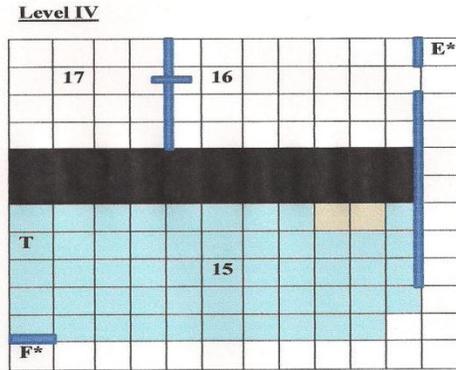
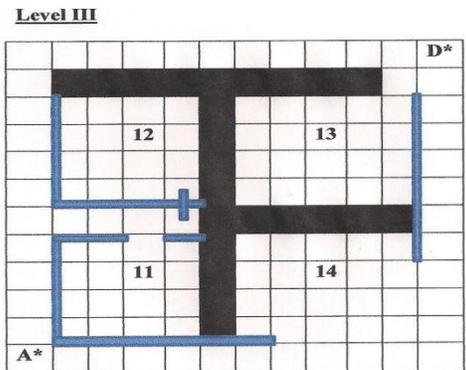
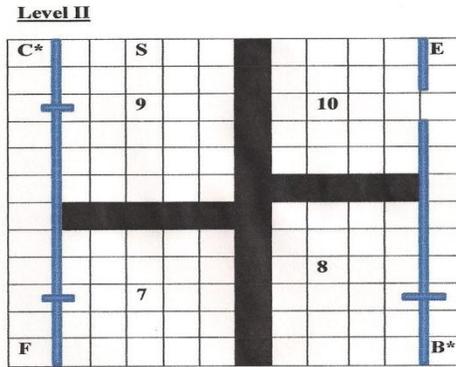
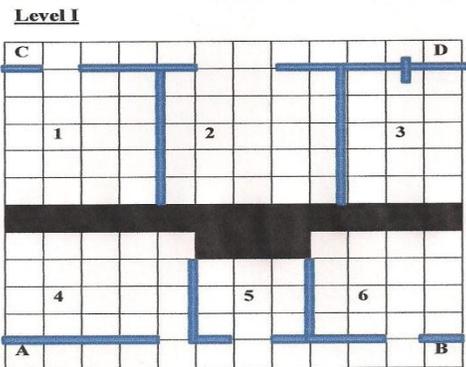


Lair of the Minotaur by Jeff McKelley A 5th Level Adventure



Set-up: The party is to be sacrificed to the Minotaur. They are dropped from above and sealed into the Minotaur's lair at point A with their normal clothing only-no equipment or weapons. The lair is lit by eternal torches. Thieves will have concealed their picks and tools on their person and spell casters have their components and holy symbols hidden in their clothing. Rations for one day and a wineskin filled with water will be dropped down for each party member.

Wandering Monsters:

- | | |
|-------------------|-------------------|
| 1=2 Large Spiders | 2=1 Huge Spider |
| 3=5 Giant Rats | 4=Gelatinous Cube |
| 5=Gray Ooze | 6=Rust Monster |
| 7=5 Skeletons | 8=5 Zombies |
| 9= 3 Ghouls | 10= Minotaur |

Legend: The lair consists of four levels. The lettered spots on the map indicate that a crude ladder has been carved into the wall. These ladders are used by the Minotaur to move through the levels. The letter indicates the top of the ladder (such as A) and the letter starred (such as A*) indicates the bottom of the ladder.

S – Secret Door

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- Old Weapons Room:** An assortment of broken and rusted weapons is strewn about the floor. A grindstone is in one corner of the room. If room is searched, 4 usable weapons will be found. Weapons can be sharpened using grindstone.
- Guard Bunk Room:** Three bunk beds line the left wall and three line the right. A table and 6 chairs are near the back wall. Under one bunk mattress is a long sword in good condition and under another is a large shield.
- Captain of Guards Room:** Room contains a bed, a chest at foot of bed and a large wooden storage locker. Both chest and locker are locked and trapped with a dart/sleep trap. Locker contains three suits of chain mail, three helmets and three pairs of boots. The chest contains a tinder box, four flasks of oil, two potions of extra healing and a hooded lantern. Oil flasks and potion vials may break if lock is smashed
- Meeting Room:** Rotting wooden remains tables, benches and chairs. Six giant rats nose around the debris and will attack if provoked.
- Sacrifice/Summoning Room:** Bones and shreds of clothing are scattered on the blood-darkened floor. Sets of chains and manacles hang on the right, left and back walls. Pulling on any of the chains will activate a gong that summons the Minotaur in 1 turn.
- Kitchen:** The kitchen area is swarming with 12 giant rats and contains barrels and shelves of rotten food. Rats will attack on sight. When six or more rats are killed, the remaining rats will flee. Two knives in good condition can be found in this area.
- Zeus Temple:** Temple room with a statue of a large, muscular bearded man against the center back wall. In front of the statue is an altar, to the left is a statue of an eagle and to the right is a large stone shield. Black tapestries depicting lightning bolts line the walls. Touching the tapestry causes minor electrical damage each segment. Desecrating the temple summons a large angry goat.
- Poseidon Temple:** A blue-green statue of a large, muscular man holding a trident and cup stands on a raised platform in the center of the room. In each corner is a statue of a horse. Tapestries depicting aquatic scenes line the walls. Filling the cup with water opens a compartment in the base of the statue that contains 5 potions of water breathing. Desecrating the temple summons a large angry crab.
- Family Tomb:** Mausoleum with 6 sarcophagi, 3 open and 3 sealed. Inside each sealed sarcophagi is a ghost, one of which has a key to the secret door. Opening one sarcophagus automatically opens the other two, releasing the ghosts. Secret door on N wall has two locks. Door opens to a tunnel that leads out of the lair and to the surface. This door can only be unlocked by the key in the ghost's possession and by the key held by the Minotaur.
- Bar Trap:** Debris, scraps of clothing, bones and burned out torches litter this room. One round after a PC enters the room, iron bars will drop across the doorway. Two gelatinous cubes in the room will attack. Bars can be lifted when the unlock lever behind a hidden panel to the right of the doorway is pulled.
- Sleep Room:** After being in the room one round, characters must attempt to save vs. magic or else fall asleep for 1-6 rounds. Zombies from room 12 will move to room 11 when the sleep is activated.
- Zombie Room:** Room contains 10 zombies that attack immediately and pursue if party runs.
- Spider Room:** A huge spider will attack the first character appearing at D*. Spider room is filled with webbing and cocoons holding rat and human remains. One human remains wears leather armor.
- Fungus Room:** This floor, walls and ceiling in this open area are covered with a variety of fungi. An open trail on the floor through the fungus can be seen. Disturbing the fungus causes a cloud of spores to be released. Characters caught in the cloud must save vs. magic. Failing the save causes the affected person to attack a random party member for 1-4 rounds.
- Underground Pool:** Dark green and brown vegetation grows on the edge and surface of the pool. Several fish can be seen and two large turtles rest on rocks in the NE corner of this area. Turtles are large snappers and will only attack if provoked. An octopus lives in the pool and will attack anyone entering the water. At point T, an long underwater tunnel requiring a 30 minute swim leads out of the lair.
- Mold Room:** Several recently dead human bodies and an assortment of bones lie on the floor of this cold feeling room. The cold is due to brown mold on the floor and ceiling. Characters will take cold damage beginning on the third round they are in the room.
- Minotaur Lair:** Room contains straw bedding, a large grindstone, several battle axes and a large Minotaur. The Minotaur will attack characters on sight and pursue if necessary. Minotaur has no treasure, but does have the key to the secret door in room 9.