

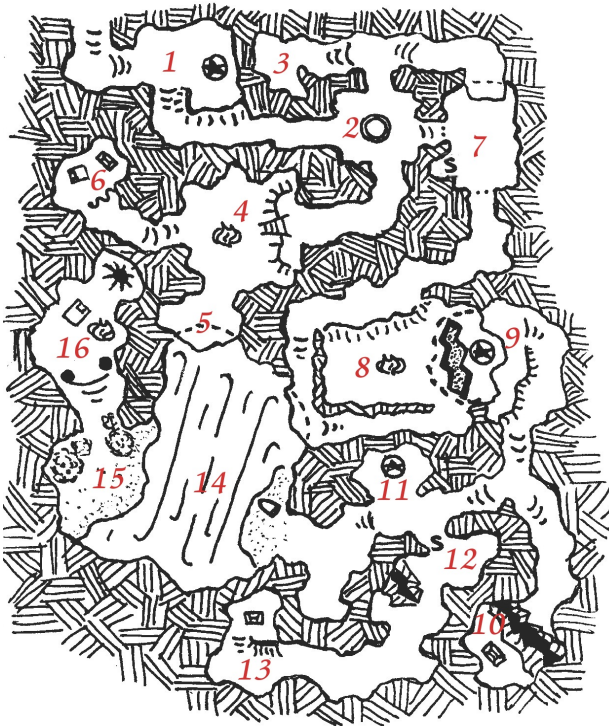
His voice echoes in your ears. "Please..." he gasps, struggling futilely against the grip of death, "save her..."

The Heart of the Minotaur

by PapaJoe (joesarnowski@yahoo.com)



It is obvious what happened. A man and woman traveling alone were attacked. The man put up a fight which ended with a stab to the back. The woman had been dragged away. How long ago did this happen? Not long, the man was still clinging to life when you found him. The trail left behind looks pretty easy to follow...



- 1. The Big Giant Head:** Four sentries eat while sitting opposite a large, carved Minotaur head. Three are armed and one is a runner. At the first sign of trouble the runner will try to run to Area #4 to warn the others, the players will encounter resistance in Area #2 if he gets away.
- 2. The Pool:** Scattered at the bottom of the pool in the center of this room are large, shimmering gems. A creature lives in the pool that will ambush anyone who tries to retrieve the gems.
- 3. Whispering:** Mushrooms grow in every nook and cranny of this room. The mushrooms have limited psychic abilities. Anyone who tries to communicate with the mushrooms gets the whispered response "What is in the your heart?"
- 4. Home Sweet Home:** A few harried females tend to a group of youngsters. Several males sit near the fire telling stories. Various personal items are scattered about. Straw beds are covered with simple blankets. There are six barrels at base of the ladder.
- 5. Storage:** This area holds the community's foodstuffs and some valuable possessions.
- 6. Hail to the Chief:** Behind the curtain lives the chief. He is home and armed and very angry. The chest in this chamber contains precious gems and silver.
- 7. Trapped:** The exit to this room is sealed with a portcullis. This room has (# players +2) holes in the far wall. Each hole has the outline of a hand inscribed around it. As each player reaches into a hole roll 1d20 to give the impression that the following events are random. The first player will find 10 gold pieces. As each successive player reaches into a hole their hand is trapped and then: the entrance seals, a mechanism grinds to life, the ceiling begins to lower, etc, until it is the last player's turn. The last player should have to chose between two holes. The first one opens a secret door near the entrance. **If the player goes through the secret door** the ceiling comes down behind, killing the others, **and** sealing the player in to die a slow death. If the player **does not go through the secret door** but decides to stay and reach into the second hole, then the others are released and the exit opens with just seconds to spare!
- 8. Temple of the Minotaur:** From the ledge (which could be easily climbed down) the players can make out a group standing near a large opening in the floor. In a niche stands a massive statue of a Minotaur. A large male shaman holds a bound, trembling figure, a woman! As the shaman chants a roar comes from the opening, then with a shove the shaman pushes the woman into the hole. She disappears from sight. A roar. A horrified scream. Then silence.
- 9. Crypt:** An immense pile of bones cushions the fall of anyone who drops through the hole

from Area #8. The bones are covered in bite and claw marks. None of the bones are human. Hoof prints are visible in the dust on the floor. Primitive charcoal drawings cover the walls in this Area and every area to Area #16.

10. Spider: A large spider has a web here. It hides in the crevasse, and uses the crevasse to move between Area #10 and #12. The chest on the far ledge contains a golden horn (as in Minotaur horn).

11. Minotaur Statue: This Minotaur statue is about as tall as the players and is missing one of its golden horns. If replaced the secret door to Area #12 opens.

12. Secret Passage: This is dominated by a crevasse in the floor, which the large spider uses to retreat from anyone attacking it in Area #10.

13. Treasure: This chest contains a random magical treasure.

14. Row Your Boat: Hoof-prints in the sand lead to the waters edge. The water is too deep and is moving too quickly to be crossed in anything but a boat.

15. Sandy Beaches: Light filters down from several small openings above. Wet hoof-prints lead past a few bushes growing near the entrance to the Minotaur's lair.

16. The Minotaur: This chamber is the lair of the Minotaur. There are few items here, a simple mat for a bed, a stack of leather bound books. The chamber is illuminated both by fire in a pit and by light coming through a man sized natural chimney that leads to the surface. The Minotaur is a powerful creature, a curved sword hangs at his side, a great blazing jewel hangs from a chain around his neck. The jewel pulses with an unnatural light: this is the heart of the Minotaur. The only way to get the heart of the Minotaur is through combat. The Minotaur stands over a bound woman, his back is towards the entrance. He draws his sword and growls "This will be over soon." The Minotaur has no interest in harming the woman, he plans to cut her free so she can escape, but the players don't know that. If the players attack the Minotaur, they catch him flatfooted, and he will fight until the all the players are dead. Should his HP be reduced to near death, the Minotaur will raise his hand to the next attacking player in a gesture asking for mercy. **If the player grants mercy** the Minotaur says "Finally, I'm free" and the heart of the Minotaur melts from around his neck, all that is left is 10d20 worth of gold. Before the players' eyes the Minotaur changes into a normal man and then guides the group to the natural chimney.

When he was the Minotaur he was too large to climb up the chimney, but now he can fit and will lead the whole group to the surface and freedom. **If the player does not grant mercy** then the next attack will kill the Minotaur. The player that retrieves heart of the Minotaur will be **immediately changed into a Minotaur (no save possible, life sucks sometimes)**. The others may escape up the chimney but this player remains behind imprisoned forever.

Created by: Joe Sarnowski (joesarnowski@yahoo.com) for the One Page Dungeon Contest 2011.

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