

Sample file

The Minotaur Labyrinth

An adventure for 4th to 6th level characters.

Book 4 of the Infested Buildings Series

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This module is designed to be used in conjunction with D&D5e

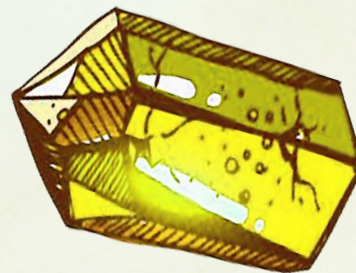
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THE MINOTAUR LABYRINTH

The Minotaur Labyrinth is a D&D 5e classical mystery adventure for 4th to 6th level characters. It consists of 2-4 sessions in which the players are drawn into saving a cursed village that has been transformed into a mighty labyrinth. In order to restore the village and rescue its inhabitants, they must reach the centre of the labyrinth, defeat the Shanthos Minotaur and retrieve the yellow Netherwick crystal so that it may be replaced in the wall of the underground cavern.

OVERVIEW

The belt of land known as the Karika Wasteland is a barren corridor that connects the borders of the great forests in the southern regions of the Jorritsma Provenance to the Grozav Desert, an inhospitable expanse of sand to the southwest. It is pocked with white limestone and dark shrubs. Cacti form

impenetrable thickets and lizards skitter between baking stones. The air is full of dust and the pathways, if any, are ancient river courses now dried up or goat trails. There is one exception: the Mana Road.

Memory has it that tropical havens and palatial towns once scattered across the Karika Wasteland, then called Karika's Hope. They gathered around deep wells and lavish oases, and the settlements grew wealthy on the Akryvas spice and the Vindicar oils harvested from the Golden Bough trees that were unique to Karika. Monuments were erected to the Minotaur god Foveros who was believed to have guided the people to the Golden Bough trees.

Over the centuries the Karikan's grew greedy and the due to over harvesting the Golden Bough trees fell into decline. Once the balance was tipped, their supplies of Akryvas spice and the Vindicar oils became depleted to their lowest levels, it took only a generation for the



people to fall and for their hope to turn to despair. Large groups migrated to escape the poverty until only one settlement remained and it protectively gathered around the last sacred grove of the Golden Bough trees.

This town is known as Manakos which means 'last special place' in Karikan. A purer form of the worship of Foveros emerged in Manakos; one that would see the stripping back of wealth and the return of some of the original mantras that protected the sacred trees. The worshippers carefully managed the Golden Bough trees, ensuring their sustainability but also harvesting a small amount of the Akrivos spice so that they could trade it in Jorritsma and maintain a balance that might see new trees grow.

Central to Manakos is the Myra well and the harsh desert environment. The original oasis water is now mostly dried out and what is left is used to water their crops. Each year a dedicated group of Wellsman, inspired by the Safinios Preots (the religious order which had established itself since the decline), dig the well

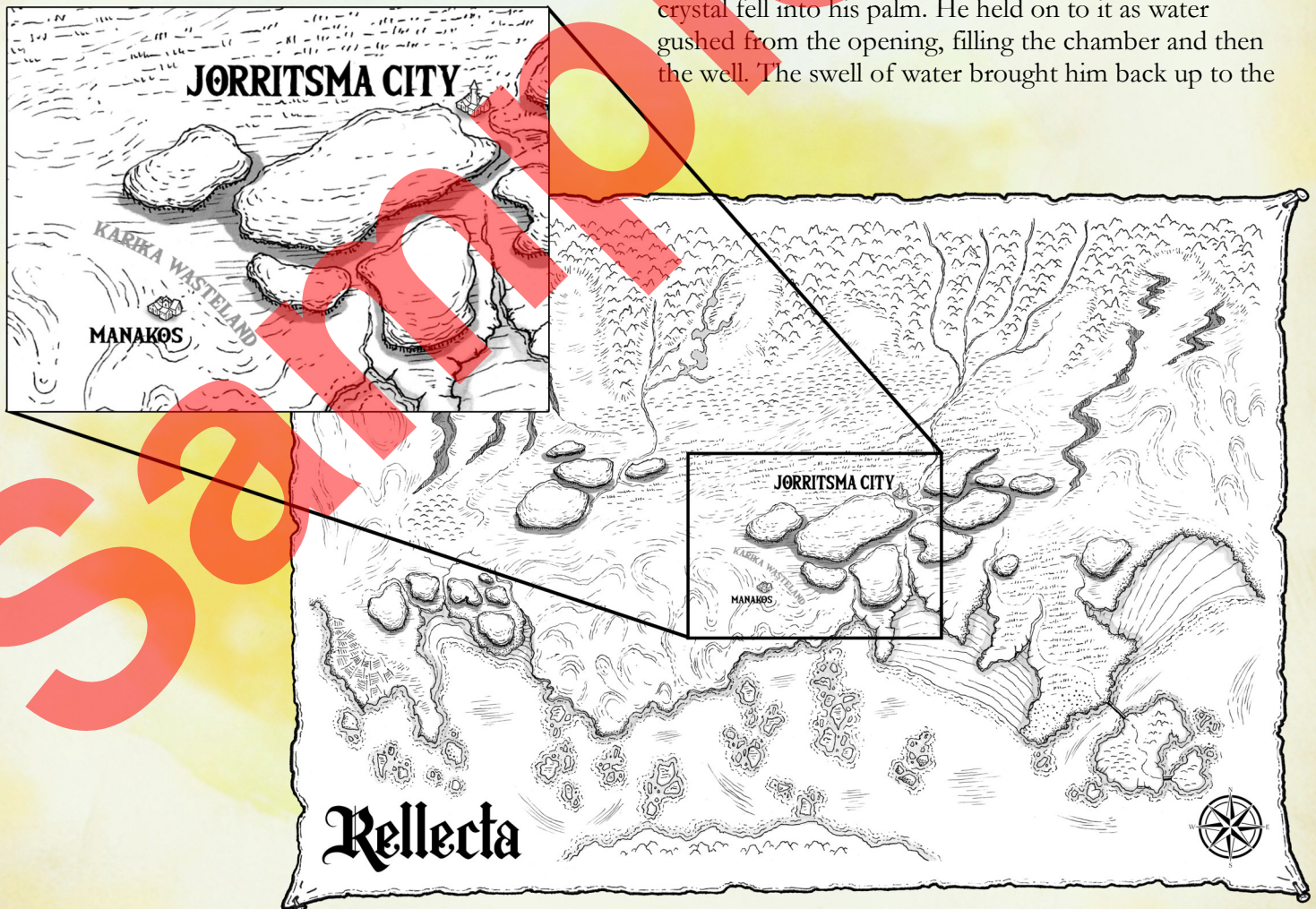
deeper in the hope of releasing more water; and each year, the water level drops and the memory of the oasis fades further.

The Goblin Tower, The Zombie Crypt, The Spider Palace and The Minotaur Labyrinth are adventures that take place in the year AC1135; one thousand, one hundred and thirty-five years after the Cataclysm.

You can see Manako in relation to Jorritsma City's location in the landscape of Rollecta below.

THE DISASTER AT MANAKOS

Shanthos Atan was a Wellsman and the Prime Blade, which is a ceremonial position within the order. While digging the village well deeper during the annual ceremony, he broke through into a small natural chamber, into which he fell. He noticed that one of the walls of the chamber was covered in yellow crystals. Struck by awe, he used his ceremonial trowel to break off a chunk of one of the crystals. As metal struck the formation, a crack appeared, splitting the crystalline matrix and forming a fist-sized hole from which a large crystal fell into his palm. He held on to it as water gushed from the opening, filling the chamber and then the well. The swell of water brought him back up to the



top of the surface, his spirits also rising as elation filled his mind, cheers coming from the people around as the life-giving liquid and their Wellsman appeared. But as the shimmering water breached the surface, it gushed out of the well and continued to pour onto the streets, turning a golden colour as it washed into the limestone dwellings and began to engulf the entire settlement. Wonder turned to fear as the water level rose higher and higher and screams punctuated the rushing tide, which was imbued with the power of the crystal.

Within minutes, Manakos was flooded and the natural bowl in which the settlement was nestled now formed the outer boundary of the destruction. The water became deeper and the ground unstable. Above the temple, the giant statue of Foveros the Minotaur leaned and then toppled, splashing into the surge. A wave of magical energy set the water alive as it pulled the god down, powerful vibrations rippling through the water and causing the land to shake. Up through this aqua screen rose a new structure that twisted and contorted the buildings beneath. Transformed, the settlement rose from the receding waters, the walls tall and thick, the rooms a puzzle of corridors and spaces leading to a central chamber. There, a beast that was once Shanthos Atan, but now a living embodiment of their Minotaur god, Foveros, guarded the yellow crystal with its life, protecting it from all of those who would threaten to return it to the ground.

The waters eventually receded to reveal the Minotaur Labyrinth that had completely engulfed Manakos. Those villagers who survived the flood awoke in new forms, having also been transformed by the crystal waters. They had taken on different incarnations of their god. From a distance, savage grunting and strutting could – and still can – be heard emanating from the corridors of the Labyrinth.

ADVENTURE OVERVIEW

At a grand market the players encounter a trapper who has captured a Minotaur from the Labyrinth. It is caged but manages to escape and the players must intervene. This encounter will point them towards the Labyrinth. When the players arrive there, they must make their way through the Labyrinth, find Foveros in the form of the Shanthos Minotaur, and somehow recover the yellow crystal that is embedded in the monster's chest. When the minotaur is defeated, it transforms back into

Shanthos Atan who begs the players, with his last breath, to return the crystal to the bottom of the Myra Well. This can be seen in the centre of the Labyrinth and is the final room. It is a steep climb down, but when the crystal is slotted back into its hole in the chamber, the matrix reforms and the labyrinth sinks back into the ground. The well inverts to form a stone tower with a pool of water surrounding it. Bewildered residents will then appear from their resurrected homes, the village having been restored.

Along the way the players will encounter a range of different types of Minotaur as they struggle to reach the centre of the Labyrinth. There are also moments of revelation and puzzle-solving that the DM may choose to note down, awarding players with experience points accordingly depending on how they manage these challenges. The DM may also choose to keep a total of the citizens freed by the players to help award XP.

THE LEGEND OF FOVEROS

The legend of Foveros is woven into the very substance of the land of Karika. The story claims that, centuries ago, Foveros was once a simple cattle herder. During hard times he was forced to move his herd along the border of Karika, then unexplored and uninhabited and viewed as a dangerous place to avoid. On the second night he woke to find one of his cows had strayed into the wastelands and he set off in pursuit, taking his herd with him, believing it to be only a short diversion. He recovered the beast but realised he was lost and that he must find water or die. He pushed on, unaware he was going deeper into the wasteland.

Days passed and he became desperate but managed to survive on the milk of his herd. On day five he looked towards the horizon and saw the silhouette of a large bull, standing proud against the bright sun. He set off in pursuit of this bull, for such a creature could only survive here if it had access to a source of water.

