

# LABYRINTH OF THE MINOTAUR

## Minotaur Quest

The Minotaur is a powerful mythical creature. If the beast has lost more than half its health it becomes enraged and heroes must then roll one extra black dice while engaged with him.



*The labyrinth is a maze of tunnels*

You are disorientated by the maze of passages. Travel immediately to the Winding Tunnels, discard enemies in the shadows but not any engaged enemies. Spawn new enemies as indicated by the new location.

*The noise you are making is attracting unwelcome attention*

Spawn two new enemies into the shadows.

*The Minotaur charges from the shadows to engage the heroes*

Spawn The Minotaur once per quest, it activates immediately targeting the hero with the most health remaining then readies. If already in play the Minotaur readies and activates and readies again. Spawn one new enemy from the monster deck face down to the shadows.



## VICTORY

If you defeat the minotaur you have captured the creature.  
Explore all locations to escape the labyrinth.

## DEFEAT

If all heroes are defeated you have failed to capture the minotaur.

## The Minotaur

Beast, Nemesis



INFLECT

CHARGE

**CHARGE** : This enemy engages the hero with the most health remaining. If he engages a new hero then the impact stuns and the engaged hero exhausts one action.

Sharp horns skewer the heroes.  
Allocate 2 wounds across the party.

## Gigantic Centipede

Creature



ADVANCE

INFLECT

VENOMOUS

*"Some creatures in the lost caverns have grown to a monstrous size".*

**VENOMOUS** : This enemy has a poisonous bite which inflicts a sickened condition on the engaged hero.



# LABYRINTH OF THE MINOTAUR

## SETUP

**Locations :** Take the Winding Tunnels location and set it aside until activated by the peril track. Shuffle three other tier I open locations together to form the Labyrinth. Any location is considered a nemesis locations if the Minotaur is found there.

**Enemies :** Remove all greenskins. Shuffle together all remaining tier I open standard and elite enemies, add two standard tier II Gigantic Spiders and all three Gigantic Centipede cards to form the monster deck that inhabits the Labyrinth.

Place The Minotaur nemesis card aside, and spawn when indicated by the peril track.

**Gear and Dungeon Decks :** Shuffle 12 open gear cards together. Shuffle 12 open dungeon cards together.

*Rumours of a strange bull headed beast that is terrorising the local villages have increased and the governing leaders have recruited your select band of heroes to search the labyrinth of tunnels under the nearby mountains. You are promised great rewards if you can capture the creature and bring it back alive. However this mythical creature is both powerful and aggressive and will not be easy to locate in its lair.*

## REWARD

*You have fought bravely and the strange creature slumps exhausted to the ground. You are able to securely bind him to take him back to the local leaders, once you have found the way out.*

Add one legendary fortune gear card to the campaign pool.

## PENALTY

*The Minotaur has proved immensely powerful and you were simply not ready to take on such a difficult quest. You drag yourselves out of the tunnels but have lost your gear and possessions.*

Lose any gear or item cards you have gained on this quest.

II

## Gigantic Centipede

Creature

2

0 2

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