

Advanced Master Adventures

Game Adventure

The Minotaur

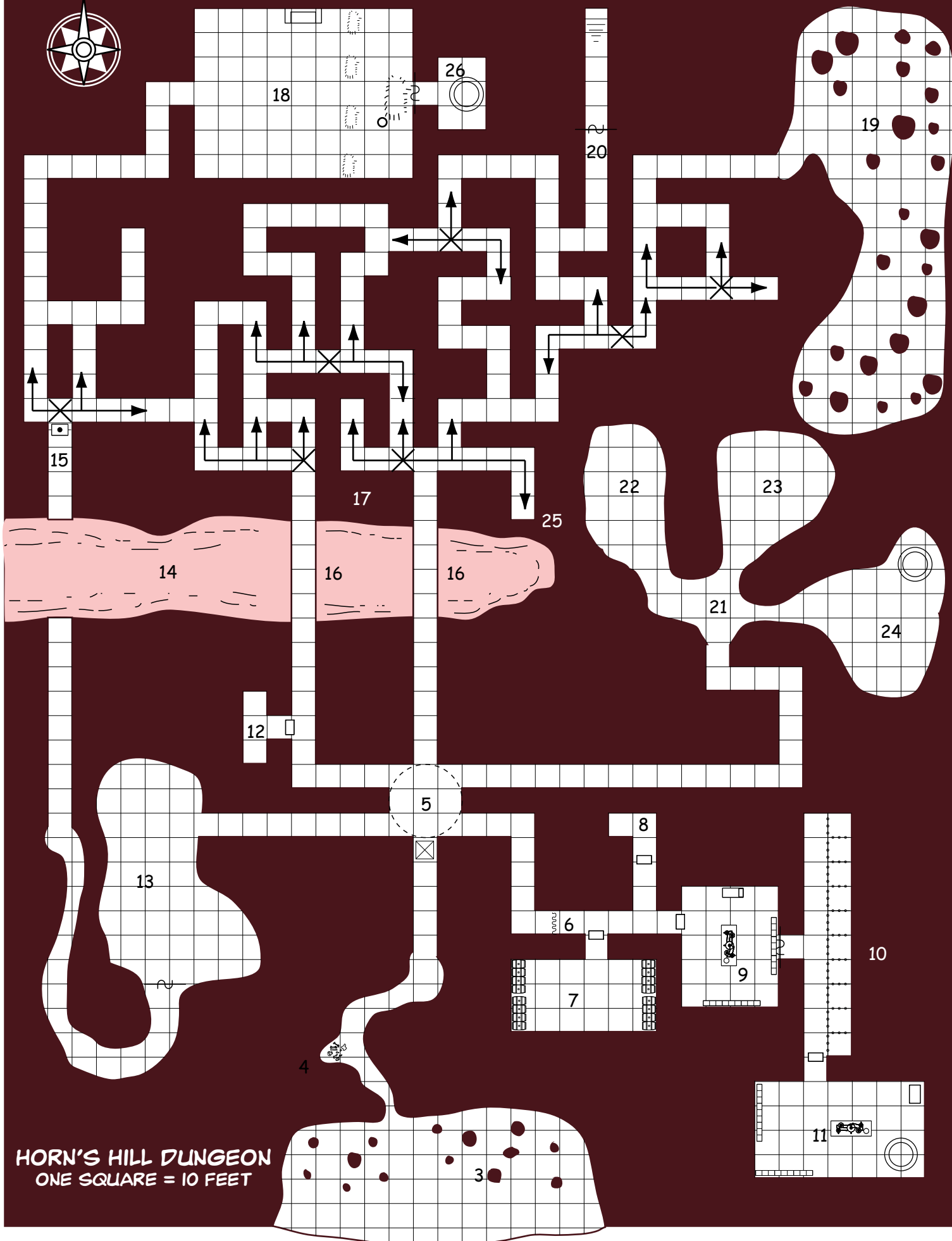
By Mario Barbati and Diego di Dato



A minotaur, which no one has seen clearly before, has gone mad and has begun kidnapping young boys and girl from the simple farm community near his lair.

The thing is that this monster has lived in his maze for 80 years and never hurt anyone before. What is behind these events, and what is driving the minotaur?





HORN'S HILL DUNGEON
ONE SQUARE = 10 FEET

Advanced Master Adventures

Adventure Module for 4-5 Characters of Levels 3-4 or for One 6th Level Paladin

The Minotaur

By Mario Barbati and Diego di Dato



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Introduction

The Minotaur is a double adventure, as a one-on-one adventure which features a bold adventure for a 6th level paladin, this adventure is a dungeon crawl, which does not spare role playing opportunities and mysteries to solve. This adventure may also be played with a standard four 3rd level characters group and can be placed with ease in any campaign world as explained in 'Using This Module' below.

You will find also a new monster, the She-Minotaur.

Note on Ability Checks

At certain times in the adventure, characters may have to make an Ability Check.

The player rolls a d20. If the result is equal to or less than the PC's ability score in the area called for in the check (Strength, Wisdom, Dexterity, etc.), the check succeeds.

Adventure Background

A long time ago, the crazed wizard Daedalus built his laboratory near the farming village of Kreta. Daedalus conducted strange and mysterious experiments in his rocky, hilled laboratory, often going into the village in order to buy a bull or a cow. He seemed harmless, and for nearly 10 years, this was his way a purchase of a bull or cow from the villagers.

A few disappearances of young females were noted across these ten years as well, but being a wild land, folks at the village thought the poor unfortunates were kidnapped from bandits or suffered an accident of some kind while traveling. The locals began calling the area "Horn's Hill", due to the bones and horns found there. The community also felt fear from the magic emanating from the area, so that none dared to venture into Daedalus's lair.

Daedalus was conducting some sort of genetic experiments. He was fascinated by minotaurs, and wondered why female minotaurs didn't exist. Using his magic, the girls he captured, the cows and bulls, he struggled for ten years to create a female minotaur. During the years he built an enchanted maze, which would prevent anyone from reaching the minotaur's lair.

At long last, Daedalus succeeded, and during one trying night, his creation

became alive. With his creature's first breath, the aging Daedalus felt his heart surging, and he fell to the ground, killed by a heart attack.

This female minotaur created was stronger than normal, yet less ferocious than her male counterpart. The monster, which was the only one able to go through the enchanted maze without getting lost, limited herself to stealing some sheep from the nearby village.

Over the years, several of the farmers spotted her many times, even though they never recognized her as a female. Feeling the monster wouldn't harm anyone if properly feed, they began leaving ill and aging cattle near Horn's Hill every week.

With the passing of time, the minotaur continued to live in her maze and eat what the farmers had left for her, though this was to change in the intervening years.

A young mad alchemist, named Aghav, found Daedalus's laboratory and retrieved the wizard's books and notes. Fascinated by the old wizard's experiments, Aghav thought he had a unique opportunity to create an army of minotaurs at his service and threw himself to the world domination.

Finding himself unable to enter the minotaur's maze, he waited patiently for her to exit. Once in touch with the monster, he struck a bargain with her. He asked to remain in the old wizard's laboratory; in exchange he would prepare every week for her a potion he claimed to enhance her strength. Having nothing to lose, the minotaur agreed seeing the wizard's laboratory was out of her maze and of no interest to her.

Aghav established himself in the laboratory, and continued Daedalus's research. Aghav made many experiments, many which produced horrid hybrids he keep secreted away in an area near the laboratory. Finally, these experiments provided him at last what he wanted.

Aghav asked each and every week that the minotaur consume her potions in the order he gave them to her. These potions of strength were in fact magical elixirs that would make the minotaur magically pregnant and capable of generating Aghav the army he desired.

During the nine months of her pregnancy, the minotaur required more food than the farm folk were providing in their weekly offering. Often, she raided the farms

during the night, spiriting away swine, sheep and chickens, whatever would cease her hunger and needs. During these raids, she tried to remain unseen and avoid confrontations with the farmers due to her prominent belly. Though things became troublesome for the farm folk, they never knew why.

After the trying months of her pregnancy, the minotaur birthed four infant minotaurs: two male, two female. Aghav was in high spirits that his experiments worked, but soon his dream crumbled: the infant minotaurs were weakening, refusing both food and mother's milk.

The alchemist frenetically looked and labored in order to find a cure for his would-be army. In the end, he discovered, these little creatures could only be fed by mixing young human blood in with their food. Keeping this secret to himself, Aghav told the minotaur that he would prepare a medicine for her children, but she must bring him young humans.

The mother-minotaur, having no choice, began to terrorize the surrounding village kidnapping farmers' children. Meanwhile, Aghav decided to eliminate the mother-minotaur so as to keep the infant-minotaurs and raising them to be his army. But, his attempts at poisoning the beast have failed...

Adventure Synopsis

Recalled to his home village, Kreta, the paladin meets with his old mentor, Galerio, and learns that the minotaur under Horn's Hill has gone mad and began kidnapping local village youths.

Seeking more information about the minotaur, the paladin investigates the area, encountering legends about the creature and crossing paths with the local soothsayer and blind witch. Urged by her words, the paladin makes his way to Horn's Hill.

Crossing paths with danger, the paladin meets Aghav in Daedalus's laboratory. After speaking with the alchemist, the paladin learns that Aghav has been making potions for the beast under duress and wishes the paladin to free him from its clutches. Entering the labyrinth, and dealing with its magic and riddles, the paladin confronts the minotaur.

Discovering the truth of both the minotaur's gender and goals in saving her offspring, the paladin must defend against

the minotaur's tricks or assaults as well as defend against the alchemist's ambush.

Hoping that pity saves the infant minotaurs from the paladin, the alchemist desires the infant minotaurs to be part of his crazed plot of raising an army.

After dealing with the mother-minotaur, the paladin explores the minotaur's dungeon, uncovering a magical pool which reveals the true desires of Aghav, which may allow the paladin to avoid the ambush and confront the alchemist successfully.

Using this Module

'The Minotaur,' is a simple dungeon crawl adventure. While it was mainly designed for a single adventurer, a 6th level paladin of the Holy Order of St. Carminius, a regular sized 3rd level party may use it. As presented, 'The Minotaur,' is a double adventure module.

At the end of each event or encounter, when necessary, you will find another paragraph labeled 'party'. In these paragraphs, there may be the necessary changes to the adventure to best challenge a party of adventurers as opposed the single paladin presentation.

Several encounters have boxed text that may be read aloud to the players, though is not mandatory. You should feel free to add details or change the text as you wish.

This module is divided into events and locations. The events are triggered by time or by a situation (such as a character who make a specific question or goes to a determinate place or meets a certain NPC); the events do not follow an exact succession, as one event with a higher number may happen before one with a lower number. The locations are the places the character can visit during the adventure (for example: the dungeons room).

Placing this Module in your Own Campaign

Being mostly a dungeon crawl, 'The Minotaur' can be easily placed into any ongoing campaign; all you need is a village with a hill nearby. You can change the names of the main characters, as well as the name of the village and the hill, to best suit your campaign needs.

Adventure Hooks

You can use these adventure hooks to lead into this adventure; the first option is

given as the 'standard' for the one-on-one adventure.

- Gulthammar is being trained at the Holy Grave of St. Carminius. He left his home, the village of Kreta, many years ago. Gulthammar is seeking acceptance into in the Seventh Circle, a powerful elite order of paladins. But a young boy interrupts his meditation, bringing a message from his stepfather. The message simply says that the village of Kreta is threatened and requests immediate assistance. Gulthammar has no choice but to leave the Holy Grave, even if this will cost his possible admittance to the Seventh Circle.

- While traveling near the village of Kreta, the party hears a rustling of leaves and snapping of twigs as two small children cross their path, running as if they had the devil on their backs.

It takes the children a moment to realize that they had encountered the party, but they stop in front of the group. The two seven-year-old boys, Kyl and Nabs, accept food and water from the party but start screaming and crying if the party mentions taking them to the village. The boys believe that they will be killed if they return there, and steadfastly refuse to go unless the party offers protection.

The boys have recently witnessed a friend of theirs, Urvic, being kidnapped during the night by the 'monster of the hill.' Though they know where Horn's Hill is, they have lost their way in the woods while running from their fears of being sent to the monster by the lottery. Both Kyl and Nabs can lead the party back to Kreta.

- While traveling, either the paladin or party, enter the village of Kreta and witness the scene described in Event 1.

Events

Event 1, Arrival in the Village of Kreta

This event happens when the character(s) arrive in the village of Kreta

The village streets seem empty for a small farming village. The vacant thoroughfares lead towards believing that all are engrossed in working the fields or some such. A noise erupts from a massed throng of people in front of a two-story home. Fists are raised as well as spades and pitchforks, as the anger of the crowd flows towards you.



'C'mon, Icarus' one voice from the crowd shouts, 'we had everybody the same chances, you lose, release your son!'

A man, leaning out from a window with a rusty sword in his hands, replies, 'I didn't ask for this fool draw, I will not send my son in the mouth of a monster, never. If you want him, come and take him!'

While most of the crowd is angry, some of the people in it can be seen with sad faces; even the older folks have stepped aside to let the mob continue berating the man with the rusted sword.

If Gulthammar takes action, the mere sight of the paladin should be enough to quell the crowd's emotions. If Gulthammar appears to be taking any other action, an old man emerges from the crowd. Galerio, Gulthammar's old mentor, speaks to the crowd, saying there will be an end to the terror and the saving of the village's children's lives. After these words from Galerio, the crowd disperses and the paladin is invited back to the old man's home.

Party: If the party doesn't have any visually impressive members, such as a paladin in noble armor nor a cleric with a village recognized deity, the crowd is not concerned with their presence and doesn't stop easily. A Charisma check is needed if the party tries to calm the crowd. Feel free to add discretionary modifiers (ranging from -2 to +2) if the players make a good or bad speech to the crowd. If the party has the two boys with them, the check's difficulty may be reduced by 2. However, should the check result in a 1, the crowd turns against the PCs, and eight farmers confront and bully the characters.

Farmers (8) (fighter 0); AL CG; MV 12"; hp 3 each; AC 10; HD 1; #AT 1 (club); Dmg 1d4 + 1

If the PCs fight with the villagers (by a check failure or by their choice), the fight lasts until the first of the farmers is wounded or stunned or otherwise incapacitated (by spells, for example). At that point, frightened, the men retire muttering curses, leaving the characters alone. Galerio remains and invites the PCs in his small house, grateful for the PCs stopped the mad crowd. However, Galerio shuns any character that would kill the villagers, even if the characters were attacked first.

Event 2, Talking with Galerio

This event happens when the character(s) talk with Galerio. Galerio is the elder of the village, and he is perhaps the most charismatic personality in Kreta and has been named the godfather of most the people living around in the village. His word is respected, and often taken in consideration. He was the stepfather of Gulthammar the paladin who was orphaned while only a child.

You arrived just in time, my friend. The things here went from bad to worst. You know those legends that always said that in the Horn's Hill dwelt a monster, a minotaur! The minotaur is a cursed being half man, half bull.

Do you remember, old friend?

When you were just a kid, you and your friends went often to the Skull's Mouth, on the south side of the Horn's Hill. You loved to scare each other, telling terrible tales in that frightful place. We, on the other hand, let you go because we knew there was no real danger.

We know something lived in the caves but this thing had never threatened our lives. Those wisest among us, use to leave some old or ill cattle before the Skull's Mouth, so whatever thing lived inside would not suffer hunger, and would leave us in peace.

But, as I said, things have turned out bad. Over the past nine months, the beast became more and more hungry. He appeared many times during the night, stealing pigs, sheep, hens and the like. The cattle we left for him was never enough.

Sadly, this is not all. About two weeks ago, that beast began kidnapping our children. We immediately became more watchful, locking the kids in the house during the night and watching them during the day. That didn't stop the beast and last week he broke into a farm making off with the Hanksen boy. People were so scared that they decided, against my will, to willingly offer a child to the beast, in order to stop the kidnapping.

Fortunately, you are here now, and you are the young kid I knew no

more: you are now a bold warrior, and your swordarm will free us from this menace.

Galerio trusts Gulthammar, and gives him all the help that he can. The village has no warriors that may accompany Gulthammar, but the villagers may give the paladin information and some supplies that he may need.

Galerio knows the following about certain topics, if asked:

Horn's Hill: The Hill has been so called for about a century, because of many scattered bones and horns belonging to cattle, sheep, bulls and rams that are often found near it. Though the origins of these bones are mostly unknown, but some people hear tales about a wizard that, almost century ago, lived in the caves under the hill and sometimes this wizard would purchase cattle and the like from the farmers. Nobody knows anything else about this wizard and nobody can say more, except perhaps Zerdya, a solitary witch that lives in a hut near the woods, outside the village of Kreta.

Zerdya: The woman is known to be a witch, nothing else is known about her except she lives in a hut in the woods. Galerio can easily show the way to Gulthammar.

Skull's Mouth: Is the entrance to the cave complex under the Horns Hill. It is a strange entrance, filled with stalactites that make it resemble an opened skull mouth. It is a frightful place for children, who often go there to play. It is situated on the south side of Horn's Hill.

The Minotaur: He appeared about 70-80 years ago and, up until now, he had hurt no one: he limited himself to stealing cattle or eating what the farmers left for him. The village farmers have spotted him many times over the years, but never clearly seeing him.

Party: Eliminate all the references to the paladin's youthfulness in Galerio's speech. If the party asks for a reward, they will be disappointed. The small community has nothing valuable to offer to the adventurers beyond food, information and hospitality. If a cleric is present into the party, Galerio tries to use morality as a means of getting the party to agree to remove the threat against the village. At the referee discretion, if the party needs treasure, Galerio may offer an old family jewel,

which is the only valuable thing he own. The jewel value is left to the referee.

Event 3, Talking with the Village Farmers

This event happens if the character(s) go around asking for information about the minotaur.

It is easy to discover the people who have spotted the minotaur in the past by asking around (if so inclined, make a Charisma check). However, visiting all these people requires a full day since the farms are spread apart from each other.

The age of the witness and the time in which the minotaur was spotted is relevant as older people may not have a good view and may mismatch some details, and because in the past nine months the minotaur was pregnant though her belly was more visible toward the end of the nine months. Other female attributes were not visible, because the minotaur wears covering chain mail while outside.

The following is the list of people that may be helpful with information about the minotaur.

Joel, farmer, 40 years old, spotted the minotaur ten months ago:

That night I wasn't able to sleep: it was a hot night, I remember, and I went out on the porch to smoke my old clay pipe. I was just about half done when I heard a hen squawking from the hen house. Sometimes it happens, but the sound was not muffled, and I thought the hen was inside the hen house, not outside. I thought maybe a fox had found a hole in the fence and sneaked inside. I went to check out and was in that instant that I saw the thing. He had his back to me, holding two dead hens. He was tall and muscular with a bull's head. But this was all I saw, though not clearly because it was moonless that night. The beast must have detected me, because he ran away at blinding speed without even watching in my direction.

Marya, farmer's wife, 23 years old, spotted the minotaur one month ago:

Don't make me recall that horrible night. It was a windy and rainy night. My husband was ill and the barn

doors were left open and slammed frequently making impossible to sleep. My sons are quite young, thus was up to me fix the thing. I wore an oiled coat, took a lantern and went out. While passing near the sheep fence, I noticed the gate opened. I approached to the gate to close the fence when I saw that horrible beast. I let the lantern fall to the ground in the surprise and thus I was only able to see the monster for a second; he ran toward me, pushing me aside and disappearing in the night. He was a man with a bull's head, tall and fat. I'm sorry but I don't want to remember much more, it was a terrible shock.

David Hanksen, shepherd, 38 years old, the minotaur kidnapped his son a week ago:

Please, help us, my wife is still crying upstairs. I'm really shocked...our son was so.. so.. full of life... I can't believe he is dead. However, do you want to know about that cursed night? Right?! Well, I awoke in the middle of the night because my sheep were making a lot of noise, as if a wolf were scaring them. I took my bow and a lantern and went downstairs ready to plant an arrow between the eyes of the predator. But when I reached the sheep fence I saw a thing that chilled my blood. The glass of my son's window was broken. You see, the window overlooks the sheep fence and was obvious that someone was inside the house. I didn't have the time to think anymore when that huge dark figure, with what I thought was a large horned helm, jumped through the window and stared at me for a while. I raised my bow and pointed the arrow to his chest, and only then I realized that he held my son to his chest. I could not fire, fearing I'd hit my son. The beast turned and ran away. I followed him as my breath let me do so, but he was too fast for me and disappeared toward the Horns Hill.

Sunja, farmer widow, 75 years old, the minotaur kidnapped an orphan who lived with her about two weeks ago:

It was a DEMON who took the young Anja, I say it to you! A DEMON. ...Uhm... I saw him perfectly from my

window that night. ...uhm... I was awoken by the scream of the poor little girl. The time I took for raise my creaking bones from the bed and I ... uhm... heard sounds of hoofs on the cobblestones behind the house. I lean out the window and saw the demon with horns, claws, burning eyes, small batlike wings and hoofs in lieu of feet! ...Uhm... I couldn't do anything, I'm too old to run. You must catch that demon!... my poor Anja... poor Anja...

Jansh, farmer, 45 years old, spotted the minotaur two months ago:

I was returning from a night with friends in the Inn of The Maze, in Kreta. I was not drunk, I swear it: we played dice and got some ales, not enough to made my head turn. I passed with my cart beside the fence of the Argnoast farm and, on the small hill that lie beside the house, against the circle of the moon I saw that horrible thing. He was carrying a pig, stolen from the Argnoast farm for sure, and had a horned head. He was tall and muscular but very fat, I saw his belly even in the distance. After some seconds the beast disappeared behind the hill.

Party: A party of adventurers can interview many more people by dividing the group and thus they could spend about three hours on this task. However, the farmers and the village people will be less oriented to help and give information to a group of strangers. The party needs a Charisma check (-1 penalty) to obtain the information from each person above. Tough the presence of a cleric or paladin of a well-known deity to the farmers may eliminate the check penalty.

Event 4, Meeting Aghav

This event happens when the PC first talks with Aghav.

Aghav is a coward, he never confront anyone physically, nor he uses his magic to attack. He prefer words and tricks to accomplish his crazy purposes (see the Aghav description for more details).

When Aghav first meets the paladin, he thinks that this guy is exactly the man suitable for his scopes. Then his quick mind elaborates a subtle plan: he will make the paladin eliminate the minotaur for him and

then murder the paladin. When the paladin interrogate him, Aghav tells his lie:

'Oh, a paladin. Thanks to the gods! Sir, I am really happy to meet you, I'm Aghav, the alchemist. If you have a moment, I will tell you my story.

Some times ago I wandered under this cave looking for a secure place to conduct my experiments. You know, our experiments are sometimes dangerous and I want to hurt no one, so I was looking for an isolated place.

I stumbled in this cave and found an ancient laboratory, you see. An alchemist laboratory! I couldn't ask for more. I settled here, but one day I was exploring the caves to the north and got lost. Turning a corner I encountered a monster, a dreaded beast, a minotaur!

So, Sir, I'm sure you understand; I'm no fighter and I fell on my knees begging for mercy. In the end, I obtained to remain in my laboratory if I would give to the beast a potion of strength each week. It was an unfair bargain because I spent most of the time in making the potions. Lately, the beast is became more bloodthirsty and I suspect he begun to eat human flesh! I'm really scared, please do something!'

Obviously, the alchemist is lying, but it is a plausible story. So, if the player asks says he's not sure of the Aghav's words roll secretly a Wisdom check. If the player succeeds tell him that the alchemist seems a bit nervous, and that he may be hiding something. In this case, bullying or threatening Aghav accomplishes nothing, as he is too smart to give in threats. If the check fails, tell the player Aghav seems honest. Note: that the paladin ability to Detect Evil does not work because Aghav is not evil, just mad.

Furthermore as Aghav is an alchemist, the PC might ask for some potions. This is just what Aghav is waiting for. He gives to the PC a potion of Heroism (he made it some time beforehand). He has added a poison element to this potion, originally intended for the minotaur but suitable for his new plot. This poison element is mixed in with the potion of Heroism (that works normally) but releases a sleeping toxin in the blood of the imbiber. The sleeping toxin is, this way, undetectable, having no effective taste or color, as if the potion

has no poison in it. The sleeping toxin is triggered by another poison element that must be inhaled to become active. When this new toxin element (which is harmless alone) is inhaled, the sleeping toxin became poisonous and requires a Poison save: if the save fails, the victim is paralyzed; if the save succeeds, the victim takes 1d6 points of damage.

Aghav can give little information to the PC, as he has never explored the labyrinth. He knows nothing about the dungeon beyond the room 5 and the entrance of the maze where he encountered the minotaur. He knows of the existence of the maze and may tell that to the character(s), but he has no practical knowledge that may help out.

If the character(s) seem to depart to kill the minotaur, Aghav smiling prepares the second half of his mad plan (see event 5). If Gulthammar leaves the Hill, Aghav, feeling insecure and frightful, abandons the laboratory and hill.

Party: Aghav tries the same tactic on the party, perhaps trying to use a

good oriented cleric as he would with Gulthammar above. However the group, not motivated as Gulthammar may be, might ask for a reward if they kill the beast. Aghav promises that he will brew any kind of potion for them once the beast is vanquished. In addition, he gives one potion of Heroism (with the toxin) and a potion of Cure Light Wounds to each member of the party. The curative potions have the sleeping toxin too.

The referee should note which character drinks a poisoned potion.

Event 5, The Ambush

This event happens if the character(s) kills the she-minotaur in room 18. If the she-minotaur is killed in her lair and the babies are left alive, Aghav sets up the second part of his mad plan. Aghav watches the entire scene from the magical pool of the room 11 and once the paladin leaves, he prepares an ambush.

Note: Aghav goes into room 11 about an hour after the character(s) left. He knows



Aghav, Human Male, Mad Alchemist (Magic User 6); AL CN; Str 10; Dex 16; Con 16; Int 14; Wis 14; Cha 15; MV 12"; hp 30; AC 3. AT 1; Dmg 1d4 (dagger)
Spells Memorized: (4/3/2)

1st Level: *Detect Magic, Read Magic, Magic Missile, Shield*

2nd Level: *Invisibility, Web*

3rd Level: *Dispel magic, Hold Person*

Possessions: Bracers of Armor AC 4

Spellpotions brewed: (4/3/2):

1st Level, *Burning Hands* (x2), *Feather Fall, Magic Missile* (x4), *Shocking Grasp* (x2);

2nd Level -*Knock, Levitate, Mirror Image*

3rd Level - *Lightning Bolt, Fireball*

Aghav is a young alchemist and completely mad. Though his madness is not evident to anyone as he looks normal and even talks and acts as a normal person. His madness is deep in his mind and it makes him to do the most atrocious actions without remorse and without even noticing what he's doing. In his distorted mind he wants to create an army to control the world, and kill his neighbor that stole all his apples from the garden in his home country.

Aghav, cowardly, does not risk his life for any reason and flees when situations are uncertain or dangerous. His cowardice makes him enter in combat rarely, and when he does so he prefers to stay away and cast spells or drink spellpotions.

The unique risks that Aghav takes are those tied to alchemy, to which he is truly obsessed. In this field, Aghav loses all his cowardice and seriously risks his life in dangerous experiments.

Physically, Aghav is a tall man, completely bald (due to his lifestyle), lacking two frontal teeth and with many scars and burns on his body. He wears usually deep blue robes, but his clothing are always ripped, burned and spotted.

how activate and deactivate the trap in the corridor 4, so even if the character(s) deactivated it, he resets the trap and waits beyond the pit, to be sure that nobody can reach him. Before going beyond the trap, he puts up some little braziers in room 5, one in each corner. In the braziers burns an incense-like matter, that smells like lemon but actually the smoke it produces contains the second component of the toxin he gave to the player(s) (see event 4). In addition, he takes two of his hybrids baboon-like

monsters with calf heads, that he has created and trained. He puts his monsters over the funnel-like ceiling of the room and waits for the character(s).

If the character(s) does not fall paralyzed, Aghav throws spells at the character(s), until he is certain not to be attacked otherwise he turns invisible and flee.

If Gulthammar falls paralyzed when he enters the room, the adventure is over. Aghav kills him and leaves with the babies minotaurs to another location.

Although a merciful referee could simply make Aghav leave the PC chained in one of the cells as he depart, this is left to the referee.

Note that it is possible Gulthammar exits from room 20 and reenter the dungeon from the main entrance, in this case he may surprise Aghav.

Hybrids (2): AL N; MV 9"; hp 6 each; AC 7; HD 1+1; #AT 2 (bite and gore); Dmg 1d6 (bite), 1d4 (horns)

Party: The party may enter the poisoned room one at a time. In this case, if one of them falls paralyzed, the others may discover Aghav's trick and hold their breath. As long as they hold the breath are safe until either the party exits the room or overturns the poisonous braziers.

Event 6, The Return

This event happens if the character(s) return to the laboratory of Aghav before the minotaur is killed.

For some reason, (for example to let Aghav examine the potion found in room 12) the character(s) returns to see Aghav.

When the character(s) first leave, Aghav waits for an hour, then sets up an alarm on the door of the corridor (a bell tied to the door), locks it (or puts a iron bar behind it if it has been broken) then goes into the secret laboratory (room 11). While in room 11, he watches the pool to see if the she-minotaur is killed.

If the alarm sounds, he quickly returns to room 9 and closes the secret door. If the character(s) have not already entered, he pretends to be working on some experiments. If the character(s) have entered, he is discovered and tries to close the secret door and goes to room 11. Locking himself in the room and freeing four hybrids while the character(s) are in room 9, Aghav searches for a way to escape. If cornered he surrenders.

Event 7, Spending the Night into the Dungeon

This event happens if the character(s) decide to sleep inside the dungeon.

If the adventurer(s) take too much time in the dungeon, they may choose to rest and heal. Spending the night in the dungeon could be a poor idea as all the predators present in the dungeon roam the halls. The she-minotaur will not exit from the dungeon until next week, but, while in the maze, the paladin may encounter the ghost of Daedalus, who will try to slay whoever bothers his beloved creation, the she-minotaur. If the paladin exits outside he loses the real villain, since Aghav, ever fearful, flees.

However, a PC could try to sleep inside the dungeon, if he do so roll a d6 every hour, on a result of 1-2 an encounter happens.

d6 Roll	Encounter
1	Clutch of stirges (2-4)
2	Rats (4-16)
3	Viper (1)
4	Snake, Constrictor (1)
5	Spider, Small, (3-12)
6	Spectre of Daedalus*

*only in the maze

Daedalus Spectre: AL LE; MV 9"; hp 35; AC 2; HD 7+3; #AT 1; Dmg 1d8; SA Energy drain; SD +1 or better weapon to hit; Immune to charm, hold or cold-based spells

Locations

1, Zerdy's Hut

Zerdy's hut lies in the dark recesses of the woods near Kreta. The hut is a simple wooden building surrounded and covered by vegetation. The building has a door and two small windows. When Gulthammar approaches, read the following:

A small path winds into the darkness of the woods ahead, finally leading to a clearing ahead where stands a simple hut. The scent of wild mushrooms and pines lingers in the air; small woodland creatures disappear from sight when edged close to. A thin, snake-trail of smoke lazily climbs into the air from the hut's chimney. Affixed to an old dead tree in the middle of the path is a sign which reads: 'Stop here and be patient, if you go ahead, you must face Devil and Demon.'

Demon and Devil are actually the pets of Zerdyia, two fearsome mastiffs. The dogs are hidden between the trees, and if someone goes beyond the old dead tree they attack. A horse feels the presence of the dogs and begins to behave coltishly.

Demon and Devil (mastiffs): AL N; MV 15"; hp 6, 8; AC 7; HD 1+1; #AT 1; Dmg 1d4.

If a fight erupts, a whistle is heard after two rounds and dogs stop snarling. Then Zerdyia appears at the door of the hut, asking for explanations. Gulthammar would then need to make a Charisma check in order to talk with Zerdyia. If the paladin has killed one or both the witch's dogs, apply a check penalty of -2. Failure of the check results in the old woman closing the door and she'll refuse to speak with the impolite character. Threatening Zerdyia accomplishes nothing, as she'll keep her information and wisdom to herself: as a noble character wouldn't do such a thing, it's shocking to the witch.

However, should Gulthammar wait about an hour (the referee should warn the character every time 15 minutes have passed), Zerdyia appears at the door inviting him to enter in her house.

The chamber is small, but feels surprisingly comfortable. A small hearth holds a warming fire and has an iron pot suspended above it. In front of the fireplace lies a large white bear fur. A wooden table has food and plates and is surrounded by stout chairs. Bookcases line the walls, adorned by labeled jugs and jars, seemingly containing herbs. A small, clean looking bed is on one side of the room with another fur blanket there. The scent of lavender hangs in the air. The old woman seems blind: she walks with a stick in one hand but seems to know the location of things about the house. She turns toward you and, pouring hot water in a pot with strange herbs says: 'So Gulthammar, what the old Zerdyia could make for you?'

The referee should pepper Zerdyia words with little mysteries, such as the fact that she knows the paladin's name. In general, the referee should give the impression that Zerdyia knows much more than she actually says. However, she gladly answers to the paladin questions.

She knows the following things about the specified topic:

The wizard who inhabited the Hill:

Ah, yes I saw him once, when my eyes could still see. He was not a kind person. He sometimes bought some cattle, mainly bulls from the farmers in the village, which he paid normally. But there was a strange light in his eyes; he seemed a little bit addled. Although he built his laboratory under the Horn's Hill, but nobody dared to enter in that cursed place. The man died 70 or 80 years ago, I'm sure.

Horn's Hill or the minotaur:

A very dangerous place, must say. Something lives beneath its rocks, but the thing that people call 'minotaur' could not be what you expect to find. You must face a labyrinth, and follow your heart instead of your sword, but you must be hard when it becomes necessary. Remember, Gulthammar, you won't be able to distinguish the good from the evil in that dreadful place and you will not have a second chance; if you enter the complex and exit without accomplishing anything, you will fail.

The meaning of these latter words are clear; Gulthammar will find a different beast than a normal minotaur, must face a labyrinth, find the minotaur's lair, and finally kill the babies minotaur because are evil things. The paladin won't be able to use his ability of detect evil, because the alchemist is crazy, but not evil, and the she-minotaur is neutral. Moreover, if the paladin retreats and return the day after, the alchemist will flee.

Old Zerdyia do not add anything to what she already told above; any attempt to gain more information from her is pointless.

Zerdyia may, at the PC request, sell some curative herbs that would prove useful. He can buy up to two doses of Myreoma, a leaf that once swallowed cures 2d4 points of damage, for 40 gp each.

Party: Obviously, eliminate all the references to Gulthammar in the words of Zerdyia, but the old witch still knows all the characters' names and motivations. If the party wants to buy herbs, she may sell up to four doses of Myreoma.

2, Horn's Hill

The character can follow a clear path

from the village to the hill: the distance is about one mile; when he arrives read the following.

Ahead, a small, green covered hill is outlined by the sky. The air here is moist, and the smell of wild oaks breaks through the scent of pine overwhelming the air. Woodland animals scuttle away as you approach, and everything seems fine. In the distance, you can see a dark shape, much like a black inkblot on the side of the hill.

Horn's Hill is small and is covered by trees and vegetation. The area is very damp, and occasional pools of water form everywhere: the reason is that underground river that crosses the hill. If Gulthammar makes a trip around the hill, he finds several white objects that occasionally sprout up from the terrain. Investigating, it is discovered that bones are these objects; though some bones probably belonged to cows or bulls, and many bull's horns. These are the remains of the dreadful Daedalus experiments. If the PC digs in some places (minimum an hour) he could find (20% chance) human bones. These bones are often twisted and could belong to female humans.

3, The Skull's Mouth

Drawing nearer to the hill, a great cave leers out with shapes that resemble a mouth filled with twisted fangs and teeth. The air is dank with foul scents, like a peat bog or decaying weeds. The air clings coldly, and the cave mouth gives off an evil-looking grin that looks torn from a nightmare. The vegetation seems to reject the sun's light, and among the white fragments in the cave's jagged entrance, dark shapes move. At the far end seems to be a doorway leading into darkness.

The white fragments are bones, and the dark shapes are giant rats. If Gulthammar approaches the bones or searches through the stalagmites the giant rats emit loud squeaks for one round, if the paladin does not retreat, the rats begin attacking. The rats were hoping to scare away the intruder.

The rats hide between the stalagmites, so the PC cannot see them all.

Giant Rats (4): AL N; MV 12"; hp 2 each; AC 7; HD 1-4 hp; #AT 1; Dmg 1d3; SA disease.

Searching through the bones may allow the PC to find a Potion of Strength, though doing so requires a Wisdom check. The potion was one of Aghav who lost it some days ago. Looking at the vial reveals that it is in good state; an observant PC might realize that it was lost recently. The ground is rocky and does not allow to search for tracks.

Party: The rats' numbers become 8, and the search check for the vial suffers a -2 penalty.

4, The Corridor

The corridor is damp, and it seems that it probably was excavated a long time ago. Solid crossbeams of sturdy oak support an earthen ceiling, and the floor is made of solid stone, which sounds beneath your boots.

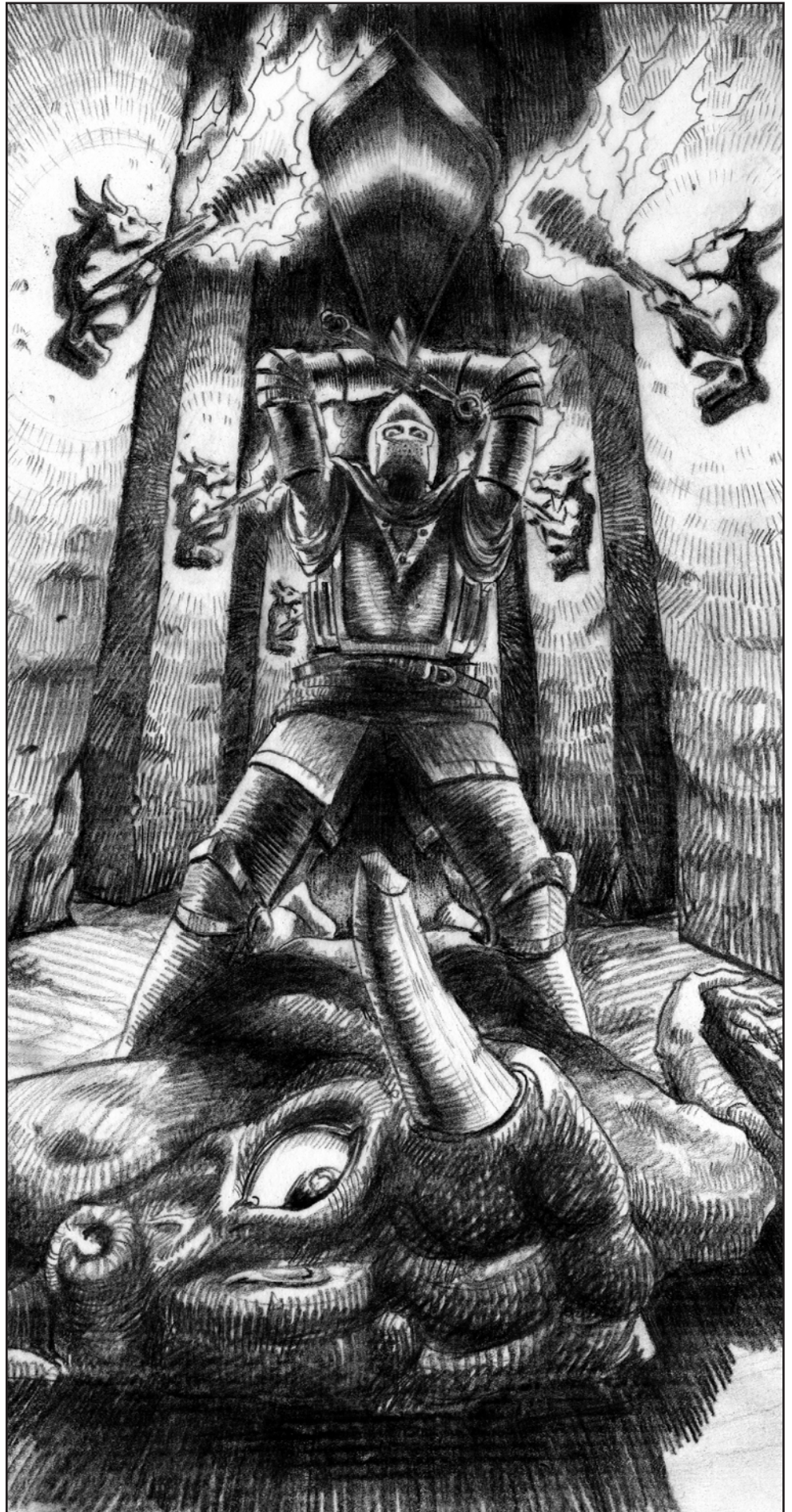
The corridor is secure, and there's no chance of cave in. From this point on, however, Gulthammar needs a light. If he uses a torch, remember that he cannot walk with the sword drawn, shield and torch (if his shield is large).

After a while the PC reaches a niche on the west side of the corridor.

You spot a niche in the west wall. Inside the niche stands a skeleton, dressed in rusted armor covered with jewels and bears a crown on its bald skull. Its posture is obscene and seems insulting.

The skeleton is nothing more than a mock-up placed by the minotaur to frighten away intruders. The jewels are false, and the crown is made with a small barrel iron circle. The rusted armor is pitted and useless. An examination of this skeleton reveals that it is made from different bones, joined by wire. If the character(s) search for more, some wires may be found, leading into small holes in the floor. These wires are used to activate and deactivate the trapdoor, which lies after the niche. Gulthammar can only guess these wires are tied to some sort of mechanism, and may try to pull one of them or both. One of them deactivates the trapdoor and one of them activates it.

20 feet ahead there is a pit trap that is active unless no one has deactivated it by pulling the wires in the skeleton niche or in room 5.



The trap is a swinging trapdoor 10 ft. in length and 9 ft. wide. A narrow ledge on each side allows a medium size bipedal being to pass by walking along the wall; passing this way requires a Dexterity check. The trapdoor is spring-loaded and slams shut once opened. It supports only 30 lbs. without being triggered. Once inside, the PC requires a Climb Walls check to reach the trapdoor, and an additional strength check to open the spring loaded trapdoor. The trap is 10ft deep for 1d6 damage.

Party: A rogue may determine the nature of the wires in the skeleton niche; it requires a Find Traps check. If a Pick Pocket check is tried in order to try the mechanism, a check failed by 10% or more means that the mechanism is jammed and cannot be disarmed; the trapdoor remains active even if the mechanism in the room 5 is triggered. Otherwise the rogue successfully jams the trapdoor and the trap is no longer active.

5, The Funnel Room

Some light pours from the upper side of the room, which has a funnel-shaped ceiling. The funnel appears to end in a one-foot hole in the topmost part of the ceiling, through which you can see the sky.

The room has five exits beyond the one from which you came in from, they are almost dark and equal, except for one to the right. From this doorway, a faint light is seen and a foul smell of rotten eggs drifts by in the air. The floor of this chamber is covered by dirt, it seems to have fallen from above.

There are several interesting things in this room.

The earth-covered floor hides nothing, but a Wisdom check may reveal some things. Make the PC roll a single Wisdom check and confront the result below, give to the player the appropriate information for every score the check is successful.

Check	Information
0	Some footprints lead to the southeast doorway
+1	Those footprints are human sized
+2	A two-foot wide streak of sand and earth leads to northeast

+3 The north and northwest passages are the most used, and the southwest passage are less used

If the character(s) search the walls, a series of sockets in the east wall may be found. These sockets form a small ladder that leads 10 feet upside where a small niche in the earth is hidden. In the niche there are two wires fastened to a metal nail. If pulled the wires activate or deactivate the corridor trapdoor (see room 4).

If the character(s) try to hear noise allow a check. If the check succeeds tell the listener that they hear what sounds like a water dripping slowly into a larger body of water from northeast.

Climbing on the funnel like ceiling is very difficult due to the slope (Climb Walls -30%). The hole in the ceiling is just one foot wide and a 60 ft. long; the chute lets the character(s) see the sky, which may be useful to determine time.

6, The Curtain

Turning the corner, a bolt of dark curtain hangs across the passageway. Beyond the heavy black cloth, a dim light shimmers. The smell of rotten egg hangs as heavy as the curtain and seems to come from its opposite side.

Nothing unusual here, if the PC opens the curtain the rings from which it hangs makes a little noise. On the other side, the character(s) can see a torch-lit corridor that leads to a wooden door and two side passages. If any loud noise shorter than simple walk (even armored) is made within the hallway it will triggers a Hear Noise check from the alchemist, if he is in room 9.

7, Larder

The door to this chamber is locked, the door is a simple wooden door. If the character(s) breaks the door, the noise triggers a Hear Noise check from the alchemist, if he is in the room 9.

The room is dark, but with the faint light that filters from the hallway you can see, sacks, crates, and something that moves in a corner.

The room is a larder. There are ten sacks of grain, two crates with salted meat, herrings, two barrels containing wine and two containing spring water. In a corner

there are a couple of cages with some live rabbits inside.

Any noise made here, such as breaking the barrels or the crates, or moving the items by sliding them on the floor, triggers a Hear Noise check from the alchemist, if he is in the room 9.

8, Toilet

A small, and almost rotted, wood door can be seen in this small corridor. A strong smell of ammonia lingers near the door that, mixed with the rotten eggs makes a very noxious scent.

The door is unlocked. If opened it reveals a hole in the floor and a small column of stone with a washbasin sit inside. Emanating from the hole is the bad ammonia smell; it is a chemical mixture that the alchemist uses to cover other bad scents. Any loud noise here triggers a Hear Noise check from the alchemist, if he is in the room 9.

9, Alchemist's Laboratory

The door of this chamber is a simple wooden door and locked. The door is smaller than the others in the corridor, allowing a human passing only if he bends. If any loud noise is made here it triggers a Hear Noise check from the alchemist, if he is in the room. If the character(s) enter while the alchemist is there, and he has heard the PC, he acts as described below. If the alchemist doesn't hear the character(s) then he is found on his workbench deeply concentrated. If this is the first time the PC talks with the alchemist go to the event 4, meeting Aghav.

If Aghav was prepared, he drinks a *potion of phantasmal force* and creates an illusion of a powerful ogre. Then, when the character(s) opens the door or breaks in read:

You enter the room and find a brutal ogre looking menacingly at you. His giant sized club raised above his head, ready to strike. Behind him, you can see a figure, crouching by a workbench, looking at you also. He asks, 'Who are you? Drop your weapon or my servant will take care of you.'

If Gulthammar talks with Aghav, assuring the alchemist that he doesn't want to harm him, then Aghav lets the illusion fade away; go to event 4. If a fight erupts, the ogre fights Gulthammar as directed by

Aghav. In this case the ogre will act as a true opponent but even terribly wounded he never falls. The paladin can make a disbelief check only if he notes that the entrance door is too small for the ogre. If the player notes it, allow a save vs Spells every round. If Aghav is somehow hit, he must make a Wisdom check to maintain the spell. If he fails, the illusion fades. If Aghav is seriously threatened, he surrenders and tries to talk with the intruder.

Illusory Ogre: AL CE; MV 9"; hp 20; AC 5; HD 4+1; #AT 1; Dmg 1d10;

The room is Daedalus's laboratory.

The stench of rotten eggs is very strong here. In the middle of the room there is a heavy stone workbench lined with glass vials, bottles and glass beakers, all oddly shaped. Some little fires make liquids in small glass pots boil and blurb. A skull, with a lighted candle on its skullcap, smiles endlessly, while an heavy leather-banded tome lies one side showing its yellowish pages dotted with multicolor blots. Along the southern wall, stands a bookcase; along the northern wall lies a little messy bed, and on the east wall stands a rack with many jugs, vials, flasks and other odd-shaped containers. Several chairs are scattered all around the room.

If Gulthammar looks for a while, he discovers that the walls are burned and pitted as if something exploded. These are the signs of the mad experiments that Aghav has made. The tome on the table seems very ancient and a close inspection reveals that it is a treatise on inducted genetic mutations. Daedalus is the author of this tome. If Gulthammar asks about this tome, Aghav says that it belonged to the former owner of this laboratory, and that he is currently trying to create wasps without stingers.

The other books in the library are alchemical treatises, which contain fairly common knowledge about the subject. The rack features herbs and other alchemical components, useless if taken alone. Behind the rack on the east wall, lies a secret door that, if one does not know of its existence, is virtually undetectable (Find Traps -60%). If the paladin knows of its existence, or sees the library pushed aside, he may easily find it. Each time Aghav use the secret door, he moves the rack.

The secret door leads to the secret laboratory of Daedalus; it opens by simply pushing it, but a magic trap whose password is 'Daedalus' protects it. Anyone not speaking the password is hit by a small *fireball* (3d6).

Party: Aghav is unable to create a multiple illusion to face a whole party of adventurers, so he is himself more vulnerable to attacks. He tries always the ogre illusion. The illusion tries to block the party from coming into the room, but a rogue could tumble past it or a wizard could cast a Magic Missile or other spells at Aghav. In either case, Aghav surrenders if physically threatened.

10, Cages

In this corridor there are ten cages. Each cage has an iron grid without a lock. The ten levers in the room 11 control the iron grids. Inside the cages can be seen all kinds of strange animal crossbreed, monkeys, baboons, sheep, crossed with weasels, badgers and the like. Most of these abominations are ill or dying, but four baboons with calves heads are well enough for battle. The baboons-calves scream if anyone that is not Aghav enters the corridor.

11, Daedalus's Secret Laboratory

Broken objects are scattered everywhere, a huge bronze workbench is found in the middle of the room; sprayed over it there are, beside the usual alchemist's tools, hundreds of strange mysterious things. Scaffolds with all sorts of jugs, vials, flasks, bottles and basins, line the walls. Books and small bookcases are placed in every corner. Along the south wall, there is a row of ten levers. The walls are burned and even cracked. However, the desiccated body of a child lies on a table, it looks like the description of the last kidnapped child. In a corner you see a pool of water.

This was Daedalus's secret laboratory. The mad Aghav conducts his crazy experiments here. The dead body is the last kidnapped child, Urvic; if Gulthammar looks closely, he notices that the hands of the poor child were cut off with a jagged blade. The books are all the secret tomes of Daedalus; although most of them are burned, the remaining five might be sold for 1000 gp. The

bottles and vials contain components and raw materials that Aghav uses for his potions.

In the southeast corner is one of Daedalus's magical pools. The dungeon has two more of them, in rooms 24 and 26. It is a pool of crystal clear water, 10ft. in diameter and 10ft deep. A stone ring encircles it; on the stones there are magical runes engraved. A Detect Magic reveals that there is some divination magic.

The surface of the water constantly shows an image of room 18, the minotaur's lair. These pools were designed by Daedalus to keep under control some areas of the dungeon.

The ten levers along the south wall control the grids opening in the room 10.

12, Souvenir Room

The door to this room seems unused from years, its metal parts are rusted and the wood seems almost rotten.

Though a thick layer of dust covers everything, this room appears to contain numerous arms and armors. The items appear to be useless, either rusted and pitted or shattered and broken except a jeweled, untouched longsword that hangs chained to the stone wall by thick iron and unspotted steel.

The sword is a failed experiment of Daedalus in his youth; if it is freed from the wall (Bend Bars to pull the chain from the wall) it attacks the person who freed it. The weapon it is not intelligent, just a magical construct.

Animated Sword: AL N; MV 12" (fly); hp 18; AC 2; HD 3; #AT 1; Dmg 1d8; If the sword is defeated, it breaks into small pieces and reveals a beautiful and jeweled *dagger* +1.

If Gulthammar searches the area, he can find a small-stoppered jug. If opened, the jug has a dense milk-like liquid. It is an antitoxin that can neutralize Aghav's poison if ingested and grants a +2 bonus on any poison saving throw for 1 day.

Party: It is necessary a Intelligence check to recognize the antitoxin. A Detect Magic cast on the sword reveals a aura of Transmutation magic.

13, Bones Room

You enter a natural cavern; the floor is covered by several kinds of bones. Piles of bones lie against the walls of the cave; dust and cobwebs fill the room.

The bones seems to be belonged to various creatures, some bull's horns can be seen scattered among the other bones. If the character(s) want to examine the room, merely looking accomplishes nothing. Digging with the hands for at least a few minutes (10 or so) allows Gulthammar to make a Wisdom check. While digging with the sword, or other similar means, is useless, a successful check allows the paladin to find a pile of bones that obstruct a small-sloped passage.

Freeing the passage from the bones is a long task, requiring at least half an hour of work. The revealed passage is small and very slippery, a Wisdom check reveals condensation along the smooth walls of the passage, and the sound of an underground stream of water.

If no precautions are taken (such as to use a rope, moving extra slowly) and the paladin enters the passage, he must make a saving throw against Breath Weapon to avoid falling. If the check succeeds, Gulthammar is able to walk down. If the save fails, he tumbles in the water at the end of the slope. See room 14 for the effect of the water.

Party: If more characters dig with the hands through the bones for the time listed above, make separate Wisdom checks. In addition more PCs can free the passage in ten minutes.

14, The Underground Stream

An underground stream flows lazily toward east in a long chute-like cavern. The water seems quiet. On the other side you can barely see another passage that slopes up.

The water is about 5 feet deep. A medium sized character may walk to the opposite shore without need of swimming; however, the character's items need protection from water damage. If the characters do not state that they are taking precautions to guard against the water, the referee may take away some of the items that the character may be using or hoping to use later (a map, or spare torches). Any flint and steel will have to be dried for 1d4 hours before it

may be used again. Any torches drenched by water may take 1d8 hours before they may be lit.

Party: Characters less than 5 feet tall must swim if cross the water, however they may be helped by other characters (lifted on shoulders, ropes, etc).

15, Old Entrance

The passageway slope leads upward, and is slippery here and forces another saving throw vs Breath Weapon if no precautions are taken. At the end of the slope there is a large metal door (*let the player[s] see Handout 1*). The sigil between the phrase is a well-known arcane symbol for 'magic.'

The door appears to have fallen into disuse, but it still functions normally. It was designed by Daedalus for the minotaur to use as an entrance for the labyrinth, but since Daedalus's death at the she-minotaur's birth, the door has never been used.

The door is designed to open when a minotaur places, in precise order, its horns, fingers and hooves, then utters the phrase written on the door. If another order is used, a loud noise sounds and a trap is triggered. The trap raises a *wall of force* eastward in the stream, acting like a dam. The water rises to the ceiling, flooding the area in about six rounds. The *wall* lasts for about 10 minutes, if the rising water catches a character, they must swim their way out of the passage. See the room 14 for additional equipment effects of the water).

If the correct order and password are given, several resounding noises occur as the door unlocks. With the door unlocked, all a character needs to do is lift the door out of the way to exit. However, the door is heavy and requires a Bend Bars check to lift it out of the way. The door's weight was designed to be easily lifted by the minotaur while having the horns and hands in the locking mechanism. If lifting door is tried after unlocking it while the *wall of force* is still active, the Bend Bars check suffers a penalty of -5% on the die roll; if the passageway is flooded the penalty raises to -10%.

Intuitive characters may use surrogate horns, fingers and hooves taken from outside Horn's Hill or room 13.

The outer side of the door features the same mechanism, but it does not trigger the trap.

Party: Multiple characters may assist

raising the door once it is unblocked. Only up to three medium-sized characters can try to raise the door together.

16, Bridges

A stout bridge made of dark stone crosses an underground river that flows calmly toward east. On the other side of the bridge the passage seems to continue.

Characters with a light source that illuminates at least 30 feet, can barely make out the shape of another bridge next to this. These are the favorite routes of the she-minotaur to go in and out of the lair. The bridges rise 10 feet above the water. Beyond the bridges, the appearance of the dungeon changes: from earth and wooden beams, it seems to be crafted from good quality stone.

17, The Maze

Daedalus hired dwarves in order to build this maze, and then enchanted it with a powerful, now forgotten, spell of his design.

Every time that Gulthammar reaches a place marked with an 'x' on the map, he has a chance of taking a different route other than his choice. The referee must roll a Spells saving throw secretly each time the player reaches an 'x', if the saving throw fails roll an appropriate die (d3 or d4 depending by the number of passageways marked on the map) and apply the result.

Example: the PC crosses the westernmost bridge and reaches the place marked with 'x', the referee rolls a d20 and obtains an 11, Gulthammar has to make 12, the save fails. Then the referee rolls a d3 and gets a 2; any route the player chooses (even going backwards) Gulthammar will always go in the middle corridor in this example.

In addition, every time the PC fails the save one of these things happens.

d4 Roll	Effect
1	The PC hears a muffled sound from somewhere (direction of the sound is left up to the referee)
2	The PC hears footsteps sound for a second
3	The PC sees a shadow turning a corner



- 4 The PC sees a light behind a corner that suddenly fades (like a door on a lit room that slams shut, or torch being extinguished)

Gulthammar may take some actions, once he realizes that his is in a maze.

- Leave drawn arrows and likely symbols on the walls (they disappear after 3 rounds)
- Hang a rope in some point and walk secured (after 3 rounds the rope disappears)
- Leave objects on the floor (works only if the object weights more than 4lbs., otherwise it disappear after 3 rounds)
- Carve arrows and symbols on the walls or floors (works but it take half an hour per symbol due to the exceptional magic hardness of the stone).

Party: Keeping track for each member of the party who wanders into the maze could be a pain, if the referee wishes, he

might do so. Alternatively, if the group travels together, the referee may ask for a marching order and refer to the leading character for the choice. If there are two characters marching in front of the party, pick one randomly. Simply make the rolls for one character and apply the result to the party. If a character states he stays still to see what the others do, he sees the group that goes always in the 'right' direction. If the characters separate, then make separate rolls.

18, She-Minotaur Lair

As Gulthammar approaches the last section of the hallway leading to this room, read the following:

Ahead, light spills unto the wall near the corner as if coming from a well-lit room. The chill that was in the air fades to a gradual warmth.

The character hear a sound of a calf. When

the PC enter or look into the room read:

The passageway opens into a large cavern; a great fire rises from a rough-hewn fireplace along the northern wall that illuminates tile flooring of yellow hue. Next to the fire, pieces of still bleeding flesh dangles. Opposite the entrance lie four straw beds with blanket-wrapped calves in them. Just beyond the straw beds a greater bed lies with a nearby barrel. Above the bed on the wall, a huge sword and shield hang.

Roll 1d3; if the result is 1 the she-minotaur is sleeping, then add:

Upon the greater bed lies the horned form of a huge minotaur, but apparently the stories of its gender were false as its bull head is on a female torso.

Should the she-minotaur be sleeping, any movement on the character(s) part needs a Dexterity check unless the party wants to wake her.

The calves are infant-minotaurs, and two of which are always awake. Their beds make a rough line that divides the chamber: should the awake minotaur calves see anyone moving into the room, they start calling out to awaken their mother.

Character(s) observing the calves may see the following:

A closer look at a calf reveals that it isn't a calf at all, but a tiny blanket wrapped minotaur. Next to the baby minotaur, a red-liquid steeped bowl can be seen.

Character(s) looking at the liquid may make a Wisdom check to see a human child's hand floating in the liquid. These bowls were given to the she-minotaur by Aghav in order to allow the babies to survive.

The infant-minotaurs are incapable of fighting and simply cry out to their mother when attacked. These creatures may be killed with a simple attack; however, doing such brings the wrath of the she-minotaur upon that character.

If awake, the she-minotaur welcomes any person as she takes the shield and the sword down from the wall. Though smarter than the regular minotaurs, the she-minotaur's sole goal in her mind is protecting and helping her offspring. She attempts to communicate first, and attacks only if attacked or her children are threatened.

The she-minotaur invents a story to any listening character to dissuade attacks. She claims to have a husband (calling him 'Orghul,' should anyone ask), and she also says that she is not responsible for the kidnappings in Kreta. The true villainous kidnapper is a foul demonic monster, pure black and thoroughly evil. This 'Black Monster' lives in a nearby cavern, and she will lead the character(s) there so long as they promise not to harm her children.

Should any ask to be led to the Black Monster's chamber, the she-minotaur leads them through the labyrinth to room 19, once the character(s) have entered, the she-minotaur returns to waiting in her lair.

If the character(s) have already slain the

Black Monster, the she-minotaur says the following:

It's all right then, you can return to your home now, your people will not be bothered anymore.

The character(s) may ask for some additional information, the she-minotaur can answer questions about the following:

About Aghav:

The alchemist is a good man; he makes potions for me, and medicine for my babies. He invented miraculous juice that I smear on the food I give to them. Without this juice my babies do not eat; if they do not eat, they surely die.

About the Black Monster:

The demon lives in a cave, and exits from a place on the ceiling of this cave, he is too big to enter my maze. He has many legs and it is very hungry.

Should Gulthammar express intentions of killing or taking away Aghav, the she-minotaur attempts to persuade other actions otherwise she attacks him immediately realizing that action against Aghav would mean the death of her children. A *Detect Evil* reveals that the two male babies are evil beings. Any attempt to turn the she-minotaur against Aghav results in enraging the beast and possible attack since the she-minotaur sees Aghav is the sole person helping keep her children alive.

She-Minotaur: AL CN; MV 12"; hp 40; AC 5 (with shield); HD 6+3; #AT 2; Dmg 2d3 or 1d3/1d10+2 (two handed sword wielded one hand); SA Throw away, charge, mother's rage; SD keen senses

Hanging from the fire is sheep flesh, and the barrel near the she-minotaur's bed contains a very poor-quality wine. Hidden beneath the she-minotaur's bed, is a sack with some valuables inside: 1,000 gp, nine obsidian gems (9gp each) and ten malachite gems (7gp each). There are also two stoppered vials containing two potions of Strength. Behind the shield on the wall, there is a concealed door.

Party: A party member, like a rogue, may successfully sneak past the babies

and inflict a coup de grace on the she-minotaur. While this is perfectly acceptable, remember that the she-minotaur is surprised only on a 1. Plus, a rogue must pass near a baby who is sleeping to not make it scream.

19, The Black Monster

This is a large natural cavern; illuminated ahead are dark rocks and whitish-colored objects about 30 feet away.

The 'Black Monster' is nothing else than a Giant Spider. It hides in a large opening under the ceiling of the cave, 30 feet above. It is impossible to notice it from the doorway. However, as someone enters in the cave, the spider immediately attacks. Characters actively looking the ceiling may avoid to be surprised.

Giant Spider: AL CE; MV 3" / 12" on webs; hp 20; AC 4; HD 4+4; #AT 1; Dmg 2d4; SA webs;

The whitish objects are dire rats wrapped in cocoons.

Found in the belly of the spider there are some coins (50gp) and a gold figurine (200gp).

20, Secret Exit

At the end of this corridor there is a secret door. It was the back entrance used by Daedalus. Neither Aghav nor the she-minotaur knows of its existence. (The secret door may be found) The door is easily opened and leads to a dusty staircase out of the dungeon. But the exit from the hill is behind a deep and intricate rubus bush. Crawling through the bush, even cutting and slashing, takes about an hour and causes 1d4 points of damage.

21, The Three Caverns

This vantage point reveals the entrances to three caverns ahead. The sound of dripping water is heard from the easternmost entrance. An object lies to the north, while darkness stands behind it and the remaining entrance.

Nothing more can be seen from that position, but a Wisdom check reveals that the sandy floors has marks or streaks that lead into room 24.

Several months ago, a bandit sought shelter

in Horn's Hill and made his way here. He was attacked and killed by the stirges from room 23: it is his papery corpse that lies in the cavern entrance. A closer examination reveals little holes in the body; searching the corpse makes a dried-papery rustling sound and the bandits rusted dagger and 3 gold.

Party: If a ranger is present in the party, he may attempt a Tracking check, this helps him recognize the tracks of a serpent of some kind, these tracks leads in the room 24

22, More Rats

If the character(s) enter this cavern with a light source, some wooden pieces can be seen scattered on the floor along with some small bones. The cave walls are dotted by small holes at ground level and squeaking may be heard from time to time. These rats attack only if disturbed.

Giant Rats (10): AL N; MV 12"; hp 2 each; AC 7; HD 1-4 hp; #AT 1; Dmg 1d3; SA disease.

23, Cavern of Stirges

This damp cavern contains a clutch of stirges: they attack anyone enters the cavern. If a character throws an object into the cavern, a Hear Noise check allows her to hear the sound of flapping wings. The stirges are territorial, but they do not exit their cavern.

Stirge (4): AL N; MV 3"/18"; hp 5 each; AC 8; HD 1+1; #AT 1; Dmg 1d3; SA drain blood.

24, Revealing Pool

This caverns has a single stalactite above a circular pool of water. The stalactite is wet, and solitary water droplets make their way to the pool below with a constant dripping sound.

Those approaching the water may see the following.

Worked stones, adorned with archaic runes, surround this circular pool. The water rolls as if something was beneath its surface. Images, hazy and blurry, float in the water, twirling and burbling as the water droplets disturb them.

This is another of Daedalus's magical pools (see the description in room 11), it allows those looking to see in the room 26. Referees may allow the character(s) to see into the neighboring room as well; characters already encountering the she-minotaur in her lair might recognize the yellow tile flooring.

But before the visions of other rooms appear, the surface of the pool must be calmed: both water droplets and a water serpent disturb the pool. Character(s) stopping the water droplets see the dark, lengthy form of the serpent beneath the water. To lure the serpent out of the pool, some food or recently killed rat may draw the creature to the surface, allowing regular melee to be engaged.

Engaging the serpent underwater is a dangerous predicament; characters submerged move half speed and have a -2 on all attack rolls. As the pool is 10 feet in diameter and 30 feet deep, characters deciding to enter the water with armor will suffer an additional -2 penalty. Characters underwater may make a Wisdom check to see a shining object glittering from the pool's bottom. Retrieving the object reveals that it is an engraved ring (bearing the words, 'In Homage of Galen, Greatest of Warriors.' The ring is a *ring of protection* +1).

Snake Constrictor: AL N; MV 9"; hp 30; AC 5; HD 6+1; #AT 2; Dmg 1d4/2d4; SA constriction.

25, The Dead Body

Crumpled in the corner is the body of a dead warrior, wearing a cracked breastplate and still grasping a longsword in its right hand. There are blots of dried blood on the wall above the body.

The warrior was an adventurer who entered the maze about a year ago, and was surprised in the maze by the she-minotaur. The monster killed him and left the body in this corner. A closer examination reveals two holes in the armor at the height of the chest that could be by a spear or possibly horns. The sword is a good quality weapon surprisingly untouched by rust (the sword is in fact a *longsword* +1). Hidden in one of the corpse's pockets there is a steel stoppered vial (a *Neutralize Poison* potion).

26, Hidden Pool

This small room contains only a magical pool.

The pool's dimensions are identical to the pool in room 11 and allow anyone looking into it to clearly see room 11. From this pool, the grisly laboratory can be seen. Characters looking in the pool may see notes or diagrams for what looks like room 5. If the she-minotaur is still alive Aghav can be seen working in the lab and gazing into the pool. Otherwise, Aghav is in the room 5, preparing the ambush (see event 5).

Aftermath

This adventure may end (and possibly continue) several ways:

- Aghav escapes and returns (with that army he wishes to build) to plague the village and the characters again.
- The she-minotaur and Aghav are both slain, but the baby-minotaurs are left on their own: these minotaurs will die.
- Gulthamar may be captured, chained and left for another group of adventurers to rescue.
- Entering into an alliance with the she-minotaur: Gulthamar hunts down the fleeing alchemist in order to get more potions for the baby-minotaurs and possibly redeem them (a noble quest would ensue, allowing for great heroics).

Appendix

New NPC Class, The Mad Alchemist

Any NPC Magic User can become a Mad Alchemist. The Mad Alchemist is devoted to alchemical study. Due to their obsession for the discipline, they take no care of themselves, both body and mind. The alchemist often throws themselves into very dangerous experiments, a testing and trying endeavor that brings risk every day. The mad alchemist may be of good alignment but he often has a distorted view of reality. He spends his life trying to achieve a goal or an objective; often it is an odd or crazed task. His body carries signs of his madness: the alchemist's body bears scars, burns, sometimes lacking a limb, a finger or an eye. The mad alchemist is able to perfectly duplicate spell effects by crafting potions, however these potions do not follow the usual manner and the alchemist have developed an unusual manner to use such 'spellpotions,' even in combat.

Mad Alchemist Hazards

d20 Roll	Effect
1	1 Hp lost permanently, Scar
2	2 Hp lost permanently, Scar
3	3 Hp lost permanently, Scar
4	4 Hp lost permanently, Scar
5	5 Hp lost permanently, Scar
6	Spellpotion slot lost 1 level , Burn
7	Spellpotion slot lost 1 level , Burn
8	Spellpotion slot lost 2 level , Burn
9	Spellpotion slot lost 3 level , Burn
10	Spellpotion slot lost 4 level , Burn
11	Spellpotion slot lost 5 level , Burn
12	Disablement, lose one hand finger*
13	Disablement, lose one foot finger*
14	Disablement, lose one eye*
15	Disablement, lose one ear*
16	Disablement, bald
17	Disablement, lose one tooth*
18	Disablement, nose broken
19	Disablement, lose hand or foot*
20	Disablement, lose one limb*

* choose random, if an effect is no more applicable (e.g. the NPC has lost all the teeth) the roll has no effect.



Spellpotions: Mad alchemist casts magic users spells in addition of his normal spells using the form of 'spellpotions.' Each spellpotion a Mad Alchemist brews can be identical to common spells or they can be unusual spellpotions that the mad alchemist has gained some understanding or by study.

The spellpotion ability allows a mad alchemist to prepare potions that duplicate the effect of the spells he knows. These spellpotions have a strong biochemical link with the alchemist's body and may not be imbued by anyone else other than their creator. If another person attempts to drink a spellpotion, they must make a Poison saving throw or be stunned for 2d4 rounds.

The mad alchemist may prepare any number of spellpotions he wishes, but he may only drink a limited number of these in one day (matches the magic user spells per day). If a mad alchemist attempts to drink beyond his daily allotment of spellpotions, he must make a Poison saving throw or the spellpotion misfires and the mad alchemist suffers damage or disablement as per "Mad Alchemist Hazards table. Once imbibed the spellpotion, the mad alchemist is able to unleash the spell in all its aspects, although the alchemist doesn't need material, verbal or somatic components.

To brew or cast a spellpotion, a mad alchemist must have a Constitution score of at least 10 + the spellpotion's level.

Dangerous Life: Each time a Mad Alchemist gains a level he must roll on the following table and apply immediately the results. This is a consequence of his dangerous lifestyle.

New Monster

She-Minotaur

FREQUENCY: Very Rare

NO. APPEARING: 1

SIZE: L

MOVE: 12"

ARMOR CLASS: 6

HIT DICE: 6+3

ATTACKS: 2

DAMAGE: 2d3 or 1d3/By weapon type

SPECIAL ATTACKS: Throw away, charge, mother's rage

SPECIAL DEFENCES: Surprised only on a 1

MAGIC RESISTANCE: Standard

LAIR PROBABILITY: 20%

TREASURE: 2d10gp per individual

INTELLIGENCE: Low to average

ALIGNMENT: CN

She-minotaurs are extremely rare, usually

magically created female minotaurs.

The she-minotaur resembles a normal minotaur except for female attributes and smaller horns. They differ in character from their male counterparts; the she-minotaur is less aggressive and more intelligent than male minotaurs, however she-minotaurs can become a frightening opponent if threatened.

Usually they do not eat human flesh and prefer hens, sheep, pigs and the like. The she-minotaur might generate offspring, but these offspring are often infertile (95% of the time). Often, she-minotaurs live in underground caves and natural mazes, going outside during the night in order to hunt or steal cattle from nearby communities.

She-minotaurs have their own language and are 25% likely to speak common as well.

Combat

She-minotaurs are less ferocious than the males, and do not begin attack with a charge. An exception is when the Mother's Rage is triggered (see below). The she-minotaur must be provoked, or her children threatened, before she chooses to attack. Otherwise she-minotaurs try to avoid combat

Charge: A she-minotaur has horns shorter than their male counterpart, thus they deal less damage when use it. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack that inflicts 3d3 points of damage.

Mother's Rage: A she-minotaur taking care of her offspring are in an obsessive mode. If one or more of her children are being threatened, the she-minotaur goes in a berserker rage automatically (she cannot choose to do this). The she-minotaur temporarily gains +2 to hit, a penalty of 2 to AC and 10 temporary hit points. The rage lasts 6 rounds.

Throw Away: If a she minotaur scores a natural 20 using her horn attack (even in a charge) she can hook the opponent and throw him away for 2d6+10 feet in a single fluid movement. The she-minotaur chooses were to throw the opponent who takes the normal gore damage plus 1d4 from falling damage and falls to the ground. This ability can be used only on creatures one size or more smaller than the she-minotaur



Player Character

Gulthammar, Male Human Paladin 6; AL LG; Str 17; Dex 15; Con 16; Int 12; Wis 15; Cha 17; MV 12"; hp 60; AC 1 (Plate and shield) #AT 1; Dmg 1d8+1 (Longsword) *Weapon proficiencies:* Longsword, Two handed sword, Lance, Crossbow, Heavy Mace, Dagger. *Class Abilities:* Cure Disease (2 x week); Detect Evil; Protection from Evil; Lay on Hands: 1/day, 12 hp; Turn Undead as 4th level cleric.

Possessions: Crossbow bolts (10), backpack, flint and steel, Ink, Inkpen, flask of oil, sheets of paper (2), rope silk, rations (4), torches (2), longsword, heavy Mace, heavy crossbow, full plate, shield.

Saluud, Horse, Heavy: AL N; MV 18"; hp 35; AC 7; HD 4+3; #AT 3; Dmg 1d8/1d8/1d4; INT Low.

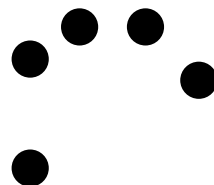
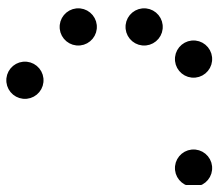
Kreta is the home you left so many years ago. Orphaned, you were taken in by Galerio, the village elder. You were in your fourteenth summer when you left Kreta behind for the cloistered halls at the Holy Grave of St. Carminius. Over the years, Aglarius, the Master of the Holy Sword, instructed you and guided you along the path of righteousness. Master Aglarius allowed you to accompany him on missionary expeditions and other minor adventures, but his lessons didn't stop as you left the hallowed halls of St. Carminius. Aglarius was quick to correct your mistakes as quickly as he was to protect you and your feelings. Now you stand on the precipice, ready to enter the Seventh Circle, an elite order of dedicated holy warriors. You need only complete your require meditation period...

You are a good humored man, ready with a laugh, but there is a seriousness that underlies your mirth. You do not tolerate injustice or oppression in any way, and seek always to help those you trust and care about.

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Advanced Master Adventures

Game Adventure

The Minotaur

By Mario Barbati and Diego di Dato

Life is sometimes unfair. Now, at the moment you are attaining your nomination into the elite paladins of the Holy Order of St. Carminius, your stepfather requests your help.

Life can be unfair, but as a paladin, you have a single duty: help the poor and suffering people; and if those people are close to be family... well, you can't refuse.

The nomination can wait.

Ancient tales, stories used to scare the children, are now coming true.

A minotaur, which no one has seen clearly before, has gone mad and has begun kidnapping young boys and girl from the simple farm community near his lair.

The thing is that this monster has lived in his maze for 80 years and never hurt anyone before. What is behind these events, and what is driving the minotaur?

You are a paladin, and you must find the truth.

The Minotaur is a double adventure, as a one-on-one adventure which features a bold adventure for a 6th level paladin; this adventure is a dungeon crawl, which will not spare few role playing opportunities and little mysteries to solve. This adventure may also be played with a standard four 3rd level characters group and can be placed with ease in any campaign world.

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