

# THE SUBTERRANEAN MAZE OF AARTHAL

Under the Unfading Sultan's palace and the cobblestone streets of Aarthal lies a labyrinth of rooms and tortuous corridors plunged into darkness. That's where the frightful Unfading Sultan throws his enemies after carrying his libations to his sinister deity, the Crimson Sapphire Overlord, in the Red Chapel of the palace. And he has no need of prisons and gaolers given the unspeakable horror lurking in the dark... A blind and red-furred Minotaur which is an avatar of the Overlord, roams in the complex !

The labyrinth is plunged into deep darkness and the adventurers, if they were thrown into the complex by the Unfading Sultan's men, do not have torches nor spell books and may have a very hard time unless some demi-humans are in their group. The lack of food is also problematic. The walls are carved with reliefs depicting giant vultures with crimson sapphire eyes attacking caravans in the desert and flying in circles above barren moors parched by the sun. The sapphire eyes are cut and polished with the master jewelers's own talent and are very valuable. They can be removed from walls without trouble. But their power is particularly insidious : these magical gems are the eyes of the dreaded creature wandering through the subterranean. The light is probably the worst thing to use in the maze because they allow the creature to see through the gems. Without these, the monster is blind (no vision nor infravision) but retains its very developed senses of smell and hearing and will locate without difficulty nearby adventurers.

**Each turn**, roll a d30 (or a d100, re-rolling the results above 30). The result is a room which is "forbidden". All its access are blocked by stone walls that were not there and if PCs were in this room, they are teleported to other parts of the subterranean complex (roll a d30 for each character). Each turn, the creature also receives the report from its gems-eyes.

**Each round**, the blind minotaur enters a room in a random direction (unless it has received information from his gems-eyes) until it finds the characters and hunts them in the dark. As long as the characters have a light source, this formidable opponent can not attack and simply spins them until the last light goes out and it launches the assault, foaming with rage.

All the passageways that come out of the map will end up as blind alleys sooner or later. All the bronze doors are smashed. The floor is covered in porphyry hexagonal tiles.

1. Large and dusty cobwebs. Footprints in the dust.
2. 5 men including a wounded man hiding themselves without any light or food. They have not seen yet the Minotaur.
3. The stones of the back wall are loose. If one finishes the unsealing, one opens a passage through the palace latrines.
4. Mirror broken into small pieces.
5. Trap pits filled with spikes. One was triggered and a guard of the Sultan lies at the bottom.
6. Empty room.
7. Shriekers growing on the wet and muddy ground of the room.
8. The ceiling is covered with bloodstains and bones are scattered in the south side of the room.
9. Extinguished torches in iron sconces line the room.
10. Part of the ceiling has collapsed into the room.
11. A thick and smelly fur, remainder of a slough (?).
12. Magical continual darkness.
13. Red curtains, waterskin and a corpse clutching a lighter.
14. Three chapels housing jasper statues of the Crimson Sapphire Overlord. Bowls containing beads.
15. Empty room.
16. Racks with several spears.
17. Two bronze statues of bull-man that come alive and attack if someone enters.
18. "Be wary of its eyes" is engraved in a corner
19. Minotaur's lair : treasures and corpses eaten.
20. Empty room.
21. Rats who will attack a single man but otherwise run away.
22. Decapitated golden idol of a man in robes sitting cross-legged.
23. A well with greased and smooth walls descent to this room. This is where the guards throw the convicts.
24. Pentacle in which is trapped in a deceitful devil. Four statues of vultures.
25. Empty room.
26. 34 Candles spilled on the ground.
27. Bronze locked chests containing silver offerings.
28. Empty room.
29. Magical continual darkness.
30. Pile of eyes-gems snatched from the walls of the area.

**Author** : Nicolas SENAC (<http://purpulpworm.blogspot.fr/>)  
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