for their great service he ordered his guards to kill them.

As the grand vizier succumbed to the attacks he uttered these words "To know the path to your madness is the key to your cure", and with that he cursed the king. The key to the vault fell from the king's hand, breaking into several pieces which vanished. The greedy king then was transformed into the vile Minotaur. To break the curse and escape the Minotaur was required to collect all four sections of the key and properly assemble it. If successful he would have been able to open the door to the vault and lift the curse.

The prisoner stated with his dying words that if the players are able to escape the prison, navigate the maze, and kill the Minotaur they would be richly rewarded. The next morning as the condemned were being lead to the gallows, they completed a daring escape into the sewers and through the secret door. Fleeing into the pitch black tunnels with just the basics of equipment, they fell down a slide pit and landed in a dark stone room, into the heart of the Eternal Maze of the Minotaur.

### Encounter Table Roll 1d20

- |                    |                  |                 |
|--------------------|------------------|-----------------|
| 1. Zombie Minotaur | 8. Helpful Monk  | 15. Ghast       |
| 2. Good Cleric     | 9. 2d4 Zombies   | 16. 1d4 Spiders |
| 3. Carrion Crawler | 10. 2d4 Ghouls   | 17. 2d4 Rats    |
| 4. 2d4 Zombies     | 11. Grey Ooze    | 18. 1d6 Stirges |
| 5. Rust Monster    | 12. 1d6 Ghouls   | 19. 3 Thieves   |
| 6. 1d6 Skeletons   | 13. 1d4 Ogres    | 20. Roll Twice  |
| 7. 1d6 Giant Rats  | 14. Healing Pool |                 |

### Trap Table 1d12

- |                    |                |
|--------------------|----------------|
| 1. Water Pit       | 7. Acid        |
| 2. Portcullis      | 8. Fire glyph  |
| 3. Spring Blade    | 9. Pit         |
| 4. Covered Pit     | 10. Gas        |
| 5. Steam Blast     | 11. 1d4 bolts  |
| 6. Slide to spikes | 12. Teleporter |

## Navigation of the Eternal Maze

The characters start in a hex shaped room with 6 doors. Behind each door is a dark slopping down passage 20-80 foot long. As the characters approach the end of the passage, roll a d6. On a 1 = roll a Trap, 2 = roll an Encounter, 3-5 =roll a Maze Intersection, 6= a Doorway is found, design the room and roll on the Encounter Table.

For a trap roll on the Trap Table or be creative, but give them a chance to detect it. The Encounter Table is used for both wandering (2) and room (6) encounters. For the Maze roll 2d6 on the Maze Table to select the intersection, the passage will continue downward for an additional 20-80 feet until the next roll. Rooms can be in any shape but should have 1d6 multiple exits. Tables should be adjusted according to party ability.

If the players defeat an encounter roll a d6, on a '1' part of the Key is found. Each section of the key is an inscribed coin with a hole in the center. Each coin is inscribed with a word; cp-Envy , sp-Lust , gp-Greed, and pp-Wrath. When the players have the 4 coins the next encounter will be the Zombie Minotaur (unless previously defeated) guarding the vault door. The Minotaur has the key base that the four pieces fit on. The key parts must be placed in order on the key base. (order is based on the value of the coin) If they fail to correctly assemble the key it will fall apart as they attempt to use it. What is worse, one of the pieces will vanish, and they must go back into the maze and rediscover it again.

## Conclusion

On opening the door they will find the villainous Prince Basil, who is in fact a necromancer. Long ago he defeated the Minotaur and raised him to do his bidding. He has used the maze to work his evil and plot the takeover of the kingdom. He was not sure what the party was going to report to the king and so he accelerated his plan using the group as a scapegoat. The group must defeat Basil and his minions. Once this is accomplished they will find vast treasure, evidence to clear their name and a path out of the maze which connects to the throne room.

**The Maze Intersection Generator - Roll 2d6**

	1	2	3	4	5	6
1-2						
3-4						
5-6						