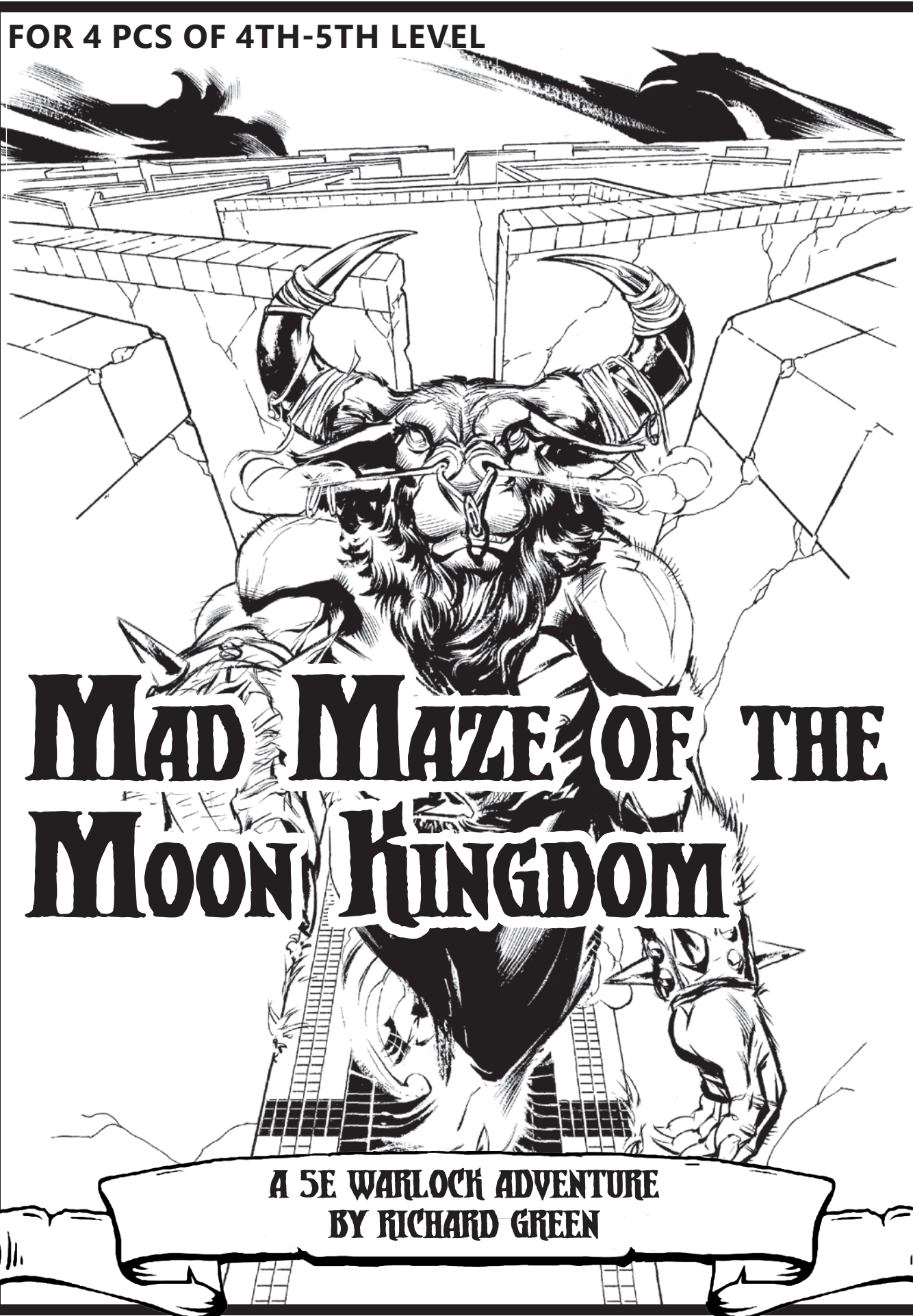


FOR 4 PCS OF 4TH-5TH LEVEL



MAD MAZE OF THE MOON KINGDOM

A 5E WARLOCK ADVENTURE
BY RICHARD GREEN

MAD MAZE OF THE MOON KINGDOM

Adventure Background

The coastal city of Roshgazi was once the capital of the Moon Kingdom of Tes-Qamar, and the pinnacle of minotaur culture in the West. Following its destruction at the hands of the Mharoti Empire 300 years ago, Roshgazi lies in ruins and many minotaurs who remain in the city have descended into bloody savagery.

The city's most famous landmark is the First Labyrinth—a sprawling maze infused with powerful magic. Built as a place of trials and executions in the days of the Moon Kingdom, the First Labyrinth has fallen into decay. Its magic still functions, constantly changing the layout above and below ground. The changes are erratic, following the whims of the *Heart of Roshgazi*, a damaged artifact with two distinct personalities. Sometimes, the benevolent Poet is dominant, bringing explorers into the labyrinth through its maze gates—portals to mazes in other minotaur cities—to help repair Roshgazi. At other times, the deranged Broken sends bloodthirsty degenerate minotaurs to hunt down intruders, reconfiguring the labyrinth to facilitate these deadly encounters.

Adventure Hooks

- The PCs are hired by Senator Evadne, a learned minotaur scholar, to venture into the First Labyrinth and retrieve the *Founding Stone*, a crucial component in a magical ritual needed to repair the damaged *Heart*. The *Founding Stone* was the first stone used to build the original Moon Palace by the “Golden Pair” of King Kaprys and Queen Melenni. Evadne has tracked it down to a section of the labyrinth and is willing to offer 2,000 gp plus a magic item for its recovery.
- The PCs are teleported into the First Labyrinth through a maze gate by the Poet or Broken, and they must find their way out.

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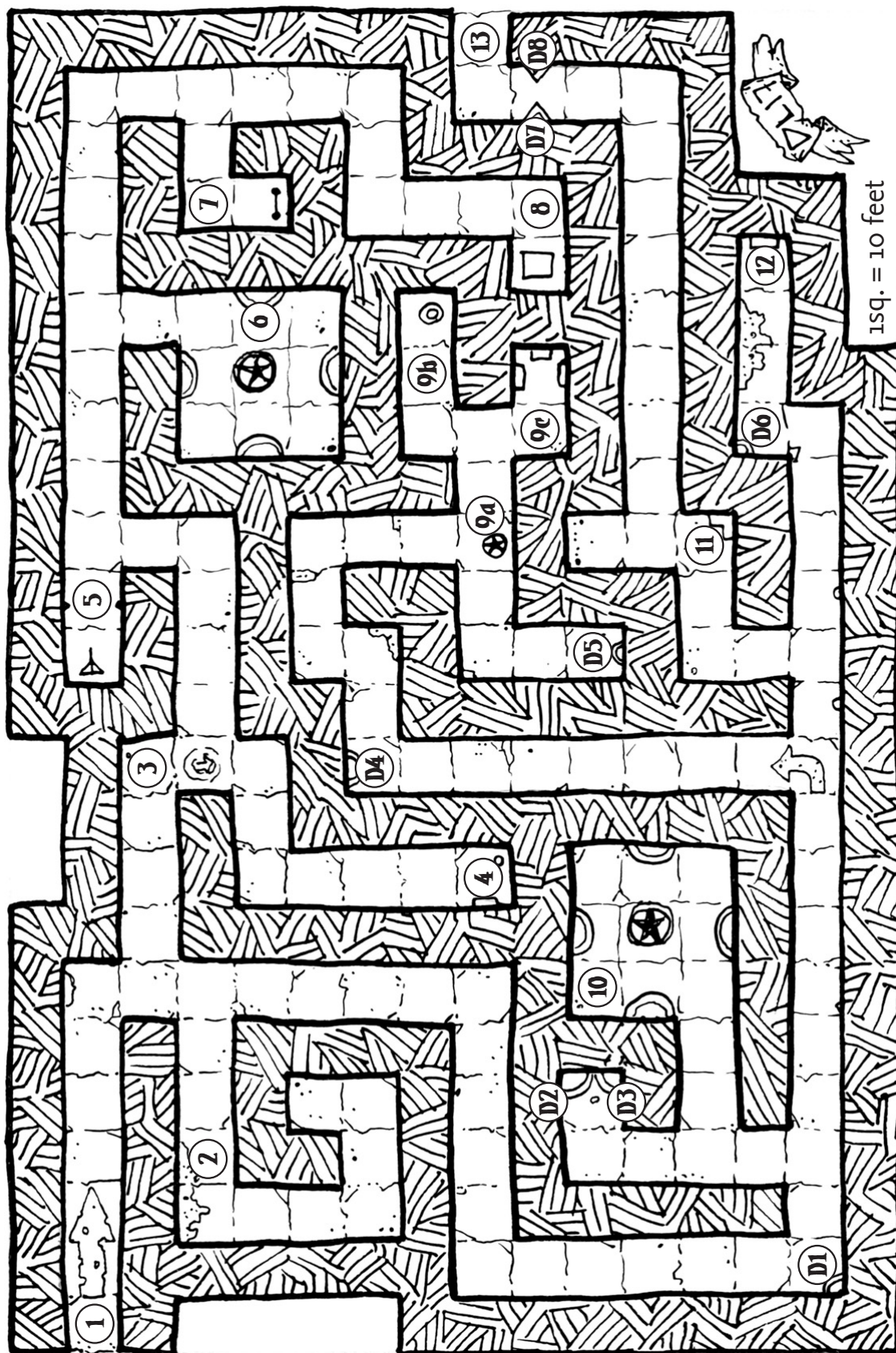
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MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

Exploring the Labyrinth

There is no illumination in the labyrinth. Ceilings are 12 foot high.

For every 30 minutes the party spends inside the labyrinth, roll a 1d10 and consult the table below to determine random encounters. The Poet tries to help the PCs by providing them with clues; Broken tries to kill them.

LABYRINTH ENCOUNTER TABLE

1d10	Encounter
1-4	No encounter
5	A glowing silver arrow appears on the floor pointing to the nearest key. [Poet]
6	Each PC must make a DC 15 Intelligence saving throw or be affected by a confound senses spell (see Midgard Heroes Handbook, p. 159) for the next 10 minutes. [Broken]
7	A shaft of moonlight highlights a useful item or clue. Wisdom (Perception) and Intelligence (Investigation) checks are made with advantage while searching the area. [Poet]
8-9	1d3 ravening minotaurs enter the labyrinth via the maze gate. [Broken]
10	Adventurers (1 scout and 1d4 guards) enter the labyrinth via the maze gate. [Poet]

1. ENTRANCE

Inside a ruined building at the edge of the aboveground part of the First Labyrinth, a set of worn steps leads down to a stone doorway (AC 17, 75 hp, resistant to all damage types except force) carved with a double axe symbol. The door opens with a push.

Once the PCs all enter the labyrinth, the door swings shut and cannot be reopened from the inside. It can be destroyed, but this is time consuming and noisy.

2. BONE PILE

The ancient bones of labyrinth victims are piled along the north wall of this corridor. PCs who make a DC 10 Intelligence (Investigation) check find a copper key set with a greenstone.

3. MAZE GATE

A spiral mosaic, created from multicolored tesserae, fills a 10-foot diameter area in the middle of the corridor.

This maze gate is magically connected to other sacred labyrinths in Midgard. PCs who arrive in the labyrinth from elsewhere appear here. Although the maze gate radiates powerful conjuration magic, it can be walked on safely.

A pair of degenerate **ravening minotaurs** (see p. 7) recently arrived through the portal and aggressively attack anyone in the vicinity.

4. FALSE DOOR

A stone door in the west wall is carved with a bas-relief depicting a minotaur with noble features. King Danilos the Patient' is inscribed beneath.

The door does not open, but it has a keyhole. If the gold and garnet key (9b) is inserted, the PCs receive guidance from the Poet in the form of a glowing silver arrow or a shaft of moonlight (see the Labyrinth Encounter Table). If the wrong key is used, a **minotaur skeleton** sent by Broken charges out from a hidden compartment behind the door.

5. BULL'S HEAD TRAP

A five-foot-diameter, fierce-looking bronze bull's head is mounted on the western wall.

When more than 20 pounds of pressure is on the pressure plate where the side passage enters the corridor, a poisonous, red mist billows from the bull's flared nostrils. All creatures within 20 feet must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and be affected by *confusion* (as the spell) for 1 minute. PCs that save take half damage and are not confused. At the end of each turn, a confused PC can make a DC 15 Wisdom saving throw to end the effect. The pressure plate can be detected and avoided with a DC 15 Wisdom (Perception) check.

6. KING'S STATUE

Three feral minotaurs prowl around the impressive bronze statue of a minotaur king in the center of this chamber. Frescoes of other Moon Kingdom rulers passing judgement are painted on each wall; beneath each fresco is a stone dais.

The three **ravening minotaurs** attack as soon as they spot the PCs; they also respond to disturbances in the corridor to the north.

With a DC 15 Intelligence (History) check, a PC can identify the statue's subject as King Kaprys, one half of the Golden Pair who founded the Moon Kingdom. The eyes of the statue are made from lapis lazuli.

A creature stepping onto one of the daises is immediately teleported to the corresponding dais in area 10. Once a dais' teleport effect has been triggered, it does not function again for 1 minute.

Each fresco depicts a different minotaur condemning prisoners to the First Labyrinth, and each is inlaid with precious metals and stones.

RULER FRESCO LOCATION

Wall	Ruler	Inlaid with...
North	King Zenrydon the Cruel	Electrum & coral
East	Queen Pelegia the Sagacious	Copper & greenstone
South	King Danilos the Patient	Gold & garnet
West	Queen Melenni	Silver & onyx

PCs who have visited areas 4, 9c, and 12 will recognise these rulers from the carvings on the false doors and can figure out the correct keys to use in each door from the frescoes (and King Kaprys's statue). Examining a fresco without stepping on the dais requires a DC 15 Intelligence (Investigation) check.

7. LADDER

An iron ladder attached to the south wall leads up to a trapdoor in the ceiling.

The trapdoor opens into a 15-foot square room with a minotaur-sized stone sarcophagus in the centre. Its lid has been pushed to one side, and an eerie amber glow comes from inside. The source of the light is a **sarcophagus slime** (*Tome of Beasts*, p.336), placed here by the builders of the First Labyrinth to slay those trapped in the maze.

A clay canopic jar stands in the northeast corner of the room. Inside is an electrum key set with pink coral.

8. ALTAR

This four-ft high, stone altar is carved with symbols: the moon, a dagger, a key, a lamp and a triangle within a circle. A clay oil lamp sits on top.

A DC 12 Intelligence (Religion) check identifies the symbols as belonging to the goddess Hecate. If a PC lights the lamp, a thin beam of magical moonlight appears from the ceiling, striking the triangle and circle symbol. If this symbol is depressed, the altar slides to one side, revealing a cavity. Inside is a +1 *battle axe* and a ball of golden thread that allows anyone unravelling it to cast the spell *labyrinth mastery* (see *Midgard Heroes Handbook*, p. 177) once per day.

9A. EXECUTIONER'S STATUE

This bronze statue depicts a minotaur wearing an executioner's hood and holding a double-bladed axe.

A bronze key set with lapis lazuli hangs from the statue's belt; the key is detachable.

9B. FOUNTAIN

Water pours from the mouth of a stone minotaur standing in the centre of this basalt fountain.

A gold key set with a garnet can be found amongst the bones and other debris at the bottom of the basin with a DC 10 Intelligence (Investigation) check.

9C. THREE FALSE DOORS

Three stone doors are carved in bas-reliefs depicting noble-looking minotaurs. Each has their name inscribed beneath their portrait. The minotaur on the north door is King Kaprys, while Queen Melenni is shown on the east door and Queen Pelegia the Sagacious is on the south.

The doors do not open, but each has a keyhole. If the correct keys are used in the doors, Poet dispels the *wall of stone* blocking the exit at area 13. If the wrong keys are used, Broken dispels the *wall of stone* but the exit now leads deeper in the labyrinth...

The correct keys are:

- King Kaprys: bronze and lapis lazuli (9a)
- Queen Melenni: silver and onyx (11)
- Queen Pelegia: copper and greenstone (2)

10. QUEEN'S STATUE

A masterfully crafted white marble statue of a minotaur queen stands at the center of this chamber. Frescoes depicting great minotaur heroes in action are painted on each wall; beneath each fresco is a stone dais.

With a DC 15 Intelligence (History) check, a PC can identify the statue represents Queen Melenni, the second half of the Golden Pair. A stone bearing the double-headed axe and crescent moon symbols of the Moon Kingdom is embedded in the statue's chest – this is the *Founding Stone*.

The frescoes above the daises depict legendary heroes of the Moon Kingdom—a warrior, a wizard, a priest of Hecate, and a rogue. If all four daises are occupied at the same time, the statue, a **possessed pillar** (*Tome of Beasts*, p. 314), will animate and attack. The statue also animates if the PCs attempt to remove the *Founding Stone* from its chest. When the statue is reduced to 0 hp, the stone drops to the floor.

11. VENOMOUS GUARDIANS

Two large, midnight black scorpions with bright red stripes on their tails patrol this corridor.

The two arachnids are **night scorpions** (*Tome of Beasts*, p. 340), which prey on ravening minotaurs and intruders alike. A stone shelf in the southwest corner holds a small wooden box containing a silver key inset with onyx.

12. FALSE DOOR

Piles of bones and debris line the north wall of this corridor. The stone door at the eastern end bears a bas-relief depicting a minotaur ruler. 'King Zenrydon the Cruel' is inscribed beneath.

The door does not open if pushed, but there is a keyhole. If the electrum and coral key (7) is inserted in the door, the PCs receive guidance from the Poet in the form of a glowing silver arrow or a shaft of moonlight (see the Labyrinth Encounter Table). If the wrong key is used, Broken causes two **minotaur skeletons** to rise up from the piles of bones and attack.

13. EXIT

A magical *wall of stone* blocks the entrance to the corridor beyond the two triangular daises (D7 & D8). This wall persists until the PCs insert three keys into the false doors in area 9c. If the PCs insert the correct keys, the wall disappears, and the corridor beyond ends at a set of stairs leading back to the city above. If they use the wrong keys, the corridor takes them further into the First Labyrinth to areas of the GM's devising.

D1 - D8 DAIS

Faded frescoes showing hopeless, starving captives wandering the labyrinth are painted on the wall above this stone platform.

Intended to disorientate those thrown into the labyrinth, this platform teleports a creature who steps onto it to a random dais (roll 1d8)

The Ravening

This terrible affliction causes uncontrollable fury and an irresistible lust for power. It was once quite rare, but the ancient minotaur clans sometimes used it to strengthen their warriors; that practice eventually led to disaster, and now the disease is more common and just as deadly. Transmitted by exposure to infected fluids or clothing, the ravening is highly contagious.

Creatures exposed to this disease must succeed on a DC 13 (Constitution) saving throw or become infected. Minotaurs have disadvantage on the saving throw.

Infected creatures are consumed by ravening madness and ravening hunger after 24 hours. These are mental effects and are described below. Infected creatures can be cured by magical healing that specifically cures diseases. If infected creatures have gained hit dice through the ravening hunger effect, they retain the additional Hit Dice after being cured.

Ravening Madness. Filled with a monstrous rage, the infected creature is at disadvantage on Intelligence ability checks and considers all other creatures to be foes. An infected creature has a starting attitude of Hostile toward every creature it sees.

Ravening Hunger. The infected creature instinctively knows that the hearts of other creatures hold the keys to new power. They yearn for new hearts to devour. When an infected creature has consumed a number of hearts equal to its own Hit Dice, it gains one hit die. These hearts need not be eaten at the same time but each must be taken from creatures with an equal or greater number of hit dice than the infected creature.

RAVENING MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 85 (10d10+30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses Darkvision 60 Ft., passive Perception 17

Languages Minotaur

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Keen Smell. The minotaur has advantage on Wisdom (Perception) checks that rely on smell.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Ravens Madness. Filled with a monstrous rage, the ravens minotaur has disadvantage on Intelligence ability checks. It cares for no one; everyone is considered a foe and it is hostile toward every creature it sees.

Ravens Hunger. The ravens minotaur instinctively knows that the hearts of other creatures hold the key to new power. It yearns for new hearts to devour. When a ravens minotaur has consumed ten hearts, it gains 1d10 +3 hit points permanently. These hearts need not be eaten at the same time.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The minotaur makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +4) piercing damage, and the ravens minotaur gains temporary hit points equal to the damage inflicted. Creatures who are bitten must make a DC

13 Constitution saving throw or be infected by the ravens disease.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage



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