

M2

A Solo Adventure for Character Levels 1-10

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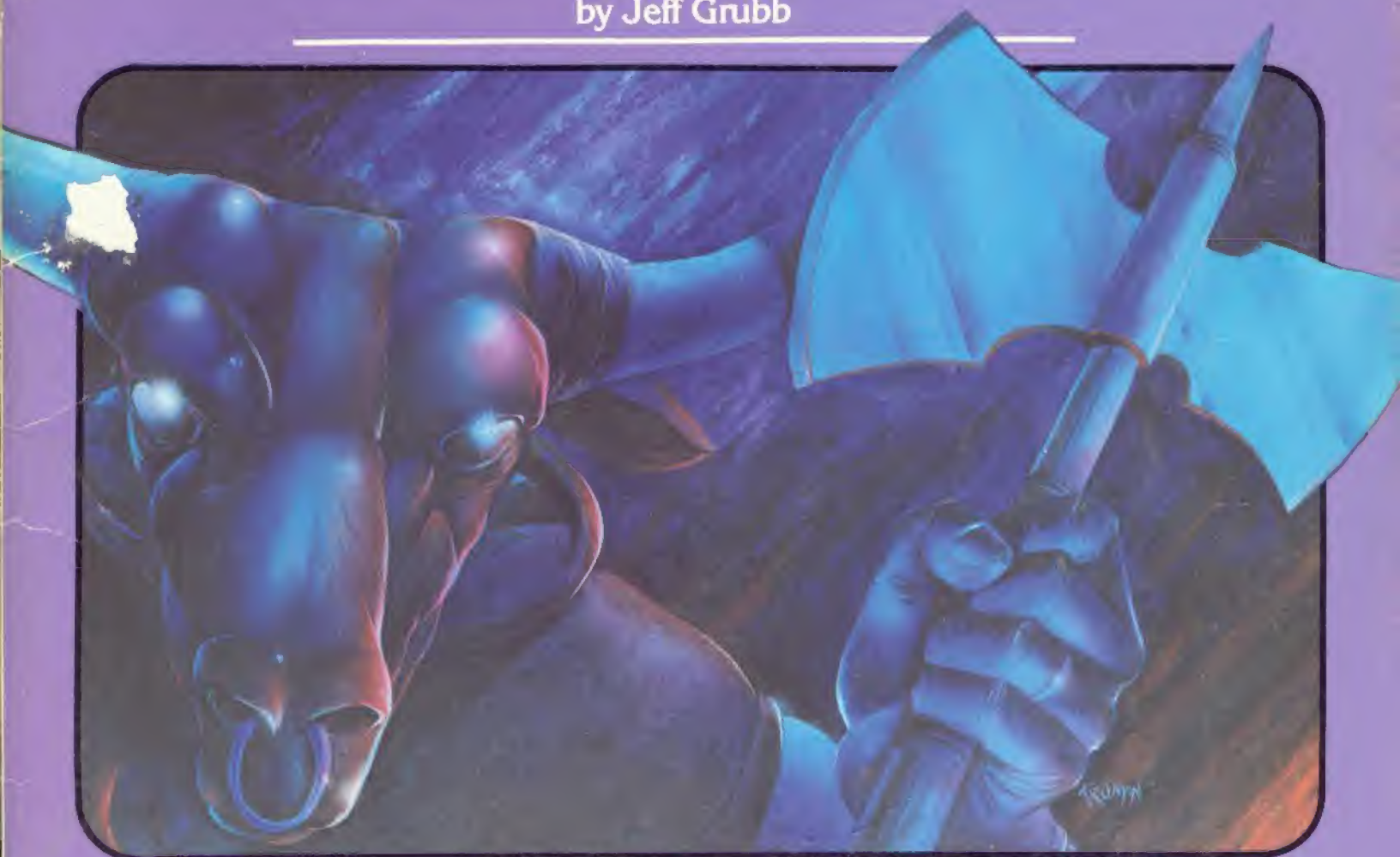


DUNGEONS & DRAGONS[®]

Expert Set Adventure Module

Maze of the Riddling Minotaur

by Jeff Grubb



Explore the Maze of the Riddling Minotaur in an invisible ink module that you can play by yourself or with a group of adventurers!



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Expert Set Invisible Ink Module M2 Maze of the Riddling Minotaur

by Jeff Grubb



The Princess of Cathos has been kidnapped! Can you find your way through a dangerous mazework and return her to her father, King Trueon?

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About This Module

Maze of the Riddling Minotaur is an adventure that is designed for the DUNGEONS AND DRAGONS® Basic and Expert Sets. In this module, you will find the module folder, an invisible ink marking pen, and a 32-page booklet. The 12 pages at the center of the booklet (pp. 11-22) contain the Map of the Mazework and the Combat Section: you should remove these pages and keep them on hand while you play.

This module contains two adventures: one for solo play, and one for group play. You may play the first part of the module by yourself. The second part of the module can be used to expand this solo adventure into group play. It is better to try the solo adventure first, because the group play section is based upon this adventure.

Part of this module is printed in invisible ink, which you reveal during play by marking the invisible area with the enclosed marking pen. Three sections of this module use the invisible ink: the Map of the Mazework, the Encounter Section, and the Combat Section.

The Map. Portions of the Map of the Mazework are printed in invisible ink. As your character moves through the maze, reveal the contents of a room or square by marking that area with the invisible ink pen. If a number is revealed, go to that numbered entry in the Encounter Section.

The Encounter Section. Each numbered encounter has visible and invisible (boxed) entries. The visible entry by each number tells what your character sees and provides several choices for you. The solo adventure gives you a limited number of choices. Each of these will either send you to another entry, or have you move into another square on the map as you retreat from, or pass by, an encounter. If the entry is invisible, mark the box with the pen so that the invisible ink can be seen. The revealed paragraph may give you more choices that send you to other numbered entries or to the Combat Section.

Example. You gather together your Basic and Expert sets, and this module, and look for a quiet place to play the adventure. You may play in the living room (X1), the den (X2), or the kitchen (X3). Mark your choice with the invisible ink pen.

X1.
X2.
X3.

If you have trouble revealing the invisible ink entry because your pen has begun to dry, cover the pen and set it aside for a while so that the ink may flow back into the point.

Some areas in the Map of the Mazework are marked with the sign of a bull's head. These are the outposts of Riddling Minotaurs, the great magical guardians of the maze. To pass by these creatures you must answer the riddle listed in the encounter. The answer is printed in invisible ink at the bottom of the riddle. If you answer correctly, the minotaur lets you pass. Otherwise the minotaur will attack and remain hostile to your character for the rest of your adventure.

The Combat Section. In the solo adventure, combat, saving throws, and detection of traps are handled by a diceless system explained on p.14. You may remove the Combat section (pp. 11-22) so it can be on hand as you read other sections of the module.



The Solo Adventure

The solo adventure is designed for a sixth level adventurer of any class, whose mission is to brave the ruins of an old temple and rescue a princess. You may use any of the characters included on the inside cover of the module. If you wish to bring in a favorite character from another campaign, you should follow these directions:

1. Your character should have at least one magic weapon of +1 or better.
2. You should not carry a pole arm or two-handed broadsword; these weapons require too much space to use.
3. Magic of non-combat nature should be left behind, in particular those magical items that work in the same way as a spell: some spells do not operate and others are changed in strange ways within the maze.
4. Since the Combat Section is designed for sixth level characters, the diceless combat system may have to be changed for characters of other levels. See "Combat in the Maze" below.
5. The darkness of the maze and the swirling winds of its halls and chambers make it hard to see and to use missile weapons. Do not take missile weapons into the maze in the solo adventure.

Adventuring in the Maze

You begin the solo adventure in the square marked "S" on the Map of the Mazework. Your exploration of the maze takes several steps:

1. Move along the printed corridors until you come to an unmarked encounter area (an area where no number has been revealed) or a square on the map that seems completely blank. Rub the pen over the blank square or unmarked encounter area so that the invisible ink appears. If a number appears, continue to step two below. If a section of corridor appears, you may continue to move along it. Repeat this step until you come to a number.
2. Now you may try to detect for traps, marking a box in the Detect Traps area of the Combat Section sheets. The revealed box will have a number from 1 to 100. You compare this number

with your character's chance to detect traps (17% for normal characters, 33% for dwarves, and a variable amount for thieves). If the revealed number is less than or equal to your chance to detect traps, you have found and avoided any traps in the encounter area. You may check for traps only once per room. You may check at any time up to the point when the trap is sprung. A trap is sprung when the word "Trap" is revealed by marking an encounter area with the invisible ink pen. If you fail to detect a trap, you will suffer its effects.

3. After you have detected traps, you may cast a spell that might affect the outcome of the encounter. Of course, you may do this only if your character is a magic-user, elf, or cleric. Spells that protect you, such as bless or find traps, may be cast at this time.
4. After you have checked for traps and/or cast spells, you should read the entry that goes with the numbered encounter. Choose among the listed actions for your character. Your chosen action may lead to another entry and further actions within that encounter.

5. Resolve combat as need be, using the diceless combat system on pages 11-22. After combat, return to the original encounter entry and make other choices as necessary.

6. After you have resolved an encounter, for good or ill, you may leave the encounter by any passage. Start at step one and begin again.

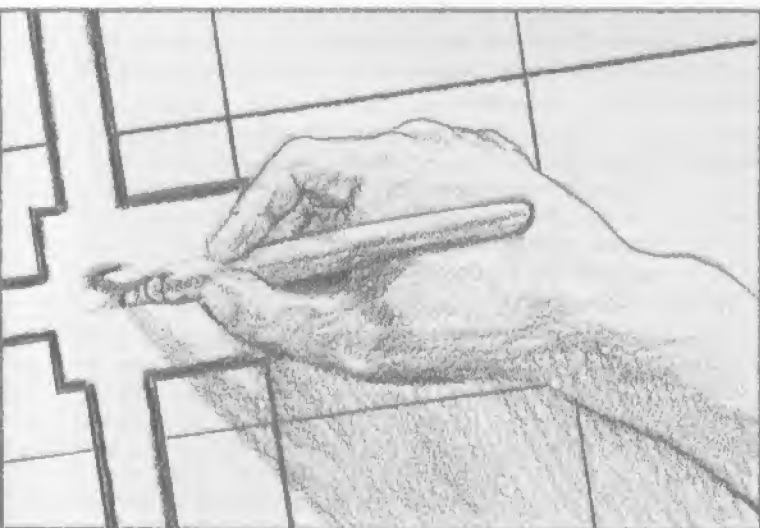
Movement in the Maze. The maze is filled with a magical swirling black fog. You can see only the square in which you stand. Each square is 20' on a side. It takes 1/10th of a turn (one minute) to cross a square that contains only corridor, and a full turn (10 minutes) to cross a square that contains an encounter, even if you are just passing through that square. Keeping track of time is important in determining how long a particular spell has been in effect.

For example, a magic-user casts a **protection from normal missiles** spell on herself, which lasts 12 turns (120 Minutes). She has since passed through 20 spaces of corridor (taking two turns or 20 minutes) and 5 encounter areas (taking five turns or 50 minutes). Her travels have taken 70 minutes, or seven turns. Five turns remain before her spell fades.

Combat in the Maze. The solo version of this module uses a diceless combat system based upon the D&D® combat charts (Basic Rulebook, p. 26-27). Each time combat takes place, refer to the appropriate numbered entry in the Combat Section. This Combat Entry will list the monster, its abilities, and its hit points in invisible ink, along with the monster's attacks and damage. Combat then takes place under the diceless combat system explained on pp.14 of this module.

Spell-casting in the Maze. The maze is filled with many powerful and strange enchantments. Many spells do not operate as they normally would, and some will be prevented entirely by the magics of the maze. If you are running a spell-casting character, refer to the directions for magic use in the Combat Section before you begin play: these directions may affect your choice of spells.

Hit Points. You should keep a record of your character's hit points in pencil. A character's hit points may increase or decrease depending on damage and cures. If your hit points ever drop to zero or less, or if you are disabled by a **sleep, charm, hold, or turn to stone** spell, go immediately to Encounter 128.



Player's Introduction:

The Island of Vacros is a dark, legendary place, a barren volcanic island banned to the people of Cathos and removed from their maps for hundreds of years. Long ago this island was the home of a mighty trading empire, an empire whose ships sailed throughout the known seas, returning with gold, strange gems, and great magic. But it came to pass that the foul priests of a bull-headed deity, Kiranjo the Minotaur, turned the leaders of Vacros to evil ways. In the name of Kiranjo the men of Vacros built a great temple, and beneath that temple a huge maze, which they stocked with savage minotaurs from the far continents. These merchant-lords then became pirates and began to raid the local islands, including nearby Cathos, for sacrifices to their minotaurs. The people of the islands beat back these raids, and a large armed force, led by Lady Durnsay of Cathos City, invaded the isle of Vacros, destroying the great city and the foul temple. The Lady Durnsay commanded that the people of Vacros be scattered to the four winds, and that the entrances to the great maze be sealed so that none of the creatures within could escape.

This was four hundred years ago. Since that time the legend of the island of Vacros has faded. The tales of fierce minotaurs have become little more than stories used to frighten children into behaving. Cathos and its capital Cathos City have become the new trading empire, touching port with many of the places to which Vacros once sailed. But tales still came from pirates, smugglers, and others who dared to sail by that evil island: some ancient power was gathering again in Vacros, ready to have its revenge against the other islands—most of all against Cathos.

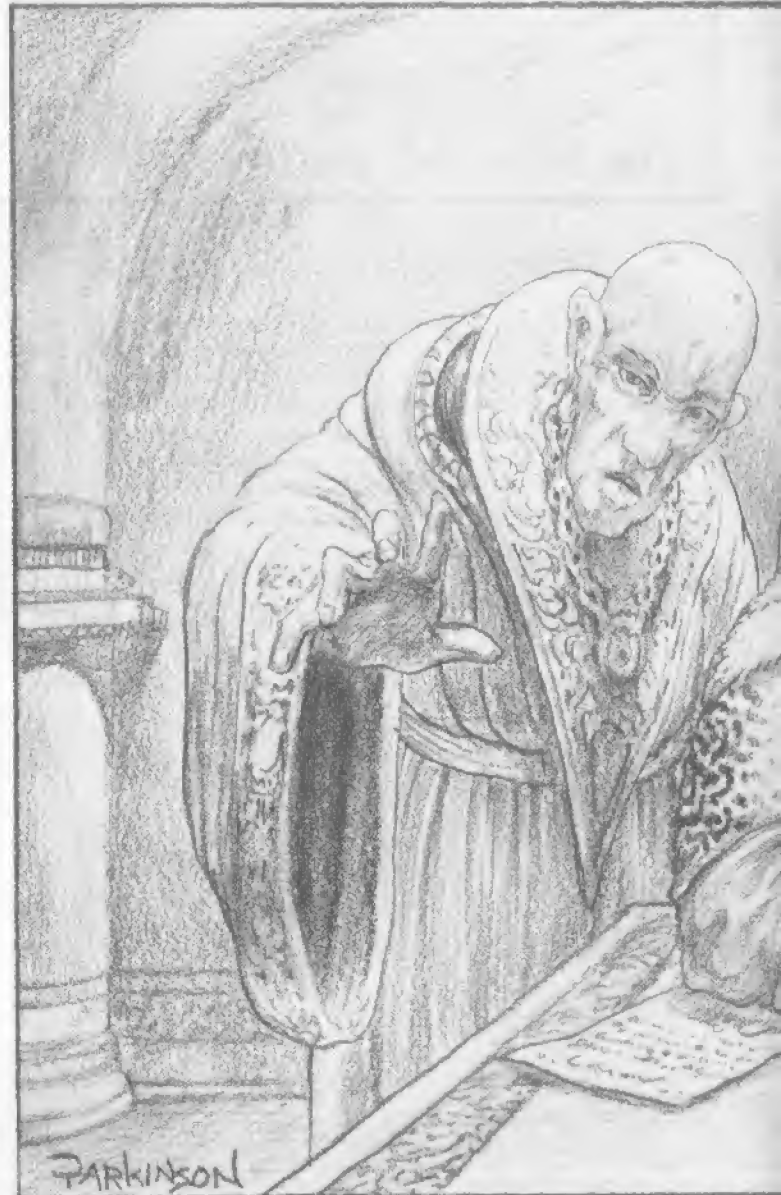
Little was thought of these threats until it was too late. Princess Lydora, only child of King Trueon of Cathos, has been kidnapped from her quarters in the castle. No noise was heard, but her room was found in ruins, and a broken pile of glassy black stones was found beneath her window—the remains of an obsidian statue. The King's Counselor Chadmin knew that obsidian, a semi-precious stone, is found in large amounts in the volcanic hills of ancient Vacros.

Following the clue of the broken statue, King Trueon sent his champions to Vacros to rescue the Princess; all of these champions have failed. The island is in disorder, and the rumor has spread quickly that the king is offering a fully equipped ship to any adventurer brave enough to rescue the maiden Lydora. The story reaches you in a sea-coast pub as you consider your recent lack of money. Without thinking twice, you are on your way to the castle to seek an audience with the king.

You are granted that audience and taken into a dark, shuttered room. In the room is King Trueon, the King's Counselor Chadmin, the Wizardess Yawitat, and a roughly-dressed boatman named Ahmadi. You have heard the rumor that Ahmadi acted as guide to several of the champions of Cathos.

Chadmin, a thin, birdlike man, explains the situation, retelling the tale of Lydora's kidnapping. He shows you a letter, signed by the King, allowing the bearer to arm and equip a ship to do battle with the enemies of Cathos and to engage in trade. "This letter," chirps the counselor, "and a ship with a full crew, will be yours should you return with the Princess. We will keep the document, of course, until you return."

Now Yawitat speaks. "We know little of the maze," she says, "and what we do know is incomplete. The main entrance is in the ruins of the Temple of Kiranjo, beneath a huge stone plug that has been moved aside. Other entrances may exist, but we are not sure. Spells, such as those we use in Cathos, operate differently within the maze, and some dark force keeps the more powerful spells from working at all. Our second champion, Kurth the Enchanter, returned to us mad, speaking of great minotaurs who had shiny black hides, creatures that would let him pass only if he answered



their riddles correctly. Ahmadi found Kurth wandering on the beach the day after he entered the maze, and now the once-mighty magician whimpers and cries, having lost his powers."

"Kurth is now like a child," said the King, "And all that returned of Andro, our first champion, was his bloody armor. Melista, our third champion, returned not at all. Our hopes, our dreams, now rest in you, adventurer. You must return Lydora or return not at all, though know that even in passing from this life you may be of service to us."

Yawitat presents you with a weapon of good enchantment (whatever type of weapon your character can use) and a small silver owl. "This owl," she explains, "is a statuette of great power. Should you perish within the maze, it will come to life, return to Ahmadi, and tell him the tale of your adventure. Your death would not be in vain, for the next champion would learn from your mistakes."

Ahmadi speaks now, his voice as rolling as the surf. "I shall serve as your boatman and guide, as I served Andro, Kurth, and Melista. I shall take you to the entrance of the maze, but no further. Then I shall go back to my boat and wait a full day for your return. Should you not return, and should the silver owl return without you, I shall raise a black sail and turn back to Cathos City, and a new champion will be chosen." Ahmadi nods in your direction. He has been through this before.



The King claps his hands, and the audience is over. An honor guard escorts you to the docks, where Ahmadi's small boat is waiting. The old boatman hoists the sail and you set course across the Empty Channel toward Vacros and adventure.

If you are playing the group adventure, go to the Players' Start on page 30 and continue reading to your adventurers. If you are playing the solo adventure, continue by reading the paragraphs below.

The passage across the empty channel is swift and uneventful. The days are clear and warm, and a strong wind at your back drives you towards Vacros. At the end of the third day the island appears on the horizon, a dark squat shape that grows as you near its shores. The weather begins to turn as you near the island: tall thunderclouds gather around the mountain's peaks. A misty drizzle begins as Ahmadi moors the boat in a hidden cove.

The old sailor ties the boat to an overhanging tree stump, pulls a large coil of rope from beneath his seat, and turns to you. "Here," he says, pulling from his pocket a crumpled sheet of paper and handing it to you. "This is as much of a map as we have of the Maze of Kiranjo. I drew it up from old records, from Kurth's babbling, and from what Yawitat has learned from the Silver Owl. As you can see, the map has many blank areas on it, where my records are unclear. Still, it will be of some use to you." (The map he gives you is found in the removable section of this module).

You leave the boat behind as you follow Ahmadi up the foothills that surround the ruined city. The volcanic spires of Vacros make the island look like the evil place of legend. You pass over a low ridge and see the ruins of Vacros City lying at the base of a large mountain. The forest has claimed most of the city buildings; only a few still stand. The area around the temple has been cleared and small guard-fires burn.

You and Ahmadi sneak past a group of human guards and into the ruins of the temple itself. Behind the altar is a large circular pit that leads down into darkness. Ahmadi lowers a slender rope, and you descend into an inky, swirling blackness. You look up and see Ahmadi's dark shadow against the clouds. He draws up the rope and whispers, "Luck be with you, Champion of Cathos." Then he is gone. You look around, standing in an intersection of passages leading north, south, east, and west. Your vision is blocked after ten feet by a swirling black mist. All is silent. You cannot turn back. You are alone in the Maze of Kiranjo.



Encounters

1. The corridor ends in a small room, empty except for a narrow bronze spiral staircase set against the south wall. This staircase leads up to a wooden trap door in the ceiling. If you choose to climb the stairs, go to Encounter 11. Otherwise return by the passage you came in.

2. The walls of this section of corridor glisten in the dim light. You may investigate the walls (2A) or pass on (2B).

2A.
2B.

3. The corridor ends in a small room. A shrine is carved in the east wall. Resting in this shrine is a golden statuette of a kneeling minotaur, its head bowed and its arms folded in prayer. You may choose to take the minotaur statuette (3A), investigate the shrine further (3B), or return up the corridor.

3A.
3B.
3C.
3D.

4. A huge metal statue of a fighting man stands against the north wall. He is dressed in reddened plate mail. Both his iron hands rest on a mighty two-handed broadsword in front of him. You may investigate the giant (4A), pass him by (4B), or retreat back up the corridor.

4A.
4B.

5. The northwestern corner of this room is filled with a large pile of rubble and debris from the roof's caving in above. Something metal shines from the rubble. You may investigate the debris (5A) or pass on through the room.

5A.

6. The passageway opens into a circular chamber that has exits to its north and west. This chamber is kept quite well; beautiful but dusty tapestries hang from the walls, showing scenes of golden minotaurs hunting in the wild. A low platform sits in the south-eastern corner; an iron-bound oak chest is bolted firmly to its top. You may investigate further (6A) or continue through the room.

6A. The chest is of solid oak, bound by iron bands. It is locked. You may try to pick locks (6B), use a spell (6C), break the lock open (6D), or leave the chamber the way you came.

6B. Reveal a percentage on the Detect Traps table and compare it with your pick locks score. If successful, you have picked the lock: go to 6E. If unsuccessful, return to 6A and make another choice.

6C.

6D. You bash the lock open with a single blow, but hear the crash of breaking glass within the box. Go to 6F.

6E.

6F.

6G. The silver circlet is the symbol of authority of the Princess Lydora, heir to the throne of Cathos. Take it and continue on.

6H.
6I.

6J.

6K.

6L.

7. Your passage through this four-way intersection is blocked by a glassy black minotaur (AC 3, HD 6, hp 38, MV 120(40), #AT 1, D 2-8, Save F3, ML 12, AL N). He is dressed in bronze armor and carries a glassy black axe. He turns to you and asks the following:

When whole I have
A hole in my center
I go many miles
While traveling in circles
What am I?

Answer:

If your answer is incorrect, the minotaur attacks at once with his mighty axe. Go to Combat Entry C3. If you are correct, the creature steps aside and lets you follow whatever path you choose. The air in the northern and eastern corridors smells fresher: a hint of salt spray rides on the faint breeze.

8. You enter a room that has passages to the east and south, and a stairway leading to a trap door in the ceiling. A large minotaur of polished black obsidian (AC 3, HD 6, hp 48, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N), dressed in fine armor etched with gold, stands guard at the base of these stairs. The obsidian creature watches you for a moment, then asks the following riddle:

My father's the king
'Tis fortunate since
I'll rule after him
But I'm not the prince
Who am I?

Answer:

If you fail to answer correctly, the minotaur statue attacks in a berserk fashion, adding 1 to all "to hit" rolls. Go to Combat Entry C4 for combat. If your answer is correct, the minotaur stands away, letting you pass to the stairway and to the southern corridor. Should you choose the stairs, go to Encounter 18. Otherwise continue down the corridor.

9. If you are entering from the east, go to 9C; if from the south, go to 9B.

9A.
9B.

9C. You enter a small room from which passages lead south and east. In the center of this room is a small pool of reddish liquid. You may investigate it (9D) or leave by the south (9B) or east (9A) exits.

9D.

10. As you enter this intersection, you see a fountain on the east wall. If you have been here before, go to 10B. Otherwise go to 10A.

10A. The fountain is filled with a pleasant-smelling blue liquid. You may drink from the fountain (10C) or leave by any passage.

10B. The fountain is empty, and lined with dust. Bones and debris cover its bottom. Continue on.

10C.

11. You open the trap door to reveal a large cavern lit by morning sunlight. The light pours through a broken stone wall that originally sealed an entrance to the Maze. Blocking the opening is a three-headed creature, a dreaded fire-breathing Chimera. (AC 4, HD 9, hp 52, MV 120[40]—flying 180[60], #AT 5 Breath Weapon, D 1-3/1-3/2-8/2-8/3-12 special. Save F9, ML 10, AL C) You may fight the chimera and gain exit from the maze (Go to 11A) or you may retreat without attack back into the labyrinth and seek a safer exit—return to Encounter 1.

11A.
11B.
11C.

12. The passageway ends here in new stone-work. No secret panels or other passages lead from this area. Return the way you came.

13. On the southern wall of the passage stands a man-sized iron statue of a bull-headed priest, his head raised and his fists balled in anger. You may investigate the statue (13A) or pass through (13B).

13A.
13B.
13C.
13D.

14. The corridor ends in a small room. In the northwest corner sits a large blue-striped urn capped by a gold stopper. A minotaur skeleton rests on each side of the urn. If the sacrol still lives, go to 14A. Otherwise go to 14B.

14A.
14B.
14C.
14D.

15. The corridor enters a stuffy circular chamber, a room much warmer than the surrounding passageways. A metal ladder, warm to the touch, leans against the south wall and leads to a trap door. If you wish to climb the ladder and investigate the area above, go to Encounter 25.

16. The passage ends in a small square chamber that has a high (20') ceiling. Bolted to the south wall is a ladder leading up to a trap door. The rungs of this ladder are shiny and well-worn. To climb this ladder and open the trap door, go to Encounter 26.

17. Trap! Unless you have detected traps successfully, or are protected by a find traps spell, you have been teleported four squares to the south. Start in that east-west corridor for your next move.

18. You climb the stairs and find the trap door bolted from your side. Moving the bolt and opening the door, you step up into a well-kept room, draped with silk tapestries and furnished with ornate, overstuffed chairs and finely-carved woodwork. A pair of oil-burning lamps provide a soft light: the room has no windows, and its only door is the one you entered. Against the far wall sits a large canopied bed, its curtains drawn. You hear a soft sound of crying coming from the bed. You may investigate (18A) or go back down the stairs (Return to Encounter 8).

18A.

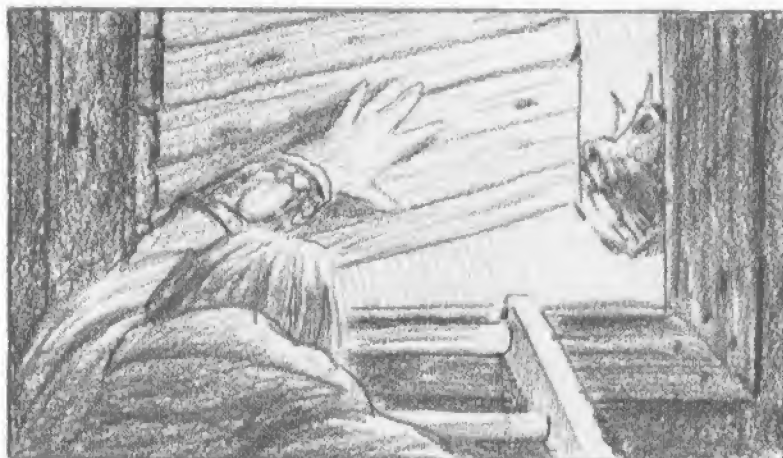
19. This passage ends in a collapsed ceiling. No treasure is here, but several bones stick out of the rubble.

20. Your entry into this area is barred by a minotaur (AC 3, HD 6, hp 39, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N) carved of glossy black obsidian, dressed in silver mail and carrying a great black axe. He asks the following riddle:

A home of wood in a wooded place
Built but not by hand
High above the earthen ground
It holds its pale blue gems
What is it?

Answer:

If your answer is correct, the minotaur retreats before you and lets you pass. If you are incorrect, the minotaur attacks. Go to Combat Entry C7 to fight the minotaur.



21. This circular room is bathed in a deep, evil glow. Hovering in the center of the curved chamber is a red skull of a minotaur, resting on a misty cloud of strange, shifting colors. It turns towards you, saying, "Foolish mortal! You must pass me to escape this maze, which is something I will prevent. I am the spirit of all the minotaurs who have starved in this maze without their necessary sacrifices. You cannot escape. Prepare to perish, foolish champion of Cathos!" Then the skull advances; the fog-coils of its body curl about you, seeking to catch you in their icy grip. You may flee down the passage from whence you came (21A) or fight the creature (21B).

21A.

21B.

21C.

21D.



22. A statue stands in the southwest corner of this room. As you approach, it turns to you and says "Beware! The next monster you encounter will slay you!" You may investigate the statue (22A) or return the way you came (22B).

22A.
22B.

23. You enter this area to find the corridor widens and passes on either side of a large fountain. You may investigate the fountain (23A), drink from it (23B), or pass on (23C).

23A.
23B.
23C.

24. The passageway ends abruptly in a new wall. Scrawled on the wall, in the Common Tongue, are the following words: "Not this way—Andro."

25. You open the trap door and see a very hot room that glows from the heat of the surrounding rocks. This cavern is heated by volcanic gases; it has no other visible exits. You hear a hissing noise and see a flame salamander advancing on you. (AC 2, HD 8, hp 35, Move 120[40], #AT 3, D 1-4/1-4/1-8, Save F8, AL N). You may fight (25A), or flee the way you came (25B).

25A.
25B.
25C.

26. This door opens into a small laboratory. Cupboards filled with equipment, glassware, and spell components cover all the walls. In the center of the room sits a low platform upon which rests a half-finished obsidian statue of a minotaur. You hear a scuffling noise and two large minotaur statues, also made of this glossy stone, enter the room. You may fight the creatures (26A), wait for them to ask you a riddle (26B), or leave the way you came.

26A.
26B.
26C.

27. You enter this area and are struck by an odor of rot and decay. A large pile of broken bones and debris rests in the corner. Advancing on you from his resting place on this pile is the stiff-limbed figure of a minotaur, his eyes dull and dead, his skin faded yellow and stretched tight over his bones. You may flee (27A), or fight this foul creature (27B).

27A.
27B.
27C.

28. This passage is empty, but as you enter the area you feel a weak western breeze on your face. You smell the faintest whiff of salt on the breeze. On the north wall is written "There is more than one way out—Andro."

29. This chamber is in disrepair: tapestries have rotted and fallen to the floor. One of the tapestries covers only part of a wooden chest. You may investigate further (29A) or retreat the way you came.

29A.
29B.
29C.
29D.
29E.
29F.
29G.

30. A statue of a beautiful warrior-maiden, dressed in bronze-colored armor, stands in the center of this room. She has a spear at her side and points to the south. You may investigate the statue (30A), leave by the east passage (30B) or leave by the south passage (30C).

30A.
30B.
30C.

31. You enter a dust-covered room where a ladder leans against the far wall. The dust here is a quarter of an inch thick, and covers the floor and the rungs of the ladder. No tracks are in the dust. The ladder leads to a trap door in the ceiling. If you choose to climb the ladder, go to Encounter 41.

32. This passage ends in a cave in. Several broken bottles are scattered among the ruins, but nothing here is of value.

33. You enter a small room where a rusty ladder stands bolted into the south wall. The faint breeze is stronger now, leaking through a closed trap door in the ceiling. If you choose to climb the rust-covered ladder, go to Encounter 43.

34. You enter a three-way intersection of passages, in the center of which is a dry fountain. You may investigate the fountain (34A) or leave by one of the other exits.

34A.
34B.

35. The far wall is carved to represent the open mouth of a huge serpent: a small altar is set within this mouth. The fangs of the snake-carving are broken, and the eyes are removed from their sockets. You may investigate further (35A) or retreat the way you came.

35A.

36. This passage is blocked by a cave-in. Half buried in the rubble is a skeleton in plate mail. A yellow fungus grows in the gaps in the armor and bones of the figure. You may investigate further (36A), attempt to remove the plate mail (36B), or return the way you came.

36A.
36B.
36C.

37. This room smells from the rotting robes and decaying furniture within. A quick search reveals nothing of value in this mess. If you have slain the sacrol from Encounter 16 you may return the way you came. Otherwise go to 37A.

37A.

38. The roof here has collapsed, blocking the passage totally. It is an old cave-in, but on one of the larger blocks are the following words: "The one who guards the lady is dressed in gold and steel." Return the way you came.


39. The passage ends in a small circular room. A wooden chest sits against the far wall. The walls, floor and ceiling are wet, and large drops of liquid are forming on the ceiling. You may investigate the walls and floor (39A), go to the chest (39B), or retreat the way you came.

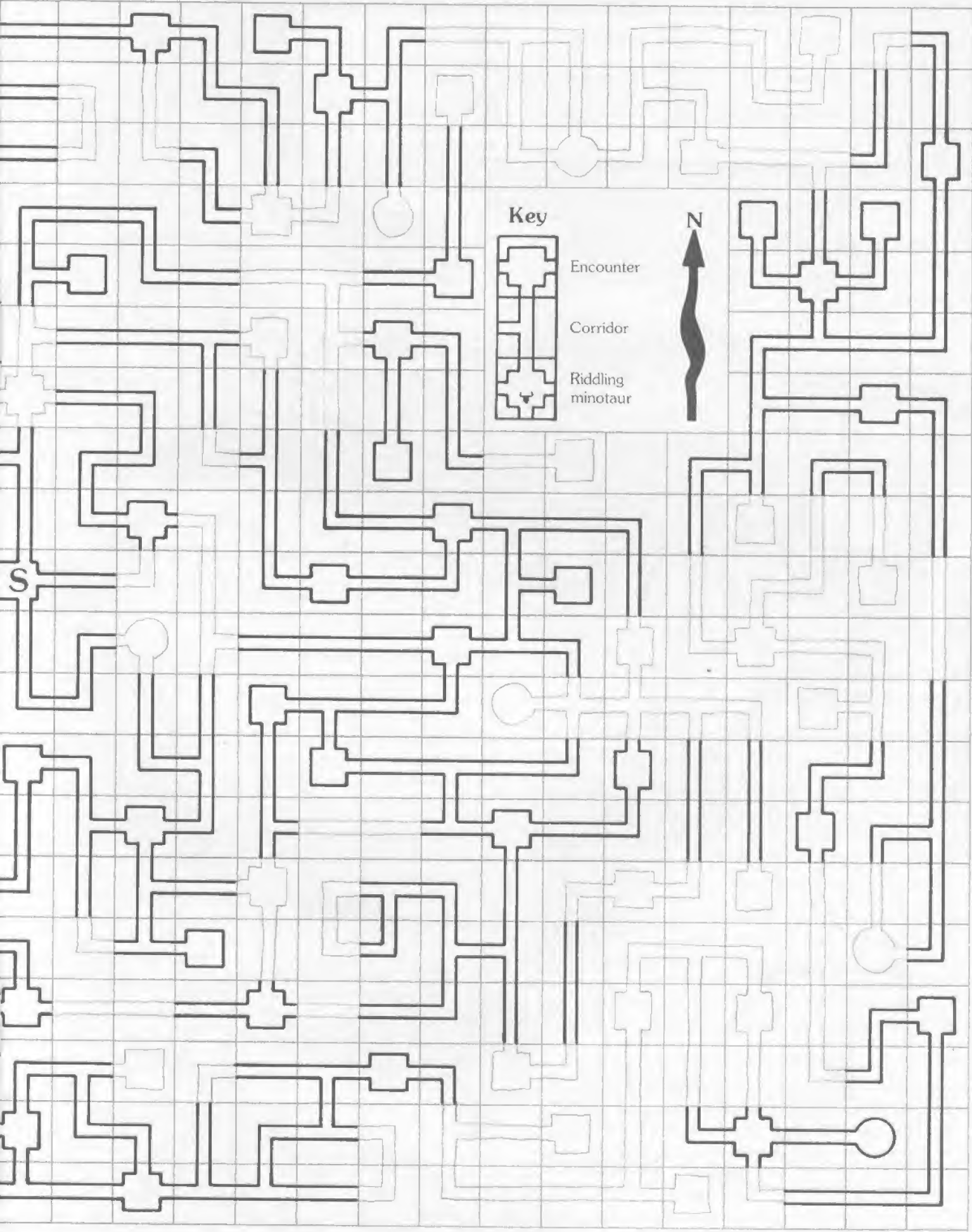
39A.
39B.
39C.
39D.

40. Against the southern wall of this bend stands a metal statue of a robed man holding his hands before him, palms outward. You may investigate the statue further (40A), attempt to pass it by (40B), or retreat the way you came.

40A.
40B.

41. You open the trap door into a stuffy dark room about twenty feet square. The air here is stale, and a fine layer of dust has settled over everything. The room is filled with long biers, upon which lay the mortal remains of the original minotaur-priests of Vacros. At the far end of the room, the mummified remains of the last high priest sits upon a large golden throne set with gems. The mummy still wears his gilded armor and decaying feathers. To your surprise, he rises slowly from the throne, and moves toward you. The other bodies have not moved. You may retreat back down the ladder, lock the trap door, and keep the mummy from following, or you may attack the decaying form that is moving in on you (41A). (Mummy: AC 3, HD 5+1, HP 32, MV 60(20), #AT 1, D 1-12 + disease, Save F5, ML 12, AL C).

41A.
41B.
41C.
PULL-OUT SECTION 



Key












Encounter

Corridor

Riddling
minotaur

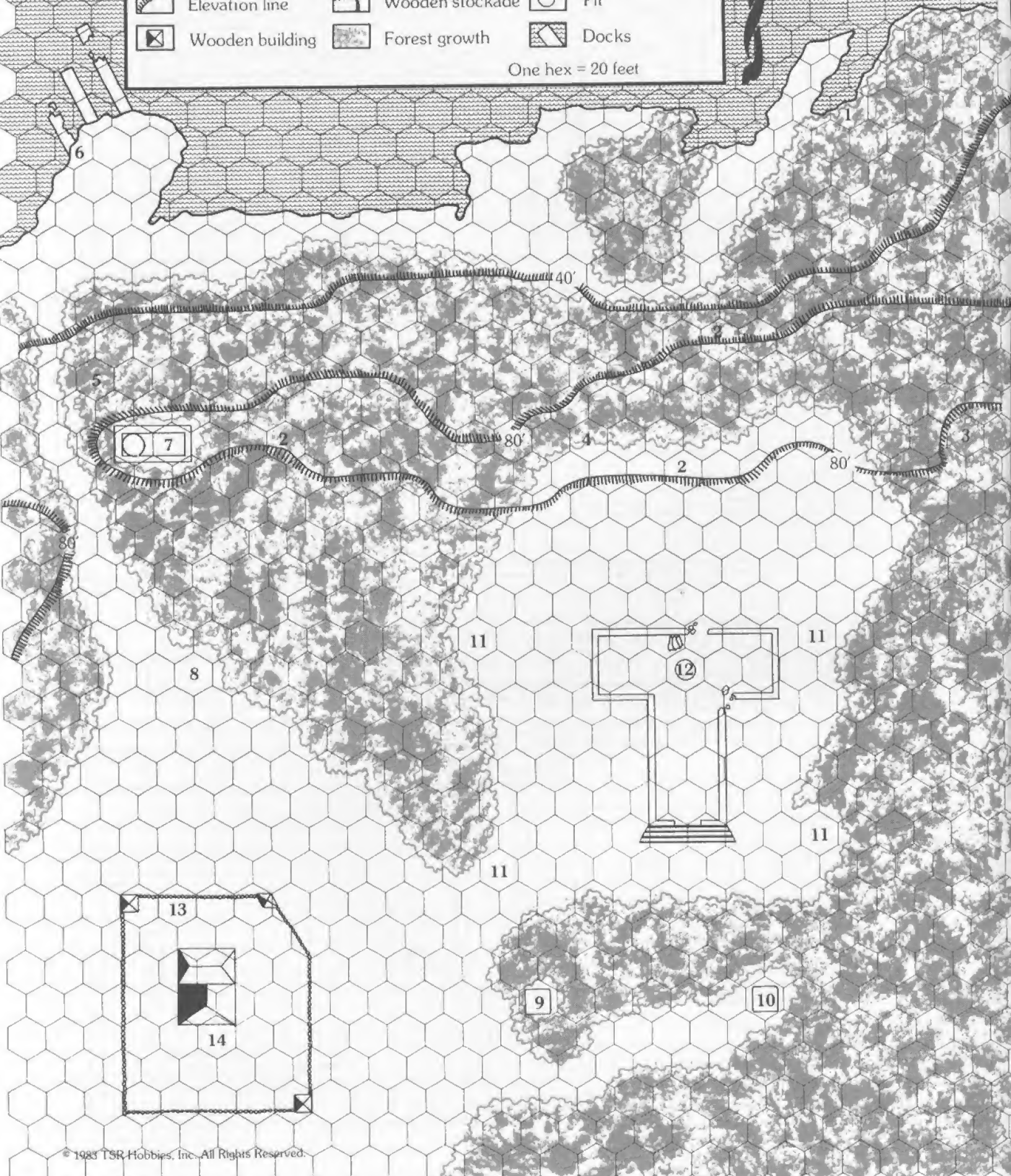


S

	Water		Stone wall		Tarp
	Elevation line		Wooden stockade		Pit
	Wooden building		Forest growth		Docks

One hex = 20 feet

N
Vacros



C7. Monster:													
Notes:													
Hit Pts:													
Combat:													

C12. Monster:													
Notes:													
Hit Pts:													
Combat:													

C8. Monster:													
Notes:													
Hit Pts:													
Combat:													

C13. Monster:													
Notes:													
Monster:													
Notes:													
Hit Pts:													
Combat:													
Monster:													
Notes:													
Hit Pts:													
Combat:													

C9. Monster:													
Notes:													
Hit Pts:													
Combat:													

C14. Monster:													
Notes:													
Hit Pts:													
Combat:													

C10. Monster:													
Notes:													
Hit Pts:													
Combat:													
Monster:													
Notes:													
Hit Pts:													
Combat:													

C15. Monster:													
Notes:													
Hit Pts:													
Combat:													

C11. Monster:													
Notes:													
Hit Pts:													
Combat:													

C16. Monster:													
Notes:													
Hit Pts:													
Combat:													

C17. Monster:													
Notes:													
Hit Pts:													
Combat:													

The Combat Section

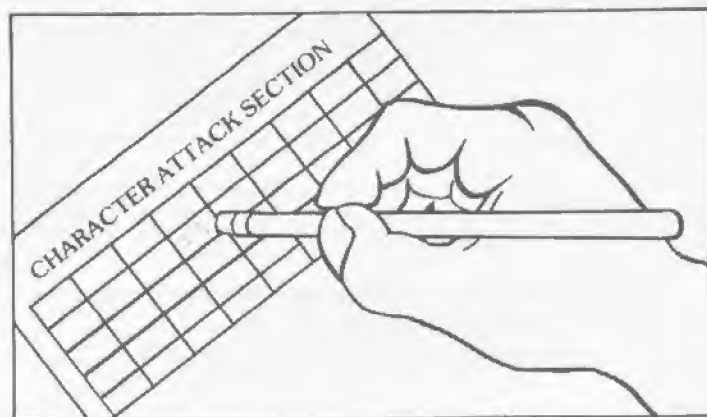
Pages 11-22 should be removed from the module and set aside as an aid in running the solo adventure. This section, except for the maps on pages 11, 12 and 21-22, is used only for the solo adventure, and explains the diceless combat system and the effects of magic within the Maze of the Riddling Minotaur.

Diceless Combat System

1. When you must fight a monster, refer to the required entry in the Monster Combat Section. These entries begin with the letter "C" to separate them from module encounters.

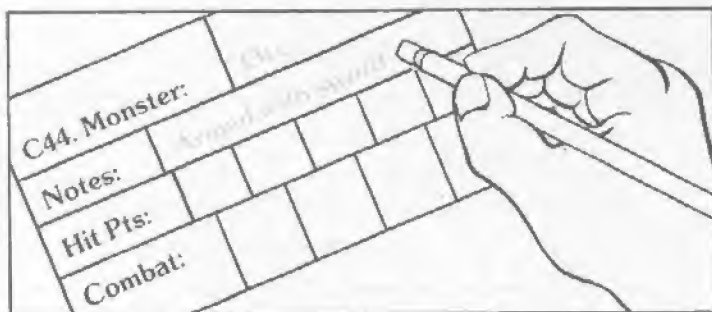
C44. Monster:					
Notes:					
Hit Pts:					
Combat:					

2. Reveal the sections of the Combat Entry labeled Monster and Notes. For now, do not reveal any of the entries in the Hit Points or Combat sections.



For example, you attack an Orc (AC 6) with a normal sword. The box you reveal shows the result "4/5." This means that you have hit AC 4 or better (hitting the Orc, who is only AC 6), and have caused five points of damage.

A magic-user attacking reveals half the number of boxes, rounded up: for example, Yort the Magic-user attacks with his magic +1 dagger. He reveals a "5" on the damage entry. Therefore he causes four points of damage: three (half of five rounded up) plus one from the dagger.



The Notes section of the Combat Entry will tell if a monster will pursue, and if so at what speed. If you flee from combat, the creature will always get an attack +2 to hit. If your speed is greater than the monster's, you can easily outdistance it and escape. Should the monster prove faster, it will pursue you and attack each round, at +2.

3. Refer to the Character Attack Section on page 20 and mark one unrevealed box of your choice. The marked box reveals two numbers separated by a slash. The first number shows the lowest (best) armor class you hit this round. Any bonus from strength or magic will reduce the first number by that amount (you would hit a better armor class with a magic weapon than with a normal one). Difference in level has no effect on the number.

The second number shows the amount of damage scored by your attack if you hit the monster. For every "plus" gained from strength or magic bonuses, mark one additional box in the monster's Hit Point section.

C30. Monster:	
Notes:	
Hit Pts:	
Combat:	

C31. Monster:	
Notes:	
Hit Pts:	
Combat:	

C32. Monster:	
Notes:	
Hit Pts:	
Combat:	

C33. Monster:	
Notes:	
Hit Pts:	
Combat:	

Monster:	
Notes:	
Hit Pts:	
Combat:	

C34. Monster:	
Notes:	
Hit Pts:	
Combat:	

C35. Monster:	
Notes:	
Hit Pts:	
Combat:	

C36. Monster:	
Notes:	
Hit Pts:	
Combat:	

C37. Monster:	
Notes:	
Hit Pts:	
Combat:	

C38. Monster:	
Notes:	
Hit Pts:	
Combat:	

C39. Monster:	
Notes:	
Hit Pts:	
Combat:	

Monster:	
Notes:	
Hit Pts:	
Combat:	

C40. Monster:	
Notes:	
Hit Pts:	
Combat:	

C41. Monster:	
Notes:	
Hit Pts:	
Combat:	

C42. Monster:	
Notes:	
Hit Pts:	
Combat:	

C43. Monster:	
Notes:	
Hit Pts:	
Combat:	

Dispel Magic. You cannot use this spell in the maze: it is not strong enough to conquer the enchantment of the area.

Fireball. The magic of this maze limits the **fireball's** area to a single square, though you are in no danger of being caught in the blast (treat the spell as a concentrated **magic missile**). To find the damage, reveal the number of boxes equal to the number of dice of the **fireball** in the invisible ink entry below.

Fly. You cannot use this spell in the maze.

Haste. As listed on X14. This spell will halve time in corridors and permit two attacks per turn in combat. It will still take you a full turn to investigate rooms.

Infravision. No better than normal vision in this magical darkness—20', or the interior of one square.

Invisibility 10' Radius. You cannot use this spell in the maze. Any invisible creatures entering the maze will become visible at once.

Lightning Bolt. As with the **fireball**, the **lightning bolt** will not bounce and may be cast safely even though you and your target are in the same square. To find the amount of damage of the **bolt**, erase the same number of boxes below as your level.

Protection from Evil 10' Radius. You cannot use this spell in the maze.

Fourth, Fifth, and Sixth Level Spells

The magic in the maze makes it impossible to use any of these spells.

CLERICAL SPELLS AND ABILITIES

Although clerics have a full range of spells to choose from normally, the powers of the deities are weakened by the strong evil of this place. In addition, these deities have decided that this mission to rescue the Princess Lydora is in their own best interests. For these reasons, only certain spells will be granted to the clerics: those spells the gods think are best for the success of the quest.



You may take more than one of each spell, or its reverse when the spell has a reverse. The available spells are listed below.

In addition to the restriction on spells, the evil nature of this place also affects the ability of the cleric to turn the undead. If you are playing a cleric character, you will not be able to turn the undead, as the maze is their lair. Should you be of sufficient level, however, you may dispel them. Chances of dispelling a creature are listed in the Notes section of its Combat Entry.

First Level Clerical Spells

Cure Light Wounds. As listed on B15. Reveal one box below for each cure used.

Protection from Evil. As listed on B15.

Second Level Clerical Spells

Bless. As listed on X12.

Find Traps. Works this way within the maze: you may discover all trap encounters for the next two turns. You may either avoid or disarm the trap, depending upon the kind of trap it is.

Third Level Clerical Spells

Cure Disease. As listed on X12.

Striking. As listed on X13. Reveal a separate box below for each hit, adding that to total damage.

Fourth Level Clerical Spells

Cure Serious Wounds. As listed on X13. Reveal one box below for each heal used.

Neutralize Poison. As listed on X13.

Fifth Level Clerical Spells

You cannot use any of these spells because of the enchantments in the maze.

Cure Light Wounds

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Striking

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Cure Serious Wounds

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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C18. Monster:												
Notes:												
Hit Pts:												
Combat:												

C19. Monster:												
Notes:												
Hit Pts:												
Combat:												

C20. Monster:												
Notes:												
Hit Pts:												
Combat:												

C21. Monster:												
Notes:												
Hit Pts:												
Combat:												

C22. Monster:												
Notes:												
Hit Pts:												
Combat:												

C23. Monster:												
Notes:												
Hit Pts:												
Combat:												

C24. Monster:												
Notes:												
Hit Pts:												
Combat:												

C25. Monster:												
Notes:												
Hit Pts:												
Combat:												

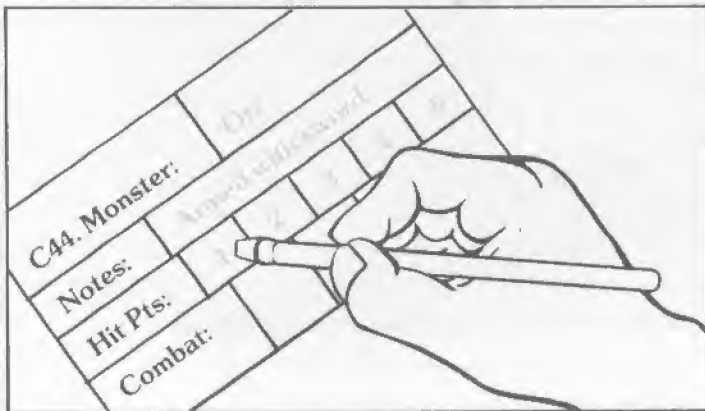


C26 Monster:												
Notes:												
Hit Pts:												
Combat:												

C27. Monster:												
Note:												
Hit Pts:												
Combat:												

C28. Monster:												
Notes:												
Hit Pts:												
Combat:												

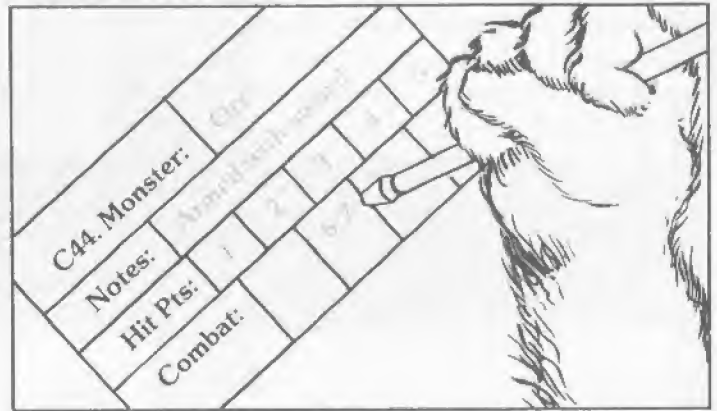
C29. Monster:												
Notes:												
Hit Pts:												
Combat:												



4. If you score a hit, mark the number of boxes in the monster's Hit Point section equal to the amount of damage your attack has caused: for example, if you did five points of damage, mark five boxes, starting from the left. If a "D" is revealed in one of the boxes, the monster has been defeated in that round and does not get to attack back. If a revealed box contains "Go to" followed by a number, go to that reference in the main text and read the result. If neither a "D" or a "Go to" appears, the monster is still alive and will attack back.

5. The monster attacks after you do. Mark a random box in the monster's Combat section. The revealed attack consists of two numbers. If the first number lists a better armor class than yours, you have been hit, and take the amount of damage shown by the second number.

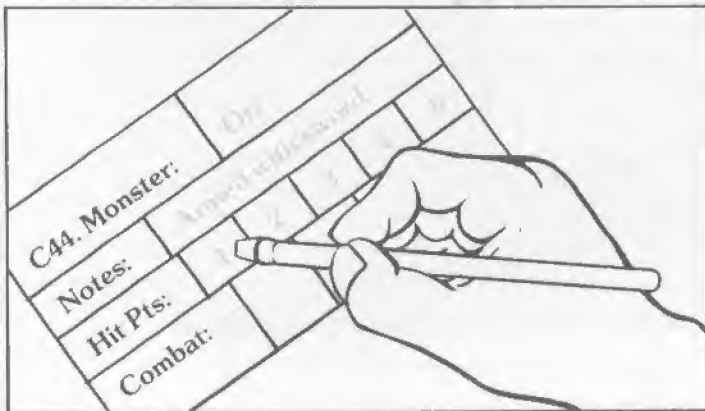
An "H" instead of the first number means an automatic hit, while an "M" means a clean miss. Some monsters have special attacks, such as blood loss or constriction, that do not require "to hit" rolls. If the monster is using one of these attacks, ignore the first number and record only the damage done.



6. Combat continues until the monster or character is dead, you are referred back to the text, or the monster flees.

Saving Throws. Whenever a saving throw is required, reveal one of the listed boxes and compare with your character's saving throw.

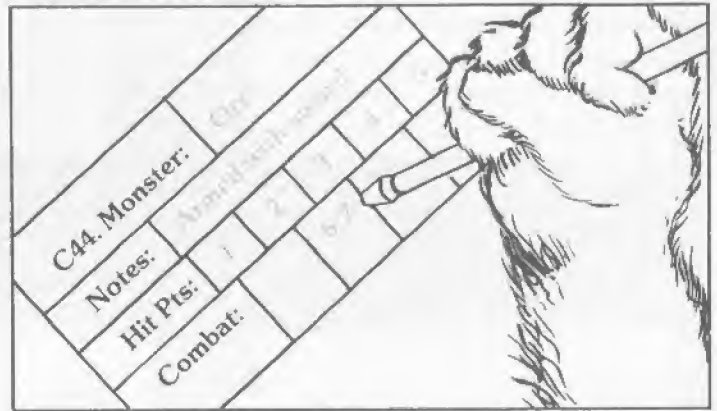
Trap Detection. Any character may attempt to detect traps within a room before revealing that encounter. Check one box and compare with your detect/remove traps score. In the solo game, successful detect traps means also that you remove the trap. You may check for traps only once per numbered encounter; the results apply through that encounter.



4. If you score a hit, mark the number of boxes in the monster's Hit Point section equal to the amount of damage your attack has caused: for example, if you did five points of damage, mark five boxes, starting from the left. If a "D" is revealed in one of the boxes, the monster has been defeated in that round and does not get to attack back. If a revealed box contains "Go to" followed by a number, go to that reference in the main text and read the result. If neither a "D" or a "Go to" appears, the monster is still alive and will attack back.

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An "H" instead of the first number means an automatic hit, while an "M" means a clean miss. Some monsters have special attacks, such as blood loss or constriction, that do not require "to hit" rolls. If the monster is using one of these attacks, ignore the first number and record only the damage done.

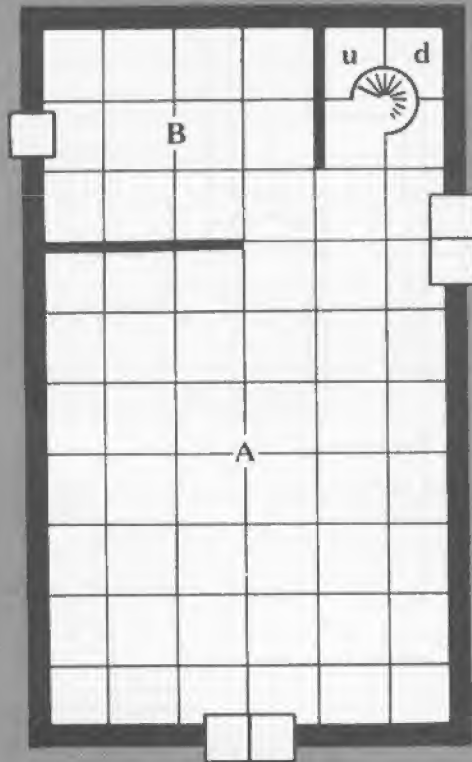


6. Combat continues until the monster or character is dead, you are referred back to the text, or the monster flees.

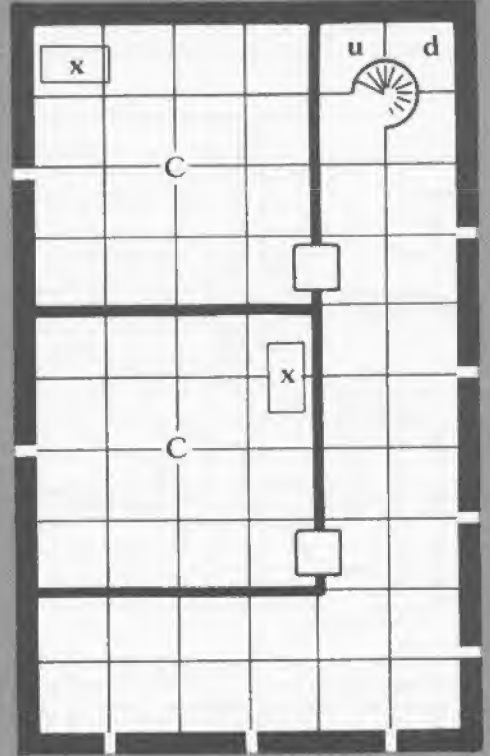
Saving Throws. Whenever a saving throw is required, reveal one of the listed boxes and compare with your character's saving throw.

Trap Detection. Any character may attempt to detect traps within a room before revealing that encounter. Check one box and compare with your detect/remove traps score. In the solo game, successful detect traps means also that you remove the trap. You may check for traps only once per numbered encounter; the results apply through that encounter.

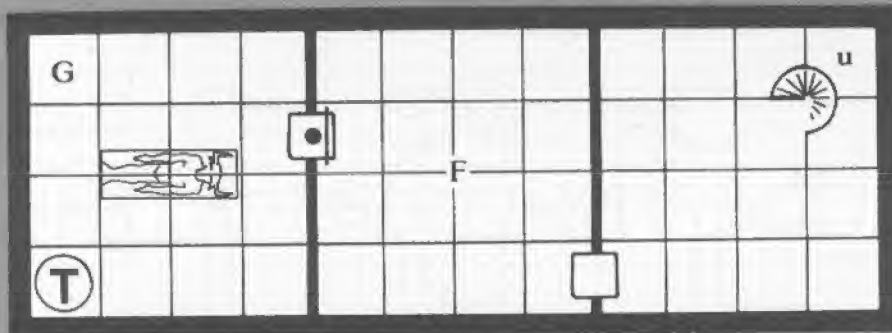
The Main Building



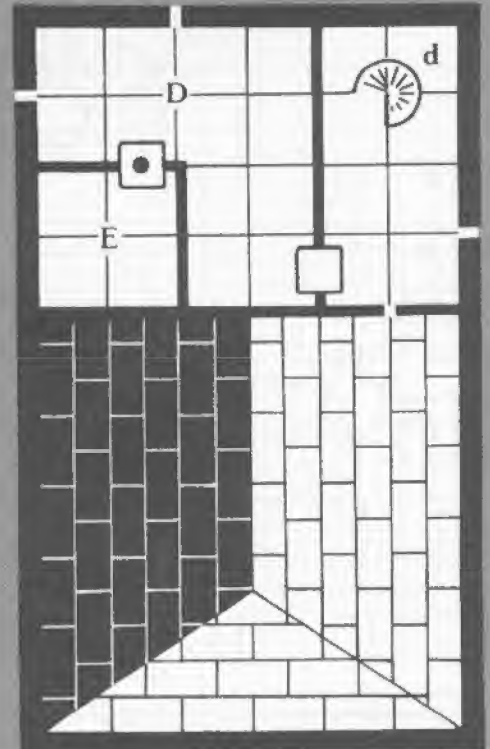
Ground floor



2nd story



Basement



3rd story

Key



Spiral staircase



Chest



Doorway



Trap door



Locked door



Lab table

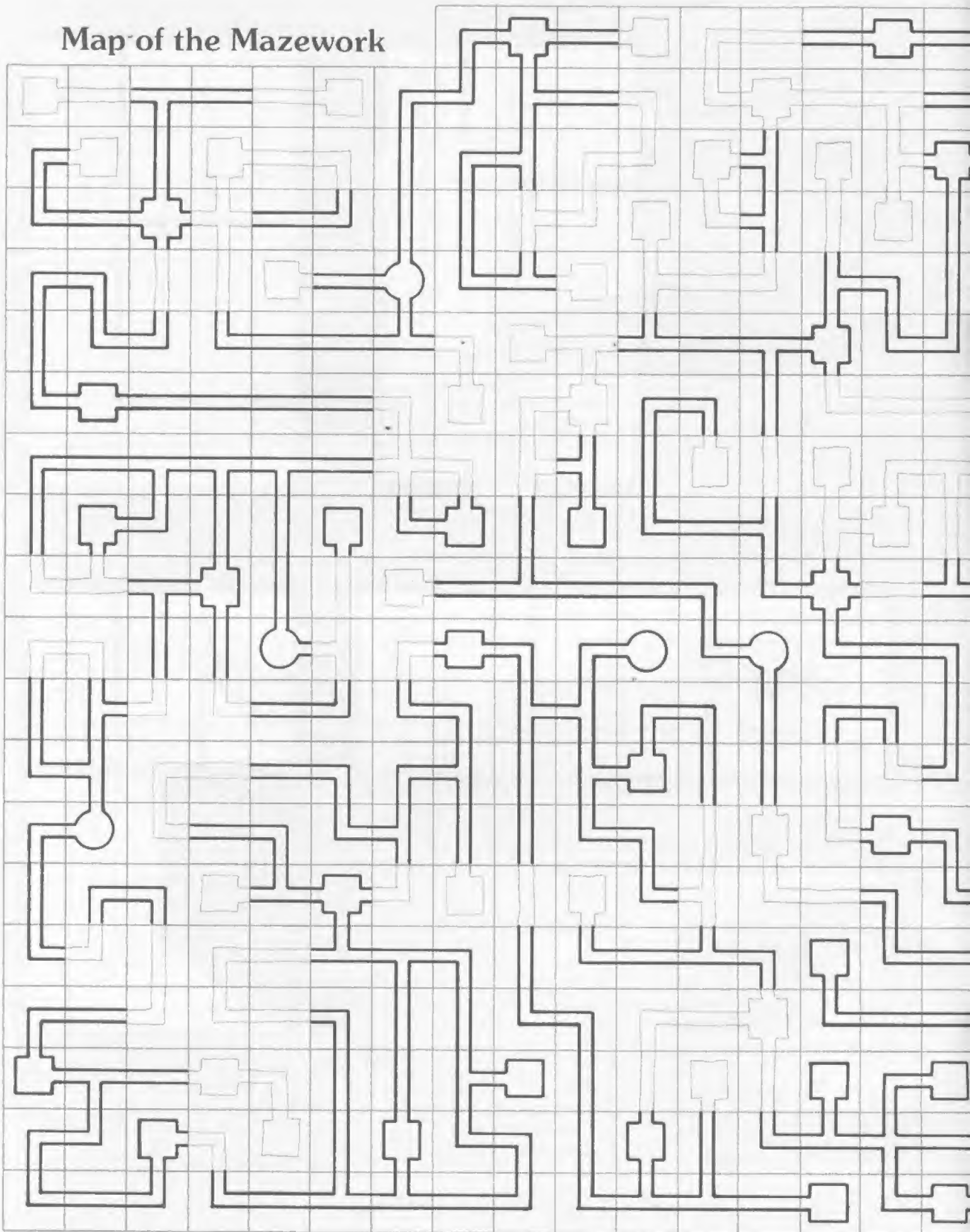


Locked and bolted door



Slit window (6" x 3')

Map of the Mazework



42. Trap! The floor opens beneath your feet. Take 4 points of damage unless you have detected for traps successfully or are protected by magic.

43. You open the trap door cautiously to reveal a small cavern. The smell of salt is very strong here, and you can hear the surf in the distance. An opening to your right leads outside. If you choose to go this way, go to 43A. Otherwise return the way you came.

43A.
43B.
43C.

44. You enter this area and see a statue of a large copper serpent, some seven feet long and three feet thick, coiled around a large pillar in the center of the room. The serpent's eyes glow with a green light, and you notice the eyes themselves are two large emeralds. If you wish to take the gems, try to Detect Traps, then go to 44A.

44A.

45. This passage ends suddenly in a blank wall. Before you is a low table upon which sits a small vial labeled "For Those who Rush Towards their Doom." You may take the vial with you without any problem. If you ever choose to drink the contents of this vial, go to 45A.

45A.

46. Trap! the corridor ends in a pit trap that drops you 10' for 3 points of damage, unless you are protected by a find traps spell or have detected traps successfully.

47. This intersection is filled with piles of rotted wood, once carved and painted to appear as minotaurs. Nothing here is of value.

48. The corridor becomes a circular chamber littered with broken statues of men, elves, and halflings. A grey spiral staircase, covered with fragments of stonework, runs to a trap door in the ceiling. If you wish to climb the stairs and open the trap door, go to Encounter 58.

49. As you enter this area, you notice a large pool of water covering all of the floor except for one foot on either side. You may investigate the water (49A), sneak quietly around the pool (49B), quickly try to get by (49C), or leave the way you came.

49A.
49B.
49C.

50. You enter this intersection and see a large minotaur statue of carved obsidian, holding a large black axe of the same material (AC 3, HD 6, hp 35, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N). This minotaur is dressed in white robes, and asks you the following riddle:

Inside a great blue dome
Lives a shy young maiden
She blushes in the morning and in the evening
And is seen not at all at night
Who is she?

Answer:

If you answer correctly, the minotaur stands aside and lets you pass. If you are incorrect, or do not answer, the creature attacks immediately. Go to Combat Entry C15.

51. This corridor ends suddenly in a large cave-in. Nothing here is valuable, though you see that someone or something has been at work clearing the rubble.

52. The passageway clears into a large open area: a fountain stands in its center. If you have been here before, go to 52A. Otherwise go to 52B.

52A.
52B.
52C.

53. This passageway ends in a pile of rubble and debris. Upon this pile is the body of a minotaur, quite unlike the glossy black creature you left behind you. Its skin is yellow and its eyes dead and sightless. You jump slightly as it climbs from its pile of debris and moves to attack. You may fight, or you may flee and take an attack from behind as you leave. This is a zombie-minotaur (AC 5, HD 3, hp 19, MV 120[40], #AT 1, D 1-8, Save F1, ML 12, AL C). Go to Combat Entry C16.

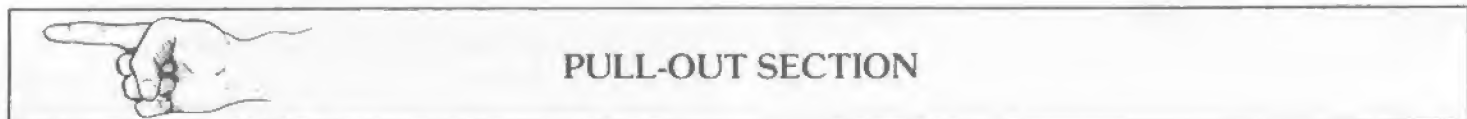
54. You enter this intersection to see a carven figure of a minotaur, made of shiny black obsidian (AC 3, HD 6, hp 32, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N). The minotaur turns to you and, raising its black axe in one hand, recites the following:

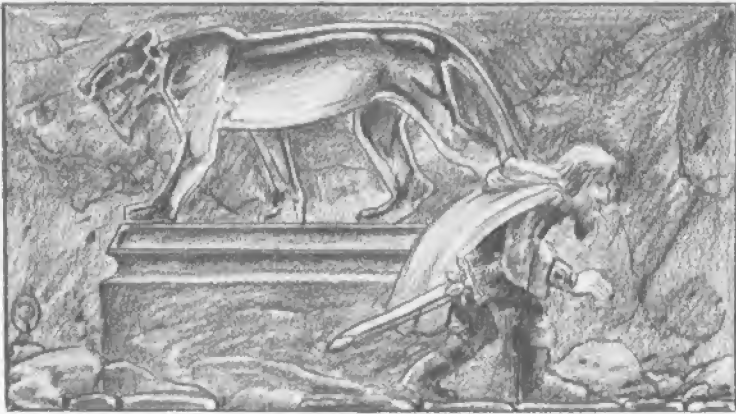
You may see across my width
Though my beginning and end can be leagues apart
I am forever moving
But you will always see me in the same spot
What am I?

Answer:

If your answer is the same as the one revealed, the stone minotaur statue stands aside and lets you go through the exit of your choice. If your answer is not correct, or if you do not answer, the minotaur attacks with his great axe. Go to Combat Entry C17. (Riddling Minotaur: AC 3, HD 6, hp 32, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N).

55. This passage ends in a small circular room. A pile of rags has been cast in the far corner. As you enter the room, you hear a noise and look behind you to see a minotaur following you, its weapon drawn. This minotaur has pale grey features and blind, white eyes—eyes of the undead. You must defeat the zombie-minotaur to leave this area. (Zombie Minotaur: AC 5, HD 3, hp 12, MV 120[40], #AT 1, D 1-8, Save F1, ML 12, AL C.) Go to Combat Entry C18.





56. The passageway opens into a room where a large chest stands near the far wall. If you choose to investigate, go to 56A. Otherwise return up the corridor.

56A.

57. You enter this chamber from the west, discovering a trap door in the ceiling and a ladder resting on its side against the near wall. Several large eagle feathers lie crushed beneath the ladder. If you choose to lean the ladder against the wall and investigate the trap door, go to Encounter 67. Otherwise return by the same passage you entered.

58. You unbolt the trap door and cautiously open it to reveal a small, well-furnished cell. An iron door leads out of the room to the west. A large curtained bed sits in the far corner of the room. Behind the curtains you hear a low sobbing. You may wait for a moment (58A), investigate (58B), or return the way you came.

58A.
58B.
58C.
58D.

59. Blocking your passage is a wild boar (AC 3, HD 3, hp 17, MV 150[50], #AT 1, D 2-8, Save F2, ML 9, AL N) that has wandered into the maze from the outside. It seems rather bad-tempered from previous run-ins, and charges to attack. It will pursue if you flee. Go to Combat Entry C20.

60. This way dead-ends in a crumbling wall, buckling from a nearby cave-in. Solid earth lies behind the wall.

61. At this corner you find a large pile of shattered obsidian. Although they are sharp-edged, the stones are badly flawed and useless. On the wall is scrawled the following message: "Seek the riddler of steel and gold."

62. A large statue of a tiger, carved of some smooth, clear, yellowish stone, stands against the north wall. You may investigate the statue (62A), pass by it (62B), or retreat the way you came.

62A.
62B.

63. Your passage into this area is blocked by an obsidian minotaur (AC 3, HD 6, hp 34, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N), dressed in dark fur and holding a large black axe in one hand. The minotaur regards you with an unblinking eye and recites the following:

Sees without sight
 Flies without feathers
 Darkness is his
 Favorite weather
 What is he?

Answer:

If your answer is correct, the minotaur retreats to the north wall and will not bother you further. If you are incorrect, the creature raises his mighty axe and attacks. Go to Combat Entry C21.

64. Trap! A dart flies from a hidden point in the wall. Take 2 points of damage unless you are protected by magic or by a successful try to detect traps.

65. You see a small shrine set into the northern wall, holding a statue of a winged man. You may investigate further (65A), take the statue (65B), or continue.

65A.
65B.
65C.

66. Your passage is blocked by a 9' tall creature that resembles a minotaur, not of flesh and blood, but rather of a reflective black obsidian (AC 3, HD 6, hp 36, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N). This creature blocks your further passage through this intersection. He holds one hand ahead of him and grasps a great axe with the other. He recites the following riddle, and awaits your reply:

A warrior amongst the flowers
 He bears a thrusting sword
 He uses it whene'er he must
 To defend his golden Horde
 What is He?

Answer:

If you answer correctly, the obsidian minotaur stands aside and lets you pass. If your answer is wrong, or if you give up, the minotaur raises his axe and attacks. Go to Combat Entry C22.

67. You move aside the trap door to reveal the inside of one of the great towers of the temple. The ground-level doors have been blocked by new stonework and the only exit is through the collapsed roof some 40 feet above you. A large winged shape flies within the tower, and you hear a beautiful, enchanting song. Make a saving throw vs. Spells and go to 67A.

67A.
67B.

68. A thick layer of dust covers this floor. Several large cat tracks run through the dust from the eastern entrance to the southern opening. A groove in the dust has been left by the creature's dragging its tail or by a chain or rope. Nothing else is here.

69. A sign hangs on the south wall of this intersection, pointing to the west. It says "Nothing Lives This Way."

70. A large pool covers the floor here, except for a one foot ledge on either side of the pool. You may investigate (70A), attempt to sneak around the pool (70B), try to run past the pool (70C), or return the way you came.

70A.
70B.
70C.
70D.

71. A human skeleton lies in this room, collapsed beneath a small shrine carved in the far wall. The shrine is made of white stone, etched with bronze veins, and the skeleton is cradling something

golden in his arms. If you wish to investigate further, go to 71A. Otherwise return to the west.

71A.
71B.
71C.

72. A fountain lies at this intersection, jetting deep green liquid. You may drink (72A) or pass it by (72B).

72A.
72B.

73. A smashed statue guards this intersection, both of its arms broken off and its head reduced to rubble. It seems to have once been a statue of a fully helmeted fighter armed with an axe. It poses no threat now and may be passed without trouble.

74. This curving corridor is empty, except for a broken sword. If you take the sword, go to 74A. Otherwise pass on.

74A.

75. Your passage through this area is blocked by a tall minotaur-statue made of carved obsidian, carrying a large, wickedly carved axe (AC 3, HD 6, hp 37, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N) The creature does not attack you, but recites the following riddle, and awaits your answer:

Hard as glass
 And just as clear
 I am found in the north lands
 Where warmth I do not fear
 What am I?

Answer:

If you answer correctly, the minotaur retreats to the north wall and lets you pass. If you do not answer, or if your answer is wrong, the minotaur attacks. Go to Combat Entry C25 for the battle.

76. As you enter this area, the first thing you notice is a wheezing growl from your left. Turning, you see a yellowish grey minotaur advancing on you, a large axe clutched in its left hand, its right arm rotted away. The skin of this creature is not that of a living being, but dry and wrinkled; its eyes are dull and unseeing. It is a zombie-minotaur (AC 5, HD 3, hp 9, MV 120[40], #AT 1, D 1-8, Save F1, ML 12, AL C). Go to Combat Entry C26.

77. The passage widens and a corridor from the north comes in. Black water spits from a fountain at the intersection, at the center of which rises a pillar topped by an evil-looking statue, manlike in basic shape, but having fangs, claws, and large bat like wings. As you approach, it comes to life and says, "Come no closer! Retreat the way you came! Nothing lies this way but death!" You may continue (77A), or retreat the way you came.

77A.

78. The corridor ends in a small square room where a table sits against the far wall. A silver chalice, the rim of which is set with gems, rests on this table. You may investigate the area further (78A), take the silver chalice (78B), or leave the way you came.

78A.
78B.

79. This area is empty except for a few scattered bones. On the wall, scrawled in charcoal, is the following: "Gold and steel guard the great treasure of Cathos."

80. A large stone statue of a cyclops guards this intersection. It seems to be made of grey rock, and a fiery gem is set where its eye should be. You may investigate (80A) or pass it by (80B).

80A.
80B.
80C.

81. A dry fountain stands in the northeast corner of this room, empty except for a deep reddish stain of dried blood on the fountain's rim. Written in the dust are the following words: "Look for gold and steel."

82. This passageway is lined with a large amount of glowing fungus, covering both sides of the wall. You may attempt to pass through the fungus forest (82A) or return the way you came.

82A.

83. A pool of clear water lies at this intersection. In the center of the pool rises a white granite pillar, topped by a statue of a three-headed winged humanoid who is baring his long claws and sharp fangs. As you enter, his nearest head addresses you. "Nothing lies this way," it croaks, "save death and decay. Turn back now, foolish mortal, or meet your doom!" You may advance into the room (83A) or return the way you came.

83A.

84. A statue of finely chiseled quartz guards this intersection, resembling a man in robes wearing a headdress made of ram's horns. You may examine him more closely (84A), or pass by (84B).

84A.
84B.

85. Your passage into this intersection is blocked by a black minotaur carved of glossy stone and dressed in copper armor (AC

3, HD 6, hp 35, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N). He holds up his hand to deny you entry, and recites the following:

I have legs but walk not
 A strong back but work not
 Two good arms but reach not
 A seat but sit and tarry not
 What am I?

Answer:

If you answer correctly, the minotaur retreats to the western wall and will not stop your progress. Otherwise he draws his large black axe and attacks. Go to Combat Entry C29. If you defeat the obsidian minotaur, go to 85A.

85A.

86. You hear the clatter of metal links and a low growl as a large lion (AC 6, HD 5, hp 27, MV 150[50], #AT 3, D 2-5/2-5/1-10, Save F3, ML 9, AL N) on a long, slender chain pads into your section of the passageway. It crouches and springs at you, the chain slack behind it. The lion will pursue if you flee. Go to Combat Entry C30.

87. You discover the body of Melista, the last champion of Cathos, dressed in badly damaged chain mail and missing her sword. She has been dead for several days, and seems to have died in combat, as her body has been cut by many blades. In her hand is a piece of parchment that reads: "Seek the guard of gold and steel, for that is where the princess is held."

88. This passageway ends in a circular chamber. A tall stone statue of a screaming man stands in the very center of the room. You may investigate further (88A) or retreat the way you came.

88A.
88B.
88C.

89. A large fountain of black stone stands in the center of this intersection, filled with a deep green water that smells of chlorine. You may drink from this fountain (89A) or leave by another exit. To the south you hear a faint, high-pitched snoring.

89A.

90. The corridor ends in a small square chamber. A large pile of copper, gems, and broken glass lies in the far corner. Asleep atop the pile, snoring loudly, is what looks to be a three-foot-long green dragon. You may attack the sleeping creature (90A), attempt to sneak up on its treasure and remove a few choice items without disturbing it (90B), or leave the way you came.

90A.
90B.

90C.

90D.

90E.

91. This part of the corridor is filled with billowing gas. You may pass through normally (91A), hold your breath and pass (91B), or leave the way you came.

91A.

91B.

92. This passageway dead-ends in a stone wall of recent construction. The ceiling looks weak, however, from the many cracks in the plaster.

93. Trap! Unless you have made a successful Detect Traps or are protected by a **find traps** spell, you fall into a pit. Take 2 points damage.

94. A basin carved of pure white marble is set into the north wall of this intersection. A small spring fills this basin with clear, cool water. Broken flasks litter the room. A careful search reveals two flasks which are intact. You may drink from the basin (94A), fill the flasks (94B) or leave by any exit.

94A.

94B.

95. Your progress is blocked by a large minotaur dressed in red robes and bearing a large black axe. (AC 3, HD 6, hp 30, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N). This minotaur seems to be carved of black volcanic glass. The creature prevents you from going further, and recites the following riddle:

I can be touched
But I hurt those that touch me
I move swiftly through a dry forest
But die in a mountain stream
Where I pass
I leave a black shroud
What am I?

Answer:

If your answer is correct, the obsidian-carved minotaur steps aside and lets you pass. If your answer is incorrect, or if you do not answer at all, the minotaur lifts his axe and attacks. Go to Combat Entry C32.

96. This passage opens into a circular room, in the center of which hangs a large bell. This bell has no clapper, but must be rung from the outside by a striker or sword hilt. If you ring the bell, go to 96A. Otherwise return the way you came. Little else is here.

96A.



97. This intersection is empty, except for some broken bones in the corner.

98. The passageway is blocked by a strange creature resembling a minotaur risen from the grave. Its skin is a pale yellow, and its eyes a dull grey. It lets out a rasping shout through rotted vocal cords, then charges. (Zombie minotaur: AC 5, HD 3, hp 9, MV 120[40], AT 1, D 1-8, Save F1, ML 12, AL C). Go to Combat Entry C34.

99. The passage opens into a circular room whose walls are covered with primitive, almost unreadable writing, written in charcoal made from burned bones. The story it tells is not pleasant, for it is the tale of the last days of the minotaurs of the maze. It reads as follows:

"I am Kandros, leader-chief of the bull-headed people in service to Kiranjo Minotaur-god. For years-many we have been in service to Kiranjo, treasure-guarding and sacrifice-taking as is our duty. This was for many years as such, and we grew powerful as did the men-people that also worshipped Kiranjo. This ended when another-people, the Cathos people, led by sword-leader-chieftess Durnsay, did invade our island and put the above-city to the torch. The men-people that worshipped Kiranjo these invaders drove off, and the sword-chieftess ordered sealed our entrance to the temple. This was months ago. In the time since then, many of my bull-people have perished—of disease, of hunger, of lingering madness. I am the Last. I am Kandros, leader-chief, last and strongest of the bull-people! I swear upon my death my spirit will haunt this place! I shall have vengeance on the Cathos-People and upon the children of Durnsay sword-leader! This I swear upon my spirit everlasting! My hate for you, Cathos, will be avenged!"

The writing ends here. Bones of men and animals litter the floor. Against the far wall lies the almost-complete skeleton of a huge minotaur, its head missing. The minotaur's skeleton is scorched red, as if exposed to a great heat.

100. The passage ends in a ladder fixed against a brick wall. The ladder leads up to a small trap door. If you choose to find what lies beyond, go to Encounter 110.

101. Trap! Unless you have detected traps successfully, or are protected by a protection from normal missiles or find traps spell you take four points of damage from a spear launched out of the wall.

102. The passage ends in a cave-in, partially covering the inanimate skeleton of a minotaur. Return the way you came.

103. A natural spring has leaked into the maze here, leaving a pool of muddy water at the base of the west wall. You may drink (103A) or pass it by.

103A.

104. A large copper statue of a minotaur bars your path, his angry face glaring at you from a height. You may investigate (104A) or pass him by (104B).

104A.

104B.

105. This passage is filled with a pale green gas. You may walk through it (105A), hold your breath and walk through it (105B) or find another passage.

105A.
105B.

106. You enter a square room that has entrances from the north and the south. Before you sits a large wooden chest wrapped with copper bands. You may investigate the chest (106A), attempt to open it (106B), or retreat the way you came.

106A.
106B.
106C.
106D.
106E.
106F.

107. This area has experienced a cave-in, but you notice the timbers and rubble have been pushed aside and a path cleared. Lurking in the mess of fallen timbers is a large gecko lizard (AC 5, HD 3+1, hp 16, MV 120[40], #AT 1, D 1-8, Save F2, ML 7, AL N). Its pale blue skin glows in the darkness as it hisses at you and moves into attack. Go to Combat Entry C36.

108. The far wall of this chamber is covered with an ancient tapestry of a hunt: a group of men and dogs bringing down a deer. Behind you, to the west, you hear a distant horn.

109. This area is empty except for the dead bodies of two wild boars that have wandered into the maze.

110. You climb the ladder and open the door into the center of a large irregular cavern, about 30' x 60' x 20'. About ten feet away from you is the still form of a giant scorpion. You may advance on the creature (110A) or retreat back down into the room.

110A.
110B.

111. Several skeletons lie about this chamber, all wearing plate and all covered with a yellow fungus. You may investigate further (111A), attempt to remove the armor and search the skeletons (111B), or return the way you came.

111A.
111B.

112. Your passage through this intersection is blocked by an obsidian minotaur dressed in long amber robes (AC 3, HD 6, hp 40, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N). You hear a soft moaning to the north, which rises and falls in a regular pattern. The monster holds a great axe in one glossy black hand, and asks the following:

My head more high than any cloud
 My roots more deep than any tree
 My size more great than any beast
 I stand proud for all to see
 What Am I?

Answer:

If your answer is correct, the great creature stands to one side and lets you pass by the corridor of your choice. If you answer incorrectly, the creature attacks. Go to Combat Entry C37 to resolve combat.

113. Trap! Unless you have successfully detected traps for this encounter, or are protected by a find traps spell, you are teleported seven squares to the west.

114. You enter a room where a low circular table sits, atop which a glass sphere is fixed. You may look into the sphere (114A), attempt to take it (114B), or leave by any exit.

114A.
114B.

115. A large minotaur statue (AC 3, HD 6, hp 42, MV 120[40], #AT 1, D 2-8, Save F3, ML 12, AL N) blocks your way. The statue is made of carved obsidian, dressed in grey robes, and carrying a great black axe in one hand. The creature recites the following:

It goes bare in winter
 And fully clothed in summer
 It is its most colorful
 In the fall, not the spring
 What is it?

Answer:

If your reply matches the answer, the minotaur stands aside and lets you pass through the exit of your choice. If you answer incorrectly, the creature lifts its great axe in one hand and attacks. Go to Combat Entry C38 if you must fight the minotaur.

116. This passage ends in a small room piled with the wrecked wooden remains of many carved minotaurs, similar to the pile of remains you found before in Encounter 47. In this room, however, a pair of animated wooden minotaurs guard the debris. These guardians are badly decayed: their original paint is chipped and peeling and the wood beneath is rotting. The minotaurs are unarmed, but they attack. Go to Combat Entry C39. These are Wood Golems (AC 7, HD 2+2, hp 12, MV 120[40], #AT 1 fist, D 1-8, Save F1, ML 12, AL N).

117. A pool lined with grey stone stands at this intersection, filled with clear-blue water. If you drink from this fountain, go to 117A. To the east you hear muffled voices.

117A.
117B.
117C.

118. This passageway ends in a storage area that once held many coils of thick rope, long since decayed. Gold glints among the rotted remains of the rope. If you choose to investigate, go to 118A. Otherwise return the way you came.

118A.

119. This room is barren except for a large circular pit in the floor: a ladder leads down the side. At the bottom of the pit is an island set in an underground stream. To climb down the ladder, go to Encounter 127.

120. You enter this area to find the ruins of a trophy room. Heads of wild creatures, all in states of decay, line the walls; a rotting fur rug covers the floor. Nobody appears to be in this room. As you are about to leave, you hear a voice from above say, "That's something you don't see everyday, Edmund."

You hear an equally rasping voice from the far wall reply, "What's that, Chandar?"

The first voice says, "Person wandering alone in the mazeswork."

"Oh, I dunno," replies Edmund, "Maybe he's one of them people who don't like people, a mis-ann-thrope."

You look up and realize the voices are coming from a pair of decaying deer heads hanging on opposite walls. They introduce themselves as Edmund (an eight-point stag), and Chandar (a mule deer). They appreciate the conversation after being alone for so long without anyone to talk to but rats and boars and some "gekk-oh lizards" On the subject of the Princess, Chandar says, "No princess in this area, that we've seen, at least. Haven't seen a princess here since...oh...two hundred, maybe three hundred years ago. You wouldn't be interested in one that old, would you?"

You talk with the deer-heads for a few more minutes, but they know little of your quest and are not much help. Before you leave, however, Edmund mentions "There's more than one way out," but says no more.

121. This corridor is guarded by a well-made rock crystal statue, carved to appear as a reptilian man, a spiny ridge down his head and back. You may investigate the statue further (121A) or pass the statue by (121B).

121A.
121B.
121C.

122. You enter this area to see a white stone statue of a kneeling woman. The moaning sound is quite strong here. You may investigate, (122A) or return up the corridor.

122A.

123. At the center of this chamber is a dais that glows with a cool blue light. On the lowest step of this low circular platform is a creature that resembles the crystal statue you recently battled. It is a troglodyte (AC 5, HD 2, hp 12, MV 120[40], #AT 3, D 1-4/1-4/1-4, Save F2, ML 9, AL C). It snarls at you and attacks. Go to Combat Entry C42. Should you defeat the monster, go to 123A.

123A.
123B.
123C.

124. You are in a large circular chamber, the center of which is filled by a low platform. The platform is black, glossy stone, cool to the touch. The rest of the room is empty.

125. This corridor is filled with inky black smoke. You may pass through normally (125A), pass through holding your breath (125B), or retreat the way you came.

125A.
125B.

126. The room here is filled with fallen timbers and debris from a partial cave-in. This cave-in, too, seems to have been cleared away by human or humanoid hands. However, in every nook and cranny are snakes of all descriptions. You may attempt to run across the opening (126A), walk carefully across the opening (126B), or retreat the way you came.

126A.
126B.

127. You descend the ladder to the western end of a long, thin sand bar (10 feet wide by 60 feet long) set in an underground pool. The cavern walls rise up about 20 feet away from the island, and you see no exits above the water surface. A large chest sits in the sand on the eastern end of the island. Between you and the chest, however, a large white crocodile lies motionless in the sand. If you choose to approach the chest, go to 127A. Otherwise return up the ladder.

127A.
127B.

128. You topple to the ground, mortally wounded. As you feel the cold grip of death you reach into your pocket for the small silver owl that the royal council gave you. As you release the owl, it grows to full size and flies off in the direction you have come from. It will return to Ahmadi and tell him what you have done and the paths you have taken. You may begin the module again with a new character, learning from the mistakes of the previous champions.

The Group Adventure

Even though **Maze of the Riddling Minotaur** is designed as a solo adventure, you may play it as the Dungeon Master for a group of players if you make these changes:

1. Do not use the Combat Section. For combat use the hit points and morale level listed by each monster in the Encounter entries.
2. Use the invisible ink pen to reveal all the encounters and sections of the map you have not marked.
3. Give the players the background as listed in the Introduction (pp 4-5) but use the Players' Start below. The characters have just arrived on the isle of Vacros and docked at the hidden cove. Ahmadi will not provide a map in the group-play adventure.
4. Corridors within the maze are 6 feet wide, so players may use a marching order of two abreast. Encounter areas, unless declared otherwise (such as those areas that are called "passageways" in the text) are 20' x 20'.

Group Adventure in the Maze

From the isle of Vacros, the players may enter the maze at the cave entrances (4 and 5), the temple (12), the stockade (14) or the smoking rubble (8). Running the maze adventure for a group is like playing the solo adventure, except that the players are not limited to only a few choices. They may try things not covered by the Encounter entries.

In addition to the monsters within the maze, the DM should check for wandering encounters every two turns the characters are in the maze itself. On a roll of 1 on a six-sided die, the party encounters something: roll two six-sided dice (2d6) and refer to the table below. Encounter distance will be at 10-30 feet because of the strange darkness in the maze.

Wandering Monsters within the Maze

2. Search Party
3. Wild Boars (1-4)
4. Rat Pack (2-20 Normal Rats)
5. Giant Hunting Spiders (1-3)
6. Skeleton-Minotaurs (1-6)
7. Random Happening
8. Zombie-Minotaurs (1-3)
9. Crab Spiders (1-2)
10. Chained Lion from Encounter 86
11. Random Happening
12. Search Party

Search Party. The adventurers stand a chance of discovery within the maze, because sentries have been sent after them. The longer players remain in the maze, the stronger the party that will be sent after them.

1st roll of 2 or 12: 10 Dervishes led by a 3rd Level Sergeant
2nd roll of 2 or 12: 10 Dervishes led by a 5th Level Captain
3rd roll of 2 or 12: 15 Dervishes and two 5th Level Captains led by Oltham the Wizard.

The leaders of the parties know the maze fairly well (though they do not know of the other entrances), and will seek to surround the characters, attacking from both sides in a passageway if possible.

Wild Boars. These wild boars (AC 7, HD 3, MV 150[50], #AT 1, D 2-8, Save F2, ML 9, AL N) have wandered in from the outside jungle, and are hostile to all they meet.



Rat Pack. The rat pack will consist of 2-20 normal rats (AC 9, HD 1 hp, MV 60[20], #AT 1, D 1-6 + disease, Save NM, ML 5, AL N).

Giant Hunting Spiders (AC 8, HD 2, MV 120[40], #AT 1, D 1-6, Save F2, ML 8, AL N). These are spiders tamed by Dakros, and act as watchdogs in the maze itself.

Skeleton-Minotaurs (AC 7, HD 1, MV 60[20], #AT 1, D 1-6 Save F3, ML 12, AL C). These are the animated skeletons of the original minotaurs of the maze. In combat, treat them as normal skeletons.

Zombie-Minotaurs (AC 5, HD 3, MV 120[40], #AT 1, D 1-8, Save F1, ML 12, AL C). In all other ways, these undead minotaurs are like normal zombies. They will attack on sight.

Crab Spiders (AC 7, HD 2, Move 120[40], #AT 1, D 1-8 + poison, Save F1, ML 7, AL N). These pests are natives to the jungle and have infested the mazework. They have chameleon-like powers and surprise at 1-4 on 1d6.

Chained Lion. The party encounters the Lion that has broken its chain at Encounter 86. If the lion dies in either that encounter or in this random encounter, he will not appear elsewhere.

Random Happening. Something strange or something that seems dangerous crosses the characters' path. Examples might be a single gold coin in the center of the passage, the sound of a horn from a random direction, a gust of wind, or the ghostly but harmless form of a dead minotaur floating through the wall—as DM, use your judgement and imagination.

Players' Start

The voyage across the Empty Channel has been quiet: two days of clear sky and a stiff breeze. Towards the end of the second day, your boat nears the Island of Vacros. Dark rain clouds gather over the island, and lightning dances around the volcanic peaks at the isle's center. Ahmadi brings the boat in at twilight, steering toward a hidden cove at the base of a low hill.

1. The Hidden Cove

The old boatman ties his boat to an overhanging tree stump on the shore. He turns and breaks the silence he has kept throughout the voyage: "The ruins of the temple are on the far side of this rise. They are hard to miss, for the servants of Kiranjo have cleared the forest to reveal their former place of worship. Where the altar should be is a large circular stone. Next to the stone is a pit—your entrance to the maze, where the princess is said to be held. I shall wait here in the boat. If you do not return by daybreak, I shall return to Cathos City with word you have been lost."

Ahmadi will not go ashore with the party, but he will provide a rough layout of this part of the island, including the east-west road, the lighthouse, and the temple area. The jungle covers most of the island and has reduced the once-proud buildings of the city to rubble.

About an hour of sunlight is left when the party lands, though the overcast sky deepens the dusk. Lights glow from the quay and from the lighthouse. As the party moves ashore, rain will begin, lightly at first, then turning into a downpour that will not clear until morning. The storm will not affect fire-magic, but will dampen torches, soak items, and make life miserable for the party, slowing movement by half and giving them a -2 on missile combat.

2. Spider Ridge

As the party crosses over this ridgeline at any point, read the following description:

At the top of the ridge, a view to the south shows the wreckage of what was once Vacros City. The jungle growth has covered most of the ruins; only a few shattered towers break the deep green roof. One large section of the jungle has been cleared, revealing the roofless shell of what was once the great temple of Kiranjo. Watchfires burn at the eastern and western edges of this clearing. The lights of a small fort glow far to the southeast; the lamps of the lighthouse to the east shine through the trees at the edge of the ridge. The only sound is the patter of rain through the leaves above.

Here the party will be attacked by a group of six giant hunting spiders (AC 8, HD 2, hp 7,7,10,12,14, MV 120[40], #AT 1, D 1-6, Save F2, ML 7, AL N) that the dervishes of the island rely upon to guard the northern border of the clearing.

3. The Obsidian Trove

The area is covered with a hot mist that fogs the vision and seems to have killed many plants and trees at the borders of this clearing. The mist clears to reveal a deep crack in the earth, glowing red from heat. At its rim are four large piles of polished black obsidian, apparently taken from the crevice.

This is the obsidian mine of the wizard Oltham, the carver of the Riddling Minotaurs. Serving both as miners and guards are a pair of salamanders (AC 2, HD 8, hp 40,45, MV 120[40], #AT 3, D 1-4/1-4/1-8, Save F8, ML 8, AL N). The salamanders trade their obsidian for reddish gems, and have a collection of rubies and rose quartz worth a total of 5,000 gp on a ledge inside the crevice.

4. The Hidden Entrance

This entrance leads to Encounter 43 within the maze, and is hidden by an overgrowth of vines and creepers. Give any character that enters this hex a percentile chance equal to his wisdom to notice the opening in the ridge.

5. The Chimera's Entrance

Read the following to the players should they pass within 20' of the numbered hex.

The forest becomes thin, as if a fire has come through this area recently. The jungle clears at the mouth of a small cave in the ridge. The opening had once been blocked up, but now the stonework has been broken and lies scattered down the side of the hill.

This entrance into the maze leads to Encounter 11. The monster listed there will be found within the cavern and will pursue any who disturb its sleep.

6. The Dock of the Bay

The ruins of the Vacros City Docks jut out of the water like bad and broken teeth. One full dock has been repaired, and harbors a small ship and several boats similar to the one that Ahmadi used to bring you over the Empty Channel. A small wooden building sits at the landward edge of the docks. Lights shine within the building.

Five Dervishes (AC 5, HD 1, hp 5 each, MV 120[40], #AT 1, D 1-6, Save F1, ML 10, ALL) and their sergeant (AC 5, F3, hp 20, #AT 1, D 1-8, MV 120[40], ML 10, AL N) guard the docks and are on the watch against foreign invaders. They will all be inside the building on a night like this. The sergeant has a horn that he will blow to warn the stockade of invaders. The horn will summon the ogres from the lighthouse in 5 rounds, and a detachment of 20 dervishes led by a captain (fifth level) in ten rounds. (See Area 13 for the detachment).

7. The Lighthouse of Vacros

The jungle clears around the edge of the ridge. Perched on the end of the hill is a large ancient building that was once the Lighthouse of Vacros, but is now only a jagged stump. Though the tower is mostly in ruins, lights shine from within.

In the tower live eight ogres in the service of Dakra and his dervishes (AC 5, HD 41, hp 21 each, MV 90[30], #AT 1, D 1-10, Save F4, ML 10, AL C). The ogres will respond to the alarm from the docks or the stockade, reaching either area in five rounds. The Ogres will not sound an alarm if attacked themselves. A large chest in their sleeping area contains 4000 sp and a mace +2.

8. Smoking Rubble

The edge of the jungle here is blackened, and the area is covered with a warm mist rising from a pile of hot stones at the border of the forest.

The pile of rubble covers a number of vents leading down to Encounter 25 within the Maze. The vents are too small for any

normal sized creature to descend, but the characters may enter by reducing their size or changing their shape by magical means, such as **potions of diminution** or **gaseous form**.

9. The Harpy Tower

The jungle growth marches up to the base of this forty foot tower, once one of the guard-towers for the Temple of Kiranjo. The ground level entrances have been blocked by recent stonework, but the windows 20 feet above the ground are open.

The tower is the lair of ten harpies (AC 7, HD 3, hp 15 each, MV 60[20], flying 150[50], #AT 3, D 1-4/1-4/1-6, Save F3, ML 7, AL C) who will attack the party if they attempt to climb the wreckage. If the party defeats or drives off the harpies, they may enter the tower. Go to Encounter 67.

10. The Oracle Tower

The forest has been cleared around the base of this tower, and a low altar of stone slabs stands before its southern entrance. Three bowls have been set on the slabs in the rain: one of food, one of gems, and one of pieces of obsidian.

This is the Oracle of Kiranjo, consulted by Dakra as he rebuilds the temple. Once per week the high priest sets out the bowls for the Oracle, and makes his reading depending on which bowls are emptied, which tipped over, etc. The Dungeon Master can decide his own readings, but if all three bowls are emptied, it is a very dark sign. The first bowl contains soggy fruit, the second 10 gems worth 200 gp, and the last some worthless (if pretty) obsidian.

The Oracle is really a family of 4 Pocket Dragons (AC 8, HD 3, hp 9, 9, 12, 17, MV 90 [30]—fly 120[40], #AT 1, D 1-3 +venom, Save MU3, ML 8, AL N) who lair in the upper reaches of the tower. They have a collection of obsidian and gems lining their lair—a total of 50 gems worth 200 gp each.

11. The Watchfires

Read the following to the characters should they come within 20' of one of these hexes.

The temple guards keep watchfires burning throughout the night, large bonfires that now flicker against the rain. The guards are under a tarp near the fire, protected from the elements. Six human figures stand in the firelight.

The four encampments each have five dervishes (AC 5, HD 1, 5 hp each, MV 120[40], #AT 1, D 1-6, Save F1, ML 10, AL L) led by a sergeant (AC 5, F3, hp 30, MV 120[40], AT 1, D 1-8, Save F3, ML 10, AL L). Each watchfire has a pair of giant hunting spiders (AC 8, HD 2, hp 7, 9, MV 120[40], #AT 1, D 1-6, Save F2, ML 8, AL N) that answer to the commands of the dervishes. The sergeant has a whistle that, when blown, will summon the other dervishes on guard and alert the camp. A detachment of 20 dervishes led by a captain will arrive in 5 rounds. (See Area 13 for notes on the stockade dervishes.)

12. The Empty Temple

The temple wall has been mostly restored, though the roof of the mighty structure is still missing. A few gaps in the wall are wide enough to enter. The Temple has been stripped of its interior walls and furnishings, such that the structure is an empty shell except for the area around the altar, where a great stone block has been moved to reveal the entrance to the maze. A large, brightly colored tarp has been set up behind the altar, beneath which sleeps a huge cyclops.

The Cyclops Stonemover (AC 5, HD 13, hp 65, MV 90[30], #AT 1, D 3-30, Save F13, ML 9, AL C) is the guardian of the pit, and, if awakened, will defend the entrance with his life, bellowing and summoning the guards from the watchfires to aid. He is asleep, so characters may slip down the pit without waking him, but any large amount of noise will awaken the giant.

The pit leads 40 feet down to the "S" square at the start of the maze.

13. The Stockade

A huge stockade has been erected from the cleared trees at the temple site. The walls are 12 feet high, and 20 foot watchtowers sit at the northeast, northwest, and southeast corners. Lights shine from the three watchtowers, and from a large building in the center of the stockade complex. The only entrance is a double gate in the northeast of the stockade.

Any characters coming within forty feet of the guard-towers will be challenged, then met by a detachment sent out by the stockade. The fort is manned by 70 dervishes (AC 7, HD 1, MV 120[40], #AT 1, D 1-6, F1, ML 10, AL L) led by three captains (AC 3, F5, hp 30, MV 120[40], #AT 1, D 1-8, F5, ML 10, AL L) as well as Dakra and Oltham. If attacked, they will sound a horn to summon Stonemover the Cyclops, the watchfire guards, and the ogres from the lighthouse, all of whom will arrive in five rounds. The quay detachment will not respond to this summons.

14. The Main Building

A three-story building rises from the center of the stockade, rebuilt from the ruins of the city.

This is the Headquarters of the New Faith of Kiranjo, built by men of greed and revenge, Dakra the Cleric and Oltham the Mage. Oltham wants revenge, for he is the descendant of the cleric-kings of Vacros, while Dakra is merely after the treasure rumored to be lost in the maze beneath the city. The main building is laid out as follows:

First Floor. Main barracks and mess (A); kitchen (B); no treasure. Second Floor. High-level fighters' quarters (C); two chests of 500 gp each.

Third Floor. Dakra's Quarters (D)—the Treasure of the City (E): ten chests of 3000 gp each, a chest of 200 gems, worth 100 gp, and two scrolls of **protection from undead**.

Basement. Oltham the Wizard's sleeping quarters (F) and lab (G). The lab is locked and bolted from the outside. The lab itself is Encounter 26 within the maze.

Stairways. A single spiral stairway in the northeast corner of the building connects the three levels.

Oltham the Mage (AC 9, MU12, hp 24, #AT 1, D 1-6, MV 120[40], ML 9, AL N) has no armor, wears a **ring of regeneration**, and carries a dagger. He can cast the following spells:

First Level: sleep, magic missile (x2), shield

Second Level: invisibility, levitate, mirror image (x2)

Third Level: protection from normal missiles, lightning bolt (x2)

Fourth Level: confusion, polymorph others, curse

Fifth Level: conjure earth elemental, cloudkill, feeblemind

Sixth Level: disintegrate, invisible stalker

Dakra the High Priest (AC 3, C10, hp 35, #AT 1, D 1-6, MV 120[40], ML 10, AL L) wears plate armor inlaid with gold, and carries a **staff of withering**. He may cast the following spells:

First Level: protection from good, cure light wounds (x2)

Second Level: silence 15' radius, hold person, bless (x2)

Third Level: cause disease (x2), striking

Fourth Level: cause serious wounds (x2), neutralize poison

Fifth Level: insect swarm, finger of death

Expanding the Adventure

The **Maze of the Riddling Minotaur** takes place on the northern tip of a large island abandoned for centuries by civilized man. There may be greater treasure and adventure among the jungle ruins of the city, as well as in the volcanic highlands. Also, should the characters return with the princess, they will be given a small sailing ship as a reward, opening the way to further adventures at sea, such as those in **Dungeon Module X1—The Isle of Dread**.

New Monsters



Golem, Obsidian*

Armor Class:	3	No. Appearing:	1
Hit Dice:	6	Save As:	Fighter: 3
Move:	120(40)	Morale:	12
Attacks:	1 weapon or 1 fist	Treasure Type:	Nil
Damage:	2-8	Alignment:	Neutral

Golems made of obsidian will appear as sharp-featured humanoids carved of this black glass. The obsidian golems found within this maze are created in the form of 9' tall minotaurs carrying wickedly carved axes, also made of obsidian. The obsidian golems have only a low intelligence, but they have the power of speech, and may be controlled by simple commands, passwords, or riddles. In combat, an obsidian golem reduced to 0 hit points will shatter into worthless rubble. As with all golems, these creatures are immune to **sleep**, **charm**, and **hold** spells, as well as all forms of gases.

Sacrol*

Armor Class:	5	No. Appearing:	1(1)
Hit Dice:	8	Save As:	Fighter: 8
Move:	180(60)	Morale:	12
Attacks:	1 touch 1 choke(x2)	Treasure Type:	Nil
Damage:	level drain/ 2-8	Alignment:	Chaotic

Sacrol appear only in places of widespread death: battlefields, sacked temples, and plague-ridden areas. They are the collected angry spirits of the dead, and as such have a great hatred for the living, especially for their slayers. They appear as a large skull of the dead creature-type, surrounded by a many-colored mist. This mist is the body of the sacrol, and attacks by two long rope-like extensions. The sacrol is able to attack up to two different targets in a round, but no target more than once per round. A hit drains one level of experience, while the mist coils around the throat of the victim, choking him. This choking will not drain further levels, but does 2-8 points of damage until either the sacrol or the victim is dead. A sacrol may create and control undead as in an **animate dead** spell, controlling up to 8 hit dice of creatures; these undead must have been the same creature-type in life as the sacrol. The sacrol may be turned by a cleric as if it were a spectre.

Zombie-Minotaur

Armor Class:	5	No. Appearing:	2-8 (3-18)
Hit Dice:	3	Save As:	Fighter: 1
Move:	120(40)	Morale:	12
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1-8 or weapon	Alignment:	Chaotic

Except as listed above, these creatures are in every way like the zombies listed in the Basic Rulebook (p. 44). They appear as undead minotaurs.

Spider, Giant Hunting

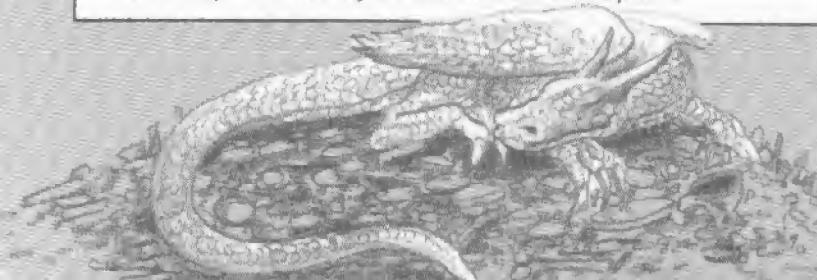
Armor Class:	8	No. Appearing:	1-4(2-12)
Hit Dice:	2	Save As:	Fighter: 2
Move:	120(40)	Morale:	7 (wild) 8 (tamed)
Attacks:	1 bite	Treasure Type:	U
Damage:	1-6	Alignment:	Neutral

Hunting Spiders are fur-covered spiders the size of dogs, and are used as watch-animals and hunters in several primitive societies. In the wild, hunting spiders run in packs to bring down their prey. They may be found in any terrain, arctic to tropical. Their fur matches the color of their surroundings, and aids them in survival. The hunting spider does not build a web, but rather stalks his prey over almost any terrain, and attacks with large but non-poisonous jaws.

Pocket Dragon

Armor Class:	8	No. Appearing:	1-6 (2-12)
Hit Dice:	3	Save As:	Magic User: 3
Move:	90(30) fly 120(40)	Morale:	8
Attacks:	1	Treasure Type:	K, L
Damage:	1-3 + venom	Alignment:	Neutral

The pocket dragon is a three-foot-long winged lizard that resembles a small green dragon. It is usually found resting on a small pile of treasure and other shiny objects. It is lazy and peaceful by nature, feeding on insects and plants and rarely attacking larger creatures unless it is angered. It has no breath weapon, but its bite carries a venom that lowers both saving throw and "to hit" chances by 2 unless the victim saves vs. Poison. A **cure disease** will cure this effect. The creature shares with the dragons a love of hoarding treasure, but its sense of value is not as fine as its larger cousin: its treasure often consists of broken glass and other shiny trinkets.



Pre-Generated Characters

Feros	Myrmidon	6th Level Fighter	Thanadros	Sharper	6th level Thief
Strength 17		+2 "to hit" and damage	Strength 13		+1 "to hit" and damage
Intelligence 8			Intelligence 8		
Wisdom 11			Wisdom 12		
Dexterity 12			Dexterity 18		-3 to Armor Class
Constitution 17		+2 hp per hit die	Constitution 15		+1 hp per hit die
Charisma 13			Charisma 4		
Hit Points 42			Hit Points 24		
Plate Armor: Armor Class 3			Leather AC 4		
Sword +1			Sword +1, flames upon command, (2 to trolls, 3 to undead)		
6 Torches (One lit)					
Yort	Warlock	6th Level Mage	Gorn Ironblade	Dwarf	6th level Dwarf
Strength 10			Strength 16		+2 "to hit" and damage
Intelligence 17			Intelligence 12		
Wisdom 16		+2 on magical saving throws	Wisdom 9		
Dexterity 10			Dexterity 10		
Constitution 13		+1 hp per hit die	Constitution 16		+1 hp per hit die
Charisma 8			Charisma 7		
Hit Points 18			Hit Points 36		
Clothing, Ring of Protection +1, AC 8			Plate: AC 3		
Dagger +1			Battle Axe +1		
Lantern					
Potion of Healing					
Spells:			Obarion Greyleaf	Elf	6th Level Elf
First Level: magic missile, protection from evil			Strength 13		+1 "to hit" and damage
Second Level: ESP, mirror image			Intelligence 12		
Third Level: fireball, protection from normal missiles			Wisdom 7		
			Dexterity 12		
			Constitution 12		
			Charisma 15		
			Hit Points 24		
			Chain and Shield AC 4		
			Sword +1		
			Spells:		
			First Level: sleep, magic missile		
			Second Level: ESP, continual light		
			Third Level: fireball, clairvoyance		
Santios	Elder	6th Level Cleric	Corkitron Kallidoc	Halfling	6th Level Halfling
Strength 12			Strength 12		
Intelligence 7			Intelligence 10		
Wisdom 18		+3 on magical saving throws	Wisdom 10		
Dexterity 12			Dexterity 16		-2 to Armor Class
Constitution 12			Constitution 14		+1 hp per hit die
Charisma 10			Charisma 12		
Hit Points 24			Hit Points 30		
Plate and Shield*, AC 2			Chain and Shield AC 2 (AC 0 vs. larger than man-sized opponents)		
*A continual light spell is cast upon the shield			Sword +1		
Mace +1					
Spells:					
First Level: cure light wounds (x2)					
Second Level: bless, find traps					
Third Level: striking					
Fourth Level: cure serious wounds					

DUNGEONS & DRAGONS[®]

Expert Set Adventure Module

Maze of the Riddling Minotaur

by Jeff Grubb

For a long time you have heard legends about the Island of Vacros; when you were only a child, the stories about evil minotaurs were used to scare you into behaving. Now you are grown, and you no longer believe children's stories.

But King Trueon of Cathos is worried: his daughter Princess Lydora has been kidnapped, and he has found clues that she has been taken to the ancient and evil island of Vacros. You have heard rumors that a large and dangerous mazework lies beneath the surface of this island—a mazework that is guarded by minotaurs. Of course many rumors are false, but then again ...

The Maze of the Riddling Minotaur is the second in a series of invisible ink modules: using the invisible ink pen included in this module, you may play the adventure by yourself. After you have played the solo version, you have not used up the module: instructions are provided as to how you may change the solo version into an exciting group adventure!

This module is for use with the DUNGEONS & DRAGONS[®] Expert Set, which continues and expands the D&D[®] basic Rules. This module cannot be played without the D&D[®] Basic and Expert rules produced by TSR Hobbies, Inc.

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