

Maze of the Minotaur

Every thousand years, The Destroyer, an evil demon seeks to enter this world and bring about a great Armageddon and eternal torment to all of its denizens. The time of reckoning is almost upon us. As the greatest heroes of the land, it has fallen upon you to make your way through the great maze to the bottomless pit at its core and seal it before time runs out.

Setup

Start Location: different from past adventures you will need to select a start location. Before rolling and assigning your setup dice. Shade in one of the eight mystery locations in the maze and roll on the maze mysteries table.



Previous Adventures

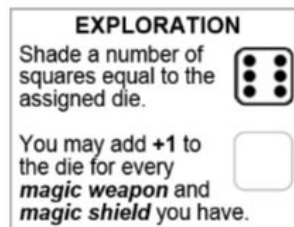
Items that you may have gathered from previous adventures in the series will be of great use during this adventure. Without these items your heroes will be at a great disadvantage.



- **Magic Stones: Spellstone, Shieldstone, Luckstone, Powerstone** (Dragon Castle Challenge): May be destroyed to gain an additional saving roll against the gorgon's gaze ability.
- **Distillery** (The Crazy Alchemist): You may distill demonic vials that you have collected from treasure.
- **Ruby Skull** (The Forgotten King): May be used by a hero's power to negate the ruby spiders disintegrate effect.
- **Witches Cauldron** (The Dread Knight): You may use a hero's power to reverse the effects of the witch queen's curse.
- **Aurum** (The Mother Load): Your heroes start with +2 to attack, +2 to defense and +2 to your saving rolls for the entire adventure.

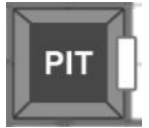
Exploration

To explore the maze you will assign one die to exploration as normal. However you will simply shade in a number of squares equal to the die rolled. You may also add the total number of *magic weapons* and *magic shields* that your heroes have in their possession to this roll. You may only shade squares that are adjacent to previously shaded squares. You only need to shade a square adjacent to a door to gain access to the monster and treasure inside.



Sealing the Pit

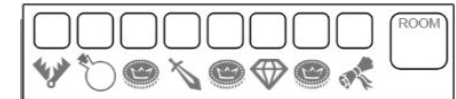
To seal the pit you will need to first make your way through the maze to each of the six guardians of the pit and defeat them to gather the seals of the pit. Once you have all of them you must make your way to the pit and spend one turn activating the seals.



Note: Ogg the Orc Barbarian may not break through the walls into the pit room.

Treasure

Treasure is collected as normal when the monster guarding that treasure is defeated.



Demonic Vials

Are found in treasure and may be used by heroes. Drinking the vial grants a hero the ability to use one of their powers for free this turn however that hero is then killed by the raw power of the vial. You may first distill the vial so that the hero that drinks it is not killed.

To cleanse a vial, that you have collected, you will need to have gathered the distillery from the adventure "The Crazy Alchemist". First set a target number for the vial by rolling 3d6 and filling in the 4th box on the vial track. Next you may assign any or all of your dice on a given turn to any vials that you have gathered. Once a vial is cleansed. When the power of that vial has been used you may shade the smaller box at the bottom of the track.

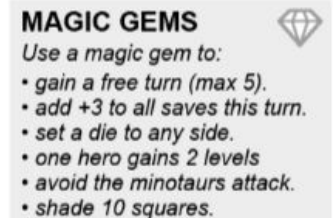


In this example we rolled 3d6 and the result was 13 so it was written in the 4th box as the target number. On later rounds we were able to assign dice to this vial (4, 3 and 6) which cleansed this vial.

Magic Gems

Can be gained from treasure and from maze mysteries. Your heroes each start with one magic gem and can carry up to three magic gems each. Place a check mark in the magic gem box on a hero when you gain one and shade it in when used.

- On your turn each hero may use a single magic gem. You may select one of the 6 possible effects.



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Maze Mysteries

When you shade in a *maze mystery* you must roll to discover a mystery. Most of the results are good however the minotaur may become aware of you and attack.



Dead Ends

When you shade in a square containing a dead end you will find a small amount of treasure and gain one gold.



Free Turns

There are five gemstones available via treasures and mine carts that will grant you free turns. You may use the free turn any time before the 35th turn of the game.

FREE TURNS



Combat

Combat is handled as normal with you adding a d6 to your attack against monsters. When you encounter a shock slime in a treasure you may only use magic weapons and powers to damage them.

Note that you may only attack a one monster a single time on your turn. This means the the Hydralich, Dread Slime, and Orthrus must be attacked multiple times to defeat them.

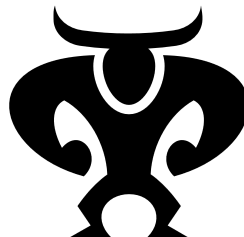
If you have acquired Aurum the legendary mining pick you will start the game with +2 attack, +2 defense, and +2 to saves. As you gain magic swords and magic shields your attack and defense bonus will increase. You may keep track of it at the bottom of the hero area of the adventure sheet.



The Minotaur

When the minotaur attacks roll on the minotaurs attack table. You may spend a magic gem to avoid the minotaurs attack. The minotaur will attack on turns 5,9,13,17,21,25,28, 31, and 34. The minotaur may also attack if you roll a 1 when encountering a maze mystery.

You may only damage the minotaur with magic weapons. Sir Lex has a power that does one magic weapon damage and Topaz has a power that will increase all damage from magic weapons by 1 for the turn. Use these powers to your advantage to defeat the minotaur and claim 20 victory points.



Monsters

You will assign a die to a monster on your turn as normal. When a monster is dead you will no longer assign a die there. Instead you will either assign the die to a demonic vial that you have collected or you will place a mark in the UNASSIGNED box of the scoring area. Each unassigned die is worth -1 points at the end of the game.

- **Hydralich** :will take multiple turns to defeat as you will not roll a d6 as normal. Only magic weapons will damage this monster.
- **Dread Slime**: will take three or more turns to defeat as when you defeat this monster for the first time it splits into two smaller 5 attack, 5 health slimes.
- **Gorgon**: when you defeat this monster you will need to make a saving roll of 5 or better for each hero otherwise that hero is turned to stone and considered to be dead. If you have gathered any **Magic Stones*** from the Dragon Castle Challenge they may be used to gain additional saving rolls to avoid this affect.
- **Ruby Spider**: when you attack this monster it will deal as much damage as it has health back to the heroes. When you defeat this monster one of your heroes is instantly killed unless you have the **Ruby Skull***.
- **Witch Queen**: when defeated each her will need to make a saving roll at 5 or better otherwise that hero loses a level. Cross off the highest attained level. Using the **Witches Cauldron*** can reverse this effect.
- **Orthrus**: is a giant two-headed, serpent-tailed dog that guards one of the seals of the pit. He was saved by the Minotaur after a run in with the great hero Herakles.

Seals of the Pit: Each monster guards one of the seals. You will need to defeat all six monsters to seal the pit.

The Heroes

Each hero starts with 4 health and 4 uses of their powers and may use a single power each turn. Heroes also start with a single magic gem but can carry up to 3 gems, 1 magic weapon, and 1 magic shield.

- **Zedrick** (human wizard): great at dealing damage but can also double the effect of any other heroes power.
- **Ogg** (orc barbarian): can deal moderate damage but may be even more useful in taking shortcuts through the walls of the maze.
- **Sir Lex** (human knight): quite hardy as each of his health counts as two. He excels at blocking damage and has the ability to imbue whatever weapon he is carrying with magical energy and deal one magic weapon damage.
- **Topaz** (elf priest): can influence fate and allow you to reroll a die up to three times. She can also increase a saving roll by 3. And as if that isn't enough she is able to empower a magic weapon to do 2 additional damage (this includes Sir Lex's power).