

Labyrinth Turns

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This rule is made for big maze-like areas and is made to not have to plan out a whole maze and all the room but to simplify the travel for the DM.

The entire structure is based on a movement total that the party needs to reach to make it all the way through. While also attempting to move along and not reach any monsters or enemies and make it safely across. This movement total needed to reach the end is kept secret from the party.

This "turn" is split into 4 different portions for a full turn, and they happen in the following order.

1. **PREPARATION.** The first portion of the turn is preparation, this is the section where the party can ask for things, cast spells, anything that is to prepare them for the following sections.
2. **MOVEMENT / STEALTH.** The next turn is movement/stealth. Once this portion begins the party is asked if they want to move stealthily, normally, or if they want to move quickly. If they choose to move stealthily they can subtract 5 from their movement total but they add 5 to their stealth for this turn. If they choose to move fast they can add 5 to their movement but subtract 5 from their total stealth. Once they have chosen their selected type of movement, they roll a d20 to see how much progress they have made in the dungeon. They add that roll to their total and then they have another player roll for their stealth.
3. **ENEMIES.** Once they have the total for stealth that becomes the DC for the enemies to see if they get noticed, having a modifier to their roll to notice the party, depending on the types of encounters. If the enemies notice them, they are then in a battle with the team that spotted them, the recommendation for these encounters is to have them be relatively easy in case of multiple encounters.
4. **DISCOVERY.** Afterward, if the party has reached the required movement total they reach the end of the cavern and can continue on. If not they roll to determine what they find.

Extra Rules:

- If your labyrinth has an open ceiling where they can reach the top, they can attempt to climb it and if they make it to the top they can get a bonus to their movement roll but they may be spotted by flying creatures circling the top of the labyrinth.

For the DM:

There is a checklist that is needed to be marked off to ensure a successful labyrinth.

- Decide on the length of the Labyrinth or the movement total they need to reach the end or get a milestone in the labyrinth.
For example, to reach the end of the labyrinth the players need to reach 50 as their movement total, but once they get to 25 they reach a room that holds a key to unlock a secret chest at the end of the labyrinth.

- Figure out the different types of encounters that can be found in this labyrinth maybe it's in an enemy base so there are Guards moving around or maybe it's an actual labyrinth and there are Minotaurs walking the grounds.
For example, the party is in an ancient labyrinth filled with treasures of old where they come across other adventuring parties that died while attempting to find the heart of the labyrinth and its prizes.
- Create different discovery points for the end of each labyrinth turn, this is to keep the players engaged and to discover small bits of treasure or cool history about the place they currently are in.
For example, the party traveling the ancient labyrinth finds a little out cove. In this area, they find a small book of notes from other adventures explaining that: in the heart is a ring of 3 wishes that is guarded by an ancient white dragon as his greatest treasure.