

MAZES & MINOTAURS

TOMB OF THE BULL KING

A High Level Mega-Adventure by Carlos de la Cruz Morales



For the Revised MAZES & MINOTAURS RPG Rules



TOMB OF THE BULL KING

Author's Foreword

The first adventure ever published for *Mazes & Minotaurs* was called *Tomb of the Bull King*. Released in early 1973, it was little more than a labyrinth with a deadly Minotaur trying to kill the heroes. Those were the days... Despite its virtually nonexistent plot, this first TOBK quickly became a classic – the mother of all subsequently published M&M adventures, so to speak.

When Olivier and the folks at Legendary Games Studio decided to release a new PDF edition of the Revised *Mazes & Minotaurs* rules, it seemed like a great idea to reissue this original adventure. But since its release some 35 years ago, this simple, straightforward maze-crawl had become Something Else : over the years, many magazines and fanzines (including the venerable *Griffin*) had published numerous extensions, additional sections and extra background material for the adventure, and it would have been a shame not to take advantage of all this great stuff. Of course recycling and reorganizing all those disparate (and often contradictory) bits of high adventure into a single, internally consistent scenario would require a hefty amount of work - for which I volunteered. I soon ended up adding my own ideas to the Bull King's maze, creating an entirely new backstory, adding some major encounters at the start of the adventure and, of course, expanding the Tomb itself.

How long did it take, you ask ? The answer : more than two years. Developing the map, based on the ruins of Knossos (the *original* maze !) and deciding what to use and what to leave out took six months. Writing the first draft took a full year. I remember Olivier's surprise at the size of the manuscript; the classic adventure had grown ten times bigger, eventually turning into a 200-page long mega-module. And then came the seemingly endless task of proofreading and editing - including layout, artwork, a few final tweaks here and there (such as the new magician class detailed in the Appendix) – another six months of toil.

Two years. Now I know how Hercules felt at the end of the Twelve Labors. But here, at last, is, the new, entirely revised and expanded version of *Tomb of the Bull King*. It is still about a big maze and a deadly Minotaur trying to kill the heroes... It is still about danger, glory and magic – and that's what classic RPG adventures are all about.

Welcome to the biggest, most perilous *Mazes & Minotaurs* adventure ever published !

Carlos de la Cruz Morales (October 2008)

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Author's Dedication : *To my wife Marisa and my two children, Nadia and Víctor.*

TOMB OF THE BULL KING

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I : INTRODUCTION

THE ADVENTURE

Tomb of the Bull King is the first Adventure Module developed for the Revised rules of the **Mazes & Minotaurs**, the Roleplaying Game of Heroic Adventure in the Mythic Age.

Tomb of the Bull King is a long, tough adventure, with lots of hidden perils and deadly foes : it is best suited for a group of **3-6 characters of level 3** or better.

In *Tomb of the Bull King*, a group of Heroes travel to the island of Proteus, where King Belerephon of Coristea has been wounded while fighting a horde of creatures led by a dread Minotaur.

Is Coristea under a curse sent by an angry god? Or are the ancient powers of Proteus responsible for the attack? Only by exploring the Tomb of the Bull King will the heroes find the answer!

MAZES & MINOTAURS

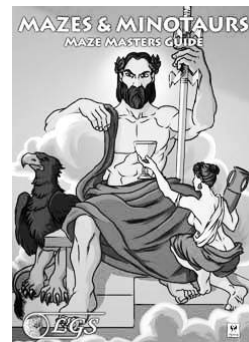
Mazes & Minotaurs is a roleplaying game. Each player creates a fictional character that lives exciting adventures in a land filled with monsters, gods and ancient heroes.

A special player called the **Maze Master** doesn't create a character, but presents the adventure to the other players. He acts as the people the heroes meet and the creatures they fight, using maps and drawings to help the players to visualize the environment where their characters are.

ADVENTURE MODULES

Each Adventure Module is a book that contains everything a Maze Master needs to run an epic, action-packed game of *Mazes & Minotaurs*.

Inside each Adventure Module the Maze Master can find a complete plot, detailed maps and the stats of the various NPCs that appear in the adventure.



HOW TO USE THIS BOOK

This is not a stand-alone book. You will need a copy of the **Mazes & Minotaurs** game rules to play *Tomb of the Bull King*. The players should have a copy of the **Players Manual**, while the Maze Master will need the **Maze Masters Guide**. The **Creature Compendium** and the **Mazes & Minotaurs Companion** may also prove useful to the Maze Master but are not absolutely necessary to run this adventure.

The rest of this book is for the eyes of the Maze Master only. Players should stop reading the book at this point, or they will ruin the surprises contained inside. The Maze Master must read the book in its entirety before running the adventure.

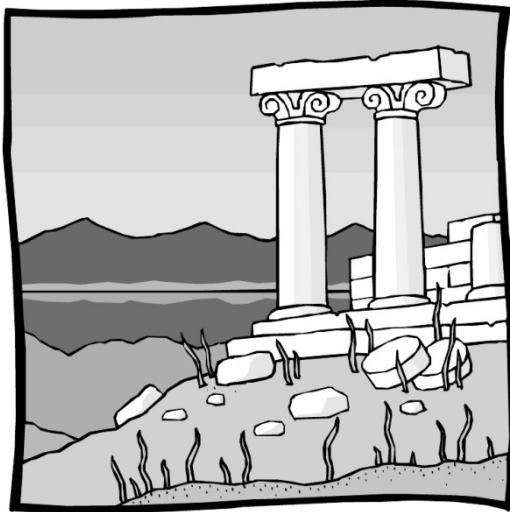
Players should **not** see the map of the Tomb given at the end of this book. Only when their characters have begun to explore the labyrinth should the Maze Master begin to reveal the map to them.

The Maze Master should narrate the information contained in each of the chapters from **II : The Story So Far** to **VII : The Last Treason**. Each chapter has specific instructions about what the heroes see and the reactions of the people and creatures they meet. It is the task of the Maze Master to present this story in an exciting, entertaining manner.

Welcome to the ancient island of Proteus. May the mighty gods bless your journey into the dread Tomb of the Bull King... Let the Adventure Begin !

II : THE STORY SO FAR

A CURSE FALLS UPON CORISTEA



The island of Proteus is located in the Middle Sea, south of the Land of the Three Cities. Sages say the island was once home to an ancient and powerful civilization, but now only monster-haunted ruins and tiny fishing and farming communities remain.

Since the Age of Magic, various groups from the Land of the Three Cities have tried to establish themselves in Proteus, but each has failed, destroyed or turned away sooner or later because of monsters, curses or wars. It seems the gods do not want ancient Proteus to be populated again by civilized people. Only small towns and ports survive near the coasts of the island.

Five years ago, a bold prince from Heraklia named Belerophon travelled to Proteus with a great number of his people. They founded a new colony and built houses and a wooden wall, and a great temple to Zeus, Father of the Gods. Belerophon was crowned King of the new city, which was named Coristea.

During the first year of his reign, King Belerophon tamed a Giant Boar the first year. The second year, he killed a Lamia and the third years, he drove away a monstrous Manticore.

The fourth year, the King avoided a war against the natives of the island by marrying Parsifae, a young priestess from the town of Tomis. By virtue of this wedding and of his great deeds, he earned the respect of the towns of Tomis, Arkhan and Tylssos, and the power and prestige of Coristea grew in the Middle Sea.

But the ancient curse of the land seems to have fallen upon Coristea at last.

Three weeks ago, a great army of evil creatures came from the interior of the island and attacked the towns of Arkhan and Tylssos.

A great Minotaur led the horde, armed with a double-edged bronze axe. Coristea was their next target, and their advance was preceded by fear and dark omens.

King Belerophon rallied his troops and met the monstrous horde in battle.

Great deeds were done that day, and while men and monsters fought and died, King Belerophon himself engaged the Minotaur. Terrible was the fight and every member of both armies stopped to watch them. Finally, King Belerophon impaled the monster with his magical Golden Spear and the Minotaur fell.

Believing their leader to be dead, the creatures fled to the hills in panic. But the Minotaur was still alive...



The Dread Minotaur Lord

Distracted by the celebrations of his men, Belerophon failed to notice the foul creature was still moving. Seizing this opportunity, the monster rose and stabbed the weary King with his horns. His soldiers rushed to his aid, and King Belerophon was saved by his men. The Minotaur was forced to flee, following his horde to the interior of the island.

Back in Coristea, priestess and apothecary alike treated the King, but the grievous wounds from the horns of the Minotaur couldn't be healed. The King was slowly dying. High Priest Theokrates conducted a divination, and the gods answered: That which wounded the King might heal him as well. The horns of the Minotaur Lord could be used as the ingredient of a healing potion that could save the King. Queen Parsifae has sent Heralds to the Land of the Three Cities and beyond to search for brave heroes who can kill the Minotaur Lord before the creatures return to destroy Coristea and with it the hopes of regaining Proteus.

THE TRUTH

Warning! This section explains the truth behind the attacks of the Minotaur and his horde on Coristea. Only the Maze Master should read this section, and he must take care to keep this information secret. As the players advance through the module, clues are revealed and perhaps, at the end, the entire story will be known.

Parmenion is the brother of Queen Parsifae. Like his sister, he was born in the village of Tomis, on the island of Proteus. They were the children of the village's chief, so they had a privileged life in Tomis. They liked to make trips to the wilderness, even venturing past the dangerous hills south of Tomis into the monster-filled wastelands of central Proteus. As they grew older, Parsifae joined the cult of the goddess Artemis, and became one of their priestesses. Parmenion, on the other hand, was ready to join the ranks of the nobles of Tomis, but something happened on one of his trips to the wastelands.

One day, Parmenion found some ancient ruins. The former inhabitants of Proteus had built them a long time ago, and many secrets were buried in their dark corridors. The ruins were home to some Wildmen who tried to kill Parmenion, but he fled, running into the palace. There, he met Hekateria, the Hag. Initially, the old Hag tried to kill the young noble, but Parmenion convinced the Hag to spare his life in exchange for anything she wanted.

Intrigued, the Hag took Parmenion under her protection, and soon they developed a strange relationship: the young noble would bring her gifts and news from Tomis and the world outside the ruins, and in exchange the Hag trained Parmenion in the ways of sorcery. From her he learned the old lore of the ancient Proteans, which could be found in the Tomb of the Bull King, as Hekateria called the ruins.

As the years passed, Parmenion grew to become a clever and learned man... as well as a power-hungry Sorcerer, haunted by secret dreams of grandeur.

He kept his sorcerous powers and his knowledge of the ruins secret, even from his beloved sister Parsifae.

His life was divided between the trips to meet Hekateria, disguised as long hunting expeditions, and the much less exciting life in the village of Tomis.

When Belerophon came from Heraklia and founded Coristea, many people in Tomis and the nearby villages distrusted the self-crowned King. Many Proteans, including Parmenion himself, believed the King and the colonists that came with him were haughty and ignorant of the ways of Proteus.

However, it was just a few years before King Belerophon managed to change these opinions. He performed great deeds, killing dangerous monsters and bringing wealth to the nearby villages by opening trade routes between them and the far ports of the Middle Sea.

But as King Belerophon's popularity increased, so did Parmenion's distrust. When King Belerophon married Parsifae, the distrust turned at last to hate, and soon Parmenion began to plot the fall of the King and the city.

Parmenion went to the Tomb of the Bull King to meet with his dark teacher, the Hag Hekateria. The ancient, evil being helped Parmenion by teaching him a dread ritual. The spell could liberate a powerful champion from his prison in the center of the Tomb, but it required the sacrifice of twelve souls.

Scared but determined, Parmenion decided to perform the ritual. Aided by his most loyal followers, he kidnapped twelve unfortunates in the city of Coristea, mainly drunken sailors in the port or poor men living on the streets.

The evil Hekateria led Parmenion, his men and his prisoners through the corridors, and finally they came to a great courtyard, in whose center there was an open pit and stairs that seemed to descend to Hades.

Hekateria then ordered Parmenion to throw the prisoners into the pit, and to speak aloud the words of the ritual.

When Parmenion completed the spell, fearsome shouts came from the pit. Some of Parmenion's men fled.

And when the shouting stopped, a foul Minotaur emerged from the pit, armed with an axe of double edge, and dripping blood from his mouth.

Filled with terror, Parmenion ordered the Minotaur to kill King Belerophon and destroy his city, and the foul beast accepted, bound by the ritual.

When the great Minotaur Lord left the courtyard to carry out Parmenion's orders, more creatures came out of the pit : the nightmares of men had been loosed on an unsuspecting land...

The monstrous horde attacked the lands of Coristea, and the Minotaur Lord wounded King Belerophon, but in the end, the Minotaur Lord's forces were defeated. The Minotaur retreated into the Tomb, while the remnants of his army took the hills.

In the aftermath, Parmenion returned to Tomis, haunted by nightmares and filled with remorse because of the pain and death he has brought to his land.

Still, his mind has been hopelessly poisoned by the influence of Hekateria : he still feels everything was the fault of King Belerophon and is determined to destroy his brother-in-law...

Now, the adventure can begin...

III : THE ADVENTURE BEGINS

THE CALL TO HEROES

The Maze Master must decide how the Heroes learn the fate that has befallen upon King Belerophon and Coristea. There are many options he can use:

Herald : The heroes meet one of the Heralds sent by the Queen to the city they are living in or while travelling the countryside. The Herald tells them the entire story and then goes away, to spread the word as far as possible.

Merchant : A merchant who has fled from Coristea in his ship arrives at the port where the heroes are, and tells everyone about the curse, swearing he will never travel to Proteus again.

Oracle : The heroes are visiting the famed Oracle of Telphos, near the city of Thena, looking for a message from the gods. The priests of Apollo tell them the story of Belerophon and they decree it is the sacred will of Apollo that they travel to Coristea to save the King.

Hermes : The god Hermes appears to the heroes and announces that Zeus wants them to go to Coristea to kill the Minotaur and save the city and its King. How can the heroes refuse the orders of the Father of the Gods?

Once the heroes decide to travel to Proteus, they need to find a ship that sails to the island. The heroes may pay for their passage or can try to convince the captain to transport them for free, appealing to the will of the gods or the justice of their cause (the Maze Master can make a Reaction roll as explained in the *Players Manual*, p 46).

During the trip to Proteus, the Maze Master should check for daily weather, as per the usual sailing rules (see the *Players Manual*, p 42-43).

THE CITY OF CORISTEA

The heroes finally arrive at Coristea. It has a good natural port, but there aren't many ships in it. The captain of their ship says he won't stay long in the city. If the heroes want to leave the city in his ship, they will have to act fast.

Coristea is a small city, with a wooden palisade protecting the houses. The palisade is being replaced by a stronger stone wall, but the work seems to have stopped. While the adventurers walk to the King's palace, they will encounter various dark signs of the city's distress :

Streets of Discord : Two groups of people are shouting each other in the street. They are a group of colonists that came to the island with Belerophon and natives of the town of Tomis, who resent each other. Each group blames the other for bringing the curse to the land. If the heroes don't act, they begin to fight, with fists and clubs initially and with knives soon afterwards. When one of the men falls, mortally wounded, the groups quickly disperse...

A Grieving Man : An old man, whose sons were killed by the monsters, stands shouting on a street corner. In his grief-maddened state he rants on about the fact that the city is doomed, speaking of bad omens and the curse of the gods. When he sees the heroes, he shouts warnings to them, telling them to flee the city while they can.

The Scarlet Sign : There are strange symbols painted above the door of many houses. All the symbols are red, in the form of horned circles or horned inverted triangles. If the adventurers examine them, they find the symbols are painted with blood! Every citizen the heroes ask about the paintings seems scared and refuses to talk about them.



King Belerophon of Coristea

THE WOUNDED KING

When the heroes reach the palace the King's guards stop them. If the heroes tell the guards they have come to help the city, they will be escorted inside.

The heroes are not allowed to carry their weapons inside the inner fortress, and if they refuse to leave them in the guards' barracks, they are attacked by the King's spearmen and thrown in the palace's dungeon. In this case, they will stay some days jailed before the King hears about them and they are carried chained to the *megaron*, the King's hall.

One way or another, they finally meet the King. King Belerophon stays on his throne, with two people standing next to him: his young Queen and an old man wearing priest's robes.

King Belerophon (3rd level Noble) is a strong and handsome man in his forties. The heroes feel they are in the presence of a true king, one who is blessed by Zeus himself. But King Belerophon seems tired and somber. He doesn't stand up from his throne, and occasionally speaks with a trembling voice.

Queen Parsifae (2nd level Priestess of Artemis) is a beautiful young woman, dressed in fine robes. She stands near her husband and frequently tries to calm him and gives him water to drink from a golden cup.

The old man is **Theokrates**, high priest of Zeus (4th level Priest). He is a respected man, aged but still powerful. The priest is also very wise and will ask insightful questions in an attempt to divine the true motives of the heroes.

When the heroes enter the hall, King Belerophon greets them. He seems very weary, but speaks with each of them, asking them about their origins, ancestors and feats, and listening politely to their answers.

After all the characters have spoken, Theokrates asks them why they want to help Coristea. If the heroes don't know the entire story of Coristea and its fight against the monstrous horde (as told in *A Curse Falls Upon Coristea* (p 5), Theokrates will tell them the full tale, including how the Gods said the horn of the Minotaur Lord had to be used to heal the wound of the King.

Once Theokrates finishes talking, Queen Parsifae smiles sadly and thanks the old priest. Then, she begs the heroes to save the King and the city. She wants to know if the heroes are willing to search for the Minotaur and retrieve his Horns, to heal King Belerophon. If they agree, Theokrates approaches them and says:

"If you agree to join this quest, make this oath. By the mighty gods and under the ever-reaching gaze of all-powerful Zeus, you won't rest until you have found the Horn of the Minotaur and have brought it here to save the life of King Belerophon, dear to the gods."

The voice of the old priest is loud and strong, and carries the power of the gods. The heroes must understand that if they embark on this quest, they must complete it or die trying.

If the heroes agree, a great shout comes from the guards and courtiers that stand in the megaron. Queen Parsifae orders the servants to bring food and wine, and a great feast begins.

King Belerophon doesn't stay long in the megaron, and is carried to his room by his bodyguards. After he leaves, the Queen speaks with the heroes :

"I must give you thanks on behalf of my husband. He grows weaker every day, but is a proud and strong man; he will hold out as long as any man can, but even he cannot resist this foul poison forever..."

She stops for a moment, choking back a rising sob.. She continues:

"You have sworn by the gods to help us, so I will speak truthfully: not everyone in the city hopes for my noble husband to survive.

My goddess, Artemis, has come to me in a dream, and has warned me. In the dream, a man with a bull mask enters the palace under the cover of an unnatural darkness, and walks along the silent corridors unnoticed.

He then reaches the King's rooms and I stand in front of him. He has a twisted blade in his hands and I try to stop him, but I can't move, and he stabs the king, killing him. And then, he removes the mask, and his face..."

Now, Queen Parsifae stops, and the heroes can see the fear in her eyes.

"I can't remember his face, but I know he is determined to kill the King, and I know I won't be able to stop him.

I feel you are blessed by the gods and destined to succeed, although I can't see if you will bring the Horn of the Minotaur before it is too late... but everything will happen according to the will of the gods !"



Fair Queen Parsifae of Coristea

The feast ends and the courtiers are leaving the room. Queen Parsifae says some final words:

"The Minotaur fled to the south when it left the battlefield. The centremost part of the island is a wasteland filled with ruins and strange beasts. When dawn has come, leave the palace and go east to the village of Tomis. The guards will open the doors and will give you food and equipment. There, talk with my good brothers Parmenion and Polimon.

Parmenion is a great hunter and has travelled to the wildlands many times. He will help you to find the lair of the Minotaur. Show him this jewel, so he will know you are my friends and he must help you."

With these words, the Queen gives a red jewel in the form of a bull's head to the heroes, and bids them farewell.

IV : TOMIS

THE SACRED FOREST

If the characters follow the Queen's suggestion, they leave the city in the morning. The guards open the doors for them and give them the following equipment, packed on a mule :

- 7 rations of food for every hero
- 1 waterskin for every hero
- 1 bedroll for every hero
- 2 ropes
- 4 torches
- 2 flint & tinder
- 1 flask of oil

A guard guides them to the southern city gate and shows them a badly maintained road that turns eastward, towards the village of Tomis. He wishes them luck and the favour of the gods, and closes the gate behind them as the heroes begin their journey.

The heroes travel for half a day. The land shows the scars of the recent battle, including abandoned carts and burned farms.

In the evening, the heroes see a small forest south of the road. Some women are running, seemingly fleeing from it, waving their arms and calling to the heroes. When they come nearer, they can see the women are terrified and crying. If one of the heroes is a Priest or has Artemis as his patron deity, he identifies the women as Acolytes of Artemis. One of them speaks:

"If you hold respect for the gods, help us! A terrible monster attacked us while we were performing a ceremony to Artemis, goddess of the wildlands. Melissa the priestess is still in the forest and the monster will kill her if you don't help us."

If the characters refuse to help the Acolytes, they curse them because of their cowardice and run towards Tomis searching for help.

If the heroes enter the forest, they see the trees are evenly spaced, and the place is frequently visited. They must be entering a sacred forest. No sounds from birds or beasts can be heard. Finally, they reach a clearing in the woods. From the trees they can see a shrine standing in the center, and a woman behind it. The aforementioned Priestess, **Melissa**, is holding a bow but she has used all her arrows.

If the heroes enter the clearing, they hear a great noise behind them and see a **Magical Bull** charging. The Bull will use its *Charge into Battle* special ability to obtain a bonus to its first attack. The heroes have one round to use a missile attack before the Bull reaches them.

Magical Bull

Taxonomy : Monster

Description : All magical bulls are white.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120' (240' running)

Initiative : 16

Melee Attack : +6

Damage : 2d6 (horns & hooves)

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 20, Melee +10), Invulnerability, Lightning Fast, Magic Resistance, Supernatural Vigor, Trample.

Awards : Glory 320, Wisdom 40.

If the heroes stay in the cover of the trees instead of walking towards the shrine, the Magical Bull soon appears in the clearing, but it doesn't see them.



Melissa, Priestess of Artemis

Melissa

Level 2 Priestess of Artemis

Might = 10 Skill = 14 Wits = 14

Luck = 16 Will = 16 Grace = 13

Initiative 12 EDC 14 Hits Total 10

Melee Attack +3, Missile Attack +4

Danger Evasion +5, Mystic Fortitude +5,
Physical Vigor +4, Athletic Prowess +3

Personal Charisma +5 (+7 with reputation)

Weapons : Bow, Dagger.

Realm of Magic : Divine Prodigies

Spiritual Aura +4, Mystic Strength 16, Power
total 10 (1) *

Mythic Items : Bow of Artemis, Amulet of
Artemis.

** Melissa currently has only 1 Power point
left, having wasted 5 points on a failed
Divine Wrath attack and spent 4 other points
to bestow the Gift of Artemis upon herself
(Accuracy) but her shots miss and she has
just run out of arrows...*

After two rounds, the priestess tries to flee. If the heroes don't do something, the Magical Bull sees the priestess after one round and runs towards her. Nothing can be done to distract it from its goal and in two rounds it reaches the priestess and crushes her under its hooves. If the heroes attack the monster before it sees the priestess running, Melissa will flee unharmed.

The Magical Bull will try to *Charge into Combat* and *Trample* his opponents. If, in a given round, all heroes fail their attacks, the Magical Bull will disengage, run for a round and then attack them using *Charge into Battle* and *Trample* again. If the heroes manage to bring the Bull into the forest, the monster won't be able to *Charge into Battle*.

The Magical Bull was part of the Minotaur Lord's great horde, and was wounded during the battle. It roamed the countryside until it came to the forest. It will fight to the death. If the heroes kill the Bull, they hear a noise from the forest and a tall and majestic figure appears, armed with a bow and a quiver and glowing with divine light : it is the goddess Artemis herself ! The goddess then talks :

"Brave heroes, you have performed a mighty feat this day. This foul monster, which dares to attack the sacred shrine of the gods, has been rightly defeated and I praise your skill and might. But worse dangers lie ahead in your quest. May these gifts help you."

The light of the goddess increases, until the characters are blinded. When it dissipates, they discover that all their injuries have been miraculously healed (maximum Hits Total restored) and that Artemis is gone, leaving several mythic items where she was standing a moment ago. There is one Mythic Item for each hero in the group, chosen by the Maze Master among the following:

Bow of Artemis, Quiver of Artemis, Amulet of Artemis, Leggings of Speed, Potion of Healing (6 doses)

See the *Maze Masters Guide* for a detailed description of these items.

If the characters saved her, Melissa expresses her gratitude. She and her Acolytes guide the heroes to Tomis, where they arrive at dusk.

If the Magical Bull killed Melissa, the young Acolytes are devastated. They carry the corpse of Melissa and guide the heroes to Tomis.

THE ANCIENT TOWN

The village of Tomis is one day away from Coristea. It's a small village with a population of roughly 700 inhabitants. Although most villagers are farmers and herdsman, the town is known in the region for its brave hunters, who dare to go beyond the southern hills into the monster-infested badlands of central Proteus to catch their prey. It is said these hunters are so skilled because of their devotion to Artemis, goddess of the hunt.

The heroes reach the town at dusk. The reaction of the villagers depends upon the actions of the heroes:

If the heroes killed the Magical Bull in the sacred forest and saved the life of Melissa, they will be greeted as great heroes. The village's chief, one of Parsifae's two brothers, **Polimon** (2nd level Noble), organizes the villagers and a great feast is held.

If the heroes killed the Magical Bull but Melissa died, the villagers mourn the loss of the good priestess. Polimon thanks the heroes for their efforts and orders the people to prepare a meal, but everybody is sad and a grim mood soon falls upon Tomis.

If the characters refused to help the priestess, they are not welcomed in Tomis. Polimon and some armed villagers command the heroes to leave the village. The only way to obtain help is by showing the red jewel Queen Parsifae gave them in Coristea to **Parmenion**, the Queen's other brother. Parmenion recognizes the stone and will agree to talk with them, but Polimon will still refuse to let them enter Tomis.

Whether they are heroes or villains in Tomis, the adventurers must speak with Parmenion. If they killed the Magical Bull, they can talk to him after the feast or meal. If they are not welcomed in Tomis, Parmenion leaves the village and will speak with them in the fields surrounding the village.



Parmenion

Parmenion (3rd level Sorcerer posing as Hunter, see next page for his complete stats) is a young man, thin but handsome. He looks very much like his sister Parsifae, but he also seems tired and somber. If the heroes ask them about what worries him, he will say he suffers from the intense stress caused by the fight against the monsters.

The heroes should question Parmenion about how to find the Minotaur Lord, as suggested by Queen Parsifae. The young man apparently agrees to help them; he will guide them beyond the southern hills and will track the path followed by the monster when he fled.

If there are wounded characters in the group and they killed the Magical Bull, they can rest in the village for up to a week. If the priestess Melissa is alive, she can use her Divine Vitality power to accelerate the healing process.

If the Magical Bull killed one or more heroes, players who have lost their character can make new ones that live in Tomis. These new, first level adventurers may be Hunters, Thieves or Priests, as these are the only classes which exist in this small town.

Parmenion and two young men from Tomis join the group. The young men that come with Parmenion are two of his loyal retainers, named Pylas and Melanos. Both are Minor NPCs and have the same stats (see next page).

They are provisioned with food, water and hunting weapons (dagger and bow) for themselves, which they carry on their own mule. The group now begins to walk towards the southern hills.

Parmenion

Level 1 Hunter / Level 3 Sorcerer *

Might = 12 Skill = 15 Wits = 17

Luck = 15 Will = 17 Grace = 10

Initiative 15 EDC 14 Hits Total 14

Melee Attack +4, Missile Attack +7

Danger Evasion +8, Mystic Fortitude +5, Physical Vigor +5, Athletic Prowess +4

Personal Charisma +5

Hunting Bonus +5

Deadly Aim (+2 damage with missile against all Beasts and Monsters).

Weapons : Bow, Spear, Dagger.

Other Possessions : Quiver (12 arrows), 90 silver pieces.

Encumbrance total = 14 (with weapons)

Realm of Magic : Sorcery *

Psychic Gift +6, Mystic Strength 18, Power total 15.

** Parmenion cannot use powers with a Magnitude over 3. His powers are limited to Confusion, Illusion and Cloak. See **Parmenion the Half-Sorcerer** below for more details.*

Prince Parmenion is a young man, thin and dark. He is the younger brother of Polimon, chief of Tomis, and Parsifae, Queen of Coristea. He is called Prince as a matter of respect from the villagers because of his ancient family. When he was younger, he used to travel with his sister, Parsifae, to the hills south of the village and is renowned as a good and bold hunter. He didn't like the marriage of his sister to King Belerophon, and everybody in Tomis knows he and Polimon have argued many times about this matter. What nobody knows is that Parmenion has found the Tomb of the Bull King and has become a Sorcerer, under the tuition of Hekateria the Hag. Hekateria the Hag had fooled him into releasing the Minotaur, King of Monsters, and Parmenion feels remorse because of this action... but he doesn't want to be discovered.

Parmenion the Half-Sorcerer

Characters in *Mazes & Minotaurs* are not normally allowed to change class but there are always special cases and exceptions to the rule and Parmenion is one such case. He was originally a Hunter but since he has become the pupil and pawn of Hekateria the Hag, he has secretly become a Sorcerer, quickly developing his magical gifts... but because of Hekateria's tuition and influence, his powers are also severely limited : although he is now a 3rd level character (as shown by hits Hits, Power points etc), he can only use the first three powers of Sorcery (Confusion, Illusion, Cloak); Hekateria has made him unable to use powers of a greater Magnitude (Compelling, Psychic Attack and Enslavement), which would make him far more difficult to control.

Although he will no longer gain levels as a Hunter, Parmenion still retains the abilities of his original class, which makes him more versatile than most heroes... but he is also a doomed character, irremediably twisted by the corrupting influence of Hekateria.

Pylas & Melanos

Description : These two young men from Tomis are friends and staunch supporters of Parmenion. They accompanied Parmenion to the Tomb of the Bull King and watched how the Minotaur was freed. They fear the villagers at Tomis will kill them if they find out about their participation in those events.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Marksmanship, Missile Weapons (bow, 300').

Awards : Glory 20.

V : THE WASTELAND OF PROTEUS

THE HAUNTED HILLS

Parmenion has agreed to guide the heroes to the Tomb of the Bull King in order to avoid the scrutiny of his sister. By keeping these heroes close at hand he can ensure that they fail in their quest, because he doesn't want King Belerophon being healed.

Parmenion acts in a friendly enough manner, guiding the characters into the hills and giving good advice. His two retainers, on the other hand, are not very talkative; they accompanied Parmenion to the Tomb of the Bull King, and fear being exposed because of their evil acts.

The hills the heroes are crossing are the northernmost frontier of the monsterlands. When the Bull King was transformed into the Minotaur Lord, he fought here with his daughter and was destroyed as explained in the Appendix *The Fall of Proteus* (see p 204). The tide of Chaos was stopped here, and the tainted creatures can't cross the line of hills to reach the lands of men.

But the ancient magic that keeps the creatures in the central region of Proteus waxes and wanes in this area, so although normally the hills are safe for the Proteans to bring their goats to the pastures, sometimes a creature ventures from the south into this zone.

And now that the Minotaur Lord has been released, he can once again lead his minions into the lands of men.

Parmenion knows the perils of the hills, but won't explain them to the heroes. He will deliberately avoid the most dangerous inhabitants of the area, waiting for a good opportunity to lure the characters into a trap...

THE LAMIA

It will take the party two days to cross the hills.

The first day passes uneventfully, and the heroes sleep in a herdsman's hut that Parmenion knows of. Once the group has organized to rest, Parmenion and his two men will leave them to explore the lands around them.

If any hero offers to go with them, Parmenion refuses, saying that they don't know the hills and could only be a burden to them. Parmenion returns in less than an hour, saying the area is safe. Everybody goes to sleep.

Next day, the group goes up and down the hills, following a hunter's trail. Parmenion is following a twisted path to cross the hills, expecting the heroes to lose their sense of direction and get lost in the area without his help.

Parmenion knows an ancient **Lamia** lives in a nearby cavern and guides the heroes to its entrance. When night falls, he orders them to camp near the cave, and then takes his two retainers with him to explore the surroundings, as the day before. But this time, the two retainers hide nearby while Parmenion goes to the cave to awaken the Lamia.

Parmenion and his followers awaken the Lamia and then Parmenion uses his Cloak power to conceal himself and flee. The Lamia goes outside her cave and soon sees the heroes' campfire.

The Lamia attempts to draw one of the heroes close to her and Compel or Enslave him to bring him to her cave and devour him. She will use her various Psychic Powers according to the following tactics:

The Lamia will first approach the encampment trying not to be detected. She uses her Cloak power to approach the group unnoticed.

If all the heroes are asleep, the Lamia uses her Cloak power again, and grabs one of the heroes, carrying him to her cave. If the hero awakes (successful Danger Evasion saving roll against a target number of 15), the Lamia uses her Compelling and Enslavement to order the hero to follow her to the cave.

If the hero resists the power, the Lamia attacks him, trying to paralyze him with her Poison special ability, or if he's too tough, her Psychic Attack. If the rest of the heroes awake, she will flee to her cave, using her Cloak power to hide.

If only one or two heroes are awake, the Lamia uses her power of Illusions to create an image of a white stag that both heroes will see, to try to lure one of them away from the campfire.

If she succeeds, she will then use her Cloak power to approach the reckless hero and try to Compel and Enslave him to follow her to the cave.

If more than two heroes are awake, the Lamia uses her power of Illusions to create frightening sounds coming to the heroes' encampment from the opposite side from where she stands.

She expects some heroes will advance to investigate, leaving only a few of them caring for their mules and equipment. If none of the heroes leave the encampment, the Lamia uses her power of Illusions to create the image of a terrible, ethereal Gigantic Cyclops charging them, expecting at least one of the humans will flee.

The Lamia will try to bring at least one of the heroes away from the campfire. As soon as the hero is alone in the darkness, the Lamia approaches him and uses Compelling and Enslavement to make him flee with her to the cave.



The treacherous Lamia

Lamia

Taxonomy : Monster

Description : Ophidian monstrosity with the upper body of a woman and the lower body of a giant snake... and a taste for human flesh. They usually haunt desert ruins and lost necropolises.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 80'

Initiative : 21

Melee Attack : +6

Damage : 1d6 (claws & bite)

Defense Class : 18

Hits Total : 20

Detection / Evasion : +4 / +8

Mystic Fortitude : +8

Special Abilities : Crushing Damage (constriction), Fearsome, Grapple (Might = 16), Lightning Fast, Magic Resistance, Poison (sting, causes paralysis), Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power pts), Regeneration (1 Hit per round), Stealthy (16), Supernatural Vigor, Tough Skin.

Awards : Glory 300, Wisdom 250.

If the heroes stay near the campfire the Lamia returns to her cave. She isn't stupid and doesn't like a fair fight against more than three opponents.

If the Lamia manages to take one of the heroes with her, the hero is doomed. The Lamia brings him to her cave and promptly kills and devours him. If there is a Hunter in the group, he can try to find his companion's trail in the hills. The Hunter must make a Danger Evasion saving roll, adding his Hunting bonus, against a target number of 18 (10 + Lamia's Evasion). If the Hunter finds the trail the heroes can follow it to the entrance of the Lamia's cavern.

If the heroes can't find their companion, Parmenion appears with his two henchmen. He follows the track and leads the heroes to the cave, but he won't enter the cave nor help in the fight. He expects the Lamia will kill at least one or two of the heroes.

If the heroes find the entrance of the cave, the Lamia attacks them. Only two heroes can fight her in the narrow passage. The Lamia uses her power of Confusion to befuddle some of the heroes and then attacks. She uses her Psychic Attack against the toughest looking warrior and then attacks with her claws and bite. The Lamia tries to use her Poison special ability to bite and paralyze as many opponents as she can. If she Grapples an opponent, she uses her Crushing ability.

The kidnapped hero is either paralyzed (unable to fight), Compelled (in which case the Lamia suggests that he stands between her and the other heroes as a human shield) or Enslaved (in which case he must help the Lamia to fight the heroes).

If the heroes manage to kill the Lamia and rescue their companion without Parmenion's help or if they stay in the encampment and the Lamia retreats to her cave, Parmenion returns a few hours later. He then orders everybody to move to a safer place.

THE BADLANDS

On the afternoon of the third day, the group reaches the end of the hills.

Parmenion is growing nervous and wants to flee to Tomis as soon as possible. The group is at the top of one hill. To the south, the hill falls abruptly towards the plain. The heroes see a bleak country beyond, rugged and dry. They can see a dark forest to their right and some hills further to the south.

Pointing to the hills, Parmenion speaks:

"In those hills there are some great buildings. The priests in Tomis said they are the ruins of the ancient palace of the Bull King, the sovereign of the ancient Proteans. He was so called because he was the first King who sacrificed a bull to the Gods. They say the gods cursed the King because of his pride, but he was not the only one to meet his doom; the land itself was cursed, and now it is barren and inhabited by monsters and wildmen. Nothing good ever comes from the Kings... nor from the..."

Parmenion stops speaking abruptly. He was about to say *"nor from the gods"*, but has realized he has already said too much. He calms himself and continues speaking:

"I have been there. The palace is not destroyed, although it's old, very old. It's full of dust and spider webs, but it's not damaged. Nobody attacked nor stormed it. It seems the men simply went away. Perhaps it was the palace of the Bull King a long time ago, but now it is little more than a tomb, the Tomb of the Bull King. The monsters came from there, I'm sure. You will find the Minotaur Lord and his horde there."

Parmenion adds he won't guide the heroes to the Tomb. It's easy to find, since they must only cross the plain advancing towards the southern hills. They should reach the buildings before nightfall if they are fast. Parmenion

says he and his retainers will stay for some days in the hills, waiting for the heroes to return. If they kill the Minotaur and accomplish their quest, Parmenion will guide them back to Tomis and Coristea... or so he says.

If the heroes try to convince Parmenion to come with them, he will refuse politely but firmly. Nothing can be said to convince him, except physical threats. In this case, he will guide the heroes to the south, but as soon as they stop to make camp, he will use his power of Cloak to flee with his retainers, even if this action reveals his sorcerous powers.

Parmenion guides the heroes towards a hidden trail that they can use to reach the bottom of the hill. From there, the heroes see Parmenion, Pylas and Melanos standing atop the hill and waving their hands. When they start to walk towards the southern hills and the Tomb of the Bull King, Parmenion and his henchmen walk away. They are not going to wait for the heroes.

FOREST OF THE CENTAURS

As the heroes cross the badlands they see no sign of human civilization. The terrain is flat, but the going is rough due to the broken nature of the ground. At mid-day, they reach the midpoint between the northern and southern hills. To their right stands the dark forest they saw from the top of the hills.

Suddenly, a great howl comes from the skies. A group of six **Harpies** flies in circles above the heroes. They are howling and making great noises, but do not attack. The heroes can shoot the Harpies with bows, slings or javelins, but as soon as one of the creatures is hurt, the rest fly higher, out of range.

After twenty minutes, the heroes will see a dust cloud coming towards them from the south. If they don't flee, in less than one hour they will be able to determine the origin of the cloud: a

pack of twelve **Lycans** heading directly towards them from the direction of the ruins. The Harpies soar above the heroes as the Lycans arrive.

The Harpies and the Lycans are part of the Minotaur's horde. The Harpies work locating prey for the Lycans, flying above and waiting for the carrion the wolf-headed humanoids leave behind. The adventurers are the new targets of the creatures...

The heroes can use different strategies:

Flee to the north, trying to reach the relative safety of the hills. The warriors in the group do know that the trail they used to go down the hills is a very defensive place. But the Lycans are too fast, and the heroes will be likely be caught before reaching the hills.

Flee to the west, trying to reach the forest. The heroes will reach the forest at the same time as the Lycans, but before they fall upon the heroes, javelins and arrows come from the trees (see below).

Try to find a good defensive position in the plains. To the east there is a small hill that can be used to have a higher ground advantage over their enemies. When the Lycans attack, the heroes will gain a bonus of +1 to their Defense Class, as the Lycans must climb the slope to fight them.



Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoid creatures with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.

Lycan

Taxonomy : Folk

Description : Wolf-headed carnivorous humanoids bent on raiding and plundering.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 35.

Whatever the heroes do, the Lycans will catch them and a great fight will ensue. The Harpies are cowards and won't support their monstrous allies, choosing instead to remain aloft, waiting on the outcome. If a hero falls or is separated from the rest of the group and finds himself fighting alone against Lycans, the Harpies will land, waiting at a distance for the man to die.

If the heroes choose to make a break for the forest, **Centaurs** launch volleys of arrows and javelins at the Lycans and Harpies from the cover of the trees. While a group of ten Centaurs runs to join the fight. If the heroes flee toward the hills or maintain their position in the plains, the Centaurs will join in after ten rounds have passed. If, that is, there are any heroes left to join at that point.

Although they are not really needed for this encounter, the statistics for Centaurs can be found in the Creature Compendium (p 24). Their leader, Aquio (see text) is a Sagitarian, a Centaur renowned for his fighting and archery skills.

When the Centaurs appear, the Lycans and the Harpies realize that they are outnumbered. The Harpies will then fly immediately to the south, to their lair in the Tomb of the Bull King. The Lycans will try to make a fighting retreat, but the combined force of the heroes and the Centaurs soon breaks them and they scatter. The Centaurs quickly outpace them and slay any and all.

Aquio, son of Agrio, is the leader of the Centaurs. He presents himself and speaks to the heroes. He is a follower of Artemis, so the words he speaks are based on the heroes' past actions:

If the heroes killed the Magical Bull in the sacred forest near Tomis, the Centaurs are very friendly :

"Hear, hear! Goddess Artemis spoke to me in the deep woods where we live. She said you're great heroes who killed a foul monster that desecrated one of her sacred forests, and has ordered us to help you in your quest. You will rest and be healed in our land, and

tomorrow, the Centaurs will guide you to the entrance of the Underground, the palace of the Bull King."

If the adventurers refused to fight against the Magical Bull or fled from the sacred forest instead of killing him, the Centaurs are much less friendly :

"Hear, hear! Goddess Artemis has given me an order for you to follow! You have brought shame upon your names because of your cowardly acts in the sacred forest of Artemis.

You failed to kill the Magical Bull that had desecrated the shrine of the goddess, so She has decreed you must be taken to the entrance of the Underground, the palace of the Bull King, where you must defeat the dread Minotaur. Only by performing this feat will you be pardoned by the mighty goddess of the hunt !"

If the Centaurs are friendly, the heroes are carried deep into the forest, until they reach a clearing where there are more Centaurs. The wounded heroes are treated with magical healing herbs and recover all their Hits. The Centaurs bring food and water, and Aquio eats with them, before they go to sleep.

Next day, the heroes receive gifts from the Centaurs: bows and quivers with 12 arrows for each character who doesn't already have one, as well as rations for three days and a waterskin for each.



Aquio, son of Agrio

Aquio and his followers let the heroes ride them and gallop towards the Tomb of the Bull King. The heroes are left near the Main Southern Gate (section 18 of the Tomb, see p 46), and Aquio gives them a last word of advice:

"We will wait for you for an entire moon, as the goddess has ordered us. We will stay near this gate, and may the blessing of Artemis guide your hands to kill the Minotaur Lord ! He is a monster of the Underground, and we have no love of him, nor his minions.

One word of advice: not every being who lurks in the shadows of the palace is an ally of the Minotaur. Ancient powers lived in the palace of the Bull King before the monster and his horde were awakened, and although they have no love for your kind, two-legs,, they despise the Bull King as well. Perhaps there are those among them who may prove to be allies. Now, go meet your destiny with our blessings!"

If the Centaurs are hostile to the heroes, they are forced to sleep outside the forest, and neither food nor water is given to them. If there is a Centaur in the group of heroes, he is even more scorned. They are watched in the night to be sure they don't flee to the hills, and next day, Aquio and his followers guide the heroes near the Tomb of the Bull King. They are left next to the Theatrical Area (Area 2, see p 36) and Aquio speaks to them:

"We will wait for you for three days, as the goddess has ordered us. We'll stay near this gate, to be sure you have accomplished your mission. If you do not return with the Horn of the Minotaur, you'll not make it past our rain of arrows. Now, go to meet your doom !"

If one or more heroes have been killed, the players can make new characters that live in the Forest of the Centaurs. The new heroes can only be Centaurs, as this is the only adventurer class available in the Forest of the Centaurs.

VI : TOMB OF THE BULL KING



DESCRIPTION OF THE TOMB

This is what the people in Proteus know about the Tomb of the Bull King. This knowledge is fragmented, scattered among ancient legends and old stories that only the oldest and wisest of the Proteans remember today. The heroes might learn portions of it by talking with the old priests and sages at the villages of Proteus, if, that is, they gain the confidence of the elders. The true story of the Tomb of the Bull King is found in Section VIII *The Fall of Proteus*.

The Tomb of the Bull King is a great palace abandoned a long time ago. Only monsters, beastmen, spirits and long forgotten dreams of a bygone era now inhabit the complex.

In ancient times, the palace was the center of power of a great Protean kingdom. The palace was full of temples, crypts, administrative and

commercial offices and the megaron of the King and the Queen.

The ruler of the palace was known as the Bull King and his palace therefore was commonly referred to as the palace of the Bull King.

In that bygone age the palace was full of life, but one day, everything changed. Nobody now knows why, but it seems the gods cursed the palace. All who dwelled within fled or perished.

The King and Queen themselves simply disappeared. Meanwhile, nearby towns were attacked by foul monsters and all survivors fled to the coast, beyond the hills that surrounded central Proteus.

Even now, hundred of years on, the humans living in Proteus stay in the coastal villages and only the bravest dare to travel to the center of the island.

The ancient palace came to be referred to as the Tomb of the Bull King, but even this name was lost to time, and now only the oldest tales remember it.

The Tomb of the Bull King has become one of the entrances to the Underworld. The souls of the dead enter the palace and receive the judgment of the Bull King, Judge of the Underworld.

DENIZENS OF THE TOMB

There are actually several different powers at work in the Tomb of the Bull King. When Hekateria the Hag and Parmenion invoked the ancient spell that freed the Minotaur, many different powers were awakened with him.

The great goddess Rhea, mother of Zeus, whose temple remains in the labyrinth of corridors inside the Tomb, sensed the releasing of the Minotaur, and liberated her own minions: the

divine Serpents of the Dark Earth, the Troglodyte Blackblood Tribe, and the Wildmen Redstone Tribe who already inhabited the palace. Some of them received dark dreams of warning and prophecy, while others were summoned from the depths of the earth.

When the Minotaur and his horde returned from their war against the city of Coristea, a war erupted in the interior of the palace between them and the followers of Rhea. Hekateria the Hag was blinded by one of the Serpents, while the Lycans and Tragos battled Wildmen and Troglodytes.

Even now, the battle is not decided. Rhea wants the Minotaur killed, and the monster is now aware of the threat of the goddess. The Minotaur knows he must find and defile the Rhea's temple to secure his control over the Tomb.

These are the different groups living right now in the palace:

Allies of the Minotaur

The Hags

Three Hags live in the Tomb of the Bull King (see Area 23). They are named Hekateria, Dulmodia and Odireta. These malevolent crones are servants of Chaos, and travelled to the Tomb many years ago to unleash the powers of Chaos upon the island of Proteus.

Hekateria is the most powerful of the Hags. She fooled the Bull King in ancient times and has now released the Minotaur again with the help of Parmenion. She tried to control the monster but one of the Serpents of the Dark Earth that serves Rhea wounded and blinded her.

The three Hags fled and now stay hidden in their quarters, protected by dark sorceries but unable to leave their rooms. They have a small army of Degenerate Men and other creatures to protect them.



A fiendish Tragos

The Horde of the Minotaur

Lycans, Tragos, Ogres and Boarmen form the Horde of the Minotaur. Despite their defeat in Coristea and the ensuing battles with the followers of Rhea they remain a large and potent force.

The **Tragos** are the strongest group? armed with weapons, breastplates, shields - and the twisted gifts of Chaos.

The **Lycans** and **Boarmen** are armed with shields and spears and frequently fight amongst themselves.

The **Ogres** do not carry shields but fight instead with big two-handed clubs. They all usually stay in the northeastern part of the Tomb when they are not patrolling the corridors searching for the Temple of Rhea.

Ophion, the Black Dragon

This great Monster lives in a fortress in the eastern part of the Tomb. The Minotaur released him from Tartarus after the battle in Coristea.

The Minotaur plans to use the Dragon to destroy the city, but he must find and destroy the Temple of Rhea to unleash the full fury of the dragon. Ophion is tended by a group of Beastfolk and is creating his own army of skeletons using his foul powers.

The Beastlord

The Beastlord is a powerful and savage Caliban who has a magical whip that he uses to control Wolves and a Cerberus.

When the Minotaur Lord came from Tartarus, a Cerberus came with him. The Beastlord is using this Cerberus to create an army of Bicephalous Wolves. They live in a zone of the Tomb near the southern entrances.

The Harpies

Some groups of Harpies live in the palace. They usually stay on the roofs, and accompany the Beastfolk when they go outside the Tomb.

The Ratlings

A tribe of Ratlings, the Redteeth, is allied with Hekateria the Hag. They served the Hags faithfully and are the main defenders of the Hags' Lair.

The Ratlings also stalk the Tomb, killing the enemies of the Hags... and the unfortunate Beastfolk who wanders alone in the night.



A scruffy, sneaky Ratling

Allies of Rhea

The Serpents of the Dark Earth

Six divine Giant Snakes were invoked by Rhea from the depths of Earth. They were the Bronze Serpent, the Brown Serpent, the Night Serpent, the Two-Headed Serpent, the White Serpent and the Clanking Serpent.

Brown Serpent : This monster stays mainly on the roofs of the palace, killing Harpies and other flying monsters.

Night Serpent : This creature stays in the northwestern storage rooms.

Bronze Serpent : This creature guards the Temple of Poseidon.

White Serpent : This defunct creature attacked and blinded Hekateria the Hag before being killed by her.

Clanking Serpent : This creature protects Melaclea the Seer.

The Two-Headed Serpent stays mainly in the central courtyard but often lurks in the Tomb, killing the enemies of the Great Goddess Rhea.

The Wildmen

The Wildmen living in the palace call themselves the Redstone Tribe. A great chieftain named Rum the Tracker found the ruins many years ago. With his sons and other followers he formed the Redstone Tribe, who now consider the Tomb of the Bull King as their home. They lived near the western entrance but were driven off by the minions of the Minotaur and now live in a group of rooms inside the palace.

The Wildmen have an excellent understanding of the vast corridors of the palace, gained from numerous explorations. Rum received prophetic dreams from Rhea and led his tribe against the Minotaur's forces when they returned from the battle of Coristea.

The Wildmen suffered heavy losses but they fight on. The corridors and passages surrounding their domain are filled with traps.

The Troglodytes

The Blackblood Tribe normally lives in the swamps of Proteus. One of their leaders received a dream from Rhea and a warband has travelled to the Tomb, to fight for the Goddess.

They have fought the minions of the Minotaur and conquered the Theatrical Area and the North Propylaeum.

Their Lizardian ruler is sending parties inside the Tomb to find the Temple of Rhea to seek her advice.

The Spirits at the Temple of Rhea

Three spirits with strange powers guard the Temple of Rhea from undesired intruders (such as our heroes).

The Ghosts of the Palace

The Tomb of the Bull King is one of the entrances to the Underworld. There are many groups of Ghosts, Shades and Shadows in the Tomb, trapped eternally in its rooms. The greatest of them all is the Judge of the Underworld, the spirit who once was the Bull King of Proteus.

The Judge of the Underworld

The ghost of the ancient Bull King dwells in the King's Megaron, with the spirits of his former courtiers. He judges the souls of the men and sends them to the Elysian Fields, Tartarus or Hades, as befits their actions in life.

The Queen

The ghost of the ancient Queen of Proteus haunts the Queen's Megaron, along with other phantoms. She is a powerful spirit, who hates living beings.



Meeting the Lamperer

The Lighter of Lamps

This enigmatic ghost, also known as the Lamperer, travels through the corridors, turning on the green lamps of the Tomb. He has been doing this task for centuries and he won't stop, even if addressed by the heroes.

The Axe Goddess

She is the daughter of the Queen and the King and the keeper of the sacred axe, the Labrys.

Other Ghosts

The cursed ghosts of dead artisans, guards and servants of the palace of the Bull King still perform their duties in the many temples, workshops and rooms scattered in the Tomb.

The Processional Shades

Groups of Shades enter the Tomb through various doors, and walk toward the central courtyard (section 100).

They are visible as floating skulls with green flames as eyes, but sometimes the heroes can distinguish them better, as if they were pale and insubstantial men and women.

Shades of the Dead

Many of the “ghosts” encountered in the Tomb of the Bull King are not Ghosts (with a capital G) in the usual sense of the term (ie as detailed in the *Creature Compendium*, p 44) but another type of Spirits, called Shades.

To the eyes of the living, Shades simply appear as ghosts: translucent, ethereal human shapes with more-or-less defined features...but Ghosts and Shades are two very different types of beings. Like Ghosts, Shades (which should *not* be confused with Shadows) are spirits of the dead but unlike Ghosts, they are absolutely unable to interact with the living world – in fact, Shades are unable to *perceive* the living world and do not seem to be conscious of their own state of existence (or non-existence).

Unlike Ghosts (who are fully aware of their surroundings and of their own ghostly condition), Shades seem to be forever trapped in the same eternal routines - walking across a corridor, floating inside a room, repeating the same enigmatic gesture or re-enacting typical moments of their long-forgotten lives...

Since Shades never interact with living beings (even if attacked), no game characteristics are needed for them. If some special circumstances arise, Maze Masters should simply use the statistics given below.

Shade

Taxonomy : Spirit

Description : See text above.

Size : Medium

Ferocity : Peaceful *

Cunning : Average *

Mystique : Weird

Movement : 60'

Initiative : n/a

Melee Attack : n/a

Damage : n/a

Defense Class : 13

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Fearsome*, Insubstantial, Magic Resistance, Mindless.

** The Shade's Ferocity and Cunning degrees simply reflect its automatic, drone-like behavior. Its Fearsome ability simply reflects its ghostly appearance but grants it no Defense Class or Initiative bonus.*

Like all Insubstantial beings, Shades cannot be harmed by mundane weapons and cannot inflict physical damage to material beings (whom they never attack anyway). They can only be “harmed” by magical means (but are immune to Sorcery, Poetic Magic and all other mental or emotion-based forms of magic.

A Shade can never really be destroyed; if reduced to zero Hit, it will simply dissipate and reform later.

Awards : None.

The Lighter of Lamps

The Lamperer is a Shade, too, but a truly unique one. It has the same statistics as other Shades, except for an Unearthly Mystique which grants him a Defense Class of 15 and a Mystic Fortitude of +10.

Like all Shades, if the Lighter of Lamps is reduced to zero Hit by some form of magical, non-mental attack, he will simply reappear in another location of the Tomb, as if nothing had happened.

Other Beings of the Tomb

The Red, White and Black Sages

Three strange magicians live in the southern buildings of the Tomb.

They came to the Tomb years ago, seeking forbidden knowledge and ancient treasures. Now, they live in separate rooms, distrustful of each other and fiercely jealous of the others' discoveries. They have servants and traps protecting them.

The Bone Priest

A powerful undead being who once was the main priest of Hades in the palace of the Bull King. He performs his sacred duties even after his death, but the energies of Chaos have twisted his rituals beyond recognition.

The Oracle

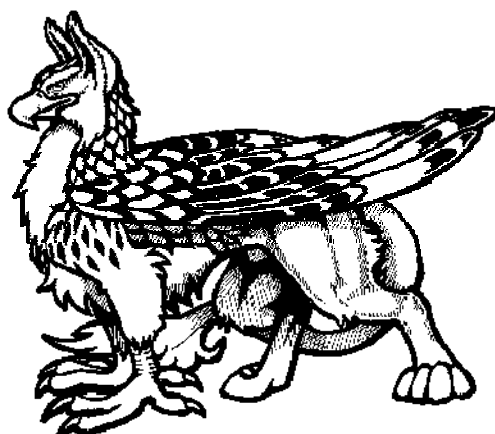
Melaclea, the greatest Oracle of ancient Proteus, still lives in the Tomb. The Gods have given her a long life, as she has the gift of the True Vision, and sometimes the Gods themselves speak with the old woman.

Automatons

These mechanical beings were created by the ancient Proteans and are still functioning.



A Mindless Automaton



A majestic Griffin

The Griffins

A group of Griffins, led by a Gryphon named Phoeles, lives near the northern entrance of the Tomb. Phoeles has been severely wounded by the Horde of the Minotaur, but if the heroes help him, they might well gain a very useful ally.

Skeletons

These Skeletons are the cursed remains of the Proteans, animated by the foul influence of Chaos. Although there are several groups scattered in the Tomb, the most dangerous are the minions of the foul Bone Priest.

Spiders

Some of these foul creatures are allied with Wildmen; others are independent predators, preying on the inhabitants of the Tomb. In the ancient lair of the Wildmen, the Queen of Spiders reigns over an evil group of Cave Spiders.

Vines of Tantalus

Some of these monstrous plants live in various parts of the Tomb.

Rats

Numerous rats reside in the Tomb. Some of them have grown monstrously large due to the influence of Chaos.

SOME PATHS TO VICTORY

The Tomb of the Bull King is a perilous place inhabited by ghosts, monsters, strange powers and forgotten gods. If the heroes want to succeed they must use their might and wits to their fullest.

There are several paths to victory:

Allies in the Tomb: Both the Wildmen and the Troglodytes are followers of Rhea, the old Earth Goddess. Rhea has sent dreams to them, ordering them to destroy the Minotaur and his minions. If the heroes are willing to negotiate, they could unite with these groups to battle against the Minotaur and its minions. The Serpents of the Dark Earth will be hostile until the heroes meet and befriend Rhea.

The Temple of Rhea. Rhea can give the heroes the blessing that assures the cooperation of the ghosts of the King and the Queen of the Tomb. Only the King can give permission to use the sacred Labrys axe. With the Labrys, the heroes have a greater chance of success against the Minotaur.

The Hags. The Hags conspired to release the Minotaur and the powers of Chaos, and Rhea has responded by invoking the Serpents and sending dreams to the Wildmen and the Troglodytes. Rhea wants the Hags dead, and although they are dangerous opponents, they are in possession of many powerful items that may help the heroes on their perilous quest.

The Ghosts and the Labrys. The Labrys is a sacred double-edged axe that was used in ancient times to kill the Minotaur, King of Monsters. It has great powers against the Minotaur and other beings. The heroes must obtain the Blessing of Rhea and the permission of the Judge of the Underworld to obtain it. Without this weapon, it will be nearly impossible to defeat the Minotaur.

The fight against the Minotaur. The Minotaur lurks in the Tomb, furious because of the wounds inflicted by

Belerophon. He usually stays in a maze-like set of rooms near the Central Court, but occasionally he leaves his rooms to roam the Tomb. It would be unwise for the heroes to confront him before obtaining the Labrys.

So the easiest path to victory is:

- 1) Ally with the Wildmen, who know where the Temple of Rhea is.
- 2) Befriend Rhea, to gain access to the Ghosts and knowledge of the Hags.
- 3) Find the King's Megaron, where the Judge of the Underworld resides, and obtain his permission to use the Labrys.
- 4) Obtain the Labrys in the Temple of the Axe.
- 5) Find the Minotaur and kill him with the Labrys.

Easier said than done. But if the heroes succeed, surely these heroes will be sung of for centuries to come!

FORMAT OF THE AREAS

The Tomb of the Bull King is divided into several areas. One or more sections form each area.

Each area is presented according to the following format:

Name: The name of the area, with its corresponding section numbers.

Overview: A general description of the area and its inhabitants.

Special Rules: Some areas have special rules that apply while the heroes adventure within.

Description of each Section: As an area is formed of many sections, each of these sections is detailed using the format described below.



The Tomb of the Bull King

See p 203 for a full-page version of this map

FORMAT OF THE SECTIONS

Each section in an area is described according to the following format:

Number & Name: The number of each section is shown on the map (p 203).

Description: A general overview.

Encounters: Which creatures or NPCs are present in the section, along with their combat tactics (if needed). This entry is not included in empty sections.

Traps: A list of the traps present in the section and their effects. This entry is not included in sections with no traps.

Treasure: A list of the treasure and loot found in the section. This entry is not included in sections which do not contain any form of treasure.

Closer Inspection: This entry indicates the possibilities of finding a special treasure, a secret door or some hidden object or possible extra encounters or events that might occur if a careful search is conducted. This paragraph is not included in sections which contain no hidden items, secret passages or other special features.

EXPLORING THE TOMB

Traps

The Tomb of the Bull King contains many traps. The effects and other characteristics of these traps operate according to the rules given in the *M&M Companion* (p 29-30). Maze Masters who do not have access to the *M&M Companion* will find a digest version of these rules in the Appendix section of this adventure module (see p 206).

Locks

The Tomb of the Bull King also contains a few doors with locks – which are something of a rarity in the Bronze Age world of Mythika.

Still, any Thief may attempt to pick such a lock using a pin or a similar object. Disarming a trap requires a Danger Evasion roll but picking a lock is not, in itself, a dangerous activity (there is no peril to detect, avoid or escape from) so a different system must be used.

To successfully pick a lock, a Thief must roll his Thievery bonus or less on 1d10 (just like a hero trying to break open such a door would need to roll his Might mod or less on 1d10 to succeed at a Feat of Strength). A single Thief may only make one lockpicking attempt for each particular lock.

PLUNDERING THE TOMB

Treasure

Like most labyrinths and haunted ruins explored by M&M adventurers, the Tomb of the Bull King is full of treasure. This treasure often takes the form of gold or silver pieces or jewels

As specified in the *Players Manual*, 100 coins represent 1 Enc. Thus, a bag with 200 silver pieces and a bag with 200 gold coins will have the same Enc value (2)... but not the same monetary value !

Under standard M&M rules, jewels normally have an Enc of 0, but Maze Masters may decide to give them the same Enc as silver pieces or gold coins (1 Enc for every 100 carried). Needless to say, such huge quantities of jewels are very, very rarely found – except in the most fabulous treasure hoards.

Treasure may also include the various weapons, pieces of armor and mythic items which can be taken from defeated opponents. All these things have an Encumbrance value, as detailed in the *Mazes & Minotaurs* rules.

Loot

In some cases, however, treasure will also consist of an indefinite quantity of diverse items: beautifully crafted and ornamented caskets, jewel-encrusted fabrics, golden vases, silver plates, objects d'art and other luxury items.

In game terms, such treasure is called *loot*. Loot is always given a total worth (in silver pieces) as well as a total Enc value, both of which can be split in corresponding fractions.

Thus, a loot of “*decorated adornments*” with a total worth of 1,000 silver pieces and a total Enc of 4 could be divided into four more-or-less equal portions worth 250 silver pieces and 1 Enc each.

Coffers & Chests

Treasure is often found inside chests, coffers and other containers. Unless otherwise specified, such containers are usually too bulky to be carried on one's person: players should keep in mind that, despite what the illustrations on p18 of the *Players Manual* seem to suggest, a character's Encumbrance thresholds *do not* represent what he can lift or move but what he can reasonably carry on his person (usually on his back or over his shoulders) while exploring monster-infested, trap-laden ruins or trekking across the wilderness.

Voluminous Treasure

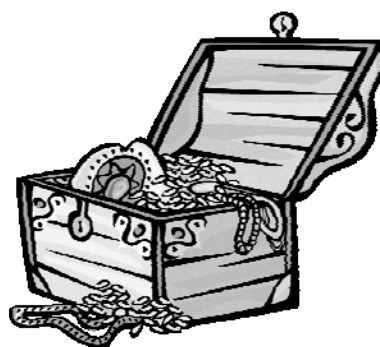
In some cases, the same reasoning must be applied to the treasure *itself*; some very large and expensive items (decorated chariots, man-sized statues etc) are simply too heavy to be carried around; if the heroes do want to take such treasure for themselves, they will have to come back to the relevant location with enough manpower (and an appropriate mean of transportation, such as a horse or ox-drawn cart) after the adventure, once all dangers have been eliminated.

Consumable Treasure

The *Treasure* or *Closer Inspection* paragraphs of some of the sections will sometimes refer to ‘food rations’. A ration is a convenient RPG abstraction representing “enough food to feed one person for a day”. Rations will of course take different forms depending on what they are, where they are found etc.

The Maze Master should consider that four rations represent 1 Enc point. Thus, a character carrying three rations or less will not suffer any extra Enc, while a character carrying four to seven rations will add 1 to his Enc total.

Characters may also want to carry jars, amphorae or other liquid containers with them. Unless otherwise specified, phials have an Enc of 0, a small jar has an Enc of 1 and a standard amphora has an Enc of 2. The bigger amphorae are simply too bulky to be carried as equipment, just like the larger coffers.





BODY COUNTS

This adventure is supposed to end with a climactic battle against the Minotaur's Horde and the Allies of Rhea.

Since the adventurers have many opportunities to slay some of the Minotaur's minions as well as some of Rhea's allies, their actions during the scenario may well have a significant impact on the state of both forces in *The Final Fight* (see p 196).

The strength of the Minotaur's Horde, for instance, will be greatly reduced if the adventurers have killed a great number of Beastmen or defeated special opponents such as Ophion the Black Dragon, the Cerberus in section 26 or the Beastlord.

Conversely, each ally of Rhea killed by the heroes (such as the various Serpents of the Earth, the Griffins or the Wildmen) will reduce the strength of her forces in the final battle.

In prevision of the Final Fight, the Maze Master will have to keep track of two separate *body counts* over the course of the adventure: one reflecting the losses suffered by the Minotaur Lord's

minions and another one for the losses suffered by Rhea's allies.

For the **Minotaur's Horde**, the Maze Master should keep a record of the number of **Lycans**, **Boarmen**, **Tragos**, **Ogres**, **Harpies**, **Bicephalous Wolves** and **Skeletons** killed before the Final Fight. The outcome of the battle may also be altered if the heroes have already killed some of the Minotaur's major allies: the **Beastlord**, **Ahrak** the Harpy Queen or **Ophion** the Dragon.

For **Rhea's Allies**, the Maze Master should keep a record of the number of **Wildmen**, **Troglodytes** and **Griffins** killed during the scenario.

Major allies of Rhea whose death may also have a major incidence on the Final Fight are the **Serpents of the Dark Earth**, **Glauron the Dragon at the Crack**, **Phoeles the Gryphon**, the **Bronze Colossus** in section 90 and the three **Lesser Cyclops** Buphelion, Rodon and Melandros.

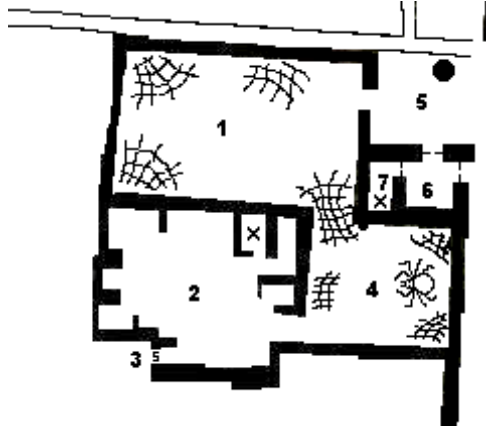
See p 197-199 for more details about how these "body counts" may affect the outcome of *The Final Fight*.

AREAS OF THE TOMB

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Area 1: Old Lair of the Wildmen

Sections 1-7



Overview

These rooms were the lair of the Wildman tribe, the Redstones, until they were attacked by the Horde of the Minotaur. Defeated, they retired to the interior of the Tomb and filled the corridors with traps. A group of Cave Spiders has occupied the lair.

Sections

1 – Communal Courtyard

Description: A large room without a ceiling, covered by giant, sticky spider webs. Originally, the room had a ceiling, but it fell a long time ago. There is spider silk hanging on the walls.

Encounters: In the webs live 1d3+1 **Cave Spiders** that attack all intruders. They usually attack a single hero en masse, before climbing up the walls to wait for their poison to act.

Treasure: Hanging in the spider webs there are several corpses: two Ogres and three Wildmen. If their bodies are searched the heroes can find two daggers and 3d6x2 silver pieces.

Closer Inspection: In the southeastern corner of the room there is a great spider web that seems to move with the wind. If the spider web is cut the heroes can enter room 4.

Cave Spider

Taxonomy : Monster

Description : Huge spiders that can attack two men (or other medium-sized opponent) at the same time.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (sting, paralysis), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.

2 – Communal Chamber

Description: This was the old main room of the Wildmen, where they slept in family groups. Although the room does not have a ceiling, there are logs i that form coarse shelters under which to take refuge. In the center of the room there is an area where the meals were prepared in an enormous cauldron.

Encounters: Roll 1d10 when the heroes enter this section. On a roll of 1-3, a **Cave Spider** is hiding in the cauldron, waiting to attack the heroes.

Traps: There is a pit trap seven feet past the entrance of the secret passage (see below). Type: indoor; Effect: falling +direct damage; 2d6 Hits; Concealment Rating 16; Danger Rating 17.

Closer Inspection: There is a secret entrance in the point marked with an X on the map. To see the secret entrance the heroes must pass a Detection roll with a target number of 16. When the door is opened, it reveals a tunnel that goes to room 7 of this area. There is a trap in the tunnel (see "Traps").

3 – Hidden Entrance

Description: This is a secret entrance to the communal chamber (section 2). It is hidden under vegetation and half-rotted wood.

Encounters: Roll 1d10 when the heroes enter this section. On a roll of 1-3, a **Cave Spider** is hiding in the entrance.

Closer Inspection: To spot the secret entrance the heroes must pass a Detection roll (target number 15).

4 – Lair of the Spider Queen

Description: This room has a ceiling and is cloaked in total darkness. More spider webs cover the ground and the walls, and at the heart of the room it lives the maleficent Spider Queen.

Encounters: The **Spider Queen** is, of course, a Gigantic Spider. She receives the adoration and flattery of the rest of spiders in the area. When the heroes enter the room, she remains quiet, trying not to be seen. If the heroes leave the room, the Queen won't move at all, but if they advance towards her, she will attack ferociously.

Spider Queen (Gigantic Spider)

Taxonomy : Monster

Description : A huge spider that can attack four men (or other medium-sized opponent) at the same time. The Spider Queen came crawling out of the crack in the central courtyard, fleeing the Underworld. She gave birth to a group of Cave Spiders and found a home in the old lair of the Wildmen. The Spider Queen is a creature of hunger and darkness, unconcerned about the great battles being fought at the Tomb.

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : 16

Melee Attack : +10

Damage : 3d6 (fangs & legs)

Defense Class : 17

Hits Total : 50

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Entangle (webs, range 30', M = 24), Fearsome, Magic Resistance, Poison (sting, paralysis), Sixth Sense, Stealthy (10), Tough Skin, Wallcrawling.

Awards : Glory 950, Wisdom 30.

Traps: The spider webs that cover the ground and the walls are stickier than those of the rest of the area, resulting in a -2 to the heroes' Danger Evasion, Athletic Prowess and Melee rolls.

Treasure: If the heroes defeat the Spider Queen they can sack her lair. Many inhabitants of the Tomb have been trapped and dragged up here: two Tragos (two swords, two helmets, two breastplates and 3d6 x 3 silver pieces), three Lycans (three spears and 3d6 silver pieces), and a Troglodyte (spear, shield, 3d6 x2 silver pieces and a golden amulet with a red stone). The Troglodyte is Ptek, an explorer who was killed by the Spider Queen. The Troglodytes of Area 2 (Theatrical Area) will recognize the amulet.

Closer Inspection: Only if the Spider Queen is defeated can the heroes explore the room.

5 – Great Entrance

Description: One of the Great Entrances to the Tomb. A great humanoid bronze head stands near the bronze gates. If the heroes try to walk into the Tomb (section 35), the head speaks with a booming, metallic voice:

“Stop! This is the dominion of my lord, the Bull King. You, who still live in the Land of the Living, go back! The doors of the Underworld are banned to the living !”

If the heroes ignore the warning and advance, the head will howl, attracting the **Iron Warriors** in section 6, who attack the heroes immediately. If the heroes move away from the gates, the Iron Warriors stop fighting them.

Encounters: The bronze head can't be damaged. The Iron Warriors will use the tactics detailed in section 6.

Closer Inspection: If the heroes wait near the entrance, the Maze Master should roll 1d6 every thirty minutes. On a roll of 5-6, a procession of Shades, coming from the north, pass through the gates. The heroes can see a group of shadowy figures that advance slowly, while the Iron Warriors raise their weapons as the Shades walk into the entrance. In that moment alone the heroes can follow the Shades into the Tomb without being attacked by the Iron Warriors. The Shades continue walking through sections 35, 33, 29, 31 and 100 until they reach section 101 and disappear into Hades.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

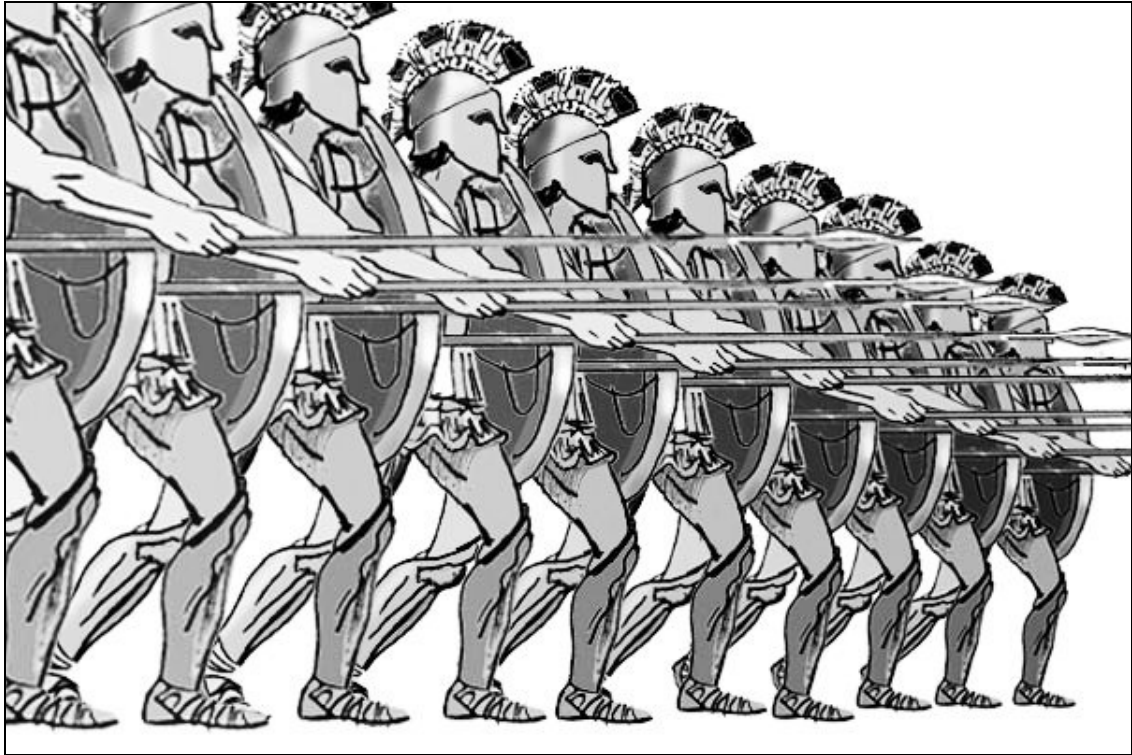
Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

6 – Guardroom

Description: This old guardroom is occupied by four **Iron Warriors** that stand in the center. They won't move unless the heroes try to leave the room by the eastern door towards section 35, in which case they attack them. On the ground there are many old parts of destroyed Iron Warriors.

Encounters: The four Iron Warriors have the task of preventing living beings from entering the Tomb of the Bull King. If the Iron Warriors are destroyed they reform slowly in this room. There are 16 more destroyed Iron Warriors in the room, reforming themselves slowly, at the rate of one Iron Warrior per day.



A phalanx of Iron Warriors advancing in perfect, Mindless coordination

Closer Inspection: The walls of the room are covered with frescoes that show different scenes: a Blacksmith God creating Iron Warriors; Iron Warriors defeating invading spearmen; Iron Warriors reforming after being defeated; and Iron Warriors saluting with their weapons while a procession of Shades enters the Tomb.

Treasure: None. The Iron Warriors are animated statues: their armor, shields and weapons are non-removable parts.

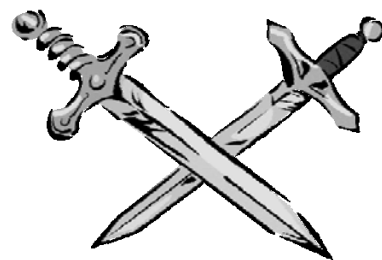
7 – Armoury

Description: Weapons and armor are stored in this area.

Traps: When the heroes enter the room crossing the door from section 6 (the guardroom), they activate a trap left by the Wildmen : several spears are thrown at them. Type: indoor; Effect: direct damage; 1d6 Hits; Concealment Rating 17; Danger Rating 16.

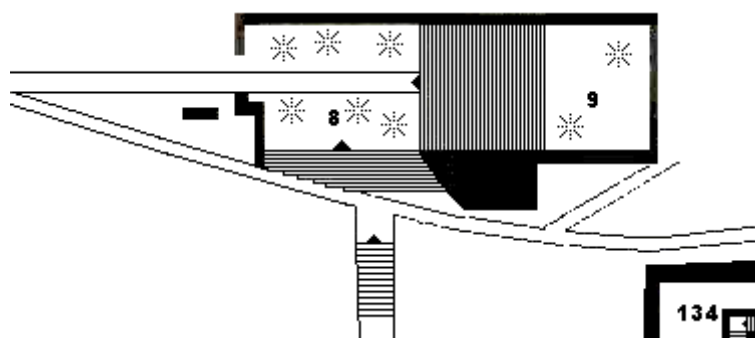
Treasure: The characters can arm themselves with swords, helmets, shields, and breastplates.

Closer Inspection: In a corner of the room there is a loose floor tile that serves as an entrance to an underground tunnel. To spot this secret entrance the heroes must pass a Detection roll (target number 17). To the west the tunnel goes to section 2, passing the pit trap described in thin section. To the east the tunnel arrives at an intersection: continuing towards the east the heroes can reach section 52, and going towards the south, the tunnel reaches section 46 (where there is another pit trap).



Area 2: Theatrical Area

Sections 8-9



Overview

This great northern building was a theatre in the old days, when the Tomb was alive and heavily populated. Great theatrical works were performed here, both sacred and mundane. Now, the area lies in ruins, which have become the headquarters of a warband of the Blackblood Tribe of Troglodytes.

The leader of the warband is Ancpah One-Eyed, a Lizardian. He received prophetic dreams sent by Rhea, the ancient Earth Goddess. The deity ordered Ancpah to come to the Tomb and fight against the Minotaur and his horde. Ancpah convinced the leaders of his tribe to give him command over a warband to travel to and conquer the Tomb of the Bull King. More than one hundred Troglodyte warriors answered Ancpah's call to arms.

The Troglodytes came to the Tomb and fought the Minotaur's minions in the Northern Propylaeum Area. Many Beastfolk died that day, and the Troglodytes claimed the area. But they suffered heavy losses: Ancpah was crippled the first day, fighting against the Minotaur. The wound caused by the axe of the King of Monsters cannot be regenerated. Now in agony, Ancpah is sending parties into the Tomb, seeking the Temple of Rhea, hoping that the goddess will give him advice about what to do next.

Sections

8 – Theatre Entrance

Description: A large room with a broken ceiling. Many great marble pieces, former pieces of the ceiling, lie scattered about the room. There are two entrances to the room, one on the west, guarded by one **Troglodyte** and another on the south, guarded by two **Troglodytes** watching from the top of the stairs. Inside the room there are several huts where the Troglodytes rest. During the day, most of the huts are filled with sleeping Troglodytes. At night, when the Troglodytes are more active, most of them are exploring the Tomb of the Bull King and only 1d6 Troglodytes can be found in the huts.

Encounters: This room is the lair of more than thirty **Troglodytes**. At night the Troglodytes leave the area in groups of several warriors to explore the Tomb of the Bull King. Normally they go east towards section 120. If the guards detect the heroes, they warn their comrades and after two rounds all the Troglodytes from Section 8 join the fight. After five rounds, two Troglodytes from Section 9 arrive, although they will retreat to protect Ancpah if the heroes are winning the fight.

Treasure: Five Troglodytes rest in each hut and they keep their personal belongings and treasure there. The Maze Master should roll two ten-sided dies each time a hut is searched and consult this table for each roll:

1-2: Weapons – 1d6 stolen weapons (swords, spears or knives)

3-4: Armor – 1d3 shields and helmets.

5-6: Goods – 2d6 items of plunder like food, wine or jewels, worth 10 silver pieces each.

7-8: Money – 6d6 x 10 silver pieces

9-10: Trophy – The severed head of a powerful enemy : Tragos Leader, Bicephalous Wolf or Wildman.

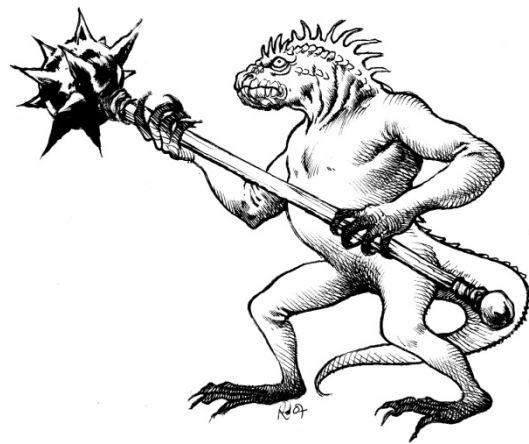
9 – Troglodyte Headquarters

Description: In this large room the wounded Ancpah waits for news of the exploring parties he is sending into the Tomb. Ancpah has a great wound in the chest. He can't move without the aid of at least two of his Troglodytes.

Encounters: Ancpah and his five fiercest **Troglodytes** live here. Ancpah is a **Lizardian**, but he has been wounded with a magical axe and he can no longer regenerate his wounds. His statistics can be found next page. If the heroes arrive without being detected, the Troglodytes will try to protect their leader. But the heroes appeared in Ancpah's most recent dream, so he knows their destinies are linked. Ancpah tries to talk with them. If the heroes continue attacking, Ancpah joins the fight to support his warriors. See *Dealing with Ancpah* next page for extra information.

Treasure: In the huts the heroes can find 450 silver pieces.

Closer Inspection: If the characters explore Ancpah hut carefully, they will find a hidden **Staff of the Serpent**.



A Troglodyte warrior

Troglodyte

Taxonomy : Folk

Description : These carnivorous reptilian humanoids dwell in deep underground caves. They are as slow-witted as they are cold-blooded. Troglodytes are often found in the service of Lizardians, their nimbler and more clever cousins. The Troglodytes of the Blackblood tribe fight with crude two-handed maces or stone axes which give them a +2 bonus to their Melee attack score.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Ancpah the Lizardian

Taxonomy : Folk

Description : Lizardians are carnivorous reptilian humanoids akin to Troglodytes, but with greater cunning, agility and stamina as well as powers of regeneration. Ancpah's special link to the goddess Rhea gives him a higher Mystique than other Lizardians.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird.

Movement : 60'

Initiative : 16

Melee Attack : +5

Damage : 1d6 (sword)

Defense Class : 19 (with shield)

Hits Total : 16 (currently 8) *

Detection / Evasion : +4 / +6

Mystic Fortitude : +2

Special Abilities : Regeneration * (1 Hit per round), Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility.

** Ancpah currently has only 8 Hits and has lost his Regeneration abilities.*

Awards : Glory 20. *This reduced award reflects Ancpah's current condition.*

Dealing with Ancpah

Ancpah is the leader of the Blackblood Tribe's warband of Troglodytes that has come to the Tomb to fight against the Minotaur. The Troglodytes fear him for the prophetic dreams he receives from Rhea, and always obey his orders.

Ancpah has been wounded by the Minotaur's axe and can no longer Regenerate. He is sending groups of Troglodytes inside the Tomb to find the Temple of Rhea.

If the heroes have been captured or agree to talk, Ancpah tells them how he guided the warband here following his prophetic dreams and how they fought against the Minotaur's minions.

He also tells them they are searching for Rhea's Temple and asks the heroes to help them. If the heroes find the temple, they must guide him to it, so he can talk with the Goddess Rhea.

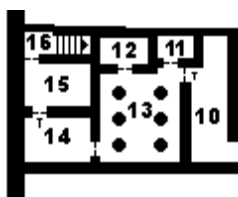
Ancpah gives the heroes red amulets and shows them a secret sign to befriend the groups of Troglodytes that are currently exploring the Tomb. If the characters use the amulets and the sign, the heroes won't be attacked by those Troglodytes.



Ancpah the Lizardian (before his grievous injury)

Area 3: House of the Red Sage

Sections 10-16



Overview

This area is the house of the Red Sage, a powerful magician.

The ground floor is filled with traps and servants, while the second floor holds the magician's laboratory.

The Red Sage is a mortal enemy of the Black Sage, who lives in a house in the southeastern corner of the Tomb of the Bull King (Area 32).

Traps: There is a trap on the door marked with a "T" on the map. As soon as a hero opens the door, a blinding light appears from nowhere. Characters who fail a Danger Evasion saving roll (target number 15) will be blinded (and unable to act) for three rounds.

Closer Inspection: If the heroes examine the room before opening the door, they'll find the bones of the Stygian Hounds. The creatures can't move if the trap has not been activated, so the heroes can crush the bones if they haven't opened the northern door.



Sections

10 – Entrance

Description: The entrance to the Red Sage's house is full of sweepings and waste, since the magician wants the annoying visitors to think they are entering an abandoned house. This room is a walled courtyard without a ceiling. Among the waste there are a number of immobile Stygian Hounds appearing to be normal dog corpses.

Encounters: 1d6 **Stygian Hounds**. The undead dogs wait until the magical trap in the door activates itself and then they all attack simultaneously. The Hounds attack in groups of two against each opponent, if they can. If the heroes leave the house the Hounds don't pursue them outside.

Stygian Hound

Taxonomy : Animate

Description : Huge skeletal undead dogs « bred » by the necromancers of Stygia.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 80' (320' galloping)

Initiative : 18

Melee Attack : +4

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 20, Melee +6), Fearsome, Gallop, Lightning Fast, Mindless, Sharp Senses.

Awards : Glory 65, Wisdom 20.

Caco the Satyr

Taxonomy : Folk (Satyr)

Description : Caco is a Silene, an old Satyr grown plumpy from a life of unbridled feasting. He is the servitor of the Red Sage, working as a thug, watchman and cook. Like many Silenes, he is a coward and a liar.

Size : Medium

Ferocity : Peaceful (Lazy)

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : 0

Damage : 1d6 (weapons)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Supernatural Vigor.

Awards : Glory 25, Wisdom 10.

magic of the Red Sage keeps the place clean and ordered.

Encounters: If the heroes have not found **Caco the Satyr** in his room (section 11), he will be here if the Maze Master rolls 1-3 on 1d6. If the heroes stay for too long in the kitchen, the knives, pots and the rest of the equipment will animate themselves, attacking the heroes. Each round every hero suffers one missile attack with a +0 Missile bonus, doing 1d3 damage.

Treasure: The heroes can take the knives and enough food to have two rations each.

Closer Inspection: If the heroes examine the kitchen for more than a few minutes, they will be attacked by the magical utensils as explained in *Encounters*.

11 – Satyr's Room

Description: A rickety old bed and an old wooden coffer are the only furniture in the room. There is a small window in the northern wall.

Encounters: **Caco the Satyr** lives here. He sleeps in the bed at night. In the morning and evening he can be found here if the Maze Master rolls a 1-3 on 1d6. Caco is an old Satyr (a Silene), working for the Red Sage as thug, watchman and cook. He is a coward and a liar, and he will try to deceive the heroes so that they fall into the traps of this area. He says an evil sorcerer has enslaved him and asks the heroes to save him. He won't follow the heroes to the second floor and will try to flee at the first opportunity.

12 – Kitchen

Description: In this kitchen, Caco the Satyr cooks his master's food. It is a well equipped kitchen, with plenty of food and many cooking utensils. The

13 – Courtyard

Description: This is an open courtyard surrounded by columns. It's full of waste and in a terrible state of decay. Many rats live in the sweepings. From this courtyard the characters can see a second level of the building (over sections 14 and 15). There are several windows on that second level, but they are all barred with logs.

Closer Inspection: If the heroes stay in the section the Maze Master should roll 1d10 and consult this table :

1-3: Nothing happens.

4-6: The heroes hear noises coming from the second floor (the Red Sage is working on his experiments).

7-9: Caco the Satyr comes from outside the house and goes to the kitchen.

10: 1d6 **Harpies** arrive flying, searching for edible debris. When they see the heroes, the monsters attack them, but as soon as one of them is wounded they will flee.

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoid creatures with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.

1: Water.

2: Good Wine.

3: Bad Wine.

4: Vinegar.

5: Barley

6: Dust

7: Poison (If a character drinks from the jar, he must make a Physical Vigor roll against a target number of 15 or suffers paralysis for 1d6 minutes)

8: An animated **Skeleton** that attacks the heroes !

9: Nothing... but a strange rotten odor.

10: Nothing

14 – Storage Room

Description: This room is full of large jars and amphorae. Most of them contain oil, wine and food... but some contain dirt or poisonous substances.

Traps: There is a trap on the northern door. If the characters open the door, a net falls from the ceiling. Type: indoor; Effect: entrapment; Concealment 17; Danger Rating 17. The net is large enough to catch all the heroes. Three rounds after the trap activates, the Mummies from section 15 come to investigate. If all the heroes have been trapped, the Mummies take them to the room of the Red Sage (section 16). The Mummies will attack any hero not trapped in the net.

Closer Inspection: There are fifteen jars here. Each time the heroes open one of the jars, the Maze Master should roll 1d10 on the following table:

Skeleton in the Jar

Taxonomy : Animate

Description : Human skeleton animated by dark necromancy.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (claws)

Defense Class : 15

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Fearsome, Mindless.

Awards : Glory 35, Wisdom 20.

Unlike the standard Skeletons described in the *Creature Compendium* (p 105), this particular Skeleton does not need weapons to fight, attacking with its sharp claw-like fingers. Its first attack (springing from the jar) will give it the advantage of *surprise* for the first battle round.

15 – Guard Room

Description: Torches illuminate this empty room. There are strange rectangular painted wood boxes next to the walls. As soon as the heroes enter the room, the door closes and a group of Mummies come out of the boxes.

Encounters: Four **Mummies** guard this room. They attack any being that enters the room. If Caco the Satyr or the Red Sage are with the heroes, the Mummies don't attack them. The tactic of the Mummies is to catch one enemy and drain his entire vital force before attacking another one.

Closer Inspection: The boxes are empty and there is nothing in this room except for dust and a strange chemical scent coming from the Mummies.

Mummy

Taxonomy : Animate

Description : Specially preserved corpses from the Desert Kingdom reanimated by foul necromancy.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Eldritch

Movement : 60'

Initiative : 12

Melee Attack : n/a

Damage : See below

Defense Class : 14

Hits Total : 16

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Life Energy Drain (touch attack; a Mummy's Life-Energy Drain is its only form of attack), Mindless, Stealthy (12), Supernatural Vigor.

Awards : Glory 65, Wisdom 40. Fearsome ones are worth 75 Glory and 50 Wisdom.

16 – Stairs to the Laboratory

Description: Following these stairs, the heroes reach the laboratory of the Red Sage. It's a large room occupying the space over sections 14 and 15. Several oil lamps that magnify the shadows illuminate the room. The laboratory is full of strange devices. The walls have bookcases with papyruses, tablets and instruments. There are two tables full of equipment and a small bed in a corner. The Red Sage is *always* in this room.

Encounters: The **Red Sage**. See next page for his statistics and his complete description.

Closer Inspection: If the heroes kill the Red Sage, they can explore his laboratory, but this is a very dangerous activity, as the room is full of strange substances and experiments. The Maze Master should roll 1d10 each time the heroes search the laboratory:

1-4: The heroes interrupt an ongoing experiment by ransacking through the room. A cloud of poisonous gas fills the room in 1d6 rounds. All those who don't flee do die asphyxiated.

5: Two substances that mustn't be mixed... get mixed. During the first and second round a great cloud of black smoke covers the laboratory. The third round a great sound is heard. The fourth round the laboratory explodes, killing everybody still here.

6: The heroes find a small phial with 3 doses of **Potion of Healing**.

7: The heroes find a small phial with 3 doses of **Potion of Strength**.

8: The heroes find a **Beta Ray Wand**.

9: The heroes find a **Spear of Vigilance**.

10: The heroes find a Mythic Item, chosen by the Maze Master.

THE RED SAGE

The Red Sage is a Level 5 Elementalist specialized in Fire and Earth (see next page for his detailed stats). He arrived at the Tomb with his brothers, the Black and White Sages (see areas 32 and 4), with the objective of learning the secrets of the ancient Proteans.

The first years they worked together, finding strange devices and wondrous magic in the palace, but soon each one became obsessed with his own findings and retired to different areas of the Tomb. Now they fear and hate each other, as they think the others will try to steal their hard-earned secrets.

The Red Sage is crazy and paranoid. When the heroes enter his laboratory, the Red Sage asks them who has sent them here. He believes they are spies. If the heroes are not respectful and polite, he will use his magic against them, fighting to the death. If the heroes give him magical objects or treasures found in the Tomb, he will be friendlier.

The Red Sage can be a source of information and support if the heroes befriend him. He lets them sleep in the courtyard in section 13 and deactivates the magical traps so that they do not affect them. He also orders Caco to act as guide and cook for the heroes. The house of the Red Sage can act as a base where the characters can rest and cure their wounds.

Since they obviously are seasoned adventurers, the Red Sage asks them to perform a mission for him. He needs ten red jewels as ingredients for one of his enchantments. In the Tomb there are sections with red jewels indicated in "Treasure". If the heroes bring them to the Red Sage, the magician will use them to activate his last creation: a Bronze Colossus. He uses the Bronze Colossus to try to kill his most hated enemy, the Black Sage. See the section *The Battle of the Sages* (p 194) for more details.



The Red Sage, master of Earth and Fire

The Red Sage

Level 5 Elementalist (Earth & Fire)

Might = 10 **Skill = 10** **Wits = 19**
Luck = 19 **Will = 19** **Grace = 10**
Initiative 14 EDC 16 Hits Total 16

Melee Attack +4, Missile Attack +8

Danger Evasion +12, Mystic Fortitude +8,
Physical Vigor +8, Athletic Prowess +4

Personal Charisma +8

Equipment : Staff, Dagger.

Realm of Magic : Elementalism

Elements : Earth (primary) and Fire

Mastery +8, Mystic Strength 20, Power total 24.

When the Sage, a Philosopher of great learning, travelled to Tomb of the Bull King to find its secrets, he fell under a curse that divided him into three entities. The Red Sage is the inquisitive part of the Sage, his rational mind. He is an Earth and Fire Elementalist, obsessed with the creation of Automaton.

Area 4 : Southern Entrances

Random Encounters

Wildman

Taxonomy : Folk

Description : These primitive men are fierce enemies of most other cave-dwelling Folks.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Mutant Tragos

Taxonomy : Folk

Description : Goat-headed humanoids bent on raiding, plunder and mayhem ; this particular Tragos has the Tough Skin special ability.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 19 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

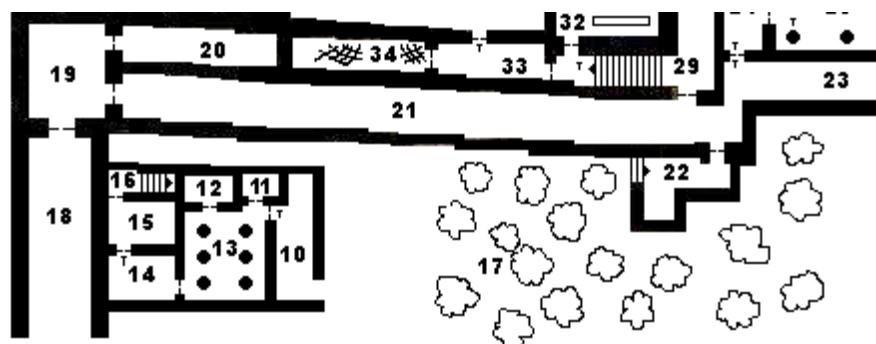
Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120'), Tough Skin.

Awards : Glory 45.

Area 4: Southern Entrances

Sections 17-22



Overview

In this area two entrances to the Tomb of the Bull King can be found.

The main entrance (section 18) still serves as a gate for the souls of dead women, and is protected by a group of Empusas. The other entrance is hidden behind a small oak forest (section 17), and is the home of the White Sage.

Some of the groups that live in the Tomb sometimes send troops to watch this area, which might lead to random encounters in some of the sections, as explained in their individual description.



Beware the Vines of Tantalus !

Sections

17 – Enchanted Forest

Description: A small wood covers this part of the Tomb. It is formed by strange oaks covered with hanging vegetation. Although it's not very large, the shadows make it impossible to distinguish what is inside it.

Encounters: The forest is covered by four **Vines of Tantalus** that attack the heroes as soon as they reach the center of the forest. If the heroes are defeated, instead of being killing, they wake up outside the forest, to the south of the Tomb, with their wounds healed. They only remember a figure in a white tunic that released them from the Vines of Tantalus (he was the White Sage, who only wants to be left alone. The stats for the Vines of Tantalus can be found next page.

Closer Inspection: If the heroes examine the forest after defeating the Vines of Tantalus, they'll see that the vegetal Animates are regenerating. If they examine the northern wall, they find the hidden entrance (section 22).

Vine of Tantalus

Taxonomy : Animate

Description : Magical life-drinking vines.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : See below

Damage : See below

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Entangle (vines, Might 16, 10' range), Life-Energy Drain (touch), Mindless, Regeneration (1 Hit / round), Sixth Sense, Stealthy (14), Uncanny Agility.

The Vine does no natural damage and always attack with its Entangle ability and may only use its Life-Energy Drain attack on Entangled victims.

Awards : Glory 90, Wisdom 50.



A triad of Lycans

Closer Inspection: If the heroes wait near the gate, the Maze Master should roll 1d6 each thirty minutes. On a 5-6, a procession of **Shades** arrives from the south and passes through the great bronze doors. All are women and are singing a sad song, but they ignore the heroes. The Shades continue walking through sections 19, 21, 23 and 100 until they reach section 101 and disappear into Hades. If the heroes move among them, the Empusas in section 18 won't attack them, as they are crying and lamenting while the souls enter the Tomb. No statistics are needed for the processional Shades, since the heroes cannot interact with them in any way.

18 – Main Southern Gate

Description: A great entrance with diverse frescoes drawn on the walls, showing processions of souls, all of them women. The ground rises towards the great, half-open bronze doors.

Encounters: As noted earlier, some of the creatures that live in the Tomb sometimes send troops to watch this area. Roll 1d10 when the heroes enter this section:

1-6: Nothing.

7-8: 1d6 **Wildmen**.

9: 1d6 **Lycans** led by a mutant **Tragos** (with the Tough Skin special ability).

10: A group of 1d6 **Troglodytes**.

The statistics for these creatures can be found on p 44.

19 – Guard of the Empusas

Description: In this entrance of the Tomb there are three Empusas, which attack any living being who enters. The Empusas won't attack women, as they have no power against them.

Encounters: Three **Empusas** (without Psychic Powers). See next page for their detailed statistics. These female Spirits are here to ensure that only the female souls of dead women enter the Tomb by this door. They attack any man or beast that tries to pass from section 18 to sections 20 or 21. If there is a woman in the group, the Empusas will not attack her, even if attacked by her. In such a case, they retreat and ask the women to retire while the Empusas kill the men. If the women in the group refuse to comply to this cruel and vicious request, the Empusas give a terrible shriek and retreat to their lair in section 20.

Empusa

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate, goddess of darkness, in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only usable vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Awards : Glory 120, Wisdom 140.

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.

20 – Lair of the Empusas

Description: This is the lair of the Empusas, decorated with rich silks and fabrics. There are three beds and beautiful furniture, and three great silver mirrors of human size on the walls.

Encounters: The three **Empusas** that take care of the south entrance (see section 19). If the Empusas were defeated in section 19 or fled because they were expelled by a woman, they retire to this place, and hide inside the magical silver mirrors.

Traps: The silver mirrors are actually magical traps. If somebody watches one of them he sees a more beautiful reflection of himself. If he watches the mirror for three rounds, the hero must

pass a Mystic Fortitude roll (target number 15) or he will be dragged into the mirror; a character trapped in the mirror will remain imprisoned in it forever (eventually starving to death), unless the mirror is shattered : this will free the victim, who will nevertheless suffer 2d6 Hits of damage.

Treasure: The heroes can take the magical silver mirrors if they cover them with fabrics. These very cumbersome items have an Enc value of 6 each. The mirrors can be used as traps in which to catch people and creatures that are fascinated with their own image.

Closer Inspection: If the heroes search the room they will find rich embroidery and silks of great value. Under the beds there are coffers of jewels belonging to the Empusas. The contents of each coffer have a value of 300 silver pieces.

21 – Women's Corridor

Description: This wide corridor has a high ceiling and windows in the southern wall by which the light enters in the room. On the north wall is a large fresco that shows the life of a woman: her birth, how she grows and finds a husband and how she has children. Finally, she ages and dies. Next to each stage of her life there are different tutelary goddesses: Aphrodite, Hestia and some other female deities the heroes do not recognize.

Encounters: As noted earlier, some of the creatures that live in the Tomb sometimes send troops to watch this area. Roll 1d10 when the heroes enter this section:

1-6: Nothing.

7-8: 1d6 **Wildmen**.

9: 1d6 **Lycans** led by a mutant **Tragos** (with the Tough Skin special ability).

10: A group of 1d6 **Troglodytes**.

See p 44 for statistics.

Closer Inspection: If the heroes stay in this corridor, the Maze Master should roll 1d6. With 5-6 a procession of **Shades** appears from section 19 and goes towards section 23.

22 – Southern Hidden Entrance

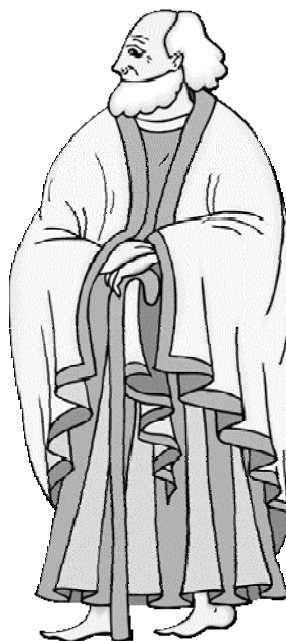
Description: In this room there is a small bed and many pots with different plants. It is the home of the White Sage, who used to sleep here when he came to the Tomb. Now he spends almost all his time in the enchanted forest in the south (section 17).

Encounters: The **White Sage**. See below for his statistics. The White Sage is here only if the Maze Master rolls 1 or 2 on 1d10, or if there is a Nymph in the group. In the latter case, the White Sage comes to meet her.

Closer Inspection: If they examine the bed, they find nothing, except for a series of torn and illegible parchments. If they examine the plants, roll 1d6. On a 4+ they will find 1d6 dose of healing herbs (they heal 1d6 Hits). If there is a Nymph in the group she finds the herbs automatically.

Meeting the White Sage

If they find him, the White Sage speaks calmly with the heroes. He says he is a student of nature, brother of the Red and Black Sages, but that while his brothers have been lost in the search of power, he only looks for wisdom. While he speaks, the Vines of Tantalus from the enchanted forest enter the room silently. If the White Sage feels threatened, the Vines of Tantalus attack the heroes. The White Sage uses the distraction to flee to the forest, where he can't be found because of his magic.



The benevolent White Sage

The White Sage

Level 5 Thaumaturgist *

Might = 10 Skill = 10 Wits = 19
Luck = 19 Will = 19 Grace = 10
 Initiative 14 EDC 16 Hits Total 16

Melee Attack +4, Missile Attack +8

Danger Evasion +12, Mystic Fortitude +8,
 Physical Vigor +8, Athletic Prowess +4

Personal Charisma +8

Equipment : Staff, Dagger.

Realm of Magic : Thaumaturgy

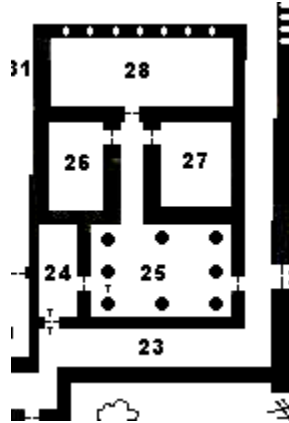
Arcane Insight +8, Mystic Strength 20,
 Power total 24.

Description: When the Sage, a Philosopher of great learning, travelled to Tomb of the Bull King to find its secrets, he fell under a curse that divided him into three entities. The White Sage is the good part of the Sage, his compassionate soul. He is a Thaumaturgist * obsessed with nature. He has a group of Vines of Tantalus to protect him in his enchanted forest.

** This new optional magician class is detailed in the Appendix of this adventure module (see p 208).*

Area 5: Lair of the Beastlord

Sections 23-28



Overview

This zone is ruled by a powerful Caliban, the Beastlord. He is the trainer of the Bicephalous Wolves of the Minotaur's Horde. The Bicephalous Wolves are the children of a great female Cerberus controlled by the Beastlord. The Minotaur has given the Beastlord control over this area, and a guard of Lycans and Bicephalous Wolves to protect him. He currently uses his troops to hunt the Wildmen who hide in the western rooms, although so far the fight has been even, with many losses in both groups.

Sections

23 – Long Corridor

Description: Green-flamed torches illuminate this long corridor. It has no windows and strange shadows form on the walls.

Encounters: Bicephalous Wolves and Lycans frequently patrol the area around the Beastlord's Lair. Every time the heroes enter this section, the Maze Master should roll 1d10 and consult the following table:

1-5: No encounter

6-7: 1d6 **Lycans**.

8-9: 1d6 **Lycans** + 1 **Bicephalous Wolf**

10: Three **Bicephalous Wolves**.

Closer Inspection: If the heroes stay in this corridor, the Maze Master should roll 1d6 every thirty minutes:

1-3: Nothing happens.

4: The **Lamperer**, an insubstantial spirit who maintains the torches lighted in the Tomb of the Bull King, advances down the corridor igniting the extinguished torches with a long rod that ends in a continuous green flame. He doesn't interact with the heroes.

5-6: A procession of **Shades** walks from section 21 towards section 100.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Bicephalous Wolf

Taxonomy : Monster

Description : Two-headed wolves, thought by most scholars and adventurers to be the hybrid offspring of a Cerberus and a wolf.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & teeth)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +7 / +2

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two) ; Sharp Senses, Stealthy (14).

Awards : Glory 80, Wisdom 10.

24 – Storage Room

Description: In this place the minions of the Beastlord keep weapons, armor and provisions.

Traps: On the southern door there are several traps. The door always stays closed and the Lycans never use it. If somebody tries to open the lock from the corridor (section 23), a poisoned needle attacks him. Type: indoor; Effect: poison; Physical Vigor saving roll at 15 or paralyzed; Concealment Rating 19; Danger Rating 18. Also, an alarm activates in section 25 and 2d6 Lycans came to investigate from the corridor five rounds later. If the heroes open the door and enter the room, a great net falls upon them. Type: indoor; Effect: entrapment; Concealment 17; Danger Rating 16. The trap can catch up to three heroes.

Closer Inspection: If the characters examine the room they find 2d6 spears, 1d6 daggers, 1d3 swords, 1d3 helmets and enough provisions for twenty rations of food.

25 – Main Courtyard

Description: This inner courtyard supported by columns is the rallying point of the two dozens **Lycans** that serve the Beastlord. In addition, a small clan of Harpies nests in the upper part of the courtyard. The entire place is full of rubbish and logs that form huts for the Lycans. The Maze Master should roll 1d6 when the heroes enter the courtyard: on a 5-6, a Bicephalous Wolf is fighting against one of the captured Wildmen while the Lycans enjoy the spectacle. If the Lycans are attacked at this moment, they are surprised.

Encounters: Small groups of Lycans are always patrolling the area, but there are always 2d6 **Lycans** in this courtyard. The Maze Master should roll 1d6: on a 5 or 6, 1d6 **Harpies** are also in their nests. The Lycans and the Harpies attack the heroes together, while one of the Lycans runs towards the room of the Beastlord (section 28) to ask for aid.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoids with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.

Traps: In the place marked with a "T" on the map, there is a pit trap. Type: indoor; Effect: falling; 1d6 Hits; Concealment 16; Danger Rating 18. The Beastlord and his servants know about this trap and always avoid it.

Closer Inspection: If the characters search the huts of the Lycans, the Maze Master should 1d6 four times and consult this table to see what they find:

- 1: A helmet.
- 2: A spear and a shield.
- 3: A dagger and 1d6x10 silver pieces.
- 4-6: 3d6x10 silver pieces.



A fierce Cerberus

26 – Breeding room

Description: This dark chamber is not illuminated by torches. The Beastlord reserves this room for the pregnant female Cerberus. At the moment, the Cerberus has a litter of puppies.

Encounters: A female **Cerberus** with 1d6 puppies. It attacks whoever enters the room - except the Beastlord himself. The puppies (which look like Bicephalous Wolf cubs) are still incapable of defending themselves.

Closer Inspection: There is nothing of interest in the room, except for the bones of the victims of the Cerberus and the puppies.

Cerberus

Taxonomy : Monster

Description : Monstrous three-headed hounds whose race originates in the Underworld. Also known as Hell Hounds, these creatures are believed to be the spawn of the original Cerberus who guards the very Gates of the Underworld. They are often used as watch dogs by powerful necromancers and other evil magicians.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 18

Melee Attack : +8

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 36

Detection / Evasion : +12 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +12), Fearsome, Magic Resistance, Multiple Heads (3), Sharp Senses, Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 440, Wisdom 70.

27 – Prison

Description: This dark and humid room is illuminated by a small oil lamp. It serves as a prison for the Wildmen captured by the Beastlord, who uses them as food for his beasts. Sometimes the Beastlord gives one of the Wildmen to the Lycans in the courtyard (section 25) so that he fights with his hands tied against a Bicephalous Wolf.

Encounters: 2d6 **Wildmen** and **Org**, the son of the chief of the Redstone tribe of Wildmen. These Wildmen are wounded, undernourished and tied in the center of the room, around the oil lamp. But if the heroes free them, the Wildmen will help them to kill the Beastlord and his troops. Afterwards, they'll guide the heroes to area 8 to meet the rest of the tribe.

Org

Taxonomy : Folk

Description : Org is the elder son of Chief Rum, leader of the Redstone Tribe. He is expected to lead the tribe after the death of his father but first, he must escape from the prison where the Beastlord has thrown him. Org is strong and savage in battle, more a warrior than a hunter as his father was. He has the same stats as a standard Wildman, except for his higher Ferocity

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 35.

Wildman

Taxonomy : Folk

Description : Primitive men; fierce enemies of most other cave-dwelling Folks.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.

28 – Beastlord's Room

Description: This room has a tall ceiling and large windows in the northern wall, through which the light from the great central courtyard (sec. 100) enters. The windows are too high to reach but they provide natural illumination. A group of Bicephalous Wolves sleeps in the room. In a bed, the Beastlord rests. There is no other furniture, because the Beastlord only lives to take care of his beasts.

Encounters: The **Beastlord**, a Caliban with an affinity with Wolves and a magical object, *the Whip of the Submissive Beast*, is always here. In addition, 1d6+3 **Bicephalous Wolves** are always in this room. The Beastlord always charges any enemy to protect his beasts. If the Beastlord dies, the Bicephalous Wolves enter a terrible state of animal frenzy and attack any being near them – foe or friend. The stats for the Beastlord and his Wolves can be found next page.



The cruel Beastlord

Treasure: If the characters kill the Beastlord, they can keep his weapon, the **Whip of the Submissive Beast** (see below). The Beastlord also keeps some treasure in a corner: jewels and coins with a value of 1,000 silver pieces and one great gold cup (Enc 1) with a value of 200 silver pieces.

Bicephalous Wolf

Taxonomy : Monster

Description : Two-headed wolves, thought by most scholars and adventurers to be the hybrid offspring of a Cerberus and a wolf.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & teeth)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +7 / +2

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two) ; Sharp Senses, Stealthy (14).

Awards : Glory 80, Wisdom 10.

The Beastlord (Caliban)

Taxonomy : Folk

Description : Calibans have the same general appearance as true Satyrs, with coarser facial features and a surly expression. They lack their natural exuberance and joyful lust. Instead, Calibans display a vicious and cruel temper, revelling in brutality and bestiality.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 80'

Initiative : 19

Melee Attack : +3

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +10

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 16), Lightning Fast, Missile Weapons (slings, javelins etc), Stealthy (18), Supernatural Vigor, Uncanny Agility. + *Whip of the Submissive Beast*.

Awards : Glory 65, Wisdom 10.

Additional Information : The Beastlord is loyal to the King of Monsters. He found a magical whip years ago, and has mastered its powers. The whip has given him control over wolves and canine creatures, but it has also twisted his mind, and now the Beastlord lives only to take care of his animals, ignoring his dreams of material wealth and glory. The Minotaur has given him a Cerberus and he is using her to breed an army of Bicephalous Wolves.

. Whip of the Submissive Beast

This magical whip allows the Beastlord to control dogs, wolves, Bicephalous Wolves, Cerberus and other creatures of canine stock (such as the Lycans). The Beastlord spent many years understanding all the powers of the whip; the heroes don't have enough time to learn to use it completely, but any hero will be able to use the following powers: usable as a melee weapon for 1d6 damage against wolves (any type), dogs, Lycans, Cerberus and other canine beings. If a canine creature is wounded by the whip, it must also make a Mystic Fortitude test (target number 15) or flee from the fight.

Area 6 : Southern Corridors

Random Encounters



A tattooed Wildman of the Redstone Tribe

Wildman

Taxonomy : Folk

Description : These primitive men are fierce enemies of most other cave-dwelling Folks.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.

Bicephalous Wolf

Taxonomy : Monster

Description : Two-headed wolves.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & teeth)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +7 / +2

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two) ; Sharp Senses, Stealthy (14).

Awards : Glory 80, Wisdom 10.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

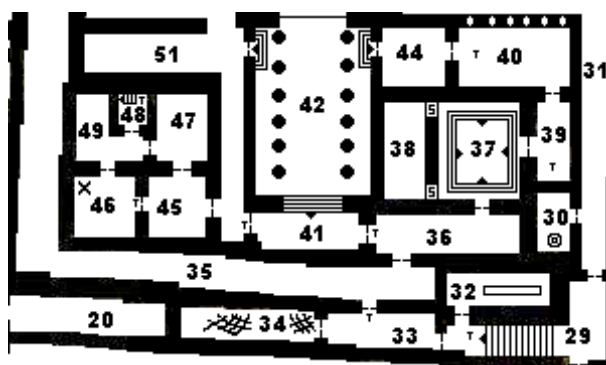
Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Area 6: Southern Corridors

Sections 29-35



Overview

These corridors serve as a battlefield in the struggle between the Wildmen and the Beastlord's Bicephalous Wolves and Lycans (Area 5). The Wildmen have put many traps in this area.

Processions of Shades regularly walk the corridors, illuminated by the green torches that are seen in many rooms of the Tomb.

5: The **Lamperer** is replacing torches. The Lamperer is an insubstantial spirit and he doesn't interact with the heroes.

6: A procession of **Shades** arrives from section 33 and continues on to section 31, ignoring the heroes.

See p 54 for the stats of Lycans, Wildmen and Bicephalous Wolves.

Sections

29 – Stairs

Description: This room has large stairs illuminated by green-flamed lamps.

Traps: In the middle of the stairs there is a trap: a tripwire that causes a file of stones and broken weapons to fall upon the heroes. Type: indoor; Effect: crushing; 2d6 Hits; Concealment Rating 19; Danger Rating 17.

Encounters: Roll 1d6 and consult the following table:

1-2: Nothing.

3: 1d6 **Wildmen**.

4: 1d6 **Lycans** + 1 **Bicephalous Wolf**.

30 – Guard Room

Description: This old guard room is in the dark. There is a torch hanging on the wall but it's broken. In the south there is a hole in the ground and a bucket with a rotten cord. It seems to be a well, but if the heroes throw a stone into it, they won't hear the sound of water.

Encounters: A **Giant Slug** (see next page for its statistics) lives in the well. If the heroes throw any object into it, the monster comes out of the well and attacks them.

31 – Long Corridor

Description: This long corridor is illuminated by green-flamed lamps. On their walls are well-preserved images of dolphins and marine animals.

Giant Slug

Taxonomy : Monster

Description : Slimy mollusks of titanic proportions ; mostly found underground or in very old ruins.

Size : Gigantic

Ferocity : Peaceful

Cunning : Average

Mystique : Normal

Movement : 60' (crawling)

Initiative : 10

Melee Attack : +4

Damage : 3d6 (whole body)

Defense Class : 14

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Mindless, Regeneration (3 Hits per round), Stealthy (8), Tough Skin, Wallcrawling.

Awards : Glory 300, Wisdom 20.

Encounters: Roll 1d6 and consult the following table:

1-2: Nothing.

3: 1d6 **Wildmen**.

4: 1d6 **Lycans** + 1 **Bicephalous Wolf**.

5: The **Lamperer** is replacing torches. The Lamperer is an insubstantial spirit and he doesn't interact with the heroes.

6: A procession of **Shades** arrives from section 29 and continues on to section 100, ignoring the heroes.

See p 54 for the stats of Wildmen, Lycans and Bicephalous Wolves.

32 – Dining Room

Description: This large room is an old dining room. There is a big table with food in the center and chairs around it. The room is illuminated with green-flamed torches. The high ceiling is inhabited by small bats.

Encounters: Bats. They are small beasts that eat the food that is left on the table. They flee as soon as the heroes enter the room. See also *Closer Inspection* below.

Closer Inspection: The heroes can eat the food: fruit and olives. The costly glasses are full of water. If they stay for at least ten minutes in the room, the Maze Master should roll 1d6:

1-3: Nothing happens.

4: The **Lamperer** enters the room and replaces the consumed torches.

5: 2d6 **Skeleton Servants** enter the room carrying fruit and pitchers of wine and water. They replace the food on the table without interacting with the heroes. The most audacious bats descend to the table to eat the fruits.

6: A **Shade** materializes in each chair and tries to devour the food, but is unable to eat it. In a short while, the Shade stops trying and, befuddled, vanishes again.

*None of these beings interact with the heroes, so statistics are not needed. If the **Skeleton Servants** are attacked, they will not fight back. Each Skeleton Servant has an EDC of 15 and 4 Hits.*

33 – Small Corridor

Description: This small corridor is illuminated by green-flamed lamps and has frescoes that show a grain goddess in procession, possibly Demeter.

Traps: On the northern door the Wildmen have left a trap of swords and spears that attacks the first person that passes through the door. Type: indoor; Effect: direct damage; 1d6 Hits; Concealment 16; Danger Rating 17.

Encounters: Roll 1d6:

1-2: Nothing.

3: 1d6 **Wildmen**.

4: 1d6 **Lycans** + 1 **Bicephalous Wolf**.

5: The **Lamperer** is replacing torches. The Lamperer is an insubstantial spirit and he doesn't interact with the heroes.

6: A procession of **Shades** arrives from section 35 and continues on to section 29, ignoring the heroes.

See p 54 for the stats of Wildmen, Lycans and Bicephalous Wolves.

34 – Lair of the Spiders

Description: As soon as they open the door, the heroes see a dark room full of giant spider webs. Eyes shine in the dark, reflecting the light of the torches of section 33, and a group of **Cave Spiders** attacks the heroes.

Encounters: The Wildmen have left a group of Cave Spiders in this room, as a trap for the Lycans. When the heroes enter the section, they will immediately be attacked by 1d6 **Cave Spiders**. See also *Closer Inspection* below.

Closer Inspection: If the heroes enter the room and begin to search it, 1d3 more **Cave Spiders** that were hidden attack them. At the end of the room is a group of corpses: Lycans and other creatures killed by the Cave Spiders. The heroes can recover 1d3 spears, 1d3 daggers and 1d3 helmets, as well as 1d6x10 silver pieces.

35 – Corridor of the Frescoes

Description: This long corridor is illuminated by green-flamed lamps that burn constantly. From the entrance in section 5 to its end the heroes can admire great frescoes that show the life of a man: as a baby being presented in the temple, then as a boy, soon a young soldier, later a mature soldier hardened in battle, then marrying and administering his household. The last fresco depicts the burial of the man.

Cave Spider

Taxonomy : Monster

Description : Huge spiders that can attack two man-sized opponents at the same time.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

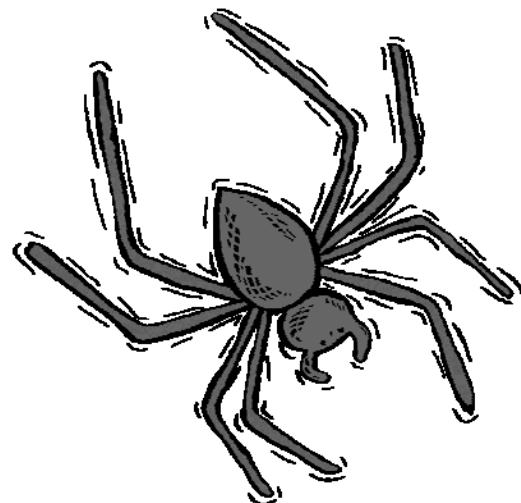
Hits Total : 24

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (sting, paralysis), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.



Encounters: Every time the heroes enter this section, roll 1d6:

1-3: Nothing happens.

4: A low moaning fills the corridor.

5: The **Lamperer** appears and ignites the dim lamps.

6: A procession of **Shades** walks through the corridor from section 5 to section 33.

Area 7 : Temple of Poseidon

Random Encounters

Wildman

Taxonomy : Folk

Description : These primitive men are fierce enemies of most other cave-dwelling Folks.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Swamp Horror

Taxonomy : Monster

Description : Also known as *Quagmires*, these vaguely humanoid creatures appear to be made of living mud and devour the life-energy of their victims.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (60' swimming)

Initiative : 11

Melee Attack : n/a *

Damage : special *

Defense Class : 20

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Amphibious, Grapple (Might 16), Invulnerability, Life Energy Drain (touch attack)*, Mindless, Stealthy (12), Supernatural Vigor.

* This is the Swamp Horror's only way to inflict damage to its opponents.

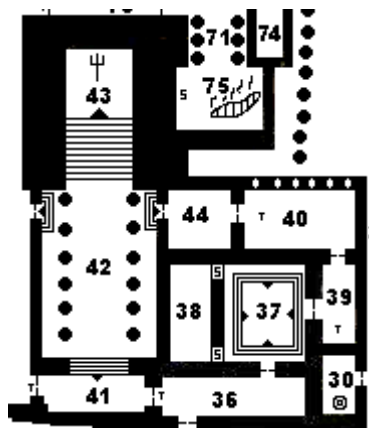
Awards : Glory 140, Wisdom 50.



A Lycan charging into battle

Area 7: Temple of Poseidon

Sections 36-44



Overview

This area was a great temple dedicated to the great God Poseidon. The temple is abandoned and only the memories of the old cult remain.

Special Rules: The presence of the God Poseidon can be sensed in this area. All the rooms are humid and in some of them there are large pools and waterways that seem to arrive from other rooms. Sometimes noises like torrents, waterspouts or the sound of somebody blowing a big horn are heard. There is also an inexplicable sensation of breathlessness in these rooms, making it difficult to breathe. All these phenomena cause the heroes a penalty of -2 to all their Danger Evasion rolls. If there is a Priest of Poseidon in the group he won't suffer these adverse effects; in fact, he has a bonus of +2 to his Mystic Fortitude tests.

Sections

36 – Mosaic Room

Description: This room is empty and dark. Its walls are covered with mosaics of shells that show various scenes of

Poseidon and other sea gods. Streams of water arrive from section 37.

Encounters: Roll 1d6 and consult the following table:

1-3: Nothing.

4: 1d3 **Wildmen**. Roll another 1d6; if the result is 5 or 6, the Wildmen are fighting against 1d3 Lycans.

5: 1d3 **Lycans**. Roll another 1d6; if the result is 5 or 6, the Lycans are fighting against 1d3 Wildmen.

6: 1 **Swamp Horror**.

See p 58 for the stats of these creatures.

Traps: The Wildmen have placed a trap on the door to section 41 : a big block of stone which will fall on the first person to open the door. Type: indoor; Effect: direct damage; 1d6 Hits; Concealment: 17; Danger Rating 16.

37 – Swimming Pool

Description: This large room without a ceiling was long ago a large swimming pool. Now, the water has overflowed the limits of the pool and has also partially filled section 38. Periodically, the water rises and runs towards sections 39 and 36. The whole room is covered by vegetation that climbs to the top of the room.

Encounters: Within the pool is a subaquatic Monster known as the **Lurker Below**. Normally it is lethargic and ignores the presence of intruders, but if the heroes disturb the water, it wakes up and tries to drag one of them into the pool to devour him. Roll 1d6 every 10 minutes that the heroes stay in the room. On a result of 5 or 6, the Lurker Below wakes up.

Lurker Below

Taxonomy : Monster

Description : A big octopus-like monster.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : n/a

Damage : see below

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Aquatic, Entangle (tentacles, 20' range, Might = 20), Extra Arms (tentacles, see below), Supernatural Vigor, Tough Skin.

Awards : Glory 320, Wisdom 10.

The Lurker's only weapons are its tentacles, which allow it to make Entangle attacks against up to 4 Medium-sized victims in a single round. These tentacles do not inflict any damage but may be used to pull victims under water and cause them to drown. This attack may also be used on water-breathing opponents to strangle and suffocate them, with the same effects as drowning.

Closer Inspection: The vegetation is too fragile to climb up it to the top of the room. If they enter the pool they'll see the Lurker Below. There are flooded tunnels under the pool, but to swim into them would normally mean certain death, since they extend many yards under the Tomb, unless the heroes can breathe underwater, in which case they will be able to explore these underwater tunnels, which are connected to all the water pits in the Tomb, such as the one in the section 103. The two entrances to section 38 are hidden under thick vegetation and it's not possible to find them unless the heroes look specifically for secret or hidden doors.

38 – Lair of the Swamp Horrors

Description: This room is partially flooded and contains much rotten vegetation that has been dragged here by the Swamp Horrors that dwell here.

Encounters: This is the home of two **Swamp Horrors**, which arrived here from the flooded tunnels in the swimming pool (section 37). There were once more Swamp Horrors, but the Sea Horror killed them. If possible, the Swamp Horrors use the darkness in their lair to attack the heroes with the advantage of surprise.

Closer Inspection: If the characters examine the area, they only find seaweed and rotten vegetation; the Swamp Horrors throw the objects they found to the swimming pool.

Swamp Horror

Taxonomy : Monster

Description : Also known as *Quagmires*, these vaguely humanoid creatures appear to be made of living mud and devour the life-energy of their victims.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (60' swimming)

Initiative : 11

Melee Attack : n/a *

Damage : special *

Defense Class : 20

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Amphibious, Grapple (Might 16), Invulnerability, Life Energy Drain (touch attack)*, Mindless, Stealthy (12), Supernatural Vigor.

** This is the Swamp Horror's only way to inflict damage to its opponents.*

Awards : Glory 140, Wisdom 50.



Enter... the Swamp Horror ;

39 – Storage Room

Description: This empty room has a pair of jars next to the eastern wall. The ground is humid and is occasionally flooded. There are torches on the walls, but they are extinguished.

Encounters: Roll 1d6 and consult the following table:

1-3: Nothing.

4: 1d3 **Wildmen**. Roll another 1d6; if the result is 5 or 6, the Wildmen are fighting against 1d3 Lycans.

5: 1d3 **Lycans**. Roll another 1d6; if the result is 5 or 6, the Lycans are fighting against 1d3 Wildmen.

6: 1 **Swamp Horror**.

See p 58 for the stats of these creatures.

Traps: The Wildmen have placed a trap in the room. Type: indoor. Effect: entrapment ; Concealment Rating 17; Danger Rating 17. The net is wide enough to catch up to four heroes.

Closer Inspection: The jars are full of salty water.

40 – Trophy Room

Description: This room is full of trophies: masks, decorated miniature boats, weapons and coffer with marine treasures. Windows in the northern wall provide the only light available.

Encounters: Roll 1d6 and consult the following table:

1-3: Nothing.

4: 1d3 **Wildmen**. Roll another 1d6; if the result is 5 or 6, the Wildmen are fighting against 1d3 Lycans.

5: 1d3 **Lycans**. Roll another 1d6; if the result is 5 or 6, the Lycans are fighting against 1d3 Wildmen.

6: 1 **Swamp Horror**.

See p 58 for the stats of these creatures.

Treasure: The trophies of the room are votive offerings from the worshippers of Poseidon, and they continue to be sacred to the God. If any of the objects are touched, the heroes experience a sensation of danger. If they take any object out of the room, the curse of Poseidon affects them for an entire day, reducing their Might score by 1d6 points (which will affect their Melee, Hits and other important scores). If they don't return the objects to the room before a day has passed, the effects of the curse become *permanent*. The Enc of these objects varies between 0 and 4, depending on their bulkiness.

Closer Inspection: It is possible to climb to the windows and pass through them to the central courtyard (section 100). This requires an Athletic Prowess roll (target number = Encumbrance), as per the usual climbing rules.

41 – Temple Entrance

Description: This room is not illuminated, although there are some extinguished torches on the south wall. From this room the temple of Poseidon

(section 42) can be seen, flooded and covered with water. The stairs descend to the temple.

Traps: There is a Wildmen trap on the western door. Type: indoor; Effect: crushing; 2d6 Hits; Concealment 18; Danger Rating 15. The noise caused by the falling objects alerts the Wildmen in section 45, who come to investigate.

Closer Inspection: Every ten minutes the heroes stay in the room, the Maze Master should roll 1d6 and consult the following encounter table:

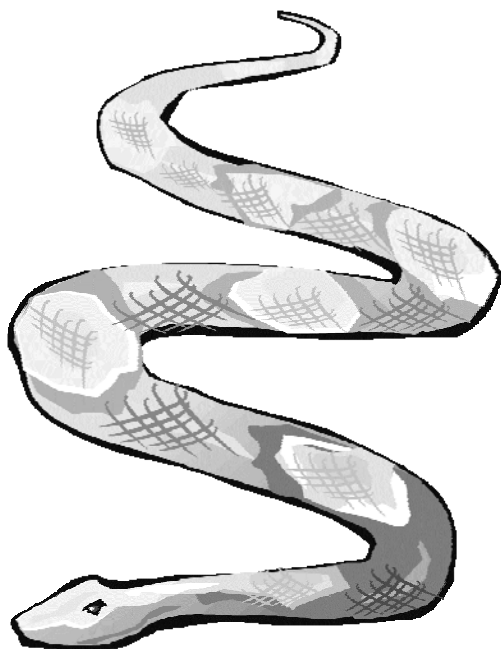
1-3: Nothing.

4: 1d3 **Wildmen**. Roll another 1d6; if the result is 5 or 6, the Wildmen are fighting against 1d3 Lycans.

5: 1d3 **Lycans**. Roll another 1d6; if the result is 5 or 6, the Lycans are fighting against 1d3 Wildmen.

6: The **Bronze Serpent**.

See next page the stats of the Bronze Serpent and p 58 for the other creatures.



42 – Temple of Poseidon

Description: There are four entrances to the temple of Poseidon. All of them have stairs that descend into the temple. The floor of the large room is flooded with water up to the waist of a normal man. The water is clear, but there is no illumination in the room. Great columns and beautiful mosaics depicting Poseidon, marine creatures and sea gods decorate the temple.

Encounters: The **Bronze Serpent** lives in section 43. The Maze Master can find its statistics next page. It often stays in this section, resting and keeping the temple free of defilers. The Bronze Serpent is in the room if the Maze Master rolls 5 or 6 on 1d6. The Bronze Serpent is a good swimmer and moves easily under the water. Initially, the Serpent watches the heroes but doesn't attack. If the heroes walk back slowly, without causing too much noise, the Bronze Serpent lets them go, but if they flee with haste, the Serpent attacks the nearest hero. If the heroes have the Blessing of Rhea, the Bronze Serpent doesn't attack them.

Closer Inspection: Every half-hour the characters stay in the room, the Maze Master should roll 1d6 and consult the following encounter table :

1-3: Nothing.

4: 1d3 **Wildmen**. Roll another 1d6; if the result is 5 or 6, the Wildmen are fighting against 1d3 Lycans.

5: 1d3 **Lycans**. Roll another 1d6; if the result is 5 or 6, the Lycans are fighting against 1d3 Wildmen.

6: The **Bronze Serpent**.

See next page for the stats of the Bronze Serpent and p 58 for the other creatures.

43 – Inner Temple of Poseidon

Description: This room doesn't have a ceiling. In the north there is a huge statue of Poseidon sitting on his throne with his trident in his hand.

Encounters: This is the lair of the **Bronze Serpent**, which sometimes climbs up the walls to hunt Harpies on the roofs of the Tomb. If the Serpent is in the room she attacks from behind the statue. If the heroes flee, she follows them to the Temple of Poseidon (section 42), but she allows them to flee. To see if the Serpent is in the room, the Maze Master should roll 1d6 and consult the following table:

1-3: The Serpent is not in the room.

4-5: The Serpent is sleeping behind the statue, but wakes up when the heroes enter the room.

6: The Serpent is descending from the ceiling quietly and attacks the heroes with the advantage of surprise.

If the characters have the Blessing of Rhea, the Serpent doesn't attack them.

Closer Inspection: If they examine the statue of Poseidon the heroes see that it's made of ivory and gold. If they bow in front of the statue and a Priest or a Noble performs a small worship ceremony, the head of the statue speaks: the great Poseidon is talking with the heroes. He asks them to perform a task for him. He wants them to slay the Swamp Horrors who hide in this area (see section 38). If the heroes kill them and bring them here, the statue gives the heroes his trident, the Trident of the Deep. It can only be used by a hero with a Might of 13 or more and gives a damage bonus equal to the character's Might modifier.

44 – Priest's Room

Description: In this room there are several large and half rotten chests floating in the water. There are torches on the walls but they are extinguished.

Closer Inspection: If the heroes open the chests they find rotten, unusable linen clothes. They are the ceremonial clothes that the priests of Poseidon used in the days of old. If the heroes stay in the room for fifteen minutes, the Maze Master should make a roll on the Random Encounters table for this area.

Bronze Serpent

Taxonomy : Monster

Description : Very large bronze-colored snake;. The Bronze Serpent is the best swimmer of the Serpents of the Dark Earth. It lives in the flooded Temple of Poseidon. From time to time, it climbs to the roofs of the Tomb to hunt Harpies. It usually attacks by sneaking on its prey and then constricting it, using its Grapple and Crushing Damage abilities but can also bite with its huge fangs.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +6/+4

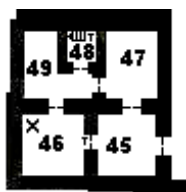
Mystic Fortitude : +2

Special Abilities : Amphibious, Crushing Damage, Grapple (Might 20), Natural Armor, Regeneration (2 Hits / round), Sixth Sense, Stealthy (12), Supernatural Vigor.

Awards : Glory 360, Wisdom 30.

Area 8: Lair of the Wildmen

Sections 45-49



Overview

This is the new home of the Redstone Tribe of Wildmen. They are followers of the great goddess Rhea, and when the Minotaur and his horde returned from their assault on Coristea, the Wildmen fought them. Many warriors died facing the monsters and in the end they were forced to flee from his lair (area 1) to these rooms.

The Wildmen know where the temple of Rhea is located, but they fear the spirit guardians and don't dare to face them.

Right now, the Wildmen are fighting against the Beastlord, a ferocious Caliban that lives nearby (area 5). The Beastlord sends Bicephalous Wolves and Lycans to fight the Wildmen but they have set many traps in the corridors and have managed to keep their new lair hidden.

If their lair attacked once again, the Wildmen will flee through the tunnel in section 46 to section 52 and from there to the Temple of Rhea (area 10), trying to find a refuge. If this exit is blocked, they follow the stairs in section 48 and try to flee to the roofs of the Tomb.

Their chief, Rum, has received dreams from Rhea and he knows a group of heroes is coming. He recognizes the heroes and will try to negotiate with them even if they have fought against his Wildmen warriors.

Wildman

Taxonomy : Folk

Description : Primitive men; fierce enemies of most other cave-dwelling Folks.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.

These statistics are for male warriors. Wildman women and children do not fight; they have a Defense Class of 12 and a Hits Total of 4 (for women) and 2 (for children).

All Wildmen mentioned in this area are male warriors, unless women or children are specifically mentioned.

Sections

45 – Main Entrance

Description: This is the entrance to the rooms of the Wildmen. It is illuminated by lamps that the Wildmen have found in the Tomb. There are always six warriors here, ready to hold off invaders out of the rooms and to make time for the tribe to flee. If the heroes activate the trap in section 41, four of them go to investigate, while two remain here. If a

fight begins in this section, Chief Rum and the rest of soldiers in the nearby rooms arrive in four rounds. When they are not on patrol, the Wildmen warriors sleep in this room, with their weapons by their sides. The Maze Master should roll 1d6 when the heroes enter the room to see how many warriors are resting here (in addition to the six who are always on duty, as noted below):

1-3: None.

4: 1d3 **Wildmen**.

5: 1d6 **Wildmen**.

6: 1d6+3 **Wildmen**.

Encounters: Six **Wildmen** warriors guard this section. If an enemy arrives here they try to kill them quickly while one of the warriors goes to section 49 to warn Chief Rum.

46 – Main Room

Description: This is the main room where the women and children of the tribe sleep. The room is illuminated by lamps and there are many blankets where the Wildmen sleep. Here they keep almost all of their possessions. There are always two warriors in this room, standing near the entrance to the secret tunnel (marked with an “X” on the map). If the soldiers hear the activation of the trap within the tunnel, one of them goes to investigate while the other warns Chief Rum.

Encounters: Two **Wildmen**, ten of their women and seven children. The women follow the orders of their men and try to protect their children.

Traps: There is a trap on the door that leads to section 45. The trap is formed by stones that fall from the ceiling. If the trap activates, the door is blocked. Type: indoor; Effect: crushing; 2d6 Hits; Concealment 16; Danger Rating 17. There is also a pit trap (with stakes at the bottom) in the secret passage,

seven feet past the entrance. Type: indoor; Effect: falling + direct damage; Concealment 17; Danger Rating 18.

Treasure: The only “treasure” that can be found belongs to the Wildmen: beds, skins, kitchen utensils and some food.

Closer Inspection: In a corner of the room there is a loose floor tile that serves as a secret entrance to an underground tunnel. To see this hidden entrance the characters must pass a Detection roll (target number 17). There is a trap in the tunnel (see “Traps” in this section). The tunnel goes north until it reaches an intersection where it branches north and west. If the heroes go north, they reach section 52. If they follow the west tunnel, they reach section 7, where there is also a pit trap.

47 – Storage Room

Description: Here the Wildmen keep their food and the materials they use to create their traps. The room is full of barrels, amphorae and jars, all filled with food and water. There are lamps illuminating this section. There are always two Wildmen warriors in the warehouse, but they’ll go to the other rooms if they hear sounds of fighting.

Encounters: Two **Wildmen**.

Closer Inspection: The adventurers can supply themselves with food, water and lamps.

48 – Stairs to the Top

Description: This stairs lead to a hatch that opens to the tile roofs of the Tomb of the Bull King. The Wildmen have closed this hatch, because they fear the Harpies could find it and warn the rest of the Minotaur’s minions. The Wildmen will try to flee through this stairs only if there is no other option.

Encounters: There is one **Wildman** warrior watching the stairs.

Chief Rum (Wildman)

Taxonomy : Folk

Description : Chief Rum is the leader of the Redstone Tribe of Wildmen at the Tomb of the Bull King. When he was young, he found the Tomb and brought here his wives, children and followers here. Now he is growing old, and is ready to give the leadership of the tribe to his son Org. He has received prophetic dreams from Rhea ordering him to fight the minions of the Minotaur. The tribe has suffered, but Rum is not ready to disobey Great Goddess Rhea. Chief Rum has the same statistics as other Wildmen, except for his higher Cunning.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 30.

decided to move with his tribe to these rooms to continue the fight. His son, Org, was captured by the Beastlord days ago and is now his prisoner (see section 27). If the heroes talk with Rum, he request to them that they free his son and do offers up to four Wildmen warriors to help them. If the heroes liberate Org and the other prisoners, the Chief and his tribe are very grateful. They could use this area as a resting place where the Wildman women can heal their wounds. The Wildmen can also guide them to the Temple of Rhea, but they won't enter with them.

Encounters: The **Chief Rum** and two other **Wildmen**. Five women and three children also stay here.

Treasure: The treasure of the tribe is stored here: a rich set of dishes (100 silver pieces, Enc 3), a bag of 200 silver pieces (Enc 1) and a pouch with two small red rubies (150 silver pieces each, Enc 0).

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Maze Master's Notes

Traps: On the stairs there is a trap : as the first hero climb the stairs, a big stone falls on him. Type: indoor; Effect: direct damage; 1d6 Hits; Concealment 15; Danger Rating 16.

49 – Chief Rum's Room

Description: These are the personal rooms of Chief Rum. Rum is the old Wildman that found the Tomb many years ago. He brought his children, women and followers and used the Tomb as a base camp for their hunting parties. When the Minotaur woke up, Rum received a prophetic dream from Rhea and, following her orders, led his warriors to fight the Minotaur's minions. After several ambushes, Chief Rum

Area 9 : Storage Rooms

Random Encounters

Wildman

Taxonomy : Folk

Description : These primitive men are fierce enemies of most other cave-dwelling Folks.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with wo-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Giant Slug

Taxonomy : Monster

Description : Slimy mollusk of titanic proportions ; mostly found underground or in very old ruins.

Size : Gigantic

Ferocity : Peaceful

Cunning : Average

Mystique : Normal

Movement : 60' (crawling)

Initiative : 10

Melee Attack : +4

Damage : 3d6 (whole body)

Defense Class : 14

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Mindless, Regeneration (3 Hits per round), Stealthy (8), Tough Skin, Wallcrawling.

Awards : Glory 300, Wisdom 20.

Area 9 : Storage Rooms

Random Encounters (continued)



Skeleton Servant

Taxonomy : Animate

Description : Human skeleton animated by dark necromancy. Unlike the Skeletons described in the *Creature Compendium*, they are not warriors and will not fight unless attacked first. They are unarmed and only do 1d3 damage per attack.

Size : Medium

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : 0

Damage : 1d3 (bones)

Defense Class : 15

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Fearsome, Mindless.

Awards : None. These beings are just harmless animated servants.

Cave Spider

Taxonomy : Monster

Description : Huge spiders that can attack two man-sized opponents at the same time.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

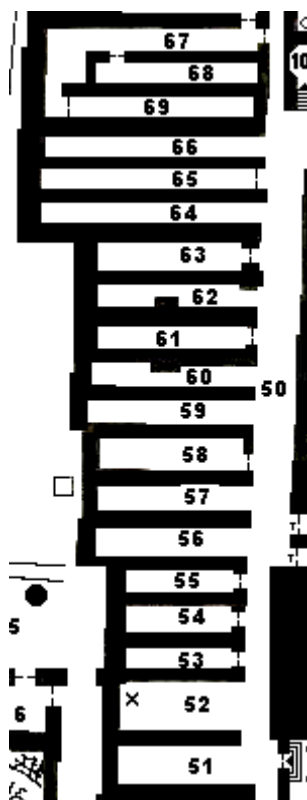
Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (sting, paralysis), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.

Area 9: Storage Rooms

Sections 50-69



Random Encounters (Area 9)

1-3: Nothing.

4: 1d6 **Troglodytes**, looking for the Temple of Rhea.

5: 1d3 **Wildmen**, that flee when they see the heroes.

6: 1d6 **Lycans** and 1 **Tragos**, patrolling the area.

7: 1 **Giant Slug**, searching for food.

8: 1d3 **Cave Spiders** that attack from the ceiling, with the benefit of surprise.

9-10: 1d6 **Skeleton Servants**, taking stuff to or from section 67.

The stats for these creatures can be found on the previous two pages.

Overview

These rooms are the old warehouses of the palace. Here there are amphorae and chests with wine, grain, fabrics and all types of provisions. Some materials are still usable, because of the magic of the Tomb. Unless stated otherwise, no warehouse is illuminated.

Special Rules: Various denizens of the Tomb frequently patrol or wander this area. This is reflected by the possibility of a *random encounter* in some of the sections (as mentioned in their detailed description). When the heroes enter such sections, the Maze Master should roll 1d10 and consult the Encounter Table given below. Each of these encounters can only occur once per half-day: if a roll indicates an Encounter that has already taken place in the last twelve hours, treat the result as 1-3.

Sections

50 – Great Corridor

Description: This corridor is illuminated by green-flamed lamps. On the walls there are frescoes that show the daily life in the palace: craftsmen making objects, priests performing ceremonies, and scribes and other administrators of the palace's bureaucracy.

Encounters: None at first but see *Closer Inspection* below.

Traps: The door to section 76 has a trap created by the Bone Priest (see section 76). The door to section 70 has a magical trap that makes it difficult to find the entrance (see section 70).

Closer Inspection: If the characters stay in the corridor for fifteen minutes,

the Maze Master should roll on the *Random Encounters* table for this area, replacing results of 1-4 with these:

1-2: Nothing.

3: The **Lamperer**, an insubstantial spirit, igniting the extinguished lamps.

4: A procession of **Shades** that advances slowly from section 105 towards the Temple of Poseidon (area 7), the Temple of Rhea (area 10) or the Crypt of the Bone Priest (area 11).

5 or more : See regular table.

51 – Storage Room (Wine)

Description: This room is full of large amphorae of wine.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

52 – Storage Room (Oil)

Description: This room is full of large amphorae of oil.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

Closer Inspection: In a corner of the room there is a loose floor tile that covers the entrance to an underground tunnel. To see this hidden entrance the heroes must pass a Detection roll (target number 15). The tunnel goes south to an intersection with two tunnels that go south and west. If the heroes go south, they reach section 46, where there is a pit trap. If they follow the west tunnel, they reach section 7.

53 – Storage Room (Fabrics)

Description: This room is full of rotten fabrics.

Encounters: A **Ghost** haunts this section. It appears as a young tailor

who is examining fabrics. He ignores the heroes until they touch the fabrics. Then, he attacks the heroes until he is destroyed or the heroes leave the warehouse.

Closer Inspection: If the Ghost is destroyed, the next time the characters enter the area, the Maze Master should roll on the *Random Encounters* table for this area.

54 – Storage Room (Wood)

Description: This room is full of various planks and boards of rotten wood.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

Ghost (Section 53)

Taxonomy : Spirit

Description : Ghosts usually look like translucent, intangible humans; see *Encounters* in section 53 above for a description of this particular ghost.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : n/a

Damage : Special

Defense Class : 16

Hits Total : 8

Detection / Evasion : +6/+4

Mystic Fortitude : +8

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch attack), Magic Resistance, Sixth Sense, Stealthy (18)

Like all Insubstantial beings, Ghosts cannot be harmed by mundane weapons or means and cannot inflict physical damage to material beings (except with their Life Energy Drain ability).

Awards : Glory 85, Wisdom 160.

55 – Storage (Documents)

Description: This room is full of small tablets with markings in a strange language. One of the three Sages (or a Philosopher) could probably decipher the language but these inscriptions turn out to be useless notes of purchases, sales and stored merchandise.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

56 – Storage Room (Tools)

Description: This room is full of bronze nails and tools.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69

57 – Storage (Fabrics & Skins)

Description: This room is full of fabrics, skins and carpets.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

58 – Storage (Mirrors & Lamps)

Description: This room is full of mirrors of burnished silver, lamps and various fabrics of beautiful colours. All the materials have a layer of dust, but they are in good shape. This room is illuminated with normal lamps (not like the green lamps in the corridor).

Encounters: One **Empusa** (without Psychic Powers) lives in this room, feeding on the Wildmen and other living beings that she captures.

59 – Storage Room (Oil)

Description: This room is full of large amphorae of oil.

Empusa (section 58)

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate, goddess of darkness, in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only usable vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Awards : Glory 120, Wisdom 140.

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

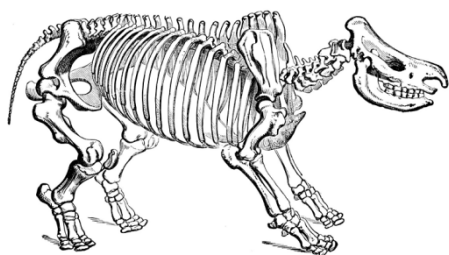
60 – Storage Room (Oil)

Description: This room is full of large amphorae of oil.

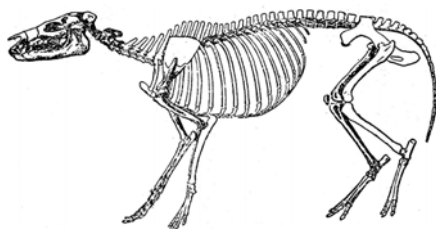
Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

61 – Storage Room (Animals)

Description: This room is full of skeletons of birds, pigs and other animals, all long-dead.



Encounters: The various **Animal Skeletons** animate if the heroes stay for more than five rounds here. Individually, these small skeletons are not fast or especially dangerous, but there are many of them : each hero in the room will be attacked by 1d6 Animal Skeletons (but remember that humans and other medium-sized beings can attack two different Small opponents each battle round).



Animal Skeleton

Taxonomy : Animate

Description : See main text.

Size : Small

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 45'

Initiative : 11

Melee Attack : +2

Damage : 1d3 (fangs, claws etc)

Defense Class : 13

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Mindless.

Awards : Glory 4, Wisdom 10.

Shadow

Taxonomy : Spirit

Description : Insubstantial, life-drinking spirit of darkness looking like a human shadow.

Size : Medium (two-dimensional)

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 60'

Initiative : 16

Melee Attack : n/a

Damage : See below

Defense Class : 17

Hits Total : 12

Detection / Evasion : +8

Mystic Fortitude : +10

Special Abilities : Camouflage (as shadow, 26), Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy (22), Uncanny Agility, Wallcrawling.

As all Insubstantial beings, Shadows cannot be harmed by mundane weapons ; they may only be harmed by magic. Their only attack is their Life-Energy Drain touch.

Awards : Glory 110, Wisdom 140.

62 – Storage Room (Spices)

Description: This room is full of small boxes with different spices inside them. Some of the spices are usable.

Encounters: 1d6 **Shadows** appear in the room if a source of light illuminates the section. It immediately attacks the light-bearer. If a Shadow is destroyed, another one appears two rounds later, as long as there is a source of light in the room.

63 – Storage Room (Marble)

Description: This room is full of marble blocks. There are stonecutting tools hanging on the walls.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

Rat

Taxonomy : Beast

Description : Ordinary rat.

Size : Tiny

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 30'

Initiative : 14

Melee Attack : +3

Damage : 1pt (teeth & claws)

Defense Class : 14

Hits Total : 2

Detection / Evasion : +6 / +4

Mystic Fortitude : 0

Special Abilities : Gallop, Sharp Senses, Stealthy (20), Uncanny Agility.

Awards : None (they're just rats).

64 – Storage Room (Grain)

Description: A warehouse full of grain... and rats !

Encounters: This room is home to a big swarm of **Rats**. If the heroes stay for more than five rounds in the warehouse, the rats get nervous and attack the heroes. This frantic attack will last 1d6 battle rounds, during which each hero who remains in the room will be attacked by 1d6 new rats but remember that humans and other medium-sized beings can attack up to four different Tiny targets in the same round. The rats are too numerous to be exterminated but will immediately flee before fire or once the 1-6 rounds are over, dispersing in the corridor...

65 – Storage Room (Grain)

Description: Like section 64, this warehouse is also full of grain and rats.

Encounters: A swarm of **Rats** that acts as the swarm of section 64

66 – Storage Room (Metal)

Description: This room was full of bronze and copper ingots, but it was sacked a long time ago by the dwellers of the Tomb and is now empty.

Encounters: Roll 1d10 on the *Random Encounters* table given p 69.

67 – Storage Room

Description: This room is illuminated by oil lamps and is full of large amphorae and chests of various goods.

Encounters: Four **Iron Warriors** guard this section. They attack every intruder who doesn't know the password. Only the Scribe Ghost in section 69 knows this password. If the Warriors are destroyed, they reform at a rate of one Warrior each day.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

Skeleton Servant

Taxonomy : Animate

Description : Human skeleton animated by necromancy. Unlike the Skeletons found in the *Creature Compendium*, these Animates are not warriors; they will not fight unless they are attacked first. They are unarmed and only do 1d3 damage per attack.

Size : Medium

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : 0

Damage : 1d3 (bones)

Defense Class : 15

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Fearsome, Mindless.

Awards : None. These beings are just harmless animated servants.

Closer Inspection: If the heroes stay in this room for more than fifteen minutes, the Maze Master should roll 1d6 and consult the following table:

1-3: 1d6 **Skeleton Servants** bring merchandise from section 110 and store it in the chests and amphorae.

4-6: 1d6 **Skeleton Servants** take goods from this section and go through section 50 towards the warehouses.

68 – Storage Room (Skeletons)

Description: This room is illuminated by oil lamps and *full* of Skeletons.

Encounters: Twenty-four **Skeleton Servants** stay in this section until one of them activates and goes to section 69. A few minutes later, the same Skeleton Servant returns with a small wax tablet and gives silent orders to 1d6 Skeletons. Together, they go to section 67, take merchandise and bring it to another section of the Tomb.

69 – Office Room

Description: This room is illuminated by oil lamps. There are large shelves on the walls, holding various trinkets and many small clay tablets with notes. In the furthest corner there is a table where a small quill moves over a desk.

Encounters: If the heroes approach the desk, a **Ghost** appears behind it; he is the scribe in charge of the inventory of the warehouses. From time to time Skeleton Servants arrive here, receive orders from the Scribe Ghost and depart. If the heroes try to speak with him, he says he is very busy. If they touch the tablets, he first admonishes them; if they ignore this warning and do it again, he attacks with the help of the **Iron Warriors** from section 67.

Closer Inspection: If the heroes examine the room, they find various coffers with valuable jewels, including 4 red rubies (140 silver pieces each), a bag of 500 silver pieces and various jewels (worth 2d10 x100 silver pieces).

Scribe Ghost

Taxonomy : Spirit

Description : An ethereal grumpy old man.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : n/a

Damage : Special

Defense Class : 16

Hits Total : 8

Detection / Evasion : +6/+4

Mystic Fortitude : +8

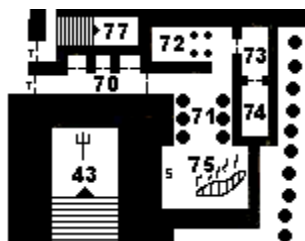
Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch attack), Magic Resistance, Sixth Sense, Stealthy (18)

Being Insubstantial, Ghosts cannot be harmed by mundane weapons. Their only mode of attack is their Life Energy Drain ability.

Awards : Glory 85, Wisdom 160.

Area 10: Temple of Rhea

Sections 70-75



Overview

This area is the temple of Rhea, mother of Zeus and one of the most venerated Goddesses in Old Proteus. Rhea has awaked in reaction to the actions of Parmenion, to face the Minotaur and restore order in the Tomb.

Rhea has sent prophetic dreams to the Wildmen at the Tomb and to the Blackblood Tribe of Troglodytes.

In addition, she has summoned a group of powerful Serpents that have attacked the Hags and the Minotaur's horde. Rhea is now calling more followers, like the centaurs of Aquio or the heroes.

Special Rules: In order to protect her temple, Rhea has summoned spirits, Serpents and the power of the Earth. This latter power manifests itself as follows: if anybody uses a melee weapon in the Temple, this weapon will automatically break if the damage die shows a result of 5 or 6. Even magical weapons are subject to this power but will only break on a damage roll of 6. In all cases, the damage rolled will still be inflicted before the weapon breaks. Only allies of Rhea (such as the spirits in section 70 or the heroes if they obtain Rhea's Blessing) are immune to this magical effect.

70 – Temple Entrance

Description: The entrance of the temple is protected by a magical trap. If the heroes avoid the trap and pass through the door, from the niches in the northern wall appear the guardians of the temple, three powerful spirits, servants of Rhea. There is absolute darkness in this room.

Encounters: The entrance of Rhea's temple is guarded by three guardian spirits : **Hard Earth**, **Black Crawler** and **Gaze of Stone**. Their statistics can be found next page. The first Spirit appears on the first round. The second Spirit appears on the third round. The last Spirit appears on the fifth round. They attack immediately and continue until they are destroyed or their opponents are dead. If a Priestess of Rhea or Demeter is with the group, the Spirits will not attack them.

Traps: The door of the temple has a magical trap that makes the door invisible. Only beings allied with Rhea can see through the illusion. In order to see the door, the heroes must make a Mystic Fortitude saving roll (target number 17). Followers of Rhea (such as the Wildmen or the Troglodytes) are not affected by this trap.

Treasure: If the spirits are destroyed, each one leaves a jewel behind him: a ruby, an emerald and a sapphire, worth 1d6 x 100 silver pieces each.

Closer Inspection: If the heroes leave the jewels on the ground, the spirits reappear in 1d6 rounds.

First Spirit ("Hard Earth")

Taxonomy: Spirit.

Description: The first spirit takes the form of a robust humanoid made of wood, with strong arms and vegetable tentacles that it uses to entangle his opponents.

Size: Medium.

Ferocity: Dangerous

Cunning: Alert

Mystique: Eldritch

Movement: 60'

Initiative: 13

Melee Attack: +4

Damage: 1d6 (fists)

Defense Class: 18

Hits Total: 16

Detection / Evasion: +2/+2

Mystic Fortitude: +8

Special Abilities: Crushing Damage, Entangle (tentacles, range 10', Might 16), Grapple (Might = 16), Magic Resistance, Natural Armor, Regeneration (1 Hit / round), Supernatural Vigor.

Awards: Glory 95, Wisdom 80.



Hard Earth, with its vegetal tentacles

Second Spirit ("Black Crawler")

Taxonomy: Spirit.

Description: The second spirit takes the form of a great black spider. It has the power to spit acid and uses this breath weapon to attack his opponents from the top of the roof.

Size: Medium.

Ferocity: Dangerous

Cunning: Alert

Mystique: Eldritch

Movement: 60'

Initiative: 15

Melee Attack: +5

Damage: 1d6 (bite)

Defense Class: 18

Hits Total: 16

Detection / Evasion: +2/+4

Mystic Fortitude: +8

Special Abilities: Breath Weapon (acid, 20'), Camouflage, Magic Resistance, Regeneration (1 Hit per round), Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility, Wallcrawling.

Awards: Glory 105, Wisdom 120.

Third Spirit ("Gaze of Stone")

Taxonomy: Spirit.

Description: The third spirit takes the form of a hooded woman with a knife.

Size: Medium.

Ferocity: Dangerous

Cunning: Alert

Mystique: Unearthly

Movement: 60'

Initiative: 13

Melee Attack: +4

Damage: 1d3 (knife)

Defense Class: 15

Hits Total: 16

Detection / Evasion: +2/+2

Mystic Fortitude: +10

Special Abilities: Petrification (60', special), Magic Resistance, Regeneration (1 Hit / round), Supernatural Vigor.

Awards: Glory 105, Wisdom 160.

To use its Petrification ability, the spirit removes the hood and cuts herself on the face with the knife while she looks at one of her opponents. Unlike other Petrification attacks, this takes an entire battle round to prepare, during which the Spirit cannot attempt any other form of attack.

71 – Outer Temple

Description: This room is illuminated by a light coming from the south (the pit in section 75).

72 – Earth Shrine

Description: This room is a shrine to the daughters of Rhea, goddesses of the grain. In this room there are three statues of goddesses, one by each wall. This room is not illuminated.

Treasure: Next to the feet of each statue there are food offerings, grain and jewels. If the heroes take any object, the room shakes. If they take them anyway, the ceiling trembles and falls upon them, doing 1d6 damage each round until the heroes leave the area. The earthquake continues in all the sections of this area, except section 75, and only stops if the heroes leave the offerings in the shrine.

Closer Inspection: Two of the statues are Demeter and Artemis. The third one, which the heroes don't recognize, is a young goddess wearing a helmet and carrying a two-edged axe.

73 – Storage Room

Description: This is a storage room for objects used in ritual ceremonies: clothes, masks, branches of sacred trees etc. The room is not illuminated.

Treasure: The objects are not valuable, except to the cults of the Earth Goddesses. If somebody brings the objects to a temple of Demeter or Artemis, their priestesses may pay up to 500 silver pieces. Most of these sacred objects (masks, robes etc) have an Enc value of 1 each.

74 – Treasure Chamber

Description: In this room the most sacred treasures of the cult are kept.

The central piece is a great wheeled cart where the statue of Rhea was put in the sacred days and taken out of the temple in procession.

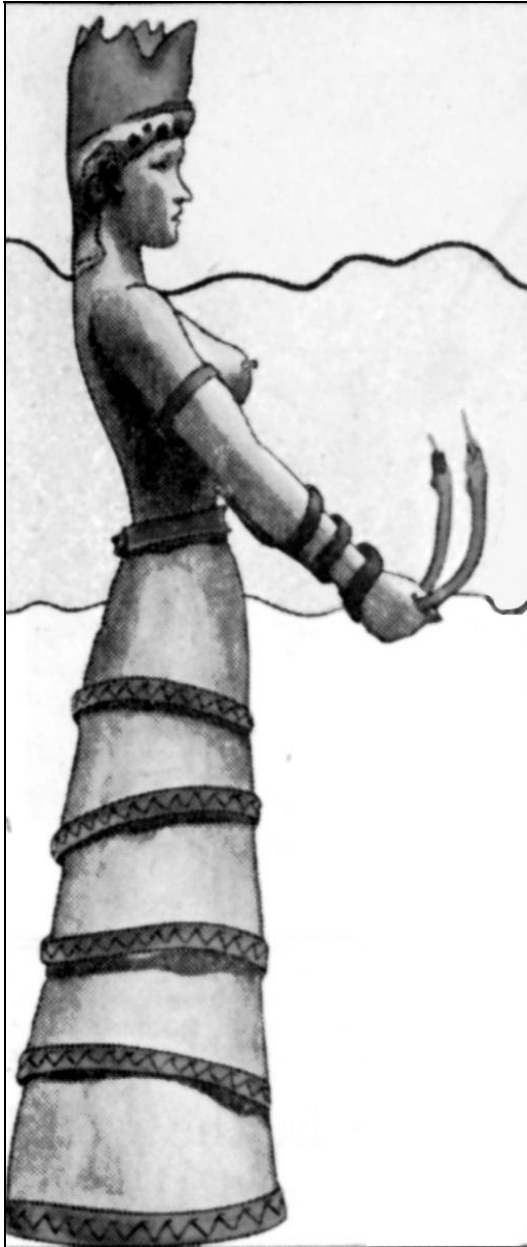
Treasure: In the cart there are two pots full of gold pieces. Each pot contains approximately 100 gold coins (a small fortune, since each gold coin is worth 100 silver pieces). Each pot has an Enc value of 1. On the wall there are golden masks and various adornments: the whole set represents a total of 6 Enc points, with a value of 1d6 x 50 silver pieces for each point of Encumbrance.

75 – Inner Temple

Description: This is the inner temple housing the statue of Rhea, mother of Zeus. The room is illuminated by a red light coming from a great crack opened in the southeastern part of the room. A pillar of black smoke sometimes rises from the crack. The ground is covered by a hundred snakes. The statue of Rhea, a goddess with a snake wrapped around each arm, is at the point marked with an "S" on the map.

Encounters: Hundreds of **snakes**. The snakes ignore the heroes at first, but soon grow nervous and the heroes must use the torches to keep to most audacious at bay. If the heroes stay for more than fifteen minutes in the room, the Maze Master should roll 1d6 every five minutes for each character. On a result of 6 the hero is bitten, and if he fails a Physical Vigor saving roll (target number 15), falls unconscious and has a prophetic dream (see below).

Closer Inspection: If the heroes look into the crack they see a bottomless pit with raging fires at a great distance. Steam and heat emanate from the crack. If the heroes kneel down before the statue of Rhea and request her aid, the snakes fall upon the heroes and bite them, until they are unconscious. Then they have a prophetic dream (see *The Prophetic Dream*, next page).



The statue of the Great Goddess Rhea

The Prophetic Dream

In the dream (see section 75), the heroes stand in a great courtyard (they recognize section 100, if they have already visited it). Young people are jumping with a pole over a bull. A noble King and his Queen preside over the ceremony from a balcony. One of the young people is gored by the bull and dies. The bull that has killed the young man stands up on its hind legs, changing into a Minotaur.

Then, a woman speaks with the King, takes a double-edged axe and jumps down to the courtyard. She fights the Minotaur and defeats him. The King and the Queen smile and rise, then walk away until they reach a megaron (great hall) where they sit on tall thrones. The people around them age and die, but the monarchs remain unaltered. When all the people have been reduced to dust, a group of Shades appear and kneel down. The King and the Queen listen to them and pronounce judgment. The heroes hear a voice, or rather they feel it like a vibration in their chests: *"Thus it is as it must be."*

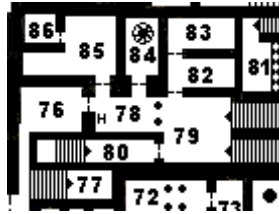
Now the scene changes. A group of people is again in the great courtyard, and are thrown into the great crack in the center of it, while an old woman and a young man watch. From the crack shouts arise and shortly afterwards, the Minotaur they had seen previously appears. The Minotaur howls and other monsters arise from the crack, obeying its call. The voice speaks again: *"Thus it is as it does not have to be."*

The image of a double-edged axe appears in the dream of the heroes. The voice says: *"Search for the sacred Labrys in the Temple of the Axe Goddess. You must obtain the blessing of the King to obtain the Axe. Only with the Axe can you destroy the Minotaur. Go, with the Blessing of Rhea"*.

The heroes then wake up. The snakes are passing their tongues by the eyes and ears of the heroes. From now on, the heroes are able to see and to hear clearly the forms and sounds of Shades, Ghosts and Spirits, such as the Shades that walk in the corridors; instead of floating skulls and green lights they'll see men and women with candles in their hands. In addition, the heroes have the Blessing of Rhea: the Troglodytes and Wildmen react favorably towards these sacred heroes. The Serpents invoked by Rhea act also more favourably towards the heroes although they don't obey their orders.

Area 11: Temple of the Underworld

Sections 76-86



Overview

This is a dangerous area of the Tomb, inhabited by the animated rests of the lost and the damned. Most of the complex is a temple to Hades and the Underworld. Here is the lair of the Bone Priest, an entity who was a priest of Hades when he was alive, and now reigns over the damned spirits.

Special Rules: The aura of death that impregnates this area is an almost physical sensation that frightens living beings: this causes a -2 penalty to all Mystic Fortitude and Danger Evasion saving rolls. In addition, characters will not be able to recover lost Hits, even by magical means, while in this area.

Sections

76 – Guard Room

Description: On the walls of this room there are sooty spots that seem to represent people in strange positions, as if they were suffering. The room is illuminated by green-flamed torches. The ground is covered in human bones. A group of skeletons armed with spears and shields guards the room.

Encounters: Ten **Skeletons** are always active here. They are armed with swords and attack any intruders who enter the room. If a Skeleton is destroyed, a shadow on the wall will

floats to a group of bones and three rounds later, a new Skeleton animates. There is a limitless number of Skeletons in the room. The statistics for Skeletons can be found next page.

Traps: On the door to section 50 there is a stone face. If the heroes open the door, a gas comes out of the mouth. Type: indoor; Effect: poison; Physical Vigor saving roll (target number 15) or death in 1d6 rounds; Concealment 15; Danger Rating 16. Everybody in a 1d6 radius may be affected by the cloud. This very elaborate trap automatically reloads after each use. This fiendish necromantic mechanism was created by the Bone Priest to neutralize thieves, adventurers and other intruders.

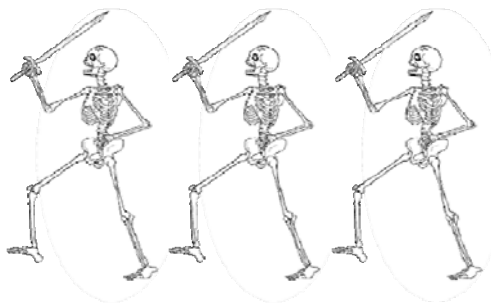
Closer Inspection: There are only bones in this room.

77 – Stairs to the Watch Tower

Description: These stairs lead to the second floor of the Tomb. They are illuminated by the light of the moon or the sun that enters them from above.

Encounters: A **Ghost** protects the stairs. He appears as an ethereal soldier dressed in full armor, with a spear and a shield, although his only attack is his Life-Energy Drain, which he delivers by touching a victim with the tip of his spear (treat as a *touch* attack). If somebody tries to climb the stairs, he raises his hand. If the hero continues advancing, the spectre prepares his shield and spear and attacks.

Closer Inspection: If the Ghost is defeated, the next time that the heroes enter the room, the Bone Priest has sent a new guardian. The Maze Master should roll 1d6:



1-2: 1d6 Skeletons.

3-4: 1d6 Stygian Hounds.

5: 1d6 Shadows.

6: 1 Empusa (no Psychic Powers).

Shadow

Taxonomy : Spirit

Description : Intangible, life-drinking spirit of darkness looking like a human shadow.

Size : Medium (two-dimensional)

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 60'

Initiative : 16

Melee Attack : n/a

Damage : See below

Defense Class : 17

Hits Total : 12

Detection / Evasion : +8

Mystic Fortitude : +10

Special Abilities : Camouflage (as shadow, 26), Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy (22), Uncanny Agility, Wallcrawling.

As all Insubstantial beings, shadows cannot be harmed by mundane weapons ; they may only be harmed by magic. Their only attack is their Life-Energy Drain touch.

Awards : Glory 110, Wisdom 140.

Skeleton

Taxonomy : Animate

Description : Unlike the Skeleton Servants that can be encountered in various parts of the Tomb, these Skeletons are fighters.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (sword)

Defense Class : 15

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +4), Fearsome, Mindless.

Awards : Glory 40, Wisdom 20.

Stygian Hound

Taxonomy : Animate

Description : Huge skeletal undead dogs « bred » by the necromancers of Stygia.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 80' (320' galloping)

Initiative : 18

Melee Attack : +4

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 20, Melee +6), Fearsome, Gallop, Lightning Fast, Mindless, Sharp Senses.

Awards : Glory 65, Wisdom 20.

Empusa (section 77)

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate, goddess of darkness, in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only usable vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Awards : Glory 120, Wisdom 140.

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.

Hits of damage. In addition, as soon as any character touches the statue, 1d6 Shadows emerge from inside it and attack the characters, pursuing them until they are all dead or leave the Area. Each round, 1d6 more Shadows come out of the statue. If the heroes return to this area later, the Shadows will attack again. Only if the heroes have the Cane of the Bone Priest (see section 86) can they touch the statue safely. If the Cane is held by a Noble or Priest, the statue wakes, and Hades speaks to them. He will not blame them for the death of the Bone Priest but will not help them either. If they tell him the Minotaur has escaped from Tartarus, he says they must find the Judge of the Underworld (section 190) and ask him to give them the Labrys. If the characters need the god's blessing to convince the Judge (see section 190), Hades grants it.

Shadow

Taxonomy : Spirit

Description : Insubstantial, life-drinking spirit looking like a human shadow.

Size : Medium (two-dimensional)

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 60'

Initiative : 16

Melee Attack : n/a

Damage : See below

Defense Class : 17

Hits Total : 12

Detection / Evasion : +8

Mystic Fortitude : +10

Special Abilities : Camouflage (as shadow, 26), Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy (22), Uncanny Agility, Wallcrawling.

As all Insubstantial beings, shadows cannot be harmed by mundane weapons ; they may only be harmed by magic. Their only attack is their Life-Energy Drain touch.

Awards : Glory 110, Wisdom 140.

78 – Inner Temple of Hades

Description: In this temple there is a huge statue of Hades (marked with an "H" on the map). The statue represents Hades, but it also has the face of a dog and a strange twisted cane. The room is illuminated by green-flamed lamps.

Encounters: This room seems empty... but there is an infinite number of **Shadows** waiting inside the statue of Hades (see *Closer Inspection* below).

Closer Inspection: If the characters approach the statue, they notice that a supernatural cold emanates from it. If they touch the statue, they must make a Mystic Fortitude saving roll (target number 15) or suffer a massive 3d6

Ker

Taxonomy : Spirit

Description : Keres (sing. *Ker*) are vicious she-demons with bat-like wings, razor-sharp claws and piercing fangs. who prey on the life-energy of their victims, devouring their very souls.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Unearthly

Movement : 60' (240' flying)

Initiative : 19

Melee Attack : +7

Damage : 1d6 (claws and fangs)

Defense Class : 21

Hits Total : 20

Detection / Evasion : +8 / +10

Mystic Fortitude : +8

Special Abilities : Fearsome, Life Energy Drain (bite*), Magic Resistance, Regeneration (1 / round), Sixth Sense, Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 135, Wisdom 160.

** Victims killed by a Ker's Life Energy Drain can never be resurrected by any power (including Divine Intervention), since their soul has been reaped by the Ker and directly sent to Hades at the very instant of their death.*

79 – Outer Temple of Hades

Description: Two large staircases lead from the central courtyard (section 100) into this room. The room has a high vaulted ceiling and is illuminated by multiple green-flamed lamps. On the walls there are frescoes that show scenes of people suffering and pictures of Tartarus. The ceiling is full of floating Shades with shining green eyes.

Encounters: Dozens of **Shades** float in the room. All of them ignore the heroes.

Closer Inspection: If the heroes stay in the room, they'll see many Shades going to sections 82 or 78, but none

going to the courtyard (section 100). If they wait for half an hour, the Lamperer comes to ignite the extinguished lamps.

80 – Stairway to the Underworld

Description: This long room has stairs that lead down into deep darkness. In fact they go down to the Underworld.

Encounters: A **Ker** materializes if the heroes try to go down the stairs. First, she gives a warning. If the heroes ignore her, she attacks. The Spirit can follow the heroes into rooms 78 and 79 but not beyond.

Closer Inspection: If the heroes defeat the Ker and go down the stairs, after a descent of five days they reach the Underworld. The destiny of the heroes in such place is beyond the scope of this adventure...

81 – Balcony

Description: If the heroes go up the stairs they arrive at a balcony from which there is a good view of the main courtyard.

Closer Inspection: From this position the heroes can see the courtyard. The Maze Master should roll on the Random Encounters table given for the central courtyard (section 100) to see if anybody is there right now. The heroes cannot be seen from the courtyard.

82 – Room of the Shades

Description: This room is full of Shades that float in the ceiling.

Encounters: Dozens of **Shades**, which ignore the heroes.

Closer Inspection: If the heroes stay for half an hour in the room, the Lamperer comes from section 79 and goes to section 83. His torch is extinguished, but when he returns, minutes later, the torch is ignited again.

83 – Room of the Green Fire

Description: This room is full of Shades with shining green eyes. They don't attack the heroes, but they make faces and shout at them, trying to scare them. They seem full of wrath.

Encounters: Dozens of **Shades**, which ignore the heroes.

Closer Inspection: If they wait for half an hour, the Lamperer comes from section 82. His torch is extinguished. Ignoring the heroes, he stands in the center of the room and raises his torch. The Shades float around the torch, and soon attempt to bite it and strike it with their intangible hands. In a short time, the torch is ignited again by the feat, hate and rage of the Shades, burning with green fire and the Lamperer leaves the room to continue his eternal task of igniting the lamps of the Tomb.

84 – The Pit

Description: In this room there is a great pit from which a green light emanates. A great number of Shades floats in the room, trying to hide from a Cacodemon that is catching them and throwing them into the pit.

Encounters: A **Cacodemon** is busy throwing Shades into Tartarus. Roll 1d6 each round. On a 5-6, the demon spots the heroes and attacks them.

Closer Inspection: If the heroes kill the Cacodemon they can look into the pit. They'll see a descending tunnel full of Shades who are trying not to fall into Tartarus. The heroes must then make a Mystic Fortitude roll (target number 15). If they fail, they try to throw themselves into the pit and must be held by their companions. If they make the roll, they can move away from the pit. In either case, after looking into Tartarus, the heroes will never fear Ghosts and other Spirits again, gaining a *permanent* +2 bonus to all their Mystic Fortitude and Melee rolls made against Spirits.

Cacodemon

Taxonomy : Spirit

Description : Malevolent spirit of Chaos and mayhem ; likes to wreak havoc on poor mortals. Cacodemons have a vaguely humanoid appearance but are made of pure Chaotic energy.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Unearthly

Movement : 80'

Initiative : 22

Melee Attack : n/a

Damage : special

Defense Class : 17

Hits Total : 16

Detection / Evasion : +10 / +14

Mystic Fortitude : +10

Special Abilities : Insubstantial, Life Energy Drain (touch), Lightning Fast, Magic Resistance, Psychic Powers (Psychic Gift 6, Mystic Strength 18, 24 Power points), Sixth Sense, Uncanny Agility.

Awards : Glory 145, Wisdom 740.

85 – Crypt of the Bone Priests

Description: The room is illuminated by green-flamed lamps. Six pale priests whisper ritual words forgotten long ago in the land of the living.

Encounters: Six **Lesser Bone Priests** stay in this room, singing prayers to Hades. Their parched bodies are still dressed in the garments of priests. As soon as the heroes enter the room, the Bone Priests attack them with their twisted necromantic canes (see below). After five rounds, the great Bone Priest himself comes from section 86 and joins the fight.

Treasure: The **Canes of the Lesser Bone Priests** (Enc 1) are necromantic artifacts imbued with the Life-Energy Drain ability (treat as a Touch attack). They can also be used as crude clubs

for 1d3 damage (or 1d6 subdual). If the d6 roll made for the Life-Energy Drain is a 5 or 6, the cane loses its Life-Energy Drain powers (but the Hits are still lost).

Closer Inspection: The room is full of braziers in which strange spices burn. The smoke of the braziers causes anyone who stays in the room for more than fifteen minutes to experience strange visions of death. If the heroes stay for twenty minutes, they must make a Mystic Fortitude saving roll (target number 15) or they become sleepy. After half an hour, all the heroes fall asleep and won't wake up on their own. After their death, they become Lesser Bone Priests themselves.

Lesser Bone Priest

Taxonomy : Spirit

Description : Lesser Bone Priests are the acolytes of the Bone Priest. They helped him perform the ancient rituals of the Underworld. They look like pale humans dressed in the robes of priests but their eyes are green flames. They use the same Life-Energy Draining canes as their master but have no other attacks.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : see below

Defense Class : 14

Hits Total : 12

Detection / Evasion : +6/+4

Mystic Fortitude : +4

Special Abilities : Life Energy Drain (cane), Sixth Sense, Supernatural Vigor.

Their Life-Energy Drain special ability is tied to their necromantic canes (treat as a Touch attack) : see Treasure (section 85) below for more detail.

Awards : Glory 55, Wisdom 80.



The Bone Priest with his life-draining cane

86 – Inner Crypt

Description: This is the meditation room of the Bone Priest, where he remains most of the time. He only goes to section 85 when he must carry out a ceremony with the Lesser Bone Priests or when they are attacked. The room is illuminated by green-flamed lamps and contains a statue of Hades, several jars and a coffer.

Encounters: The **Bone Priest** is the old priest of Hades, who still continues carrying out the worship ceremonies after his death. He hates all living beings and his deathly presence floods the whole area. See next page for his detailed statistics.

Bone Priest

Taxonomy : Spirit

Description : The Bone Priest was the leader of the Priests of Hades in the ancient palace of the Bull King. He survived the spell of Chaos and when the Bull King was made Judge of the Underworld, he was given control over the damned souls of the Tomb. While not inherently evil, he dislikes living beings and treats every living intruder as an enemy. He looks like a tall, pale man, dressed in the robes of a high priest, but his eyes are green fires and he is desiccated as if the life had been sucked from his body.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Unearthly

Movement : 60'

Initiative : 15

Melee Attack : +2

Damage : see below

Defense Class : 17

Hits Total : 12

Detection / Evasion : +8

Mystic Fortitude : +10

Special Abilities : Fearsome, Life Energy Drain (cane), Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Sixth Sense, Supernatural Vigor.

The Fearsome ability of the Bone Priest reflects the aura of death and decay that surrounds him at all times. His Life-Energy Drain special ability is tied to his twisted cane, a necromantic artifact (treat as a Touch attack). If the Cane is taken away from the Bone Priest, he will fight using his Psychic Powers (especially Psychic Attack).

Awards : Glory 100, Wisdom 540.

there are clay tablets with strange inscriptions, but the characters will not recognize the writing.

Closer Inspection: If the heroes slay the Bone Priest he will reform in 1d6 days. It can only be destroyed if the huge statue of Hades in section 78 is destroyed and the temple is collapsed.

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Maze Master's Notes

Trap: The aura of death that permeates this area has its origin in this room and is strongest here. Characters suffer a -4 penalty to their Mystic Fortitude and Danger Evasion saving rolls as long as they stay in this room.

Treasure: The statue has a value of 500 silver pieces but is far too bulky to be carried by a single person. The five jars contain rich spices, each jar (Enc 2) worth 200 silver pieces. In the coffer

Area 12: The Oracle

Sections 87-89



Overview

This area is the home of Melaclea, the prophetess. Melaclea was the most powerful seer in the palace of the Bull King, and when the palace became an entrance to the Underworld, the Gods allowed Melaclea to stay and continue prophesying. Fed on Ambrosia, she has remained in the Tomb for decades, prophesying for the immortals, the magicians and the heroes who have managed to arrive at the Tomb.

Sections

87 – Room of the Oracle

Description: In this large room, illuminated by braziers is Melaclea, the prophetess. In the braziers there are sacred herbs burning, and the smoke helps Melaclea in her visions. The Clanking Serpent waits on the stairs, sent by Rhea to protect Melaclea.

Encounters: The **Clanking Serpent** was sent here by Rhea to protect Melaclea. The Serpent doesn't attack the heroes if they act with respect and talk with Melaclea. If the Serpent feels Melaclea is in danger, it attacks ferociously. Melaclea is an old and blind woman, who sits in an ivory chair, constantly inhaling the smoke in the room. She has a golden key on a chain around her neck.

Clanking Serpent

Taxonomy : Monster

Description : The Clanking Serpent is the toughest of the Serpents of the Dark Earth. When it crawls, its scales (which seem made of metal) produce a faint, inimitable clanking noise. The Great Goddess Rhea has ordered it to protect Melaclea the Seer.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 21

Hits Total : 30

Detection / Evasion : +6/+4

Mystic Fortitude : +2

Special Abilities : Crushing Damage, Grapple (constriction, 20), Invulnerability, Regeneration (2 Hits / round), Sixth Sense, Supernatural Vigor.

Awards : Glory 380, Wisdom 30.

Treasure: The two braziers are heavy (Enc 4) and have a value of 25 silver pieces each. The ivory chair is worth 300 silver pieces; it is far too bulky to be carried on one's back.

Closer Inspection: If the heroes speak to the woman, she presents herself as **Melaclea the Prophetess** and asks them to leave or to give an offering for Rhea, the great goddess, and ask a question. Melaclea doesn't care about the nature of the offering, although she won't accept any looted treasure from a temple nor cursed objects. She accepts food, clothes and money.

Questioning Melaclea

Each hero can ask only one question and Melaclea will answer truthfully. After each hero has asked a question they must leave the room. If they continue asking questions, Melaclea orders the Clanking Serpent to attack. If the Serpent is slain, Melaclea stays in her chair and refuses to speak or move, even if attacked. Here are some possible questions and answers:

What is this place? *The Tomb of the Bull King, an entrance to the Underworld where the Bull King judges the souls of the followers of the Gods before sending them to the place they deserve to be.*

Who is the Bull King? *He was the King of Old Proteus, who reigned from this palace. The Minotaur, King of Monsters, destroyed his palace and his kingdom. After the Bull King was slain, he became the Judge of the Dead.*

Who is the Minotaur? *The Minotaur is the King of the Monsters of Proteus. He was defeated in the time of the Bull King by the Axe Goddess and was trapped in Tartarus.*

How was the Minotaur freed from Tartarus? *Hekateria the Witch deceived Prince Parmenion so he performed an unholy ritual to release the Minotaur. Twelve men and women were thrown into the crack you can see in the great courtyard and the Minotaur fed on their blood.*

Why did the Minotaur attack Coristea? *Because Prince Parmenion ordered him to and the spell that freed him also compelled the monster to obey the Prince. When the Minotaur has recovered from his wounds, he will again attack Coristea and all of Proteus.*

How can the Minotaur be defeated? *Only with the magical axe, the Labrys, can the King of Monsters be killed.*

Where is the Labrys? *The Labrys is guarded by the Axe Goddess in the Temple of the Axe, in the eastern part of the Tomb. But the Veil of Death that protects the Temple can only be lifted by the will of the Bull King himself.*

How can we obtain permission to take the Labrys from the Bull King? *Find the Temple of Rhea and obtain her Blessing.*

Where is [any Temple, the Minotaur or the Bull King] ? *The Maze Master should give the players directions to reach the desired location from the central courtyard, although they don't need to be extremely detailed, and Melaclea can't draw a map.*



Melaclea the Prophetess

88 – Melaclea's Bedroom

Description: In this bedroom there is a luxurious bed, a table and a chair. The room is illuminated by oil lamps of rich design. On the table there is a small gold coffer, and in the corner are two large chests. A golden Automaton stands in the center of the room.

Encounters: The **Automaton** stays in the bedroom, ready to serve Melaclea. It attacks the heroes if they try to take something from the room.

Treasure: In the large chests there are beautiful linen clothes, worth 400 silver pieces (total Enc 2). Each of the four oil lamps has an Enc of 1 and is worth 50 silver pieces. The golden coffer (Enc 2) has a lock that is opened with the gold key of Melaclea. Thieves may try to open the coffer, using the Lockpicking rules found on p 28. Within the coffer there are two portions of **Ambrosia**, the food of the Gods. If a hero eats the Ambrosia, he doesn't need any food for a week and also gains an extra point of Grace and a +2 to all his saving rolls for this duration. If the heroes take the coffer out of this area, five **Griffins** descend from the sky in the central courtyard (section 100) and demand that the heroes give them the coffer to take it to Olympus. If the heroes defeat the Griffins, they can keep the coffer, which has a value of 2,000 silver pieces, but they have earned the curse of the Gods and suffer a permanent loss of 1d3 Luck points.

89 – Melaclea’s Bathroom

Description: This is the bathroom of Melaclea. There is a latrine and a large bathtub fed by pipes, and in a large chest there are linen bath clothes. It is illuminated by oil lamps that Melaclea’s Automaton servant always keeps lit.

Encounters: A golden **Automaton** is always in this room to aid Melaclea in bathing. It fights the heroes if they touch it or the bathtub.

Treasure: The bathtub is made of bronze and gold and is worth 1,000 silver pieces, but it’s too heavy to be transported by a single person. Each of the four oil lamps has an Enc of 1 and is worth 50 silver pieces.

Griffin

Taxonomy : Monster

Description : The classic lion-eagle hybrid, roughly the same size as a lion.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80’ (320’ flying)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge or Dive into Battle (Initiative 21, Melee Attack +7), Grapple (Might 16), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 190, Wisdom 30.

Automaton

Taxonomy : Animate

Description : Artificially animated mechanical man. The first Automaton was created by Daedalos, the greatest inventor of the Age of Magic.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60’

Initiative : 11

Melee Attack : +2

Damage : 1d6 (metal fists)

Defense Class : 17

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Grapple (16), Mindless, Natural Armor, Supernatural Vigor.

Awards : Glory 50, Wisdom 20.

Melaclea the Oracle

Taxonomy : Folk (Human)

Description : Blind old woman.

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 60’

Initiative : 12

Melee Attack : 0

Damage : n/a (does not fight)

Defense Class : 14

Hits Total : 6

Detection / Evasion : +4

Mystic Fortitude : +8

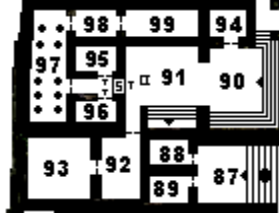
Special Abilities : Gift of Prophecy*, Magic Resistance, Supernatural Vigor.

** This gives Melaclea some knowledge of hidden secrets and future events. See the previous page for more details.*

Awards : Killing Melaclea will not bring any Glory or Wisdom to her slayer.

Area 13: Throne Room and Treasury

Sections 90-99



Overview

In this area are the old throne room and treasure room of the Tomb, protected by ancient but untiring guardians.

Sections

90 – Great Entrance

Description: This is the main entrance to the area. It is guarded by an immortal sentinel, a Bronze Colossus.

Encounters: A **Bronze Colossus** stands on the platform over the stairs. It remains immovable as a statue, ignoring anything happening in the central courtyard (section 100), but as soon as somebody steps on the stairs, it raises its arm with the palm outward. If somebody goes up the stairs, it attacks, trying to throw its enemies down to the central courtyard. Five rounds after the fighting has begun, the **Iron Warriors** in section 94 join the combat, coming out of their room at a rate of one each round. As soon as the Bronze Colossus is destroyed, the Iron Warriors stop fighting, take the remains of the Colossus, and drag them towards the forge (section 93), crossing sections 91 and 92 slowly. If the Iron Warriors are attacked, they defend themselves and then continue their task.

Bronze Colossus

Taxonomy : Animate

Description : Huge animated metal man. This Bronze Colossus is armed with a huge two-handed hammer, giving it a +2 bonus to its Melee attack modifier.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 11

Melee Attack : +6

Damage : 2d6 (weapon)

Defense Class : 17

Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +10), Grapple (Might = 20), Crushing Damage (after successful grapple), Mindless, Natural Armor, Supernatural Vigor.

Awards : Glory 150, Wisdom 20.

91 – Throne Room

Description: This section is not illuminated. By the western wall there is a stone throne. By the southern wall there are stone chairs. The walls are covered in frescoes that represent masons building the palace, kings distributing justice and sailors fighting in a marine battle. On the floor is a mosaic that depicts various sea creatures.

Traps: The secret door behind the throne is trapped. Type: indoor; Effect: poison; Physical Vigor saving roll at 15 or paralyzed; Concealment 20; Danger Rating 18. Also, an alarm is activated, alerting the Iron Warriors in section 92, which come after three rounds.

Closer Inspection: If a hero sits on the throne and waits for five rounds (30 seconds), he begins to have a vision. First, he hears whispering voices. If he concentrates, he can make a Mystic Fortitude saving roll (target number 15). Each saving roll reveals one of the following pieces of information, but he also loses 1 Hit (or 1 Power point if he is a magician). When he fails a Mystic Fortitude saving roll, he falls from the throne and the visions stop:

Round 1: The voices become clearer and the hero hears people discussing in an archaic, incomprehensible language.

Round 2: The room is illuminated by the lights of a dozen lamps and the hero sees people sitting in the stone chairs or standing in front of the throne.

Round 3: The normal world vanishes and the character sees only the people of the old world, who seem to be sitting in court.

Round 4: The court continues, but the hero leaves the throne and floats towards the central courtyard.

Round 5: The hero flies to section 90. He sees armed guards in the entrance, and many people waiting to enter.

Round 6: The hero flies through the central courtyard (section 100). A full moon illuminates the night sky. The courtyard is full of people: servants, priests and guards.

Round 7: The hero flies at great speed towards the opposite wall and enters the stairs in section 188.

Round 8: The hero flies up the stairs to section 189 and continues on to the corridor in section 185.

Round 9: The hero enters section 190. The large room is illuminated with green-flamed lamps and the Shades of the dead fill the room.

Round 10: The hero goes to the eastern wall of section 190. There, on the throne, sits the Judge of the Dead, watching him with flaming green eyes. The hero shouts and is thrown out of the throne. He is again in section 91.

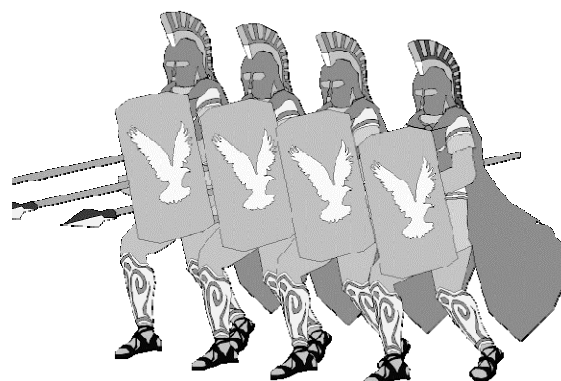
Behind the throne there's a secret door that leads to the treasure rooms. The heroes can make a Detection roll with a target number of 17. If the heroes open the door they must pass a Danger Evasion roll (target number 15) or they activate the trap and the Iron Warriors in section 92 come in three rounds.

92 – Room of the Iron Warriors

Description: This room is illuminated by magical bronze torches. In the room there are 1d6+3 Iron Warriors.

Encounters: 1d6+3 **Iron Warriors** (see next page for their stats). The first Warrior activates two rounds after any hero enters the room and then attacks. Each battle round another Iron Warrior activates and attacks. They won't attack any hero who goes back to section 91, but if the characters go to section 93 (the forge) they follow them. If the alarm on the secret door in sect. 91 is activated, the Iron Warriors wake up 3 rounds later and go to section 91.

Closer Inspection: Anyone touching the bronze torches suffers 1d6 burning damage. The torches cannot be taken from the walls.



Iron Legion, assemble !

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.



Melandros the Smith

Treasure: The big blocks of iron and bronze are just too heavy to transport. Melandros the Lesser Cyclops can repair the weapons and armor of the heroes and even forge them new ones. If he is freed he makes a special effort and makes weapons with a +1 damage bonus and armor with a +1 EDC bonus.

93 – The Forge

Description: This room is illuminated by the great fire of a forge located in the center of the room. Next to the walls there are big blocks of iron and bronze. Four **Iron Warriors** constantly drive the bellows that keep the forge lit. There is also a **Lesser Cyclops** in the room. The Maze Master should roll 1d6 when the heroes enter the room. On a 1-3 result, the Cyclops is sleeping on the floor, while on a 4-6 he's working at his forge, constructing an Iron Warrior.

Encounters: The Lesser Cyclops, **Melandros the Smith**, is a prisoner in this room, with the order to repair the Bronze Colossus in section 90 and the Iron Warriors of the Tomb. He has been a slave for decades, living on Ambrosia that the Gods bring to him. His right foot is chained to the forge. If the heroes attack him, he defends himself with his big hammer, but he is tired of his confinement and, if they do not attack him, he will ask for their help.

Lesser Cyclops

Taxonomy : Folk

Description : One-eyed huge humanoids who live underground. Lesser Cyclops are the underground smiths and sentinels of the god Hephaestus. They live in deep, subterranean caverns located near volcanoes and use lava to fuel the roaring furnaces of their enormous forges.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (hammer)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 100, Wisdom 30.

Closer Inspection: To free Melandros, the characters must make a Feat of Strength (see page 44 of the *Players Manual*). If Melandros is freed he offers to repair the weapons and armor of the heroes. It takes one hour to repair each object, but the armor gains a +1 bonus to EDC and the weapons do +1 damage. In addition, Melandros could act as a follower of the heroes while they are in the Tomb if the Maze Master so desires. Melandros knows there is a secret door in the throne room, but he doesn't know what lies behind it.

94 – Iron Warriors' Guardroom

Description: This guardroom is not illuminated. Four **Iron Warriors** wait here to guard against intruders.

Encounters: If the **Bronze Colossus** in section 90 is attacked, the four Iron Warriors activate and leave the room in 5 rounds to join the fight (see section 90). If somebody enters the room, the four Iron Warriors activate in 4 rounds and attack. Their statistics can be found on the previous page.

95 – The Water Trap

Description: The door of this room is locked. The heroes must make a Feat of Strength to open the door or its lock. may be opened by a Thief, as per the optional Lockpicking rules found on p 28. The room is not illuminated, but is full of coffer of gold, silver and jewels.

Traps: Three rounds after the heroes enter the room, the doors begin to close themselves. In one round, the doors are completely closed and the room begins to flood with water that comes from four holes in the corners of the room. In five rounds the room is full of water and the heroes drown. The door can be opened with a Feat of Strength or by a Thief, as per the Lockpicking rules (p 28).

Treasure: In the room there are four coffer. Coffers 1: Five bars of gold (each bar has an Enc of 1 and is worth 400 silver pieces). Coffers 2: 500 silver pieces. Coffers 3: Two bronze tripods (each has an Enc of 3 and is worth 400 silver pieces). Coffers 4: Ten jewels, worth 300 silver pieces each (three of the jewels are red; this will become very important when the characters meet the Red Sage – see p 43).

Closer Inspection: The floor is covered in human bones and rotten remains of clothes, as a result of the aquatic trap.

96 – The Fire Trap

Description: The door of this room is locked. It can be opened with a successful Feat of Strength or its lock can be picked by a Thief (see p 28). The room is not illuminated, but is full of coffer of gold, silver and jewels

Traps: Three rounds after the heroes enter the room, the doors begin to close themselves. In one round, the doors are completely closed and the temperature in the room increases. In three rounds the heat is so great that all heroes suffer 1d6 damage and 1d6 more for each subsequent round, until the heat dissipates at the end of the seventh round. The door can be opened with a Feat of Strength or its lock can be picked by a Thief, as per the rules found on p 28.

Treasure: In the room there are five coffer. Coffers 1: Five partially fused bars of gold (each bar has an Enc of 1 and is worth 300 silver pieces). Coffers 2: 1,500 silver pieces, partially fused. Coffers 3: 500 silver pieces, partially fused. Coffers 4: Four bronze and two silver cups, partially fused. The bronze ones are worth 50 silver pieces each, while the silver ones 300 silver pieces each. Each pair of cups has an Enc value of 1. Thus, the whole set is worth 800 silver pieces, with a total Enc of 3.

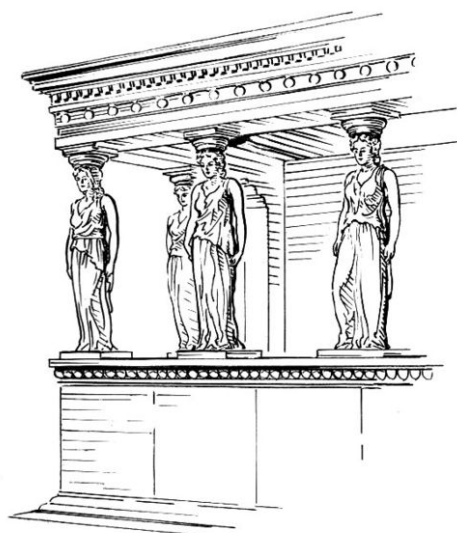
Coffer 5: Jewels, worth 2,000 silver pieces (five of the jewels are red)

Closer Inspection: The walls of the room are burned.

97 – Hall of the Living Caryatids

Description: This large room is not illuminated. Large columns in the form of women line the walls.

Encounters: The last two decorated columns are actually **Living Caryatids**. If the heroes are carrying torches or some other light source, the Living Caryatids activate as soon as the light illuminates them and attack the heroes. If all lights are extinguished, the statues stop attacking and return to their original position.



Can you spot the Living Caryatis ?

98 – Lesser Treasure Room

Description: There are large coffers in the room, which is not illuminated.

Treasure: There are eight coffers in the room. Coffer 1: Five gold bars, worth 400 silver pieces and 1 Enc each. Coffer 2: Five gold bars, worth 400 silver pieces and 1 Enc each. Coffer 3: 1,500 silver pieces. Coffer 4: 2,200 silver pieces. Coffer 5: Adornments with inlaid jewels (Enc 2), worth 1,200 silver pieces. Coffer 6: Jewels, worth 1,000 silver pieces (three of the jewels are red). Coffer 7: Jewels, worth 700 silver pieces. Coffer 8: **Scrolls of Thesalia** (see *Maze Masters Guide*)

Closer Inspection: In the room there are bronze tripods, lamps and one large table with inlaid precious stones.

99 – Great Treasure Room

Description: This great room is not illuminated and is full of coffers and tables with wonderful objects.

Encounters: Five rounds after the heroes enter, an amorphous **Moon Spawn** comes out of a large black amphora and attacks. The monster will pursue them if they leave the room.

Living Caryatid

Taxonomy : Animate

Description : Living caryatids appear to be a decorative stone pillar fashioned in the shape of a beautiful young woman. Their most common use is as guardians of some place or treasure; appearing to be nothing more than a lifeless carving, they come “alive” when their charge is threatened or disturbed. They are often found in the ruins of ancient palaces and temples.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (fist or foot)

Defense Class : 23

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Crushing Damage (crushing grip), Grapple (Might 24), Invulnerability, Fearsome, Mindless, Supernatural Vigor.

Awards : Glory 450, Wisdom 40.



Beware of Moon Spawns in Jars !

Treasure: There are four big coffers and six tables in the room. Coffers 1: 2200 Gold coins (!). Coffers 2: 1800 Gold coins, Coffers 3: Jewels, worth 2,000 silver pieces (one of the jewels is red). Coffers 4: Jewels, worth 2,500 silver pieces (including two red jewels). Table 1: A bow and 1d10 **Acheronian Arrows**. Table 2: A **Breastplate of Ares** and a **Dagger of Aphrodite**. Table 3: A **Sword of the Underworld**. Table 4: 3 phials of **Potion of Healing** (3 doses each) and a **Caduceus**. Table 5: An **Amulet of Dreams**. Table 6: A **Staff of Autolycus**.

Moon Spawn

Taxonomy : Monster

Description : Amorphous blob of a sickly white, summoned from the moon by the priests of a forgotten cult centuries ago.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (pseudopods)

Defense Class : 12

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 20), Mindless, Regeneration (2 Hits per round), Stealthy (10), Supernatural Vigor.

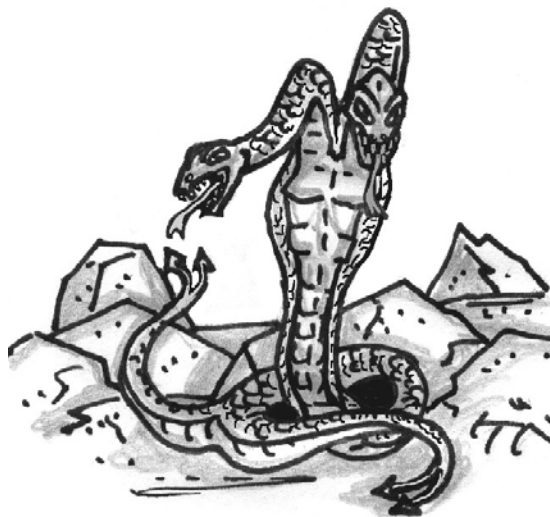
Awards : Glory 160, Wisdom 30.

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Maze Master's Notes

Area 14 : Central Court

Random Encounters



The Two-headed Serpent : Double Trouble

Two-Headed Serpent

Taxonomy : Monster

Description : The Two-Headed Serpent roams the central courtyard and nearby sections to kill the minions of the Minotaur.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 14

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 15

Hits Total : 30

Detection / Evasion : +7 / +4

Mystic Fortitude : +2

Special Abilities : Crushing Damage, Grapple (Might = 20), Multiple Heads (two; can attack up to 3 man-sized opponents in the same round), Regeneration (2 Hits per round), Sixth Sense, Stealthy (12), Supernatural Vigor, Tough Skin.

Awards : Glory 380, Wisdom 40.

Griffin

Taxonomy : Monster

Description : The classic lion-eagle hybrid, roughly the same size as a lion.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' flying)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge or Dive into Battle (Initiative 21, Melee Attack +7), Grapple (Might 16), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 190, Wisdom 30.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Tough Mutant Tragos

Taxonomy : Folk

Description : This particular Tragos has the Tough Skin special ability.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 19 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelin, 120'), Tough Skin.

Awards : Glory 45.

Tragos

Taxonomy : Folk

Description : Goat-headed humanoids bent on raiding, plunder and mayhem.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 13 (17 with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee +4) Missile Weapons (javelins, 120').

Awards : Glory 40.

Agile Mutant Tragos

Taxonomy : Folk

Description : This particular Tragos has the *Uncanny Agility* special ability.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 19 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120'), *Uncanny Agility*.

Awards : Glory 50.

Boarman

Taxonomy : Folk

Description : Brutish boar-headed humanoids. They are armed with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Bicephalous Wolf

Taxonomy : Monster

Description : Two-headed wolves, thought by most scholars and adventurers to be the hybrid offspring of a Cerberus and a wolf.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & teeth)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +7 / +2

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two) ; Sharp Senses, Stealthy (14).

Awards : Glory 80, Wisdom 10.

Ogre

Taxonomy : Folk

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized, tusk-like canine teeth... They are the mortal enemies of Wildmen.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Stealthy (12).

Awards : Glory 30.

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoid creatures with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.

Fighting the Minotaur

If the heroes attack him with the Labrys (the only weapon that can hurt him), the Minotaur will fight them, but as soon as he loses half his Hits (ie his Hits Total has been reduced to 18 or less), he will flee to the Central Courtyard (section 100), howling to call his minions to the rescue. If all the exits have been blocked by the heroes, the Minotaur will use his phenomenal physical strength to crush any wall standing in his path.

As soon as the Minotaur's minions come to their master's rescue, the situation will quickly escalate into a full-blown battle between the Minotaur's Horde and the allies of the Goddess Rhea (see *The Final Fight* (p 196)).



Face to face with the dread Minotaur Lord

The King of Monsters

When the Bull King unleashed Chaos in Proteus in his quest for immortality, he was transformed into a Minotaur Lord, the King of Monsters. His tortured soul was trapped in the body of the Monster, and when his daughter killed him, the soul of the Bull King, his human nature, was transformed into the Judge of the Underworld, but his body and his beastly nature, the King of Monsters, was trapped in the Underworld.

Now, Prince Parmenion has freed the King of Monsters with the help of Hekateria the Hag, and the Minotaur Lord is bound to destroy first Coristea and then the rest of the villages of Proteus.

The King of Monsters is a deadly opponent, ruthless and relentless. He is extremely aggressive, controlling his horde with fear and violence, but also displays a vicious, brutish cunning.

He understands that the Great Goddess Rhea and her allies are working against him, and has ordered his minions to find the Temple of Rhea and to desecrate it, so the Goddess can't interfere anymore in his plans of destruction.

Minotaur Lord

Taxonomy : Unique Monster

Description : Huge jet-black Minotaur.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : 18

Melee Attack : +9

Damage : 2d6 (huge axe)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +2 / +4

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +13), Crushing Damage, Fearsome, Grapple (Might = 20), Magic Resistance, Regeneration (2 Hits / round), Return from Death, Supernatural Vigor, Tough Skin, Uncanny Agility.

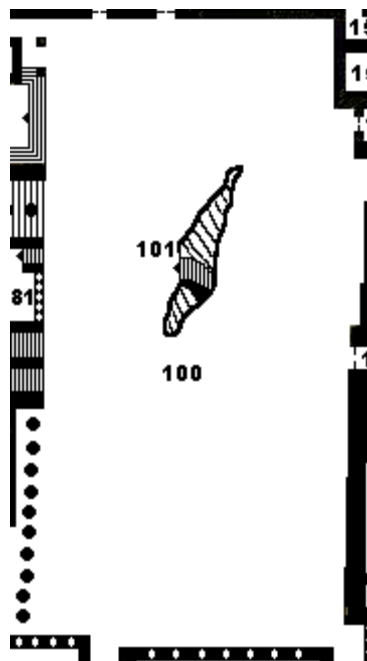
The Minotaur Lord has a special ability called **Return from Death**. Even if he is brought to 0 Hits, the Minotaur regains 1 Hit in 5 rounds and can fight again. In this case, his Regeneration powers are diminished and he only regains 2 Hits/day until he recovers his 36 Hits.

If the King of Monsters is killed with the Labrys, he can't use this special ability. This unique ability adds +10 to the Minotaur Lord's basic Glory award and +20 to the Wisdom award.

Awards : Glory 500, Wisdom 70.

Area 14: Central Court

Sections 100-101



Overview

This is a great open zone where sacred ceremonies and sporting competitions were held, when the palace was full of life. Now, there is a great crack opened in the center of the courtyard. From here, the souls of the dead walk down to the Underworld.

Special Rules: This area is patrolled constantly by various denizens of the Tomb. Whenever the heroes arrive at the courtyard (section 100) the Maze Master should roll 1d10 on Table 1:

Table 1

- 1: The **Two-Headed Serpent**. Roll again on table 2.
- 2: A group of 1d3 **Griffins**, servants of Rhea. Roll again on table 2.
- 3: A group of 1d6 **Troglodytes**. Roll again on table 2.

4: **Shades** coming from section 31 and going to section 101.

5: **Shades** coming from section 23 and going to section 101.

6: **Shades** coming from section 128 and going to section 101.

7-8: Nobody, but the Maze Master should roll again on table 2.

9-10: Nobody.

Table 2

1: A group of 1d6 **Lycans** and one **Mutant Tragos** with the Uncanny Agility special ability.

2: 1d6 **Boarmen** and one **Tragos**.

3: A group of 1d6 **Ogres**, one **Mutant Tragos** with the Tough Skin special ability and one **Bicephalous Wolf**.

4: A group of 1d6 **Lycans**, one **Tragos** and one **Bicephalous Wolf**.

5-6: A group of 1d6 **Harpies**.

7-9: Nobody.

10: The **Minotaur** himself !

The statistics for these creatures can be found on the previous pages.

If a group from Table 1 and a group from Table 2 encounter each other in the central courtyard (section 100), they fight. The heroes can help any group, but the allies of the Minotaur are hostile even if helped. The Two-Headed Serpent and the Griffins are hostile unless the heroes have the Blessing of Rhea (see section 75). Troglodytes are friendly if the heroes are allies of Ancpah (see section 9).

If the Minotaur appears, the heroes should flee if they don't have the sacred Labrys. If they stand their ground, go to the section *The Final Fight* (p 196).

Sections

100 – Central Courtyard

Description: A great open courtyard with a marble floor and no furniture or objects beyond some rubble. In its center there is a great crack from which steam emanates.

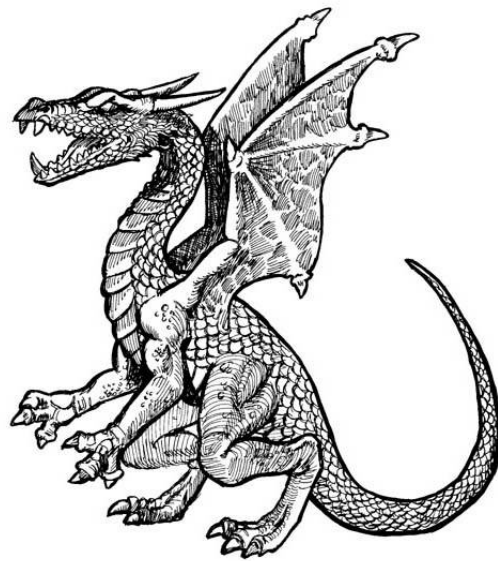
Encounters: Roll 1d10 on the Random Encounters table for this area.

101 – Stairs to the Underworld

Description: A great crack cuts across the center of the courtyard. The crack seems bottomless and dark, except for occasional floating green lights at various levels. Dense steam rises from the crack, obscuring vision. There are two huge monoliths to one side of the crack, with strange glowing inscriptions in a foreign language. Between the monoliths a wide staircase begins that leads down into the darkness.

Encounters: If the heroes step onto the stairs, the green lights in the crack move faster. If they continue going down the stairs and come to the thirteenth step, they hear a roar coming from the crack. Five rounds later, a red Dragon comes from the depths and attacks (see *Glauron the Dragon*).

Closer Inspection: If the heroes stay next to the crack, the Maze Master should roll on the Random Encounters table for this area. If a group of Shades arrives, the heroes can see how the Shades go down the stairs and disappear into the darkness. If the heroes defeat the Dragon and go down the stairs, after five days they arrive in the Underworld. The destiny of the heroes in such a place is beyond the scope of this adventure...



Glauron, the Dragon at the Crack

Glauron the Dragon

Taxonomy : Monster

Description : This winged red Dragon appears from the crack in the central courtyard if the heroes dare to go down the stairs to the Underworld. Glauron will attack the heroes until they are all exterminated or they flee the central courtyard, then remains in the central courtyard for the rest of the adventure. As Dragons are very territorial creatures, if Glauron sees Ophion the Black Dragon (for example during the Final Fight) the two Dragons will attack each other.

Size : Gigantic

Ferocity : Deadly

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : 17

Melee Attack : +10

Damage : 3d6 (claws & bite)

Defense Class : 19

Hits Total : 60

Detection / Evasion : +8

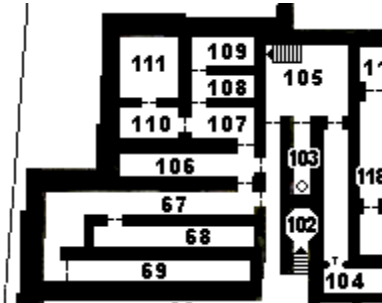
Mystic Fortitude : +6

Special Abilities : Fearsome, Natural Armor, Magic Resistance, Supernatural Vigor, Sixth Sense, Winged.

Awards : Glory 950, Wisdom 50.

Area 15: Night Rooms

Sections 102-111



Overview

This area was a part of the palace's warehouses and also served as bedrooms to the servants. Now the area is bewitched by Darkness Spirits and is the home of the Night Serpent.

Special Rules: An aura of death and decay permeates this area. Everybody gets a -1 penalty to Mystic Fortitude and Danger Evasion saving rolls.

Sections

102 – Tower of the Harpies

Description: These stairs go up to a high tower that rises two stories over the roof of the rest of the Tomb. The stairs lead to the second floor of the tower. There are various types of excrement on the stairs.

Encounters: Twelve Harpies live in this tower, from which they send scouts around the Tomb of the Bull King. There are always 2d6 **Harpies** resting in the tower. They attack any hero who enters their home. One of the Harpies is Ahrak, the Queen of these monsters. Phoeles the Gryphon (see sect. 134) wishes the Queen dead and will reward the heroes if they kill Ahrak.

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoid creatures with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.

Treasure: If the Harpies are defeated, the heroes can keep their treasure: 450 silver pieces, 4 jewels worth 400 silver pieces and one dagger.

Closer Inspection: If the heroes remain for a long time in this section, the rest of the Harpies arrive in half an hour and attack the heroes.

103 – Water Pit

Description: This room is not illuminated. At the far end of the room there is a deep well where the heroes can resupply themselves with water.

Closer Inspection: If the heroes stay for fifteen minutes in the room, the Maze Master should roll 1d10 to see if a group comes to drink from the well:

1-5: Nothing.

6: A group of 1d6 **Wildmen**

7: A group of 1d6 **Troglodytes**

8: A group of 1d6 **Boarmen**

9: A group of 1d6 **Ratlings**

10: The **Night Serpent** comes to drink in the water.

See next page for the statistics of Wildmen, Troglodytes, Boarmen and Ratlings.

Night Serpent

Taxonomy : Monster

Description : This huge, monstrous snake can generate an aura of darkness around its body (see below). The Night Serpent is the most aggressive of the Serpents of the Dark Earth. It lives in the northwestern part of the Tomb. It doesn't like daylight but is not harmed by it.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 19 / 15 (daylight)

Hits Total : 30

Detection / Evasion : +6 / +8 (+4 daylight)

Mystic Fortitude : +2

Special Abilities : Cloak of Darkness (see below), Grapple (Might = 20), Poison (bite, death in 1d6 rounds), Regeneration (2 Hits per round), Sixth Sense, Stealthy (12), Supernatural Vigor, Tough Skin.

Awards : Glory 420, Wisdom 50.

The special ability **Cloak of Darkness** of the Night Serpent generates an aura of darkness around the creature that gives it +4 to EDC and Evasion (already added to the stats), except in daylight. This special ability adds a basic Glory award of +20 (x4 because the Night Serpent is a Large Monster) and a Wisdom award of +20.

104 – Corridor

Description: This corridor is illuminated by green-flamed lamps. The part of the corridor that comes from the central courtyard has no ceiling. When the corridor turns north, past the columns, there is a ceiling.

Encounters: Roll 1d10:

1-5: Nothing.

6: A group of 1d6 **Troglodytes**.

7: 1d6 **Boarmen** and one **Mutant Tragos** with the Tough Skin ability.

8: A group of 1d3+3 **Ratlings**.

9: One of the **Empusas** from section 105. She attacks the heroes.

10: The **Night Serpent**.

See next page for the statistics of Boarmen, Ratlings and Troglodytes and p 104 for the characteristics of the Empusa.

Mutant Tragos

Taxonomy : Folk

Description : Goat-headed humanoids bent on plunder and mayhem ; this particular Tragos has the Tough Skin special ability.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 19 (shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelin, 120'), Tough Skin.

Awards : Glory 45.

Wildman

Taxonomy : Folk

Description : Primitive men; fierce enemies of most other cave-dwelling Folks.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.

Boarman

Taxonomy : Folk

Description : Brutish boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts), Poison (poisoned darts, 60', cause paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

104 (continued)

Traps: There is a trap between the two columns – rocks falling from a net on the character opening the march. Type: indoor; Effect: crushing; 2d6 Hits; Concealment 16; Danger Rating 18.

Closer Inspection: If the heroes stay for too long in this corridor, the Maze Master should roll again on the table given above (*Encounters*).

Empusa

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate, goddess of darkness, in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only usable vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Awards : Glory 120, Wisdom 140.

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.

105 – Lair of the Empusas

Description: This abandoned room is illuminated by green-flamed lamps. There are stairs to the second floor. If the heroes go up the stairs they find a room with the same dimensions as this section, illuminated by an opening in the ceiling that lets the light in.

Encounters: Three **Empusas** live on the second floor. If the heroes go up the stairs, they find 1d3 Empusas there. The Empusas are disguised as normal humans, but if they are discovered they attack the heroes. If they are losing the fight, they surrender and offer information and treasures. Only one of them has Psychic Powers.

Treasure: On the second floor is the lair of the Empusas and their treasure: 400 silver pieces and a small casket (Enc 1) containing 12 jewels (including 2 red rubies) worth 1d6 x 100 silver pieces each.

106 – Storage Room

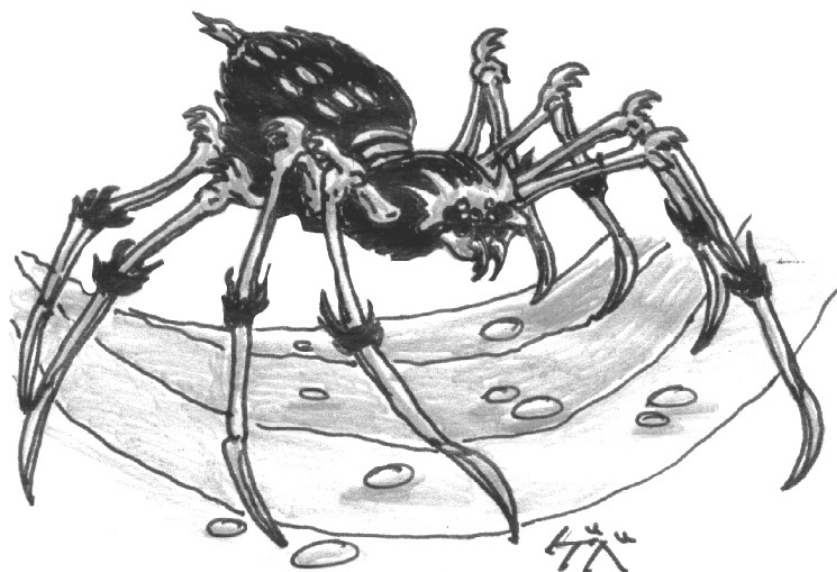
Description: This room is not illuminated. There are large jars of oil in the center of the room.

Treasure: The oil can be used to refill any lamp the heroes may be carrying.

Closer Inspection: If the heroes stay for too long in this area, the Maze Master should roll 1d6:

1-4: Nothing happens.

5-6: 1d6 **Skeleton Servants** come from section 67. They take some oil and depart toward section 50, ignoring the heroes.



107 – Empty Room

Description: A dark and empty room.

108 – Spider's Room

Description: This room, which is not illuminated, is the lair of several Cave Spiders, dominated by Brimas the Alseid (see section 109).

Encounters: A colony of 1d6 **Cave Spiders** lives here. Normally, half of them stay on the floor and the other half on the ceiling. They attack the heroes, unless they are accompanied by Brimas the Alseid.

109 – Lair of the Alseid

Description: This dark room is full of small statues, and has a throne in the center. The walls and the ground are covered in insects.

Encounters: An **Alseid**, named Brimas, lives in this room. See next page for her characteristics. Brimas can command the insects and spiders that live in the room so that they attack the heroes (see **Insect Swarms** next page). Brimas is willing to negotiate with the heroes and offers her aid if they kill the Night Serpent.

Cave Spider

Taxonomy : Monster

Description : Huge spiders that can attack two men (or other medium-sized opponent) at the same time.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (sting, paralysis), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.

Treasure: Brimas' treasure includes 450 silver pieces, five ancient statuettes of kings, queens and other powerful personages worth 75 silver pieces and a beautifully-crafted bronze statuette of a dolphin worth 150 silver pieces. Each pair of statuettes has an Enc value of 1 (ie a total of 3 for the five character statuettes and the dolphin statuette).



Brimas the Alseid

Brimas the Alseid

Taxonomy : Spirit

Description : Alseids are nymph-like beings that live in old ruins, guarding them the same way that dryads guard trees, Alseids appear as vain and haughty noblewomen from times past. They are exclusively nocturnal, melding away in their ruins as soon as the sun rises.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (if using weapons)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Sixth Sense, Stealthy (16), Supernatural Vigor.

Awards : Glory 80, Wisdom 480.

Insect Swarms

If the heroes try to attack Brimas, all the insects and arachnids in this room will attack them within 1d6 rounds.

This causes no real damage but having swarms of small creatures creep and crawl all over one's body, on one's face or beneath one's breastplate can be very hindering and unnerving : the effects are the same as for an Entanglement attack (-4 penalty to Initiative, Danger Evasion, Melee and Missile scores) - with no saving roll, since the damn bugs are *everywhere* !

In addition, magicians will have to make a big concentration effort before using their magic (Mystic Fortitude saving roll against a target number of 15).

110 – Empty Room

Description: A dark and empty room.

111 – Chamber of Bones

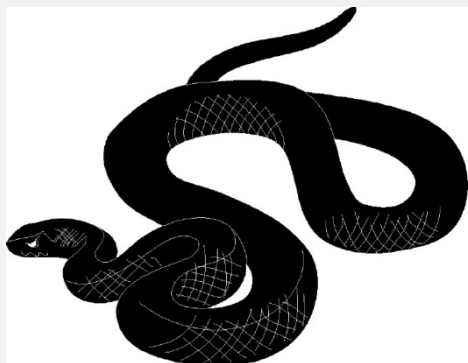
Description: This room is not illuminated. Even lamps and torches won't penetrate the darkness. The floor is covered in bones.

Encounters: This is the lair of the **Night Serpent**, servant of Rhea. The Maze Master should roll 1d6. On a 1-4 the Night Serpent is here. If the heroes don't have the Blessing of Rhea (see section 75) the Night Serpent attacks, protected by the magical darkness she generates. She pursues the heroes through every room, and lights dim and extinguish when the Serpent arrives. The Night Serpent won't enter a room without a ceiling because it doesn't like sunlight. See next page for the Night Serpent's statistics.

Treasure: Among the bones are 23 silver pieces, four spears, one shield and four jewels worth 50 silver pieces each (no red jewel, though).

Closer Inspection: If the characters stay for fifteen minutes in the room, the Night Serpent arrives and attacks them if they don't have the Blessing of Rhea.

Night Serpent



Taxonomy : Monster

Description : This huge, monstrous snake can generate an aura of darkness around its body (see below). The Night Serpent is the most aggressive of the Serpents of the Dark Earth. It lives in the northwestern part of the Tomb. It doesn't like daylight but is not harmed by it.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 19 / 15 (daylight)

Hits Total : 30

Detection / Evasion : +6 / +8 (+4 daylight)

Mystic Fortitude : +2

Special Abilities : Cloak of Darkness (see below), Grapple (Might = 20), Poison (bite, death in 1d6 rounds), Regeneration (2 Hits per round), Sixth Sense, Stealthy (12), Supernatural Vigor, Tough Skin.

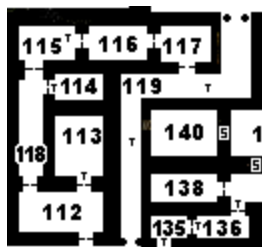
Awards : Glory 420, Wisdom 50.

The special ability **Cloak of Darkness** of the Night Serpent generates an aura of darkness around the creature that gives it +4 to EDC and Evasion (already added to the stats), except in daylight. This special ability adds a basic Glory award of +20 (x4 because the Night Serpent is a Large Monster) and a Wisdom award of +20.

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Maze Master's Notes

Area 16: Old Storage Rooms

Sections 112-119



Overview

In ancient times, this area was a group of storage rooms and warehouses. Now they serve as a battlefield between the minions of the Minotaur and their enemies. The place is full of traps.

Sections

112 – Courtyard

Description: This courtyard has no ceiling; its walls are covered in vines.

Closer Inspection: If the heroes stay in this room for fifteen minutes or more, the Maze Master should roll 1d10:

1-5: Nothing

6: 1d6 **Harpies** attack the heroes.

7: 1d3+3 **Ratlings** come from section 104. They only attack if they outnumber the heroes. Otherwise, they flee.

8: 1d6 **Ogres** and one **Tragos** come from section 104 and attack.

9: 1d6 **Boarmen** and one **Mutant Tragos** with the *Lightning Fast* ability come from section 104 and attack.

10: 1d6+3 **Troglodytes** come from section 118 and attack the characters, unless they have allied with Ankpah the Lizardian (see section 9).

See next pages for statistics.

113 – Empty Room

Description: This empty room is not illuminated.

Traps: When the heroes open the door, they activate an axe-blade trap. Type: indoor; Effect; direct damage; 1d6 Hits; Concealment 15; Danger Rating 17.

Treasure: There is a dead Lycan in the room, a victim of the door's trap. His only worthwhile possession is a dagger.

Closer Inspection: If the heroes stay in the room for half an hour, the Maze Master should roll 1d10:

1-5: Nothing.

6-8: 1d6 **Lycans** and one **Tragos** carefully open the door and try to deactivate the trap. When they realize it's already deactivated, they enter the room and attack the heroes.

9-10: 1d6+3 **Troglodytes** enter the room. They attack the heroes unless they have allied with Ankpah, the leader of the Troglodytes (see section 9).

See next pages for the game statistics of these various creatures.



A scruffy Lycan

Area 16 : Old Storage Rooms

Encountered Creatures

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoid creatures with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee Attack +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.

Qara

Taxonomy : Folk

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized, tusk-like canine teeth... They are the mortal enemies of Wildmen.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Stealthy (12).

Awards : Glory 30.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Boarman

Taxonomy : Folk

Description : Brutish boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10. Those with two-handed weapons or shields are worth 60 Glory.

Tragos

Description : Goat-headed humanoids bent on raiding, plunder and mayhem.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 17 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120').

Awards : Glory 40.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids. The Troglodytes of the Blackblood tribe fight with crude two-handed maces or stone axes which give them a +2 bonus to their Melee score.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Quick Mutant Tragos

Taxonomy : Folk

Description : This mutated Tragos has been endowed with supernatural quickness.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 16

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 17 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2 / +6

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +4), Lightning Fast, Missile Weapons (javelin, 120').

Awards : Glory 50.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

114 – Empty Room

Description: This (apparently) empty room is not illuminated.

Encounters: Cap, a **Lycan** warrior, stays in the room. His Caliban chief left him locked up here with orders to watch that the trap left on the door works correctly. In fact, he has been left here as a punishment. If all the heroes fall in the pit and are defenceless, Cap makes fun of them and then run to warn his chiefs, who arrive in half an hour, capturing the heroes. If the heroes avoid the trap he tries to remain hidden in the darkness. If the heroes discover him, he surrenders, offering to serve them. He has been very badly treated by his chiefs and will serve the heroes faithfully, although he is a coward and will flee if a situation becomes too perilous. He knows the way to the area where the horde of the Minotaur rests (area 22) and can guide the heroes there. He also knows where the Lair of the Hags (area 23) is, but refuses to accompany the heroes inside it.

Traps: Inside the room, three feet from the door, is a pit trap. Type: indoor; Effect; falling + entrapment; 1d6 Hits + entrapment; Concealment Rating 18; Danger Rating 18. The pit is big enough to catch all the heroes when it activates. The pit is too deep for the heroes to get out without help.

Closer Inspection: If the characters examine the room carefully they find Cap shaking in a corner.

115 – Storage Room

Description: This storage room is not illuminated. There are large amphorae next to the walls.

Traps: On the ground, next to an amphora, there is a closed helmet. If a hero takes it, a scorpion tied to the helmet tries to sting him. If the hero

doesn't make a Danger Evasion saving roll (target number 15), the scorpion stings him; if the hero fails a Physical Vigor saving roll (target number 15), he dies within 1d6 rounds.

Closer Inspection: All the amphorae are empty. If the heroes stay in the room for fifteen minutes, the Maze Master should roll 1d6:

1-3: Nothing happens.

4-5: A group of 1d6 **Lycans** and one **Tragos** arrives and attacks the heroes.

6: 1d6+3 **Troglodytes** arrive.

The statistics for these creatures can be found on the previous two pages.

116 – Storage Room

Description: Large amphorae and jars fill this room, which is shrouded in darkness. When the heroes enter, the Maze Master should roll 1d6:

1-4: Nothing.

5: A group of 1d6 **Lycans**, hiding in the room, attacks the heroes, taking them by surprise.

6: 1d6 **Troglodytes**, hiding in the room, attack the characters, taking them by surprise. The Troglodytes attack even if the heroes are allies of Ankpah, as they don't recognize them in the darkness.

Closer Inspection: If the heroes stay in this room for fifteen minutes, the Maze Master should roll 1d6:

1-4: Nothing happens.

5: A group of 1d6 **Ogres** and a **Tragos** arrives and attacks the heroes.

6: 1d6+3 **Troglodytes** arrive.

The statistics for these creatures can be found on the previous two pages.



A nasty Tragos marauder

117 – Empty Room

Description: A dark and empty room.

Closer Inspection: If the heroes stay in the room for fifteen minutes, the Maze Master should roll 1d6:

1-4: Nothing happens.

5: 1d6 **Lycans** and one **Tragos** arrive and attack the heroes.

6: 1d6+3 **Troglodytes** arrive.

Tragos

Description : Goat-headed humanoids bent on raiding, plunder and mayhem.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 17 (w. shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120').

Awards : Glory 40.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids. The Troglodytes of the Blackblood tribe fight with crude two-handed maces or stone axes which give them a +2 bonus to their Melee score.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

118 – Corridor

Description: Corpses of Lycans, Ogres and Troglodytes are scattered across the floor of this dark corridor.

Closer Inspection: The bodies had been already plundered. If the heroes stay in the room for fifteen minutes, the Maze Master should roll 1d6:

1-4: Nothing happens.

5: 1d6 **Lycans** and one **Tragos** arrive and attack the heroes.

6: 1d6+3 **Troglodytes** arrive.

119 – Open Corridor

Description: This corridor has no ceiling. Because of its structure, the voices of the heroes echo strangely.

Traps: There are two spear-traps in this corridor (see the spots marked on the map). Type: indoor; Effect: direct damage; 1d6 Hits; Concealment Rating 17; Danger Rating 17.

Tragos

Description : Goat-headed humanoids bent on raiding, plunder and mayhem.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 17 (w. shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120').

Awards : Glory 40.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids. The Troglodytes of the Blackblood tribe fight with crude two-handed maces or stone axes which give them a +2 bonus to their Melee score.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

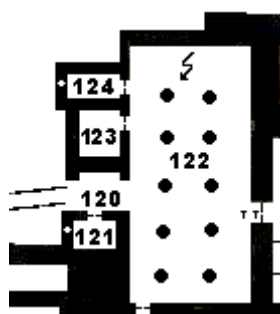
Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Area 17: Temple of Young Zeus

Sections 120-124



Overview

In this area is the temple of Young Zeus, the Thunder God of the Proteans. At the moment the Troglodytes control the area after having fought against the minions of the Minotaur. From here they send groups of scouts into the rest of the Tomb complex, searching for the Temple of Rhea.

Special Rules: An aura of power and divine strength surrounds this area. All Priests recover double power points per hour of ceremony (2d6 total) and have a +2 bonus to their Mystic Strength.

Sections

120 – Entrance to the Temple

Description: This large door was originally flanked by two huge stone statues that now lie in ruins. The north wall shows a large fresco of a mighty God holding a lightning bolt in his hand.

Encounters: Roll 1d6:

1-3: Nothing.

4-6: 1d6 **Troglodytes** guard the entrance. If the heroes are spotted, the Troglodytes call their brothers in section 121. If the characters surprise the Troglodytes, their friends in section 121 hear the sounds of fighting and come to their help in three rounds.

Troglodyte

Taxonomy : Folk

Description : Carnivorous, cold-blooded, slow-witted reptilian humanoids. They fight with crude two-handed maces and axes.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapons), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Closer Inspection: If the heroes examine the image of the God on the northern wall, they see that the God seems to be Zeus, but with some strange characteristics; it is a young God, without the beard of the father of the Gods. In addition, at his feet there is a big wooden club.

121 – Guard Room

Description: At night, this room is illuminated by a series of torches. In the daytime, sunlight enters through a window in the west wall. There are various jars, amphorae and other objects next to the south wall.

Encounters: This room is always guarded by three **Troglodytes**, ready to face any enemy. From here they give provisions to the groups of Troglodyte

scouts that enter the Tomb searching for the Temple of Rhea. See the previous page for their statistics.

Treasure: There is food (10 rations) in the room and water in the amphorae. There are 4 spears, 2 shields and 3 helmets in a corner. In a huge pile there are adornments, masks, decorated jars and various other objects found by the Troglodytes inside the Tomb. Together they are worth 250 silver pieces.



122 – Great Temple

Description: The light enters into this great temple from large holes in the ceiling. Huge columns run the length of the room; in the north is a huge statue of a God, with offerings at his feet.

Encounters: If the heroes touch the statue or try to take the offerings, six **Curetes** appear and attack the characters, pursuing them wherever they go until they drop the stolen objects. If a Curete is destroyed, he reappears next to the statue after three rounds. There is a limitless number of Curetes. If they have only touched the statue, the Curetes don't follow them outside the temple.

Traps: The Troglodytes have put two traps on the eastern door. The first is a pit trap. Type: indoor; Effect: falling + direct damage; 2d6 Hits; Concealment Rating 19; Danger Rating 18. The second is a falling rock trap. Type: indoor; Effect: crushing; 2d6 Hits; Concealment 15; Danger Rating 19.



Curete

Taxonomy : Spirit

Description : These lightning spirits appear as quick-moving, bronze-armored men armed with shields and spears or swords. The divine mission of Curetes is to punish those who flout Zeus' laws. They are often found in places that are sacred to Zeus.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 22

Melee Attack : +7

Damage : 1d6 (sword or spear)

Defense Class : 27 (with shield)

Hits Total : 20

Detection / Evasion : +2 / +8

Mystic Fortitude : +10

Special Abilities : Charge Into Battle (Initiative 24, Melee Attack +9), Fearsome, Lightning Fast, Magic Resistance, Mindless, Invulnerability, Supernatural Vigor, Uncanny Agility. Curetes are also able to hurl bolts of lightning (treat as Breath Weapon, 20').

Awards : Glory 150, Wisdom 160.

Treasure: The statue is very richly decorated, but it is far too heavy to move. By its feet there are various offerings: coffers and jars full of silver and gold. This loot has a total Enc of 8 and a total worth of 8,000 silver pieces.

Closer Inspection: If a Priest of Zeus or a Noble enters the temple, the statue animates. In a thunderous voice he orders the heroes to accomplish a

mission: inside the Tomb, Hekateria the Hag hides herself. She has stolen a Rod of Lightning from this temple. If the heroes recover the Rod they are rewarded. If the heroes ask where Hekateria is, the God says Melaclea the Prophetess lives in some rooms near the central courtyard (area 12). She can guide them to the lair of the Hag (area 23). If the heroes defeat Hekateria and recover the Rod of Lightning, the God rewards them with the following objects:

- **A Lightning Bolt**
- **Spear of Conquest**
- **Sword of Ruse**
- **Caduceus**
- **Staff of Power**
- **Cloak of Concealment**

There is only one Mythic Item for every character in the group. So, if there are only two heroes in the group, they obtain only a Lightning Bolt and a Spear of Conquest. The Maze Master can choose which Mythic Items the heroes obtain from the given list.

Each hour the heroes spend here, the Maze Master should roll 1d10:

1-4: Nothing.

5: A group of 1d6 **Ratlings** comes from section 125 and sneaks into the Temple. As soon as they are detected, they flee towards section 125 and through the secret door in section 128 to section 136.

6-7: A group of 1d6+3 **Troglodytes** comes from section 120 and goes to section 125, to explore the Tomb.

8-9: 1d6 **Troglodytes** come from section 125 and go to section 120, after having explored the Tomb.

10: 1d6+3 **Lycans**, 1d6+3 **Boarmen**, two **Tragos** and one **Mutant Tragos** with the Multiple Heads (2) and Tough Skin special abilities come from section 125, trying to throw the Troglodytes out of this area. The Troglodytes in sections 120 and 121 attack them, and fifteen rounds later, ten other Troglodytes join the fight.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoid who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Troglodyte

Taxonomy : Folk

Description : Carnivorous, slow-witted and cold-blooded reptilian humanoids.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Boarman

Taxonomy : Folk

Description : Brutish boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Tragos

Taxonomy : Folk

Description : Goat-headed humanoids bent on raiding, plunder and mayhem.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 17 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee +4) Missile Weapons (javelins, 120').

Awards : Glory 40.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Mutant Bicephalous Tragos

Taxonomy : Folk

Description : A mutated, two-headed Tragos.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 19 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +3 / +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelin, 120'), Multiple Heads (2), Tough Skin.

Awards : Glory 55, Wisdom 10.

123 – Chariot Chamber

Description: This room, which is not illuminated, contains a great chariot, prepared so it can be pulled by oxen.

Treasure: The chariot is decorated and could be sold for 900 silver pieces.

124 – Empty Room

Description: At night, this room is not illuminated. By day, light enters through a window in the western wall. There is a Lizardian chained to the wall.

Encounters: One **Lizardian, Heg**. Heg is the brother of Ancpah, leader of the Troglodytes (see section 9). He was leading a group of warriors that were exploring the Tomb, and they found the Lair of the Hags (area 23). His warriors died fighting the Hags and Heg was cursed before fleeing their Lair. Now he is crazy and doesn't distinguish friends from foes. Ancpah (see section 9) can't help him, so he has decided to leave him in this room hoping that he could heal himself given the time. The heroes can break the chains with a Feat of Strength. If they free Heg, he will accompany them, but his curse causes his behavior to be strange.



Heg the Mad Lizardian

Heg the Mad Lizardian

Taxonomy : Folk

Description : Lizardians are carnivorous reptilian humanoids akin to Troglodytes, but with greater cunning, agility and stamina as well as powers of regeneration.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Normal

Movement : 60'

Initiative : 16

Melee Attack : +5

Damage : 1d6 (sword)

Defense Class : 18 (with shield)

Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : 0

Special Abilities : Regeneration (1 Hit per round), Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 75, Wisdom 10.

The Madness of Heg

If Heg accompanies the adventurers, the Maze Master should roll 1d6 each hour to determine his behavior:

1-2: Heg whispers, speaking of the dark spirits who killed his comrades. If the heroes interrogate him, he says that a Hag killed them and walks towards the Lair of the Hags (area 23), without waiting for the heroes.

3-4: Heg is confused and asks the heroes who they are and why they are here. The heroes can make him remember their situation if they speak calmly with him.

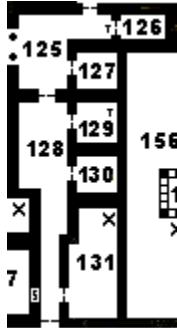
5: Heg thinks his foes are behind a door and opens and runs through it, shouting and waving his spear. He runs until he crosses three rooms, finds somebody or is stopped .

6: Heg thinks the heroes are minions of the Hags and attacks the nearest hero. If he is stopped, he recovers in a few minutes.

If the heroes encounter friendly Troglodytes while Heg is with them, they will tell the heroes Heg is crazy because of a curse and they should leave the Lizardian with them. The only way to heal Heg is to kill Hekateria, the Hag who cursed him.

Area 18: Northern Entrance

Sections 125-131



Overview

This area is one of the main entrances to the palace. The Shades of dead warriors still cross it to arrive at the Underworld.

Sections

125 – Room of the War Fresco

Description: This room has a ceiling and green-flamed lamps illuminate it. The western part gives onto the courtyard in section 133. A large fresco showing battle scenes covers the walls.

Encounters: The Maze Master should roll 1d10:

1-5: Nothing.

6: A group of 1d6 **Troglodytes** comes from section 122.

7: A group of 1d6 **Boarmen** and a **Mutant Tragos** with Uncanny Agility come from section 128.

8: A group of 1d3+3 **Ratlings** comes from section 128. They attack the heroes only if they outnumber them. Otherwise, they flee.

9: A procession of **Shades** comes from section 133 and goes to section 128.

They are Shades of soldiers, with armor and weapons. They ignore the heroes.

10: The **Lamperer** enters the room to ignite the green-flamed lamps.

Traps: There is a trap on the door leading to section 126 (see sect. 126).

Closer Inspection: If the heroes stay more than 30 minutes in this section the Maze Master should roll 1d10 again and consult the table in *Encounters* above.

126 – Empty Room

Description: A dark and empty room.

Traps: There is a trap on the door, mounted by the Troglodytes. Type: indoor; Effect: direct damage + poison; 1d6 Hits and a Physical Vigor saving roll of 15 or paralyzed; Concealment Rating 17; Danger Rating 17.

127 – Empty Room

Description: This room seems to be empty and dark.

Encounters: Roll 1d6:

1-4: Nothing.

5: Ambush! 1d3+3 **Ratlings** attack the heroes, trying to *surprise* them by using their *Stealthy* special ability.

6: Ambush! 1d6 **Lycans** attack the heroes, trying to *surprise* them by using their *Stealthy* special ability.

See next page for the characteristics of the various Beastfolks that may be encountered in sections 125 and 127

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Boarman

Taxonomy : Folk

Description : Brutish boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 40, Wisdom 20.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Mutant Tragos

Description : Goat-headed humanoids bent on plunder and mayhem. This particular Tragos is especially nimble and agile.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 19 (shield & breastplate)

Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelin, 120'), Uncanny Agility.

Awards : Glory 50.

128 – Great Corridor

Description: This corridor is illuminated by green-flamed lamps. Great frescoes showing battle scenes between heroes and monsters cover the walls. If they watch more closely, the heroes can see images of Lycans, Tragos, Boarmen, Ogres, Ratlings and a great Minotaur.

Encounters: The Maze Master should roll 1d10:

1-5: Nothing.

6: A group of 1d6 **Troglodytes** comes from section 125.

7: A group of 1d6 **Lycans** and one **Tragos** come from section 100.

8: Ambush! 1d3+3 **Ratlings** come from section 131. They attack the heroes, who begin the combat surprised. As soon as the Ratlings take casualties and are outnumbered, they flee.

9: A procession of Shades comes from section 125 and goes to section 100 and then towards section 101 to the Underworld. These male Shades are carrying weapons and armor. They ignore the heroes.

10: The Lamperer comes to the section to light the green-flamed lamps.

Closer Inspection: If the characters examine the southern part of the corridor, they can find a secret door that takes them to section 137. To find the secret door the heroes must pass a Detection roll with a target number of 17. If the heroes find somebody in section 137 they can attack them with the advantage of surprise.

129 – Storage Room

Description: This room is not illuminated. There are large jars by the northern wall.

Traps: The food inside the jars has been poisoned by the Troglodytes. Any hero who eats the food must make a Physical Vigor saving roll vs a target number of 15 or die in 1d6 rounds.

Closer Inspection: There are apples and other fruits inside the jars, enough for five food rations. But they have been poisoned by the Troglodytes and left here as a trap.



A wolfish Lycan

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent ratmen who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

detection roll against a target number of 15; characters can make one such roll every five minutes, but for each failed roll, the Maze Master should make a roll on the table on the *Encounters* table of this section. If the heroes find and open the door they see a tunnel that goes east and west. To the east it takes the heroes to section 156. To the west it leads to section 139.

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Maze Master's Notes

130 – Empty Room

Description: A dark and empty room.

131 – Large Empty Room

Description: A dark and empty room.

Encounters: When the heroes enter this room, the Maze Master should roll 1d6 and consult the following table:

1-3: Nothing.

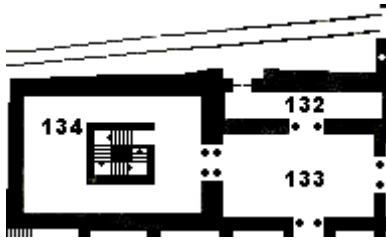
4-5: 2d6 **Ratlings** are in the room. They attack the heroes, fighting until they are outnumbered. Then, they flee.

6: A group of 1d6+3 **Ratlings** is coming from a secret trapdoor in the floor (northern corner of the room). They attack the heroes, fighting until they are outnumbered. Then, they flee.

Closer Inspection: In the northeastern corner of the room there is a secret door in the ground. Finding it requires a

Area 19: Northern Fortress

Sections 132-134



Overview

In this area is one of the doors by which the Shades of the dead enter the Tomb in their travel to the Underworld. In the tower in section 134 a family of immortal Griffins lives. They were the ones in charge of protecting the door in section 132, but they were attacked and defeated by the followers of the Minotaur. They still occasionally watch and protect the door in section 132.

Sections

132 – Northern Entrance

Description: From this great door the spirits of dead soldiers enter the Tomb, walking towards the Underworld. The north door is made of bronze and has engravings of two powerful soldiers dressed in complete armor. The room is illuminated by green-flamed lamps that hang from the ceiling.

Encounters: When the heroes arrive at this section, roll 1d10:

1-5: Nothing

6-7: A group of **Shades** come from outside the Tomb. They are dressed as warriors, covered in blood. They walk towards section 133, ignoring the heroes.

8: The **Lamperer**, igniting the green-flamed lamps.

9: A **Griffin**, protecting the entrance. He prohibits the heroes from entering the room and attacks them if they disobey. He only allows allies of the Great Goddess Rhea (see section 75) to enter.

10: As 9 above but 1d3 **Griffins** are protecting the entrance.

Closer Inspection: If the heroes stay for half an hour in this room, the Maze Master should repeat the roll for Random Encounters but with a +1 for every half an hour that has passed.

Griffin

Taxonomy : Monster

Description : The classic lion-eagle hybrid, roughly the same size as a lion.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' flying)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge or Dive into Battle (Initiative 21, Melee Attack +7), Grapple (Might 16), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 190, Wisdom 30.

133 – Courtyard of the Washers

Description: This great courtyard has no ceiling. There are large jars and amphorae at the sides of the courtyard.

Encounters: When the heroes arrive at this section, roll 1d6:

1-4: Nothing

5-6: A group of **Shades** comes from section 132, dressed as warriors and covered in blood. Next, a group of female shades appears in the courtyard and gives water to the warriors, then cleanse off the blood covering them. When the warriors have been cleaned, they walk towards section 125.

Closer Inspection: The heroes can fill their waterskins with the water in the amphorae, but it's Lethe Water. A Nymph or a Priest can realize it and warn their companions if they make a Danger Evasion roll (target number 15).

134 – Tower of the Griffins

Description: In the center of this great courtyard is a tall and fortified tower. It's forty feet tall and has no windows. The courtyard is filled with corpses in various stages of decomposition.

Encounters: 1d3+1 **Griffins** stay at the top of the tower. They spot the heroes as soon as they enter the courtyard, but their leader, Phoeles, orders them to let the heroes act. Phoeles is a **Gryphon**, the leader of the Griffins who live in the towers of the Tomb. He is very old and has been wounded many times fighting the minions of the Minotaur. Still, he rules firmly over his pride of Griffins.

Treasure: At the top of the tower is the Griffins' treasure: three coffers full of gold and a casket full of jewels and other adornments. Each coffer contains approximately 1,000 gold coins. The casket has an Enc of 1 and contains a total worth of 1500 silver pieces in jewels and various bronze adornments (including four red jewels).

Phoeles the Gryphon

Taxonomy : Monster

Description : A rare subspecies of very large Griffins; also known as Royal Griffins, the Gryphons have golden feathers which form a somewhat leonine mane at the base of their neck.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120' (480' flying)

Initiative : 19

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge (or Dive) into Battle (Initiative 24, Melee Attack +11), Grapple (Might 20), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 380, Wisdom 30.

Closer Inspection: If the heroes examine the corpses in the courtyard, they discover that they have been partially devoured and thrown from a height. If the heroes enter the tower, they see wide stairs. If they walk up the stairs, they come to the top of the tower, where Phoeles and the Griffins are waiting for them. Phoeles speaks and tells the heroes his story: how the gods gave him the task of protecting the northern entrance to the Tomb, to allow the spirits of dead warriors to find the way to the Underworld without problems. He also tells about the Minotaur, how they fought him and his minions and how they are now recovering from their wounds and preparing to fight again. See *Dealing with Phoeles* next page.

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Maze Master's Notes



Phoeles the Gryphon

Dealing with Phoeles

A creature of divine origin, Phoeles has been the leader of the Griffins at the Tomb for many centuries. As a young Gryphon, he was given the task of protecting the entrances of the Tomb, and he trained younger Griffins to help him. When the King of Monsters awoke, he fought against him, but was badly wounded and unable to continue the fight. He has ordered the members of his pride to stop fighting the Minotaur and his horde until a sign from the Gods gives him guidance. The coming of the heroes could be that sign.

If the heroes are allies of Rhea (see section 75), the Griffins are friendly and they offer to help the heroes. Phoeles gives them a magical whistle which they can use twice, one to receive aid in a combat and the other to flee from the Tomb or from danger. Obviously, the Griffins can only help the heroes if they are in a section without a ceiling.

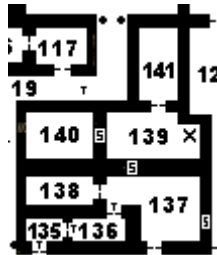
If the heroes are not allies of Rhea, they must convince Phoeles they want to destroy the Minotaur. If they are respectful, Phoeles asks the heroes to prove their willingness to help them by bring him the head of Ahrak, the Queen of the Harpies, who lives in a tower in section 102. If they manage to kill Ahrak and bring her head, Phoeles acts as if the heroes were allies of Rhea and he also gives them jewels worth 1,000 sp (including the four red jewels).



A majestic Griffin

Area 20: Lair of the Ratlings

Sections 135-141



Overview

These rooms were the old kitchens of the palace. Now the area is the lair of the Redteeth Tribe of Ratlings. Its leader, Yyrk, is allied with the Hags and serves them faithfully. Nevertheless, he doesn't trust them completely so he keeps a couple of secrets to himself, like the knowledge about the secret rooms in this area.



A scruffy, treacherous, sneaky Ratling

Sections

135 – Trap Room

Description: This room is dark and empty.

Encounters: Ten rounds after the net trap activates, a group of 1d6+3 **Ratlings** come to investigate. They take the prisoners to section 138 and lock them, up until their leader Yyrk decides on the prisoners' fate.

Traps: The Ratlings have mounted two traps in this room. When the southern door is opened, a spear trap activates. Type: indoor; Effects: direct damage; 1d6 Hits; Concealment Rating 17; Danger Rating 16. Two rounds later, a pit trap opens in the ground. Type: indoor; Effect: falling + entrapment; 1d6 Hits + entrapment; Concealment Rating 18; Danger Rating 18. The pit is wide enough to catch all heroes.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (poisoned darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (poisoned darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Encounters: When the heroes enter this section, roll 1d10:

1-5: Nothing

6-8: There are 1d6+6 **Ratling** warriors in the room. The warriors attack the heroes, but they flee towards section 100 if outnumbered.

9-10: 1d6+6 **Ratling** warriors and 1d10 Ratling females. The warriors fight to the death to protect the females. The females try to flee towards section 100 as soon as possible.

Traps: The Ratlings have mounted a crushing trap in the southwestern door. Type: indoor; Effect: crushing; 2d6 Hits; Concealment 15; Danger Rating 18.

Closer Inspection: If the characters examine the eastern wall they may find a secret door that takes them to section 128. To find the secret door the heroes must pass a Detection roll versus a target number of 17. If the heroes find somebody in section 128 they can attack them with the advantage of surprise. There is a similar secret door in the northern wall that can take the heroes to section 139, this one with a target number of 18. If the heroes find somebody in section 139 they can attack with the advantage of surprise.

136 – Another Trap Room

Description: This long room is empty and dark.

Encounters: Ten rounds after the pit trap activates, a group of 1d6+3 **Ratlings** come to investigate. They take the prisoners to section 138 and lock them up, until their leader Yyrk decides on the prisoners' fate.

Traps: There is a large pit trap near the door in the western wall. Type: indoor; Effect: falling; 1d6 Hits; Concealment Rating 17; Danger Rating 18.

137 – Kitchens

Description: This large room has a half-ruined ceiling that lets the light in from outside. In the center of the room are the remains of a great bonfire, as if somebody had used the room to cook. The door in the western wall is closed.

138 – Prison

Description: Most of the time, several prisoners of various origins are chained to the wall of this dark room.

Encounters: Roll 1d6 three times to see who is trapped in the prison when the heroes come:

1: Dem, a **Wildman**. He can guide the heroes to area 8 (Lair of the Wildmen).

2: Ahask, a **Troglodyte**. He can guide the heroes to area 2 (Theatrical Area), to talk with Ancpah the Lizardian.

3: Gorud, a **Tragos**. He can guide the heroes to area 22 (Lair of the Minotaur's Horde), but he will betray the heroes and

will try to warn the Minotaur's minions about the intruders as soon as possible.

4: An Iron Warrior. If the heroes release him, he attacks anybody who stands between him and section 94.

5-6: Nobody.

Dem the Wildman

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapon)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee +4), Stealthy (12).

Awards : None (unarmed prisoner).

Ahask the Troglodyte

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee +6), Magic Resistance, Stealthy (12), Tough Skin.

Awards : None (unarmed prisoner).

Gorud the Tragos

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4).

Awards : None (unarmed prisoner).

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.



Attack of the Ratlings !

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (poisoned darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

139 – Living Quarters

Description: This room is illuminated by very dim oil lamps. There is a great number of small hairy beings, apparently mothers with their children.

Encounters: This is the main room of the Ratlings. At any moment there are $2d6+3$ **Ratling women** with a corresponding number of children in the room. Protecting them there are six **Ratlings** who fight fanatically to defend their women and children. The Ratling women try to flee by the secret tunnel towards section 131. Four rounds after the fight begins, **Yyrk** and the other Ratling warriors in section 140 arrive and join the combat.

Closer Inspection: In the southern wall there is a secret door that leads to section 137. To see the entrance requires a Detection roll (target number 15). In the western wall there is another secret door (target number 17 to detect) that leads to section 140. Near the eastern wall there is a hidden hatch (target number 17 to detect). It opens onto a tunnel that goes to section 131.

140 – Treasure Chamber

Description: This room is not illuminated but there are extinguished torches on the walls that can be easily ignited. The room is full of coffers, provisions and weapons.

Treasure: The Ratlings' treasure is here. It consists of the following items: five coffers full of silver pieces and jewels, various necklaces, adornments, ornamented vases and other precious items and a great quantity of food and water. Each coffer contains roughly 400 silver pieces as well as four jewels worth 100 silver pieces each. Among the twenty jewels contained in the coffers are four red rubies. The vases, necklaces and other precious objects constitute a loot with a total worth of 1800 silver pieces and a total Enc of 12 (or, in other words, 150 silver pieces for each Enc point). The food and water represents the equivalent of 35 rations.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (poisoned darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

141 – Room of the Ratling King

Description: This large room is illuminated by black-flamed lamps, a gift from the Hags. By the north wall there is a big wooden throne that the Ratlings found in the rooms of the Tomb. There are numerous shields, weapons and other trophies hanging on the walls, which the Ratlings have obtained in their fights in the Tomb.

Encounters: Yyrk the Ratling King is in this room, seated on his throne. He has six **Ratlings** as a personal guard. Yyrk is not stupid and tries to negotiate with the heroes. He can be convinced to help the heroes to attack area 22 (Lair of the Minotaur's Horde), and he can send up to 10 Ratlings warriors to help them. If the heroes wish to attack area 23 (Lair of the Hags), Yyrk also gives them ten Ratling warriors to guide and support them, but he secretly warns the Hags by sending a Ratling through the secret tunnel that goes from section 139 to section 162. The treacherous Hags then prepare an ambush in section 158.

Treasure: Yyrk has a magical **Dagger of Striking**. This dagger can be used in combat for 1d6 damage (rather than the usual 1d3 damage for daggers) and can also be used to make deadly sneak attacks (2d6 damage).

Yyrk the Ratling King

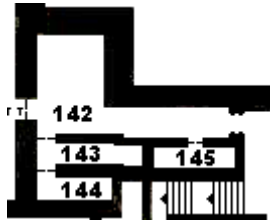
Yyrk is the leader of a group of Ratlings living in the Tomb and working for Hekateria the Hag.

Yyrk is a clever leader, and doesn't trust the Hag, but he sees Hekateria as his best ally in the Tomb.

He has the same statistics as other Ratlings but has a magical Dagger of Striking (see text above).

Area 21: The Stone Titan

Sections 142-145



Overview

This area is protected by an enormous Stone Titan. He attacks anybody who tries to cross the zone: Lycans, Ogres, Troglodytes ... or human heroes.



The Mindless, Massive Stone Titan

Sections

142 – Inner Courtyard

Description: This walled courtyard has no ceiling. It is patrolled constantly by an untiring **Stone Titan**, whose tracks are perfectly visible in the dust on the ground.

Encounters: The Mindless **Stone Titan** will neither negotiate nor surrender and it fights until destroyed, even if the characters have Rhea's Blessing (see section 75).

Treasure: If the heroes kill the Stone Titan, they can keep its eyes, two big red rubies worth 500 silver pieces each.

Closer Inspection: If the heroes defeat the Stone Titan, the noise of the fall of the massive Animate attracts five Lycans and one Tragos from section 146 five rounds later.

Stone Titan

Taxonomy : Animate

Description : Not true Titans, but huge golems of stone animated by magic.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 14

Melee Attack : +6

Damage : 2d6 (stone arms)

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee +10), Invulnerability, Fearsome, Mindless, Supernatural Vigor, Trample.

Awards : Glory 170, Wisdom 30.

143 – Room of the Corpses

Description: This room has a ceiling but it's not illuminated. The corpses of the Stone Titan's victims lie here.

Treasure: Most of the weapons and armor are broken, but some of them are still usable: 2 knives, 1 sword, 1 helmet and a pouch with 139 silver pieces.

Closer Inspection: On the ground there are the corpses of Troglodytes, Tragos, Ogres and Lycans, mauled by the Stone Titan, who has left them in this section.

Encounters: This section is haunted by the **ghost of the dead Tragos** lying in the room. His painful death caused him to become an evil spirit that attacks anybody who enters the room. He can't leave this room.

Treasure: The dead Tragos has a broken spear and a dagger that the heroes can keep for themselves.

Closer Inspection: The Tragos seems to have been struck down by the Stone Titan and thrown into section 143, but he crawled to this room before dying because of his wounds.

144 – Room of the Traghost

Description: This room is empty and is not illuminated. The corpse of a Tragos can be seen in the room.

145 – Empty Room

Description: This room is empty. The door is too small to let the Stone Titan enter, so the heroes can flee here if they are being badly beaten by the Animate.

Traghost

Taxonomy : Spirit

Description : This ghost appears as the vague, translucent form of a Tragos.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : n/a

Damage : Special

Defense Class : 14

Hits Total : 8

Detection / Evasion : +6 / +4

Mystic Fortitude : +8

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch attack), Magic Resistance, Sixth Sense, Stealthy (18).

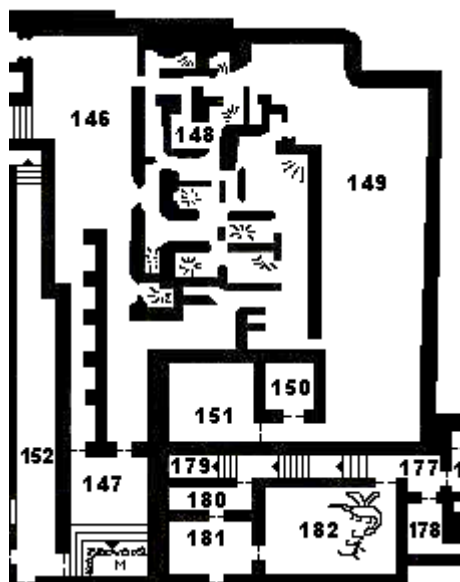
Like all Insubstantial beings, Ghosts cannot be harmed by mundane weapons or means and cannot inflict physical damage to material beings (except with their Life Energy Drain ability).

Awards : Glory 85, Wisdom 160.

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Maze Master's Notes

Area 22: Lair of the Minotaur's Horde

Sections 146-151



Encounters: Ten **Lycans** and two **Tragos** guard this section. If they hear the sound of fighting, coming from section 142, five Lycans and one Tragos go to investigate. The rest stay in this room. If the adventurers or a group of Troglodytes pass through the northwestern door, one of the Lycans runs to section 147 to warn the rest of the Minotaur's minions, while the others fight to delay the heroes. The Lycans won't fight to the death, and flee as soon as they feel they're losing the fight. If they flee, the surviving Tragos try to reach an agreement with the heroes, surrendering and promising to serve them, but they will betray the heroes as soon as they can.

Treasure: The Lycans and Tragos have weapons and shields; the Tragos also have a bag with 50 silver pieces.

Overview

This area of the Tomb of the Bull King the headquarters of the Minotaur's army.

The Tragos leaders of the army have a large room in the southeast, while the rest of the Minotaur's minions live in the central ruins. They send frequent expeditions to the Tomb, searching for Rhea's Temple, as the Minotaur wants it to be defiled and destroyed.

Sections

146 – Western Courtyard

Description: This long courtyard has no ceiling. The north end is full of dirt and broken furniture. The walls are covered with obscene drawings painted in blood, which show weapons, infuriated faces and the image of a circle with two horns.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.



A Tragos : 50% human, 50% goat, 100% trouble

147 – Fortified Room

Description: This room has been fortified by the Minotaur's horde. The room is divided into two levels, with a large platform in the south and stairs leading up to it. The Beastmen have prepared a barricade of sandbags, wood and rubbish, located between the stairs and the "M" indicated on the map. The room is illuminated through several holes in the ceiling and by oil lamps that the Minotaur's minions always keep lit.

Encounters: Two **Mutant Tragos** (Tough Skin) and ten **Lycans** guard this section. The Beastmen stay in the place marked with an "M" on the map. Five of the Lycans have spears and the other five have bows; in combat, those with spears will try to protect the shooters. If the heroes attack, the Beastmen go behind the barricade, which gives them a +2 bonus to their EDC (even against missiles). The warriors in this room belong to the elite fighters of the Minotaur's horde, and fight to the death.

Tragos

Description : Goat-headed humanoids bent on raiding, plunder and mayhem.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 17 (shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120').

Awards : Glory 40.

Mutant Tragos

Taxonomy : Folk

Description : Goat-headed humanoids bent on plunder and mayhem ; this particular Tragos has the Tough Skin special ability.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 19 (shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelin, 120'), Tough Skin.

Awards : Glory 45.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Boarman

Taxonomy : Folk

Description : Brutish boar-headed folk. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Treasure: The Tragos have spears, short bows and helmets. They also have a little treasure of 250 silver pieces, 12 food rations and water.

148 – Ruins

Description: These are the remains of a great fortress whose ceiling and walls collapsed long ago. Now they serve as the bedroom of the Minotaur's Horde.

Encounters: There is a total of fifty-five **Lycans**, thirty-five **Boarmen** and twenty **Ogres** here. Divided into groups, they have constructed small huts to protect themselves from the elements. They attack any enemy who penetrates section 146 as soon as they are warned. All sleep near their weapons. See next page for their stats.

Treasure: Each of the ten huts in this section is the resting place of a group of 4-7 creatures (see *Encounters* above). If the heroes search them, they find 3d10x10 silver pieces in each one.

Ogre

Taxonomy : Folk

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized, tusk-like canine teeth... They are the mortal enemies of Wildmen.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Stealthy (12).

Awards : Glory 30.

149 – Eastern Courtyard

Description: In this wide courtyard the Minotaur's minions train and fight. The walls are painted as in section 146.

Encounters: During the day, there are always 2d6 **Lycans** or **Boarmen** training in this courtyard under the supervision of their leaders. If they hear the sound of fighting coming from section 148, they go there quickly and join the combat. If they are losing the fight or are badly outnumbered, the Beastmen retreat to section 151.

150 – Prison

Description: The door of this room is blocked by a heavy plank. The Beastfolk keep the beings they capture in the Tomb inside, until the Minotaur decides what to do with them. The room is not illuminated. If the heroes are captured by the minions of the Minotaur they will be locked up in this room. If they do not find a way to flee, after a day of confinement they are dragged to section 149 where they serve as targets for the Beastmen to practice their marksmanship on. If the Maze Master feels generous he can rule that a group of three Griffins attacks the Beastfolk, distracting them long enough to let the heroes flee.

Encounters: There are no prisoners in this section, but if the Maze Master feels the players need help, he can rule that a group of **Coristean warriors** (three Spearmen, one Noble) have been imprisoned here. The warriors can help the heroes in their escape attempts. If a player has lost his character he can use one of the prisoners as a replacement (roll up a new Noble or Spearman character, starting at the same level as the dead hero, but with no wealth or equipment).

Closer Inspection: To open the door the heroes must succeed in a Feat of Strength or a Thief must successfully pick its lock (see p 28).

151 – Tragos' Room

Description: In this room, which is only illuminated by several braziers, live the Tragos that lead the Minotaur's army live. The room is filled with trophies and sacked treasures of the Tomb and the lands of Proteus.

Encounters: There are 2d6+3 **Mutant Tragos** here. One of them has Multiple Heads (two heads). All the other Tragos in this room also have special chaotic mutations : half of them have Tough Skin and the other half are Lightning Fast. Round odd numbers in favor of Tough Skin. Thus, if there are twelve Tragos in this room, one will be the two-headed leader, six will have Tough Skin and the five remaining ones will be Lightning Fast. The Tragos that are not here are training other minions of the Minotaur in section 149 or exploring the Tomb. The Tragos attack as soon as the heroes enter the room. See next page for their statistics.

Treasure: The great treasure of the Minotaur's horde is in this room: five chests full of gold and silver pieces, two smaller chests full of jewels, fifteen decorated weapons (mainly swords and spears), one jewelled shield and five expensive sets of armor, enough food and water to feed the entire horde for a month, six amphorae of wine and oil. Each of the five chests contains roughly 1,000 assorted ancient coins (10 Enc) of gold, silver, bronze and copper: each Enc point taken from this disparate hoard will have a worth of 1d6 x 50 silver pieces. The two jewel chests contain approximately thirty jewels (half of which are red). Each jewel has a worth of 1d6 x 100 silver pieces. The various decorated weapons, shields and pieces of armor are worth 3 times their usual monetary value.



Mutant Bicephalous Tragos

Taxonomy : Folk

Description : A mutated, two-headed Tragos.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 17 (with shield & breastplate)

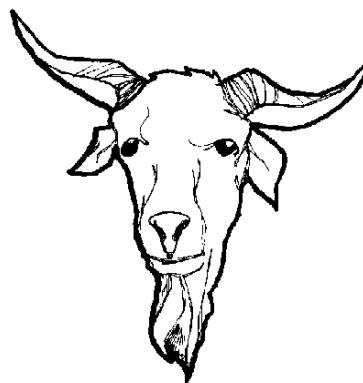
Hits Total : 8

Detection / Evasion : +3 / +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelin, 120'), Multiple Heads (2).

Awards : Glory 50, Wisdom 10.



Tough Mutant Tragos

Taxonomy : Folk

Description : This particular Tragos has the Tough Skin special ability.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 19 (with shield & breastplate)

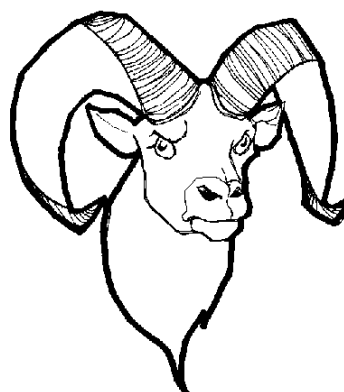
Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelin, 120'), Tough Skin.

Awards : Glory 45.



Quick Mutant Tragos

Taxonomy : Folk

Description : This mutated Tragos has been endowed with supernatural quickness.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 16

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (sword)

Defense Class : 17 (with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2 / +6

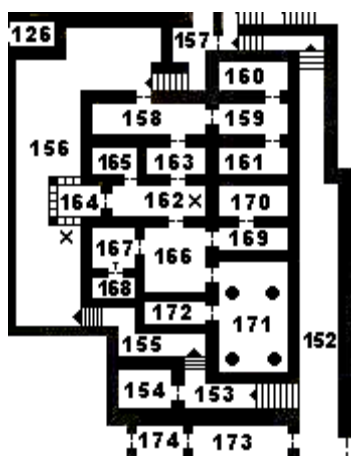
Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +4), Lightning Fast, Missile Weapons (javelin, 120').

Awards : Glory 50.

Area 23: Lair of the Hags

Sections 152-172



Overview

Hekateria lives in this area with two other Hags, Dulmodia and Odireta, and some Degenerate Men they use as guards and occasional sacrifices. The three Hags hate each other and only cooperate to perform their rituals to Chaos. The Hags were attacked by the White Serpent, who wounded and blinded Hekateria before being killed. Now Hekateria stays in the inner temple, while the other Hags plot against her to become the new leader.

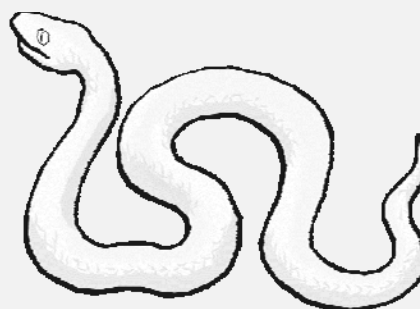
Sections

152 – Long Corridor

Description: A long corridor with the corpse of a giant white snake. The corridor is not illuminated.

Encounters: The spirit of the **White Serpent** haunts this section. The White Serpent, a servant of Rhea, fought against the Hags here. Although this being was killed, its powerful spirit still haunts the section. When the heroes arrive, the spirit rises from the corpse and crawls towards them. Only if the heroes have Rhea's Blessing (see section 75) can they avoid combat. The spirit of the White Serpent can't leave this section.

White Serpent



Taxonomy : Spirit

Description : The White Serpent was the most mystical of the Serpents of the Dark Earth. It managed to blind Hekateria the Hag, but died fighting her. Now, its powerful spirit attacks every minion of the Hags that tries to leave their lair.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : 13

Melee Attack : n/a

Damage : see below

Defense Class : 13

Hits Total : 24

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Insubstantial, Life-Energy Drain (touch), Magic Resistance, Psychic Powers (Psychic Gift 2, Mystic Strength 14, Power total 8), Sixth Sense, Stealthy (16).

Awards : Glory 210, Wisdom 540.

Aside from his Psychic Powers, the White Serpent's only attack is its Life-Energy Drain touch attack. Like all Insubstantial beings, it cannot be harmed by mundane weapons.

Ghost

Taxonomy : Spirit

Description : Ghosts usually look like translucent, intangible humans.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : n/a

Damage : Special

Defense Class : 16

Hits Total : 8

Detection / Evasion : +6/+4

Mystic Fortitude : +8

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch attack), Magic Resistance, Sixth Sense, Stealthy (18)

Like all Insubstantial beings, Ghosts cannot be harmed by mundane weapons or means and cannot inflict physical damage to material beings (except with their Life Energy Drain ability).

Awards : Glory 85, Wisdom 160.

Traps: There is a magical trap in this corridor, created by the witchcraft of the Hags. All the heroes must succeed in a Mystic Fortitude roll vs a target number of 15 or they will be filled with fear and are unable to follow the corridor. Each hero who succeeds can guide one of his companions through the corridor.

Closer Inspection: Lamps, torches and other light sources can't be ignited in this corridor.

156 – Inner Courtyard & Garden

Description: This open-roofed inner courtyard is a well-kept garden. The walls are covered in vines. In the center of the eastern wall, there is a balcony of stone. It is possible to climb up to the balcony (section 164).

Encounters: The vines on the walls are three **Vines of Tantalus** and can attack the heroes at any point of the courtyard.

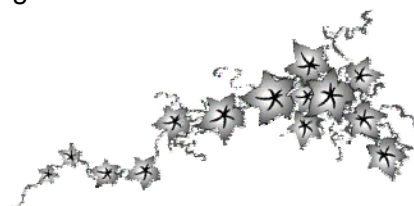
Treasure: Medicinal plants and poisons can be found here. Every 15 minutes of searching, the Maze Master should roll 1d10, adding +5 to the roll if there is at least one Nymph in the group:

1-6: Nothing.

7-8: A poisonous plant whose sap can cover a weapon, increasing its damage by 2 for three attacks (one single use).

9-10: A healing plant that heals 1d6 Hits if rubbed on a wound (one use).

Closer Inspection: The garden is full of healing and poisonous plants. Under the plants there is an entrance to a tunnel that goes east to section 162 and west to section 131. Finding the tunnel requires a Detection roll against a target number of 17.



153 – Southern Entrance

Description: Walking up the stairs the heroes can reach section 153 by walking up the stairs from section 152. A ghostly figure can be seen standing at the top of the stairs.

Encounters: A **Ghost** attacks the heroes with his Life-Draining Touch.

154 – Empty Room

Description: A dark and empty room.

155 – Shadow Corridor

Description: A cold wind coming from section 156 extinguishes torches and candles in this corridor. In the darkness, the heroes can hear strange noises.

Vine of Tantalus

Taxonomy : Animate

Description : Magical life-drinking vines.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : See below

Damage : See below

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Entangle (vines, Might 16, 10' range), Life-Energy Drain (touch), Mindless, Regeneration (1 Hit / round), Sixth Sense, Stealthy (14), Uncanny Agility.

The Vine does no natural damage and always attack with its Entangle ability and may only use its Life-Energy Drain attack on Entangled victims.

Awards : Glory 90, Wisdom 50.



Buphelion (ori s that Rodon ?)

Lesser Cyclops

Taxonomy : Folk

Description : One-eyed huge humanoids who live underground. They usually live in deep, subterranean caverns located near volcanoes and use lava to fuel the roaring furnaces of their enormous forges.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (hammer)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 100, Wisdom 30.

157 – Northern Entrance

Description: This room is illuminated by a large brazier and several lamps hanging from the walls. In the room there are two **Lesser Cyclops**, chained to the wall with chains long enough to let them reach the heroes.

Encounters: Two **Lesser Cyclops**, enslaved by the Hags. Their names are Buphelion and Rodon. They have magical chains that tie them to this room but let them fight. They are compelled by the magical chains to attack whoever enters the room. If the heroes manage to break the chains, the Lesser Cyclops stop attacking them.

Traps: The magical chains keep the Lesser Cyclops enslaved and force them to defend the entrance.

Closer Inspection: The heroes must succeed at a Feat of Strength to break the chains. If the two Cyclops are freed, they go to section 158 searching for the Hags, to kill them. They won't talk to the heroes (or anyone else) until they have killed the Hags.

158 – Guard Room

Description: In this large room, which is lit by lamps and braziers, there is a large group of Degenerate Men.

Encounters: There are 2d6+6 **Degenerate Men** in this room at any time. As soon as the heroes enter the room, they attack them, trying to capture the heroes. They follow the heroes to any section of this area, but not to section 152, as they fear the White Serpent's spirit. See next page for the Degenerate Men's statistics.

Ambush: If the sentries in section 164 have seen the heroes in the garden (section 156), the Degenerate Men in this section hide in sections 159 and 163, leaving only one Degenerate Man in this section. As the heroes enter, the Degenerate Man howls and retreats to section 163, protecting himself behind his shield. In section 163 half of the Degenerate Men wait. Five rounds after the fight begins, the Degenerate Men in section 159 attack the heroes from behind, surprising them.

Treasure: Each Degenerate Man has a club or stone axe. Their possessions are kept in section 165.

159 – Kitchen

Description: This kitchen is illuminated by braziers and a great fire in the middle of the room. There is a hole in the roof to let the smoke out. There are pots, jars and cooking utensils in the room, as well as some food.

Encounters: The Maze Master should roll 1d6 when the heroes enter:

1-3: The kitchen is empty.

4-6: There are two Degenerate Women working in the kitchen, cooking and cleaning. When the heroes enter the room, they flee to section 160.

Closer Inspection: There are five rations of food in the kitchen.

Degenerate Man

Taxonomy : Folk

Description : These beastly cannibals resemble stooped, hairy Wildmen. They are all too-often confused with Wildmen, who do not share their anthropophagous habits (and who tend to kill them on sight).

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (stone axe or club)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Grapple (Might = 16), Sharp Senses, Stealthy (12).

Awards : Glory 25.

160 – Storage Room

Description: This dark room is full of sacks, amphorae and boxes.

Encounters: The two Degenerate Women who help the Hags in the kitchen sleep here. If they are not in section 159 the heroes find them in this room. They don't fight and will surrender as soon as they are found.

Treasure: As much food and drink as needed. Some amphorae contain a strange wine. The wine is made with the fruit of the Vines of Tantalus in section 156, which is highly poisonous : see *The Hags' Brew* for more details. The Hags brew it in section 161.

Closer Inspection: The boxes and amphorae contain water and food, enough to feed the heroes for weeks. In a corner there are two little beds where the Degenerate Women sleep.

The Hags' Brew

Any character foolish enough to drink this brew immediately falls into excruciating pain, which prevents him from acting in any manner for the next 1d6 minutes; he will then have to make a Physical Vigor roll against a target number of 10 to avoid dying. If the roll is successful, the character will survive the experience but will suffer a -4 penalty to Melee, Missile, Initiative and all saving rolls for the next day; this penalty will be reduced to -2 the next day and will disappear completely on the third day.

161 – Brewing Room

Description: This room is a brewery illuminated by hanging oil lamps. There are five amphorae in a corner.

Closer Inspection: The amphorae contain wine made with the fruit of the Vines of Tantalus in section 156 and is highly poisonous: it causes 4d6 of damage to whoever drinks it.

162 – Empty Room

Description: This is an empty room, illuminated by the light that enters from section 164 and by several oil lamps on top of small pedestals. The walls are decorated with decaying tapestries.

Encounters: If the heroes have arrived here through the secret tunnel (see sections 131 and 156) pursuing some **Ratlings**, the Ratlings will flee to sect. 158 to join the Degenerate Men.

Closer Inspection: There is a secret door that leads to section 156 through a tunnel. To find it the heroes must make a Detection roll (target number 16). The south wall is covered by tapestries hanging from the ceiling. If they examine the wall behind the tapestries, they find the door to section 166.

163 – Storage Room

Description: In this room there is some food and (very) low quality wine.

Closer Inspection: The heroes can take as much food and wine as needed.

164 – Balcony

Description: This balcony allows the Degenerate Men to watch the garden (section 156). The balcony has columns where the Degenerate Men can hide.

Encounters: Roll 1d6:

1-4: There is nobody in the balcony.

5-6: Two **Degenerate Men** sentinels are watching the garden. If they spot the heroes in the garden, they warn the rest of the Degenerate Men so they can prepare an ambush in section 158.

Closer Inspection: The heroes can climb from the garden to section 164 with the aid of a rope.

165 – Degenerate Men's Room

Description: This room contains old beds and is illuminated by a small brazier in the center. The Degenerate Men sleep here in alternating turns.

Encounters: No less than eighteen **Degenerate Men** serve the Hags. When not resting here, they can be found in section 158, the balcony in section 164 or outside the lair, fulfilling some mission for the Hags. Every Degenerate Man not in section 158 or 164 stays resting here.

Treasure: The Degenerate Men keep a small treasure of 150 silver pieces.

166 – Antechamber

Description: This large room is illuminated by four large lamps in each

corner. The floor of the room has a large mosaic in the shape of a spiral. In the center of the spiral is a tripod holding a large smoking vessel, decorated with strange symbols.

Encounters: As soon as the heroes enter the room, a single creature is invoked from the vessel. The type of creature depends on the time the heroes spent before knocking down the vessel:

One round: Nothing. If they knock down the vessel as soon as they enter the room, no creature appears.

Two rounds: **Ghost**.

Three rounds: **Cacodemon**.

Four rounds: **Carnivorous Cloud**.

Five rounds or more: **Moon Spawn**.

If the vessel is not knocked down, a **Moon Spawn** comes out of the vessel after five rounds and attacks.

See below and next page for the statistics of these various creatures.



Ghost

Taxonomy : Spirit

Description : Ghosts usually look like translucent, intangible humans.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : n/a

Damage : Special

Defense Class : 16

Hits Total : 8

Detection / Evasion : +6/+4

Mystic Fortitude : +8

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch attack), Magic Resistance, Sixth Sense, Stealthy (18)

Like all Insubstantial beings, Ghosts cannot be harmed by mundane weapons or means and cannot inflict physical damage to material beings (except with their Life Energy Drain ability).

Awards : Glory 85, Wisdom 160.

Cacodemon

Taxonomy : Spirit

Description : Malevolent spirit of Chaos and mayhem ; likes to wreak havoc on poor mortals. They have a vaguely humanoid appearance but are made of pure Chaotic energy.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Unearthly

Movement : 80'

Initiative : 22

Melee Attack : n/a

Damage : special

Defense Class : 17

Hits Total : 16

Detection / Evasion : +10 / +14

Mystic Fortitude : +10

Special Abilities : Insubstantial, Life Energy Drain (touch), Lightning Fast, Magic Resistance, Psychic Powers (Psychic Gift 6, Mystic Strength 18, Power 24), Sixth Sense, Uncanny Agility.

Awards : Glory 145, Wisdom 740.

Carnivorous Cloud

Taxonomy : Monster

Description : A strange floating fungus that resembles a fluffy white cloud until it deploys its rending claws and opens its enormous toothy maw. They normally live in the sky.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (flying)

Initiative : 11

Melee Attack : +4

Damage : 2d6 (claws & maw)

Defense Class : 12

Hits Total : 18

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Camouflage (as cloud, 14), Mindless, Stealthy (10).

Awards : Glory 120, Wisdom 10.

Moon Spawn

Taxonomy : Monster

Description : Amorphous blob of a sickly white, summoned from the moon by the priests of a forgotten cult centuries ago. They live at the bottom of deep wells named Moon Pits.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (pseudopods)

Defense Class : 12

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 20), Mindless, Regeneration (2 Hits per round), Stealthy (10), Supernatural Vigor.

Awards : Glory 160, Wisdom 30.

167 – Dulmodia's Chamber

Description: This room is illuminated by magical black-flamed lamps and contains a table and stools. The walls are covered in shelves filled with a multitude of jars and phials.

Encounters: When the heroes enter the room, roll 1d6:

1-2: There is nobody in the room.

3-6: Dulmodia the Hag is preparing a potion. If the heroes don't attack her, she tries to surrender. She tells the heroes where Hekateria is, and she even gives them potions to help them in the fight. If she must fight, she uses her powers and potions against the heroes. She usually uses her Dust of Hypnos and Cocytus Water first to put the most powerful enemies to sleep. Then, she uses her Psychic Powers to flee.

Traps: On the door there is a magical trap. If somebody that is not a Hag touches the door and fails a Mystic Fortitude saving roll (target number 15), he suffers 2d6 damage. If Dulmodia is in section 167, she knows somebody is trying to enter the room.

Treasure: This room contains various potions and other magical substances: four phials of **Aphrodite's Venom**, four phials of **Cocytus Water**, three bags of **Dust of Hypnos**, one flask of **Medea's Ointment**, three phials of **Potion of Healing** and one phial of **Styx Water**.

168 – Dulmodia's Bedroom

Description: This room has a large bed and is illuminated with a small black-flamed lamp.

Encounters: If **Dulmodia the Hag** is not in her chamber (section 168), the heroes find her here. She uses the tactics explained in section 167, but she doesn't have her potions.

Dulmodia the Hag



Taxonomy : Spirit

Description : Hags are vile creatures that look like extremely ugly old crones but are *not* human. This particular Hag, Dulmodia, is an expert in potions and poisons. She conspires to kill her "ally" Hekateria and seize control of the Lair of the Hags.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +6

Damage : 1d6 (claws)

Defense Class : 17

Hits Total : 20

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 24), Regeneration (1 Hit per round), Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 115, Wisdom 500.

1-2: There is nobody in the room.

3-6: Odireta the Hag is torturing a Degenerate Man because of a real or imagined offence. When the heroes enter, she attacks them savagely with her torturing knife (1d3 damage). Three rounds later, she regains her wits and tries to use her Psychic Powers to flee. If the heroes free the Degenerate Man, he tries to flee. Odireta's stats can be found next page.

Closer Inspection: No true hero will want to closely examine this room.

170 – Odireta's Bedroom

Description: A bed, a brazier and a coffer are the only furniture in the room.

Encounters: If **Odireta** is not in the torture chamber (section 169), she is here and will attack any intruder. In this case, she will use her Psychic Powers right from the first round.

Treasure: Odireta keeps in her coffer 1,000 silver pieces and a **Tunic of Nessos** that she sometimes uses to torture her victims.



A vicious, malevolent Hag

169 – Odireta's Chamber

Description: This room is a torture chamber, full of terrible instruments. There are chains on the wall and dried blood on the floor. Two large black-flamed lamps illuminate the room.

Encounters: Roll 1d6 when the heroes enter the room.

Odireta the Hag



Taxonomy : Spirit

Description : Hags are vile creatures that look like extremely ugly old crones but are *not* human. Odireta is completely crazy (even by Hags' standards) and delights in torturing prisoners and even her own servants, the Degenerate Men. She doesn't care about power and won't help Hekateria if Dulmodia tries to kill her.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +6

Damage : 1d6 (claws)

Defense Class : 17

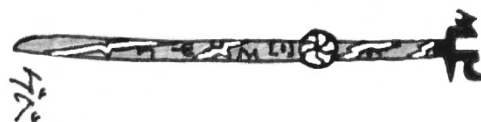
Hits Total : 20

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 24), Regeneration (1 Hit per round), Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 115, Wisdom 500.



Hekateria's Rod of Lightning

Encounters: **Hekateria the Hag** spends most of her time in this temple to Chaos. She was blinded in her fight against the White Serpent. When the heroes enter the temple, the Hag asks in a weak, chilling voice: "*Parmenion? Have you returned?*". The pain she suffers because of her wounds disorients the Hag; the heroes can deceive the Hag and make her believe she is talking with Parmenion of Tomis, brother of Queen Parsifae. With clever questions they could learn that Parmenion is in fact Hekateria's disciple and the story of how they freed the Minotaur, but sooner or later the Hag will discover that she isn't speaking with Parmenion and will attack the heroes with her **Rod of Lightning**, which still has 1d10 charges left. As she is blind, her Missile attack mod is 0. When she has used all the charges in the Rod of Lightning, the Hag will use her Psychic Powers to fight the heroes.

Treasure: Hekateria has a **Rod of Lightning** that she stole from the Temple of the Young Zeus (section 122). The Thunderous God desires the recovery of the magical artefact.

Closer Inspection: If the heroes touch the small statues of the dark Gods they receive a curse: for each statue touched, they suffer a -1 penalty to all Mystic Fortitude saving rolls, until they are purified with a Divine Blessing.

Section 171 – Black Temple

Description: This dark temple is illuminated by braziers and lamps burning with black flames. The room is full of smoke and there is a nauseous scent. Along the walls are small lead statues that represent strange Gods and unknown spirits.

172 – Hekateria's Bedroom

Description: This is Hekateria's bedroom, but the Hag doesn't use it, as she spends all her time in the Black Temple (section 171). The furniture is rich but is covered in dust.

Hekateria the Hag



Taxonomy : Spirit

Description : Hekateria is a Hag and a minion of Chaos. In ancient times she lured the Bull King of Proteus into releasing the forces of Chaos. For centuries she has hidden in dark places, fleeing the wrath of the Olympian Gods. Finally, she established herself in the Tomb of the Bull King, with two other Hags. There, she fooled Parmenion into releasing the Minotaur once again. But when she did so, the Goddess Rhea found the location of the Hag and sent the White Serpent to kill her. Hekateria killed it but was blinded and poisoned before doing so. Now, she lives in a dark temple to Chaos inside her lair, consumed by the pain of her wounds, but slowly recovering.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +6

Damage : 1d6 (claws)

Defense Class : 17

Hits Total : 20

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 24), Regeneration (1 Hit per round), Sixth Sense, Supernatural Vigor, Tough Skin.

Hekateria also has a Rod of Lightning stolen from the Temple of Young Zeus (sect. 122).

Awards : Glory 115, Wisdom 500.

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Maze Master's Notes

Area 24 : Eastern Entrance to the Central Court

Random Encounters

Boarman

Taxonomy : Folk

Description : Brutish boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Tragos

Taxonomy : Folk

Description : Evil, goat-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 17 (shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee +4) Missile Weapons (javelins, 120').

Awards : Glory 40.

Ogre

Taxonomy : Folk

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized, tusk-like canine teeth... They are the mortal enemies of Wildmen.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Stealthy (12).

Awards : Glory 30.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.



A stalwart Troglodyte warrior

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids. The Troglodytes of the Blackblood tribe fight with crude two-handed maces or stone axes (+2 to Melee).

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with 2-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Minotaur Lord



Taxonomy : Unique Monster

Description : Huge jet-black Minotaur.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : 18

Melee Attack : +9

Damage : 2d6 (huge axe)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +2 / +4

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +13), Crushing Damage, Fearsome, Grapple (Might = 20), Magic Resistance, Regeneration (2 Hits / round), Return from Death, Supernatural Vigor, Tough Skin, Uncanny Agility.

The Minotaur Lord has a special ability called **Return from Death**. Even if he is brought to 0 Hits, the Minotaur regains 1 Hit in 5 rounds and can fight again. In this case, his Regeneration powers are diminished and he only regains 2 Hits/day until he recovers his 36 Hits.

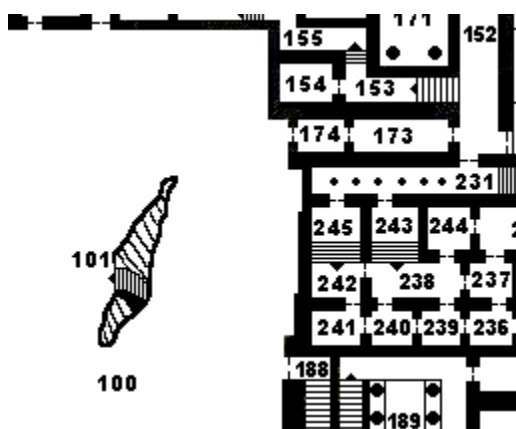
If the King of Monsters is killed with the Labrys, he can't use this special ability.

This unique ability adds +10 to the Minotaur Lord's basic Glory award and +20 to the Wisdom award.

Awards : Glory 500, Wisdom 70.

Area 24: Eastern Entrance to the Central Court

Sections 173-174



Overview

This is one of the exits to the central courtyard from the eastern part of the Tomb. Sometimes different patrols come from or to the Tomb of the Bull King through this door.

Special Rules: Whenever the heroes enter either of the sections of this area, or if they remain more than half an hour inside a room, the Maze Master should roll 1d10:

1-5: Nothing.

6: 1d6 **Boarmen**.

7: 1d6 **Ogres** and one **Tragos**.

8: 1d6+3 **Ratlings**.

9: 1d6 **Troglodytes**.

10: The Minotaur himself! If the Minotaur appears, the heroes should flee if they don't have the magical Labrys (see section 184). If they fight the Minotaur, the Maze Master should consult the section *The Final Fight*.

The stats of these creatures can be found on the previous two pages.

Sections

173 – Empty Room

Description: This empty room is not illuminated.

Encounters: The Maze Master should roll 1d10 on the *Random Encounters* table given above.

Closer Inspection: If the heroes examine the ground, they'll see numerous tracks of different beings (Lycans, Ratlings, etc.).

174 – Northeastern Entrance

Description: From this section the heroes can reach a great central courtyard. The room is not illuminated, but the light of the sun or the moon enters from the courtyard. The door in the western wall is decorated and has elaborate carvings on it, depicting priests and judges.

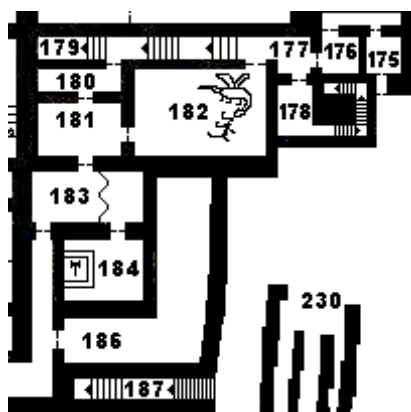
Encounters: The Maze Master should roll 1d10 on the *Random Encounters* table given above.



A beastly Ogre

Area 25: Eastern Fortress

Sections 175-187



Overview

This area is an ancient group of fortifications where the soldiers who protected the palace resided long ago.

Now the place is inhabited by Ophion the Dragon and his Boarmen servants, summoned from the Underworld by the Minotaur. This infernal, foul monster protects this entrance and has reached an agreement with the Minotaur to help him in his future attacks against the human inhabitants of Proteus.

In this area is also the Temple of the Axe, where the heroes can obtain the magical Labrys, the axe that can kill the Minotaur, the King of Monsters.



A brutish Boarman

Boarman

Taxonomy : Folk

Description : Boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Sections

175 – Eastern Entrance

Description: This great entrance is closed with heavy planks that are only opened when the Boarmen leave the fortress to hunt. The entrance is not illuminated.

Encounters: Roll 1d6:

1-2: There is nobody in the room.

3-5: There are 1d3 **Boarmen** watching the room.

6: 1d6+1 **Boarmen** who are opening the door right now to go hunting. The heroes must fight them if they want to enter the room.

The Maze Masters should also roll on the table under *Encounters* in section 178 to determine if there are watchmen

in the adjacent tower who could see the heroes approaching.

Closer Inspection: The outer door is closed with a strong plank. It is possible to break it down with a ram or with a Feat of Strength. If the heroes try to break down the door the Maze Master should roll to see if there are watchmen in the adjacent tower (section 178). In that case, the Boarmen hear the noise and prepare an ambush in section 177. Each half-hour that the heroes stay here, the Maze Master should make a roll and consult the *Encounters* entry above to see if a group of Boarmen comes to the door.

176 – Guard Room

Description: This room has torches on the walls and serves as a guardroom to the Troglodytes.

Encounters: The Maze Master should roll 1d6:

1-2: The room is empty.

3-6: 1d3+2 **Boarmen** are in the room. One of them flees when the combat begins to warn the Boarmen in section 181 and the Dragon in section 182.

Closer Inspection: If the heroes stay for more than fifteen minutes in this room, the Maze Master should roll again on the *Encounters* table.

177 – Corridor of the Stairs

Description: This corridor has stairs that lead upwards to the west until they reach the tower in section 179. They are continually illuminated by torches which emit a nauseous smoke. The walls are covered in soot.

Encounters: If the heroes have been discovered by the watchers in the tower (section 178) trying to enter by the door of section 175, the **Dragon** and the

Boarmen have prepared an ambush in this place:

Round 1 : *Three **Boarmen** come from section 180, protected behind their shields, to resist ranged attacks or a charge from the heroes. At the end of this first round, four other Boarmen close and hold the door in section 180 to prevent the heroes from fleeing.*

Round 4 : *Four **Boarmen** come from section 178, and block the door between sections 177 and 176.*

Round 8 : *Ophion the Black Dragon comes from section 182 and uses his Breath Weapon against the heroes. If the Dragon is hurt it steps back to section 182 where four more Boarmen will help him in the fight.*

Closer Inspection: If the heroes wait for a time in this room they will hear the Dragon's breathing in the neighboring room. If the heroes examine the soot on the walls they discover that it's not created by the torches (it's caused by the fire breathed by the Dragon).

Boarman

Taxonomy : Folk

Description : Boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

178 – Watch Tower

Description: The stairs in this section lead up to the top of a small tower from which the eastern entrance (section 175) can be watched.

Encounters: Normally, there are Boarmen in this tower. Roll 1d6:

1: Nobody.

2-3: One sleeping **Boarman**. He is a heavy sleeper and will only awake if the heroes make too much noise trying to open the door in section 175.

4-6: 1d3 **Boarmen** carefully watching.

Closer Inspection: From the top of the tower, the heroes can jump to the roof of the Tomb and walk to the tower in section 179 or the inner courtyard in section 186. The heroes must use a rope to climb down to section 186 as there is a 20' drop from the roof. If no rope is available, climbing down the tower will take two Athletic Prowess rolls against a target number equal to the character's Encumbrance total, according to the usual climbing rules.

179 – Second Tower

Description: The heroes can reach this section from the stairs at section 177. This is a narrow tower that was used as mews many years ago. There are still beautiful gilded cages hanging from the ceiling.

Encounters: The Maze Master should roll 1d6:

1-5: Nobody.

6: One **Boarman**.

Treasure: The six golden cages are worth 1d6x10 silver pieces each but they are heavy and cumbersome to transport (Encumbrance 4 each).

Closer Inspection: From this section the heroes can reach the roof of the

Tomb and walk towards the Watch Tower (section 178) or to the inner courtyard (section 186). The heroes must use a rope to climb down to section 186 as there is a 20' drop from the roof. If no rope is available, climbing down the tower will require two Athletic Prowess saving rolls (one per 10') against a target number equal to the climber's Encumbrance total, according to the usual climbing rules.

180 – Boarmen's Room

Description: The Boarmen that serve the Dragon rest here. There are enough old beds to lodge a dozen Boarmen. A series of braziers keep the room lit.

Encounters: If the heroes have arrived here without being discovered, the Maze Master should roll 1d6 to see how many Boarmen are resting here at this moment.

1: None!

2: 1d3 **Boarmen**.

3: 1d6 **Boarmen**.

4: 1d3+3 **Boarmen**.

5: 1d6+3 **Boarmen**.

6: 2d6+3 **Boarmen**.



A savage Boarman

Boarman

Taxonomy : Folk

Description : Boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

If the heroes don't kill the Boarmen quickly, one of them goes to section 181 and then to the Dragon's Lair (section 182). Five rounds later, the Dragon moves to section 181 and waits for the heroes there. If he is wounded later fighting the heroes, he raises the Skeletons at this section and flees to section 182 and then to section 177 to attack the heroes from section 180, taking them by surprise (it takes him five rounds to move up there).

Treasure: The Boarmen keep food, water and weapons in this room. The heroes can take as many shields and spears as they want and up to seven food rations

Closer Inspection: If the heroes rest here more than one hour, 1d6+3 Boarmen return from their hunt in the Wildlands and attack the heroes.

181 – Charring Room

Description: This large room is lit by torches. The walls are covered with soot. On the ground lie the burned

skeletons of roughly fifty humanoid beings.

Encounters: This room is filled with the burned bones of the Dragon's victims. Due to the curse of the Dragon, all the beings that die by his fire become Skeletons. The Boarmen know it and throw the corpses of their victims here. The Maze Master should roll 1d6 each five rounds that the heroes stay in this room:

1-3: Nothing happens.

4-6: Ten **Skeletons** rise and attack the heroes!

Traps: The Dragon can activate all the Skeletons in this room at any time, simply by blowing on them. If he does it, ten Skeletons will be animated immediately to attack the heroes. Every five rounds, 1d3 more Skeletons animate, up to thirty Skeletons.

Closer Inspection: If the heroes stay more than five rounds in this room, the Maze Master should roll again on the *Encounters* table.

Skeleton

Taxonomy : Animate

Description : Human skeleton animated by necromancy.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (sword)

Defense Class : 15

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +4), Fearsome, Mindless.

Awards : Glory 40, Wisdom 20.



182 – Dragon’s Chamber

Description: In the middle of this large room, a great wingless black **Dragon** sleeps. If the heroes are lucky, he is really sleeping...

Encounters: The Dragon is **Ophion the Black Dragon**. See next page for its statistics. If the Boarmen have not awakened him, the Maze Master should roll 1d6 and consult the following table:

1-3: The Dragon is sleeping.

4-6: The Dragon is awake. He pretends to be sleeping so that the heroes approach him, but as soon as one of them is within his reach, or if all the heroes begin to leave the room, Ophion rises quickly and uses his fiery Breath Weapon on the heroes and then charges to fight them. The Boarmen don't help him, as they fear his fire.

See next page for Ophion's stats.

Treasure: The Dragon hasn't yet had time to obtain a great treasure, but there are trophies and some booty in his room: burnished mirrors, braziers, and amphorae with rich oils, etc. In

game terms, all these items form a loot with a total Enc value of 20 and a total worth of 10,000 silver pieces.

Closer Inspection: If the heroes defeat the Dragon they can take his treasure, but if the Boarmen haven't been completely defeated, they'll try to kill the group to keep the treasure for themselves before fleeing to the Wildlands. They are even willing to negotiate with the heroes to let them go in exchange for the treasure.

183 – The Veil of Death

Description: In the middle of this room there is a thin veil, like a curtain of fine silk. The veil shines with a pale white light and a cold sensation emanates from it. Many green-flamed lamps hang from the walls. On the ground the corpse of a Boarman can be seen.

Encounters: Roll 1d6:

1-5: The room is empty.

6: The **Lamperer** comes from section 185 to light the lamps. The veil opens to let him pass towards section 184.

Ophion the Black Dragon

Taxonomy : Monster

Description : Ophion is a great black dragon invoked from Tartarus by the Minotaur. He is vain and cruel, but a great fighter. The King of Monsters plans to use him as a weapon against the cities of Proteus. He has provided Ophion with a Boarman guard and a small treasure.

Size : Gigantic

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : 16

Melee Attack : +8

Damage : 3d6 (claws & bite)

Defense Class : 19

Hits Total : 50

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Breath Weapon (fire, range 40'), Fearsome, Natural Armor, Supernatural Vigor.

Awards : Glory 850, Wisdom 40.

Traps: The Veil is a magical protection created by the King of the Tomb (sect. 190). When someone approaches the Veil it begins to move ferociously. If anyone crosses it, he will fall frozen to the ground and will die if he doesn't receive aid (a healing potion or the Divine Healing powers of a Priest are enough to save him).

Closer Inspection: The Boarman on the ground died trying to cross through the Veil and was left here by his companions. He doesn't have anything of value. If the heroes have spoken with the King of the Tomb (section 190) and have obtained his permission to get the Labrys, the Veil opens for them when they arrive at the room. Every half-hour the characters stay in the room, the Maze Master should roll again on the *Encounters* table.

Through the Veil

A single hero can try to follow the Lamperer when he passes to and from the room behind the Veil.

But if the hero fails a Danger Evasion roll (target number 15), he suffers the Veil's effect (freezing and death if no help is received). This is the only way to cross the Veil without the blessing of the King of the Tomb (see section 190).

184 – Temple of the Axe

Description: This room is illuminated by green-flamed lamps and decorated with great double-edged axes hanging on the walls. Each axe has macabre trophies (fingers, skull etc) attached to its haft. Near the western wall is a great bronze statue of a young woman with a double-edged axe in her hand.

Encounters: This is the domain of the **Axe Goddess**, guardian of the Labrys and daughter of the Bull King.



The Axe Goddess (in a friendly mood)

Friendly Axe Goddess

These stats represent the Axe Goddess when she is testing the heroes before giving them the Labrys. She doesn't fight them to the death and she regenerates all her wounds before every combat.

Level 3 Amazon

Might = 13 Skill = 18 Luck = 17
Wits = 13 Will = 16 Grace = 18

Initiative 16 *

EDC 19* (melee 22*)

Hits Total 33

Melee Attack +9*, Missile Attack +7

Danger Evasion +6, Mystic Fortitude +10*,
Physical Vigor +6, Athletic Prowess +7

Personal Charisma +16*

Angry Axe Goddess

These stats represent the Axe Goddess when the heroes have entered the Temple of the Axe without the permission of the Judge of the Underworld, or when they have attacked the Axe Goddess individually and failed. In this shape, the Axe Goddess uses the Labrys to fight the heroes to the death.

Level 6 Amazon

Might = 15 Skill = 20 Luck = 20
Wits = 13 Will = 18 Grace = 20

Initiative 17 *

EDC 20* (melee 24*)

Hits Total 34

Melee Attack +12*, Missile Attack +9

Danger Evasion +8, Mystic Fortitude +13*,
Physical Vigor +9, Athletic Prowess +10

Personal Charisma +22*

When fighting against multiple opponents, the Axe Goddess can make one melee attack against each opponent each round.

Armament : Labrys, Royal Amazon Helmet.

The Royal Amazon Helmet can only be worn by valiant warrior women. It adds +4 (instead of the usual +2) to EDC, as well as a +2 bonus to Mystic Fortitude. It also doubles the wearer's Personal Charisma.

** These scores take into account the effects of the Labrys and the Royal Helmet.*

Meeting the Axe Goddess

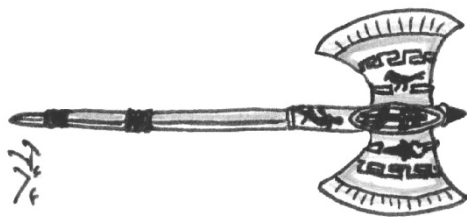
The attitude of the Axe Goddess toward the heroes will vary according to the deeds and actions they have accomplished so far:

If the heroes have the permission of the King and they gave the necklace of the Queen to Princess Pelagia (see section 200), the heroes can see the necklace hanging around the Axe Goddess' neck. The Axe Goddess gives them the Labrys without a fight.

If the heroes have the permission of the King but they didn't give the necklace of the Queen to Princess Pelagia (see section 200), the Axe Goddess is willing to give them the Labrys, but first the heroes must prove they are worthy of it. She challenges them to single combat. In this case, the Maze Master will use the statistics of the *Friendly Axe Goddess*. After each combat she heals herself and the hero she fought with. If any hero manages to defeat her, she gives them the Labrys. If no hero can defeat her, she orders them to depart, since they have proven themselves unworthy of wielding the sacred axe. If the Axe Goddess is defeated by a female character, this heroine will receive the Goddess' Royal Amazon Helmet as an extra gift.

If the heroes lose the individual fights and then try to attack the Axe Goddess to take the Labrys, she acts as if they didn't have the permission of the King, as detailed below.

If the characters don't have the permission of the King of the Tomb to obtain the Labrys, or if all the heroes were defeated in single combat and then attack the Axe Goddess simultaneously, the Axe Goddess treats the heroes as thieves sent by the Minotaur and attacks them. In this case, she will have her *Angry Axe Goddess* characteristics and will be able to make one attack against each opponent in the same battle round. If the heroes are able to defeat her they can keep the Labrys. The Axe Goddess recovers in two rounds, healed of all her wounds, but she cannot leave the Temple of the Axe to pursue them.



The Sacred Labrys

Treasure: The heroes can take the axes from the walls. If they don't have the blessing of the King of the Tomb (section 190), they are cursed; they will always fail their attacks when they use any type of axe until they take the weapons back to the temple. If the heroes obtain the **Labrys**, the weapon will confer several powerful advantages to its wielder (see below).

Closer Inspection: When the heroes enter the Temple, the statue animates and speaks with the heroes. Her actions depends on whether or not the heroes have the blessing of the King of the Tomb (section 190).

The Labrys

This unique magical axe of great power is indestructible and completely immune to the effects of corrosion. It can only be wielded as a two-handed axe and gives its wielder the following advantages :

- *Absolute immunity to the powers of Elementalists and Sorcerers.*
- *A +2 bonus to Melee and Initiative.*
- *An extra d6 of damage against all Bulls and Minotaurs (including the Minotaur Lord himself).*

In addition, if the Minotaur Lord is hit by the Labrys for at least 1 Hit, he loses his Regeneration ability for an entire day. If he is killed by a blow from the Labrys, his *Return from Death* special ability will not operate (ie he will stay dead).

185 – Corridor

Description: This corridor is illuminated along its length by green-flamed lamps.

Encounters: Roll 1d6:

1-5: The corridor is empty.

6: The **Lamperer** comes from section 189 to light the lamps, then proceeds to section 183.

Closer Inspection: Every hour that the heroes spend in this corridor, the Maze Master should make another roll on the *Encounters* table above.

186 – Garden of the Worm

Description: This large courtyard has walls more than twenty feet high. It's open to the sky and can be reached from the towers in sections 178, 179 and 187, and by the door that leads to section 185. The walls and ground are covered in vines and rotten vegetation.

Encounters: **The Worm** (see next page for its statistics) is hidden in the vegetation of the ground and attacks the heroes as soon as they approach the door that leads section 185. The Maze Master should use the usual rules governing the *Camouflage* and *Stealthy* special abilities.

Closer Inspection: The heroes find lots of rotten vegetation.

187 – Empty Watch Tower

Description: Long stairs full of rubbish and vegetation lead to a high tower.

Closer Inspection: From the top of the tower it's possible to climb down to the inner courtyard at section 186. The heroes must use a rope to climb down to section 186 as there is a 40' drop from the top of the tower.



- Hello, is this the Lair of the White Worm ?

The Worm

Taxonomy : Monster

Description : A giant, preternaturally tough carnivorous worm. Its grey-greenish skin makes it very hard to spot in the overgrown vegetation of the Garden (section 186).

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90' (crawling)

Initiative : 12

Melee Attack : +6

Damage : 2d6 (fangs)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Camouflage (under dense vegetation, 16), Crushing Damage (constriction), Grapple (M = 20), Mindless, Regeneration (2 Hits / round), Stealthy (10), Supernatural Vigor, Tough Skin.

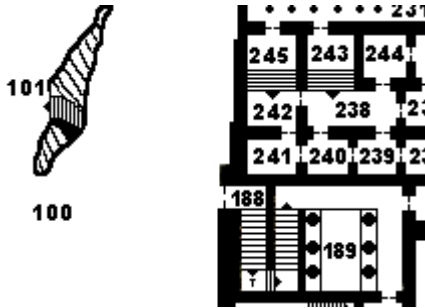
Awards : Glory 340, Wisdom 30.

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Maze Master's Notes

Area 26: Great Staircase

Sections 188-189



Overview

This is the main entrance to the noble quarters from the central courtyard.

Sections

188 – Long Stairs

Description: Long stairs rise from the courtyard to this section. Large green-flamed lamps illuminate the stairs.

Encounters: The Maze Master should roll 1d6:

1-4: Nothing

5: A group of **Shades** comes from section 100. A tall and pale figure of heroic appearance precedes them. They climb the stairs to section 189.

6: The **Lamperer** comes from section 100 to light on the lamps. When he has finished, he goes to section 189.

Traps: As the heroes climb the stairs they feel the weight of their sins. Each bad act they have done comes to their memory and acts as a weight that prevents them from continuing. In game terms, each action that has offended the Gods causes a -1 penalty to their Danger Evasion and Mystic Fortitude saving rolls. Examples of these acts include : having insulted or injured a Priest, not helping Melissa in the forest

near Tomis, killing an enemy who had surrendered, acting with cruelty against children, women or old people, stealing objects from a temple etc.

The Maze Masters should at this point remind the player of all the offensive actions his character has done against the will of the Gods. The weight of his actions (and the penalty) accompanies the hero as long as he remains in the Tomb of the Bull King. The hooded figure only materializes if the heroes approach the stairs from the bottom, thus entering the Land of the Dead.

Closer Inspection: If the heroes approach the door from the central courtyard (section 100), a hooded figure materializes. It seems human, but it's impossible to distinguish its race. It raises its hand and speaks in a cavernous voice: *"Stop, mortals! You must go no further, as this is the way to the Kingdom of the Dead, and those that continue will feel the weight of their actions upon their spirit"*. The figure neither attacks the heroes nor interacts with them. If the heroes approach the figure, it simply vanishes.

189 – The Hall of Heroes

Description: This large room is supported by large columns and illuminated by green-flamed lamps. In the center of the room, between the columns, the heroes can distinguish ghostly figures.

Encounters: Roll 1d6:

1-4: Nothing.

5: A group of **Shades** comes from section 188. A tall and pale figure of heroic appearance precedes them. They go to section 190.



An elusive, Elysian vision of a long-gone hero

6: The Lamperer comes from section 188 to light the lamps. After he has lit them all, he goes to section 185.

Closer Inspection: If the heroes enter the area between the columns to get a better view of the figures, they must make a Mystic Fortitude roll (target number 15). Those who succeed see the walls of the room vanish as they are transported to a green meadow illuminated by a tenuous light. At the edges of their vision they can see moving figures, some in groups and others alone. The heroes are having a vision of the Elysian Fields, the place where the souls of heroes go to rest : see *Elysian Vision* below.



Elysian Vision

Each hero is attracted toward one of the souls, who is always a dead person of special importance to the hero: he could be a deceased fellow adventurer, a famous ancestor or some historical personage the hero admires. Each hero experiences the encounter as if he was separated from the rest of the group.

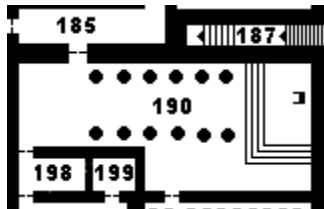
The soul of the hero greets him as a relative and asks what brings him to the Elysian Fields.

If the hero responds courteously and tells the truth about his mission, the dead hero gives him a Blessing: it acts as the Divine Blessing power of a Priest, granting a +2 bonus to Defense Class, Mystic Fortitude, Danger Evasion but with a duration of an entire day.

If the hero responds rudely or lies about his mission, the soul of the hero casts a curse on the hero that acts as the Divine Blessing but gives a penalty instead of a bonus, for the same duration (one day).

Area 27: King's Megaron

Section 190



Overview

This area consists of only one room, the King's Megaron a great royal hall where the Bull King acts as Judge of the Underworld and decides the fate of the souls who are attracted to his court.

Sections

190 – King's Megaron

Description: This room is illuminated by the largest green-flamed lamps the heroes have seen in the Tomb. Great columns support the ceiling and the walls are decorated with paintings that represent regal figures which seem to watch the heroes from above. In the room is a great multitude of ghostly scribes who make annotations in parchments and papyrus. Pale guards stand by the columns and a procession of **Shades** slowly walks towards the platform in the eastern part of the room. On the platform is a black throne crowned with two great horns. On the throne there is a man, old but with a divine force and strength. He is dressed in rich black clothes, and has a high crown on his head, decorated with jewels that seem to absorb the light. In his hands is a sceptre made of a dark and unknown metal. Instead of eyes, the man has flaming green orbs.

Encounters: If the heroes act with hostility toward the **King**, the Shades will suddenly vanish... and be replaced by countless **Shadows** who will attack the characters mercilessly. Each hero will only be attacked by one Shadow at a time but if this Shadow is defeated, a new Shadow will instantly take its place. There is an infinite number of Shadows in this section and they will keep on attacking until all the characters are dead... or until they leave the Megaron, something that the Shades themselves cannot do. See also *Meeting the King* next page.

Shadow

Taxonomy : Spirit

Description : Insubstantial, life-drinking spirit of darkness looking like a human shadow.

Size : Medium (two-dimensional)

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 60'

Initiative : 16

Melee Attack : n/a

Damage : See below

Defense Class : 17

Hits Total : 12

Detection / Evasion : +8

Mystic Fortitude : +10

Special Abilities : Camouflage (as shadow, 26), Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy (22), Uncanny Agility, Wallcrawling.

As all Insustantial beings, shadows cannot be harmed by mundane weapons ; they may only be harmed by magic. Their only attack is their Life-Energy Drain touch.

Awards : Glory 110, Wisdom 140.



The Bull King, Judge of the Underworld

Meeting the King

If the heroes approach the platform, the Shadow guards stop them. The man on the throne speaks in a strong voice:

“Who are you, mortals, who dare to come to the Judge of the Underworld before your time has come?”

The ensuing conversation depends on whether or not the characters have obtained the Blessing of Rhea (see section 75):

If the characters do not have the Blessing of Rhea, the Judge of the Underworld listens to them, but doesn't help them.

He tells the heroes his task, imposed by the Gods, is to judge the acts of the dead and to assign them a place in the Underworld, the Elysian Fields or Tartarus. The acts performed by the Minotaur in the lands of the living are not his concern. Only if the Gods themselves order him to help the heroes will he agree to help them.

They must talk with two of the Gods who still manifest themselves in the Tomb and obtain their blessing.

The heroes can talk with Rhea in section 75 or with other Gods whose temples still exist in the Tomb:

Poseidon (section 43)

Young Zeus (section 122)

Hades (section 78)

Hephaestus (section 205, Past only)

The Judge of the Underworld doesn't give the heroes any indication of the locations or names of the various temples in the Tomb.

If the heroes have the Blessing of Rhea (or two other Gods), they can deduce that this is the King that Great Goddess Rhea ordered them to find.

Only the King has the power to open the Veil of Death in section 183 so that the heroes can recover the Labrys, the magical axe.

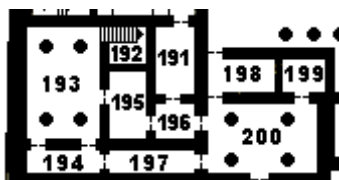
The Judge of the Dead has forgotten that he was the Bull King, the monarch of Proteus, a long time ago; indeed, if his royal title is mentioned, he insists that he is not a King, but a Judge.

The heroes must make him remember his past, by talking about the great palace they have been exploring in the past hours (or days), and speaking about the treasures and marvels they have seen. Whether or not this succeeds should not depend on a die roll but on the players' roleplaying skills, as adjudicated by the Maze Master.

If the Judge of the Dead remembers that he was once the Bull King, he gives the heroes his blessing, granting them the power to open the Veil of Death (see section 183) and permission to recover the Labrys (see section 184).

Area 28: Royal Rooms

Sections 191-197



Overview

This area of the Tomb is subjected to strange time-jumping effects derived from the divine power that fell on the palace when the Bull King became the Judge of the Underworld.

Special Rules: Whenever the heroes enter one of the rooms in this area, the Maze Master should roll a die as indicated in each section. Depending on the result the heroes will be in one time or another: the Past, with the living palace or the Present, with the dead Tomb of the Bull King. The beings in one time can't follow the heroes to the other time.

Sections

191 – Guardroom

Description: Roll 1d6:

1-3 (Past): This room is magnificently decorated with paintings of soldiers. Hanging from the walls are perfumed oil lamps. A group of armed guards are standing in the room and they see the heroes as they enter the room.

4-6 (Present): The guardroom is not illuminated. It contains six statues of hoplite soldiers – these are actually **Iron Warriors**, which animate as soon as the heroes enter the room.

Palace Guard

Description : Military-trained fighting men with spear, shield, helmet and breasplate.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (spear)

Defense Class : 18

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4). Soldiers are also able to use the *Shield Wall* special maneuver in battle (see *Players Manual*).

Awards : Glory 30.

Encounters (Past): Six **Palace Guards** protect this room. They begin to ask the heroes question in a very archaic (but understandable) form of Minean. They ask the heroes who they are and what they are doing in the rooms of the kings. They don't believe stories about Tombs or Minotaurs. If the heroes are hostile they fight them and follow them to any section of this area. If the heroes enter a section and are transported to the Present, the guards disappear. If the heroes give the guards their weapons, they escort them to section 196 and from there to section 200, to speak with the Queen; as soon as they reach section 200, the palace guards disappear and the characters' weapons fall to the ground, right before them.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

Encounters (Present): Six **Iron Warriors** are in the room and attack the heroes. They can't leave the room. See next page for their statistics.

192 – Stairs to the Terrace

Description: These stairs lead to a terrace on the roof above (sections 192, 193 and 195). In the central part of section 193 is a hole that allows the light to enter the first floor of section 193. It's possible to descend by the hole to the first floor. The Maze Master should roll 1d6:

1-3 (Past): The terrace is decorated with multiple flowerpots of plants

4-6 (Present): The terrace is decorated with multiple empty flowerpots.

Encounters (Past) : There are four girls on the terrace, playing. When they see the heroes, they are scared. They are young and are dressed in strange but rich clothes. They don't respond to the questions of the heroes and try to flee by jumping through the hole in section 193. If the heroes are able to stop them before they jump, they talk with the girls, and learn that one of them is Princess Pelagia. If they have been in the Queen's Megaron (sect. 200) and they have the Queen's necklace, they can give it to the Princess now. The Princess recognizes it and is grateful to the heroes.

Encounters (Present): Roll 1d6:

1-3: Three ethereal figures dance under the sky, but when the heroes approach them, they disappear, as if they had never been here.

4-6: 1d6+3 ferocious **Harpies** arrive to investigate and attack the heroes. They flee as soon as two of them are killed.

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoids with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.

193 – Lesser Megaron

Description: Roll 1d6:

1-3 (Past): This megaron has a fire in the center and the ceiling is supported by four columns. In the ceiling there is an opening by which the smoke leaves the room. The room is decorated with braziers, golden statuettes and other rich adornments.

4-6 (Present): This large room is empty. In the center is a platform and above it, a large opening in the ceiling by which the light enters.

Encounters: If the heroes are in the Present, the megaron is empty. If the heroes are in the Past, the Maze Master should roll 1d6:

1-2: There is nobody in the megaron. If the heroes stay for fifteen minutes, three maids enter the megaron and begin to repair some clothes (see results 3-4 below).

3-4: A group of three maids are working in the megaron, repairing some clothes. When the heroes enter, they interrupt their work. If the heroes act with confidence they can cross the room without problems, but if they act suspiciously, one of the girls goes to warn the guards in section 194. If the heroes let her to go, four **Palace Guards** (human soldiers) come three rounds later and try to capture the heroes to take them to the Queen (sect. 200). The women are maids of the palace and they do not know anything of interest. If they stay in the room without bothering the women, an old man and three girls enter the megaron ten minutes later (see 5-6 below).

5-6: A group of three girls plays in the megaron while an old man watches them. The girls don't fear the heroes and approach them and ask them many questions. The old man is Idomeneus, the tutor of Princess Pelagia, one of the three girls. He is a gentle man who thinks the heroes are foreign visitors

and courteously asks them about their names and the reason for their visit to the palace of the Bull King. If at some time the heroes show hostile intentions, Idomeneus tries to protect the Princess and let her flee, while he shouts for the guards: three rounds later four Palace Guards (human soldiers) come from section 194. If the heroes have spoken with the Queen in sect. 200 and have accepted the order to give the necklace to Princess Pelagia, this is the moment to give it to her. The girl recognizes it right away. She is very grateful to the heroes, for they have found the necklace she lost so long ago.

Treasure: In the Past, the heroes can take the statuettes or the adornments of the megaron. They represent a loot with a total Enc of 10 and a total worth of 2,000 sp. If there are people in the megaron while they are stealing the objects, they warn the guards and four Palace Guards arrive in three rounds.

Palace Guard

Description : Military-trained fighting men with spear, shield, helmet and breastplate.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (spear)

Defense Class : 18

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4). Soldiers are also able to use the *Shield Wall* special maneuver in battle (see *Players Manual*).

Awards : Glory 30.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

194 – Gates of the Megaron

Description: These are the gates of the lesser megaron (see section 193). The Maze Master should roll 1d6:

1-3 (Past): In this room there are two great bronze doors in the north wall and two smaller ones in the eastern wall. The room is illuminated with torches.

4-6 (Present): In this room there are two great bronze doors in the north wall and two smaller ones in the eastern wall. The room is not illuminated.

Encounters (Past): Four **Palace Guards** protect this room. They act in the same way as the other guards in section 191.

Encounters (Present): There are four **Iron Warriors** in the room. They attack the heroes, but can't leave the room.

195 – Royal Bedroom

Description: Roll 1d6:

1-3 (Past): This is a richly decorated room, with a large bed and a table with stools. Several oil lamps illuminate the room. On the floor are two large chests.

4-6 (Present): A dark, empty room.

Encounters: If the characters are in the Present, the room is empty. If they are in the Past, the Maze Master should roll 1d6 when they enter:

1-3: The room is empty.

4-5: A maid is fixing the room and shouts when she sees the heroes. If the heroes let her shout for two rounds, the guards in section 191 arrive in four rounds. If they can calm the maid, she says they are in the rooms of the King and the Queen, and that they must leave immediately.

6: The Queen is resting in her room. When the heroes enter she is sleeping, but if they make any noise she wakes up and begins to shout, calling the guards, who come from section 191 in two rounds. The Queen is a level 3 Priestess of Hera (see The Queen as a Priestess below). If she captures the heroes she brings them to section 200, but then she becomes the Queen of the Underworld and the heroes are transported to the Present there. If the heroes have spoken with the Queen of Underworld in section 200 and have the necklace of the Queen, they can give it to the Queen in the Past. It has the same effects as if they had found Princess Pelagia : the Axe Goddess gives them the magical Labrys without a fight (see section 184).

Treasure: In the Past, the large chests of the King and the Queen are filled with rich clothes and adornments made of gold and silver. Together they form a loot with a total Enc of 4 and a total worth of 2,000 silver pieces.

The Queen as a Priestess

The Queen can be treated as a level 3 Priestess of Hera with the following scores: Initiative 11, Hits 15, Defense Class 16, Spiritual Aura 8, Mystic Strength 20, Power 16.

If she feels threatened, she will use her Divine Prodigies to defend herself – especially Divine Wrath (1d6+8 damage) and will also use Divine Healing on her guards if they are badly wounded.

Closer Inspection: If the heroes are in the Past, the Maze Master should roll on the table given above in *Encounters* every fifteen minutes.

196 – Royal Chamber

Description: Roll 1d6:

1-3 (Past): This room has a series of stools and is illuminated by oil lamps. On the walls are frescoes depicting daily life in the palace.

4-6 (Present): This room is dark. The walls still retain frescoes but they are damaged and unrecognizable.

Encounters: If the heroes are in the Present, the room is empty. If they are in the Past, the Maze Master should roll 1d6 when they enter:

1-3: The room is empty.

4-6: There is a man in the room, sitting in one of the stools. His name is Phocas and is a scribe in the palace. He trusts the heroes and chats with them if they are friendly. He is waiting for the Queen to come, because he must give her writing tools for Princess Pelagia. If the heroes ask him where the Princess is, Phocas says the Princess prefers to play masculine games instead of behaving as a Princess. Phocas says she likes to play with her friends in the private megaron of the Kings (section 193), and tells the heroes how to get there.

197 – Corridor

Description: Roll 1d6:

1-3 (Past): This corridor is illuminated by oil lamps and has frescoes with scenes of farmers and fishermen.

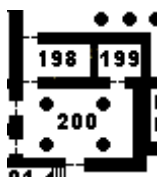
4-6 (Present): This corridor is not illuminated.

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Maze Master's Notes

Area 29: Queen's Megaron

Sections 198-200



Overview

This area is the personal domain of the Judge of the Underworld's wife. It's a dangerous area where the heroes must be very careful.

Special Rules: In this area the power of old Goddesses can be felt. All the male heroes in the party suffer a -2 penalty to all their saving rolls. Conversely, all female heroes gain a +2 bonus to all their saving rolls.

Sections

198 – Axe Guardians

Description: This room is illuminated with green-flamed lamps. In the center of the room there are four women who stand up when the heroes enter.

Encounters: Four **Empusas** (one of them with **Psychic Powers**) guard this room. They attack all the men in the group. The women aren't attacked, although the Empusas defend against them. If the heroes have the Blessing of Rhea (section 75) or the Queen's Blessing (section 200) they can cross the room without problems.

199 – Bedroom

Description: This cold room is illuminated by green-flamed lamps. There is a large bed in the room protected by ethereal veils.

Empusa

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate, goddess of darkness, in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only usable vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Awards : Glory 120, Wisdom 140.

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.

The Empusa with **Psychic Powers** has a Psychic Gift of 5, a Mystic Strength of 17 and 20 Power points. She has the same characteristics as the others, except that she is worth 140 Glory and 340 Wisdom.

Traps: If a hero lies on the bed, he falls asleep immediately. If he fails a Mystic Fortitude saving roll (target number 15), he sleeps so deeply that he never wakes up. If his companions try to wake him up, the hero can repeat the failed Mystic Fortitude saving roll. Eventually he will wake up, but for every failed roll he loses 1 point in a randomly chosen attribute (Might, Skill, etc.). The lost points can only be recovered resting outside the Tomb of the Bull King.



The Queen and two of her maids

200 – Queen's Megaron

Description: This large room is a megaron, with four columns holding up the ceiling; in the center of the room is a large fireplace. There are many women in the megaron. Some are working near the walls, whereas others are speaking in small groups. Near the fire is a tall figure of regal bearing, surrounded by maids.

Encounters: There are roughly thirty ghosts in this room, the maids and companions of the Queen. If the Queen is attacked, the women stop doing their work, howl, and attack the heroes, until they are all dead. If the characters have already met the Queen in section 195, she does *not* remember them (those damned time warps...). These ghosts are not powerful enough to exist as separate entities; instead, they form three collective **Egregors** (see next page) of roughly ten ghosts each.

Closer Inspection: If the heroes try to speak with the women, they observe that they are actually Ghosts who don't respond to their questions. If they speak with the tall woman next to the fire, she responds arrogantly, saying that she is the mistress of the Tomb and asking them why are they here. It is very important that the heroes have obtained Rhea's Blessing (see sec. 75).

Meeting the Queen

If the heroes have the Blessing of Rhea, the Queen is willing to help them. She says they must talk with her husband, the Judge of the Underworld, who dwells two rooms to the north (section 190).

They must respectfully request to him that he lets them to use the magical axe, the Labrys (see section 184 for more details).

Then, the Queen requests a personal favor from the heroes. She takes off a necklace from her neck and gives it to the heroes.

She wants the heroes to find her daughter, Princess Pelagia, whose spirit dwells in the rooms to the west. If they find her, they must give her the necklace:

"She lost the necklace when she was just a child, and she never found it again."

And then our palace was turned into the Tomb that it is now.

But all the lost and forgotten things arrive at this place sooner or later, and here I found the necklace.

Find my daughter, Princess Pelagia, and give her this necklace, so that my last bond with the world of the living will vanish and my suffering can finally disappear with it."

The Princess' spirit (or her surviving remembrance) is in area 28.

If the characters do not have the Blessing of Rhea, the Queen is hostile and orders the heroes to leave her megaron. If they disobey, the collective ghosts of her servants attack the characters (see *Egregor*, next page for more details).

Egregor



Taxonomy : Spirit

Description : Egregors are “gestalt ghosts”, spectral entities formed by the combined psyches of a group of individuals.

Size : Large

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : 14

Melee Attack : n/a

Damage : see below

Defense Class : 16

Hits Total : 18

Detection / Evasion : +2

Mystic Fortitude : +8

Special Abilities : Fearsome, Insubstantial, Life-Energy Drain (touch, 1d6, one attack per round), Magic Resistance, Stealthy (16).

Awards : Glory 70, Wisdom 70.

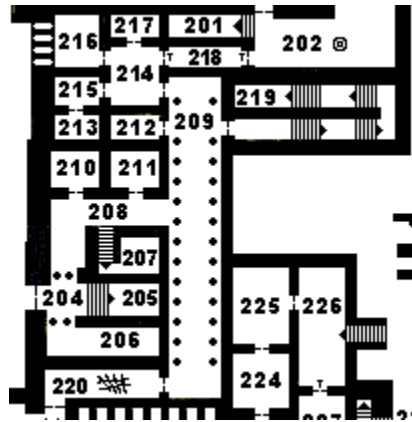
The Large Size of the Egregor reflects the collective nature of the entity and the impression that each Egregor is an entire cohort of distinct beings. This Size gives the Egregor a Hits Total of 18 but does not allow it to make more than one Life-Energy Drain attack per round, which is its only form of attack. Since the Egregor cannot attack more than one target per round, its Glory award is not doubled because of its Large Size.

Being Intangible, Egregors cannot be harmed by ordinary weapons.

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Maze Master's Notes

Area 30: Artisans' Quarters

Sections 201-219



Overview

In this zone of the Tomb the heroes will find the old workshops and rooms of the craftsmen who worked for the Bull King. Now only Ghosts walk by these corridors. Nevertheless, sometimes the old inhabitants of the palace can be seen, due to the divine power that transformed the palace into the Tomb of the Bull King.

Special Rules: Whenever the heroes enter one of the rooms in this area, the Maze Master should roll a die as indicated in each section. Depending on the result the heroes will be in a time or another: the Past, with the living palace or the Present, with the dead Tomb of the Bull King. The beings in one time cannot follow the heroes to the other time.

Sections

201 – Collapsed Stairs

Description: These stairs once led to the upper part of the palace, where there were more rooms and workshops. A great collapse has blocked these stairs, making it impossible to walk up to the second floor.

Closer Inspection: If the heroes try to clear the rocks they provoke a new collapse. Any heroes who fail a Danger Evasion saving roll (target number 15) take 1d6 damage points. If the heroes persist in their attempts the collapse continues until the ceiling falls upon the heroes, killing them all.

202 – Open Courtyard

Description: This inner courtyard has high walls. There is a well in its center. Towards the west, stairs can be seen that rise up to more buildings.

Encounters: Roll 1d6:

1-2 (Past): There are four **Palace Guards** in the courtyard. They ask the heroes who they are and what are they doing in the courtyard. If they don't trust the heroes, they try to capture them, to bring them to the Queen's megaron (section 200). When they arrive there, the guards vanish.

3-6 (Present): Four **Iron Warriors** stay in this courtyard. They attack the heroes if they try to open the doors that lead to section 200 or 203. Their stats can be found next page.

Closer Inspection: The heroes can fill their waterskins from the well.

Palace Guard

Description : Military-trained fighting men with spear, shield, helmet and breastplate.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (spear)

Defense Class : 18

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4). Soldiers are also able to use the *Shield Wall* special maneuver in battle (see *Players Manual*).

Awards : Glory 30.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

203 – Library

Description: Roll 1d6:

1-2 (Past): This large room is dimly lit by small lamps hanging near the doors. Dozens of shelves with small tablets and papyrus fill the room and the heroes can see people moving between the bookcases, consulting and ordering documents.

3-6 (Present): This large room is not illuminated. There are dozens of bookcases, many of them fallen upon others. The bookcases and the ground are covered by dust, broken tablets and rotten papyrus. In some places there are tablets in good condition. Ghostly lights move between the bookcases.

Encounters (Past): Five scribes take care of the great library and its treasures. If they see the heroes they ask them what are they searching for. If the heroes are able to convince them that they are not intruders the scribes are friendly and help them as much as they can.

Encounters (Present): Five **Ghosts** inhabit the ruins of the library. They attack any hero who stays more than ten minutes in the room. See next page for their statistics.

Treasure (Past): If the heroes visit the library they can find the Complete Works of Homeros and a copy of the Seven Scrolls of Thessalia.

Treasure (Present): If the Ghosts are defeated, the heroes can search the library. After twenty minutes or so, they find two Tablets of Binding.

Closer Inspection (Past or Present): Aside from the treasures, the heroes can find maps and old documents, as determined by the Maze Master.

Ghost

Taxonomy : Spirit

Description : Ghosts usually look like translucent, intangible humans. The Ghost of section 203 look like insubstantial old scribes with hollow eyes and tattered robes.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : n/a

Damage : Special

Defense Class : 16

Hits Total : 8

Detection / Evasion : +6/+4

Mystic Fortitude : +8

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch attack), Magic Resistance, Sixth Sense, Stealthy (18)

Like all Insubstantial beings, Ghosts cannot be harmed by mundane weapons or means and cannot inflict physical damage to material beings (except with their Life Energy Drain ability).

Awards : Glory 85, Wisdom 160.

Palace Guard

Description : Military-trained fighting men with spear, shield, helmet and breastplate.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (spear)

Defense Class : 18

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4). Soldiers are also able to use the *Shield Wall* special maneuver in battle (see *Players Manual*).

Awards : Glory 30.

Bronze Colossus

Taxonomy : Animate

Description : Huge animated metal man. Each of the two Bronze Colossi is armed with a spear and a shield.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 11

Melee Attack : +4

Damage : 2d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Grapple (Might = 20), Crushing Damage (after successful grapple), Mindless, Natural Armor, Supernatural Vigor.

Awards : Glory 140, Wisdom 20.

204 – Western Entrance

Description: Roll 1d6:

1-2 (Past): Great bronze doors separate the artisans' quarters from the corridor that leads to the central courtyard. Two guards guard the door.

3-6 (Present): Great bronze doors separate the zone of craftsmen from the corridor that leads to the central courtyard. The place is guarded by two imposing figures (**Bronze Colossus**).

Encounters (Past): The guards are two **Palace Guards**. They ask the heroes about their reasons for visiting the palace. If their answers don't satisfy them, they raise the alarm. The six other Palace Guards in section 206 arrive in three rounds.

Encounters (Present): Two **Bronze Colossus** guard this section. They attack any living being in the room and will pursue the intruders through sections 205 to 209, but not beyond.

Closer Inspection (Past): After five minutes ten **Palace Guards** come from Section 207 through section 208 to defeat the intruders. If the heroes kill them all, they won't be attacked again by soldiers while in this area.

Closer Inspection (Present): The Maze Master should roll 1d10 every fifteen minutes:

1-5: Nothing.

6-8: A group of three **Shades** comes from section 208, ignoring the heroes. After some minutes wandering the room, they leave the room through the great bronze doors, disappearing.

9-10: A **Bicephalous Wolf** and 1d6+3 **Lycans** come from section 23 to investigate and capture the characters. The Lycans will first order the heroes to surrender and will repeat this order each time one of the heroes is killed or incapacitated. If the Lycans do capture the characters, they take them to the rooms of the Beastlord (section 28).



A doubly dangerous Bicephalous Wolf

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Bicephalous Wolf

Taxonomy : Monster

Description : Two-headed wolves, thought by most scholars and adventurers to be the hybrid offspring of a Cerberus and a wolf.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & teeth)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +7 / +2

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two) ; Sharp Senses, Stealthy (14).

Awards : Glory 80, Wisdom 10.

205 – Temple of Hephaestus

Description: Roll 1d6:

1-2 (Past): The stairs go up to a platform with a man-sized statue of a God (Hephaestus ?) with various tools. The room is full of small statuettes and offerings and illuminated by oil lamps and scented by aromatic incenses.

3-6 (Present): The stairs go up to a platform. The room is not illuminated and is full of statuettes and offerings.

Treasure: The heroes can take the statuettes and offerings, but they are simple cooked clay statues that the craftsmen have given to the God and they have no real monetary value. Each pair of statuettes represents 1 Enc. If the heroes are in the Past and they take the statue of the God, a curse falls on them: their weapons break when they inflict an even amount of damage. In addition, their waterskins, hammers, ropes or any other tools will break at the most inopportune moment. The statue can be sold for 1d10x1000 silver pieces in a temple of Hephaestus.

Closer Inspection: If the heroes are in the Past and they examine the statue of the God they observe that it seems to have the attributes of Hephaestus, but with farming tools in addition to forge tools. If there is a follower (or Priest) of Hephaestus in the party, or if one of the heroes has a magical weapon, shield or piece of armor, the God animates the statue and talks with the heroes. If the heroes have spoken with the Judge of the Underworld and need the blessing of two Gods to obtain the Labrys (see section 190), Hephaestus will grant his blessing either freely (if there is at least one of his followers or Priests in the group) or if the heroes accept to undertake a future quest made on his behalf (their next adventure, left to the Maze Master's imagination).

206 – Guardroom

Description: Roll 1d6:

1-2 (Past): This room, illuminated with oil lamps, is guarded by a group of soldiers. In the room there are coats, amphorae and other provisions.

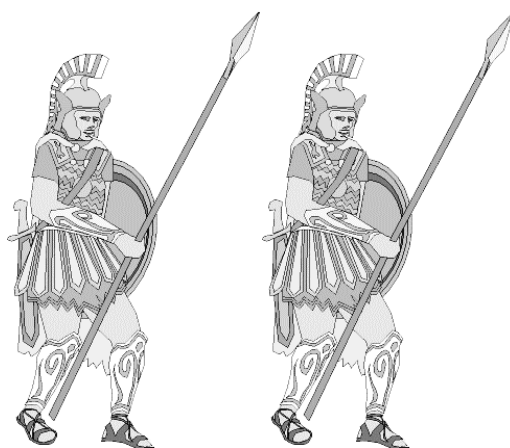
3-6 (Present): This room is not illuminated. Six **Iron Warriors** guard it.

Encounters (Past): A group of six **Palace Guards** guards the room. They attack the heroes if they don't explain convincingly why they are here. If they capture them, they take them to the Queen's megaron (section 200), but they vanish when they arrive.

Encounters (Present) Six **Iron Warriors** guard this room. They attack the heroes but they don't follow them outside the room.

Treasure: In the Past the heroes can take the provisions stored here. The heroes can obtain ropes, tools and as many rations of food as they need.

Closer Inspection: If the heroes are in the Past and remain in this section more than fifteen minutes, the Palace Guards attack them (see section 204), unless they've already been defeated.



Palace Guards or Iron Warriors ?

Well, it all depends on WHEN you are...

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

Palace Guard

Description : Military-trained fighting men with spear, shield, helmet and breastplate.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (spear)

Defense Class : 18

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4). Soldiers are also able to use the *Shield Wall* special maneuver in battle (see *Players Manual*).

Awards : Glory 30.

207 – Stairs to the Second Floor

Description: Roll 1d6:

1-2 (Past): The stairs go up to the second floor where there are the large rooms of the Royal Guard of the palace. The rooms cover the second floor of sections 207, 208, 210, 211 and the northern half of section 209.

3-6 (Present): Stairs covered with dust go up to the second floor where there are more empty rooms. The rooms cover the second floor of sections 207, 208, 210, 211 and the northern half of section 209.

Encounters (Past): The rooms are the living quarters of the Royal Guard. When the heroes enter, 1d6+3 **Palace Guards** are ready to fight, but every two rounds a new soldier joins the combat, up to maximum total of ten soldiers. If the heroes are captured the soldiers take them to the Queen's Megaron (section 200) to be judged, but at that room the soldiers disappear.

Encounters (Present): In these rooms are ten **Iron Warriors**. When the heroes enter, 1d6 of them are active and ready to fight. Every three rounds two new Iron Warriors join the fight. They can't follow the heroes beyond their rooms. The stats for Iron Warriors can be found on the previous page.

Treasure (Past): If the heroes defeat the soldiers and loot their bodies, they can find 3d10 x 100 silver pieces, as well as the guards' weapons and armor.

Treasure (Present): The Iron Warriors do not carry any treasure; since they are statues, their armor, shields and weapons are non-removable parts.

Closer Inspection: If the heroes examine the rooms, they find the possessions of the soldiers and old beds and large chests with clothes.

208 – Agora

Description: Roll 1d6:

1-2 (Past): This corridor is illuminated by torches and there are jars, ceramics and other craftworks near the two doors in the north wall.

3-6 (Present): This empty corridor is not illuminated.

Encounters: In the Present there is nobody here. In the Past, there are several merchants watching how the heroes look at their objects.

Closer Inspection: If the heroes in the Past approach the objects, a merchant comes out of the door and leads them to the interior of his shop (section 210 or 211). The Maze Master should roll as usual to see if the heroes are in the Past or in the Present when they enter the new section.

209 – Propylaeum

Description: Roll 1d6:

1-2 (Past): This is a large room with columns, a Propylaeum. Big oil lamps illuminate the corridor. The high columns support a roof decorated with paintings. The walls show paintings with scenes of craftsmen working.

3-6 (Present): This large room with columns is not illuminated. The walls show paintings partially destroyed with scenes of craftsmen working.

Encounters: In the Present, this section is empty. In the Past, the Maze Master should roll 1d10:

1-5: Nobody.

6: A group of three artisans comes from section 208 and goes to section 214. They ignore the heroes. If the heroes call to them, they reply that they are very busy and can't stop to chat.

7-8: Menobantes the Merchant (see section 211) comes from section 208 and tries to lead heroes to his shop. If the heroes go with him, the Maze Master should roll as usual to see if the heroes are transported to the Past or the Present each time they enter a new section (they walk to section 208 and then to section 211).

9-10: A patrol of 1d3+3 Palace Guards come from section 208 to interrogate the heroes about why they are here. If their answers don't satisfy them, they attack them. Fifteen minutes later, the Royal Guard (see section 204) comes to investigate, warned by the merchants and craftsmen.

210 – Argileo the Potter

Description: Roll 1d6:

1-2 (Past): This pottery workshop is illuminated with oil lamps. There are several potters labouring at their wheels. The owner talks to the heroes.

3-6 (Present): This room is not illuminated. There are pieces of jars and broken amphorae on the ground. A couple of potter's wheels rest in a corner.

Encounters (Past): Argileo is in his workshop with his slaves. If stats are needed, Argileo has 4 Hits and will not fight, even if attacked.

Encounters (Present): Three Shades are working at the wheels, but they are creating nothing. They don't interact with the heroes.

Closer Inspection (Past only): If the heroes speak with Argileo, he tries to sell them some amphorae and jars. He is a talkative man who likes to speak with the heroes, taking them for visitors. He is happy for having managed to establish his workshop here, in the capital of the Kingdom of Proteus.

211 – Menobantes the Merchant

Description: Roll 1d6:

1-2 (Past): This room is full of clothes and fabrics arranged around the room and hanging on the walls. The owner talks with the heroes.

3-6 (Present): A dark and empty room.

Encounters: In the Past, Menobantes the Merchant is in his shop; in the Present, the room is empty. If stats are needed, Menobantes has 4 Hits and will not fight, even if attacked.

Closer Inspection (Past only): The merchant, Menobantes, tries to sell his products to the heroes. Menobantes is an experienced merchant ready to chat with the heroes about anything providing that they buy something. If the heroes prove to be amicable, Menobantes confesses to them that he will soon leave the shop, since the King has begun to show a strange interest in death and is ignoring matters of state. The time has come to sail to more propitious ports, he says.

212 – Lisandro the Scribe

Description: Roll 1d6:

1-2 (Past): This room is illuminated by an oil lamp. Lisandro the Scribe is writing on a papyrus when the heroes enter the room.

3-6 (Present): This room is not illuminated. A weak sound is heard, as if someone was scratching something.

Encounters (Past): Lisandro the Scribe is working in the room. If stats are needed, Lisandro has 4 Hits and will not fight, even if attacked.

Encounters (Present): A Shade is writing with a stylus on a wax tablet. It writes senseless scrawls, which he then erases, before starting all over again.

Closer Inspection (Past only): The Scribe (named Lisandro) asks the heroes if they have some task for him to perform. He can write messages, poems or last wills. He's not very interested in the events of the world.

213 – Infirmary

Description: Roll 1d6:

1-2 (Past): This room is full of beds, ready to receive the patients of Escamandro (see section 215).

3-6 (Present): This room is not illuminated. There are rotten wooden beds in the room.

214 – Inner Courtyard

Description: Roll 1d6:

1-2 (Past): This room has no roof, allowing light to enter from above. There are various doors decorated with drawings that lead to different rooms.

3-6 (Present): This room has no roof, allowing light to enter from above.

215 – Escamandro the Physician

Description: Roll 1d6:

1-2 (Past): This room is illuminated by oil lamps; a slight smell of incense lingers in the air. There are shelves with many jars and phials. In a corner there is a group of chests. In the center of the room is a man, studying a parchment.

3-6 (Present): This room is not illuminated. In a corner there is a group of small chests.

Encounters: In the Past, Escamandro the Physician is in the room. See *Closer Inspection* below. If stats are needed, Escamandro has 4 Hits and will not fight, even if attacked. In the Present, the room is empty.

Closer Inspection (Past only): The heroes can speak with Escamandro. The Physician is a busy man who wants to study his papyruses about medicine. In exchange for 5 silver pieces he can heal the wounds of the heroes, and even allows them to rest in his infirmary (see section 213). He has six doses of Potion of Healing, which he can sell to the heroes for 100 silver pieces each. He has also two Amulets of Health that he uses to accelerate the treatment of the patients who rest in his infirmary, but will refuse to sell them.

216 – Argemonides the Teacher

Description: Roll 1d6:

1-2 (Past): The windows in the western wall let light into this room. In a series of banks there are several boys sat, whereas a teacher explains his lesson.

3-6 (Present): The windows in the western wall let light into this room. There are several stools in the room.

Encounters : In the Past, the teacher Argemonides is giving lessons to his pupils. If stats are needed, he has 4 Hits and will not fight, even if attacked. In the Present, the room is empty.

Closer Inspection (Past only): If the heroes try to speak with Argemonides the Teacher, he says they must leave the classroom, since it is his duty to educate the children of the nobles of the palace. He asks them to return later if they want to speak with him.

217 – Idelias the Scribe

Description: Roll 1d6:

1-2 (Past): This room is illuminated with oil lamps. Several tablets and rolls of papyrus cover the shelves on the walls. In the center of the room, a man works on a papyrus.

3-6 (Present): This room is not illuminated. There are many tablets in different shelves and on the ground.

Encounters (Past): Idelias the Scribe is working in this room. If stats are needed, Idelias has 4 Hits and will not fight, even if attacked.

Encounters (Present): A Shade is writing with a stylus on a wax tablet. It writes senseless scrawls, which he then erases before starting all over again.

Closer Inspection (Past only): If the heroes want to speak with Idelias, he tells them that he is busy finishing an important document for the King, and that he must not be bothered. If the heroes insist, he says he will call the guards if they don't leave.

218 – Corridor

Description: The doors of this dark corridor show truly hideous gorgon faces carved on their interior sides.

Traps: The carved gorgon faces are devious magical traps designed to catch intruders. See *The Gorgon Doors* below for more details.



Beware the Gorgon Doors !

The Gorgon Doors

When the heroes have walked to the center of the corridor, the two Gorgon faces on the doors open their mouths and begin to shout.

The noise is deafening and all the heroes must succeed at a Mystic Fortitude saving roll (target number 15) or they fall unconscious for 1d6+4 rounds.

Those who succeed can try to get closer to one of the doors, which requires another Mystic Fortitude saving roll (target number 15).

If they succeed at this second roll, they can try to destroy the door. Each door has 10 Hits. Every round that the heroes try to destroy the doors, they must make a new Mystic Fortitude saving roll as the doors continue howling.

If one of the doors is destroyed, the other one stops howling and the heroes can drag their fallen comrades to section 214 or 202.

If all the heroes fall down, a group of guardians (living Palace Guards in the Past or ghostly ones in the Present) drag them up to the Queen's Megaron (section 200).

219 – Tower of the Birds

Description: Roll 1d6:

1-2 (Past): Some long stairs go up to a high and wide tower, where dozens of cages keep contain different birds inside them.

3-6 (Present): Some long stairs go up to a high and wide tower. There are dozens of cages in the tower, each one of them with the skeleton of a bird.

Encounters: In the Past, the birds in the cages make a great commotion when the heroes enter the room. In the Present, the room is empty.

Closer Inspection (Past): If the heroes wait for an hour, a group of three young men arrives with food and water for the birds. When they see the heroes, they flee down the stairs. If the heroes don't stop them, twenty rounds (two minutes) later a group of ten Palace Guards comes to capture the heroes.

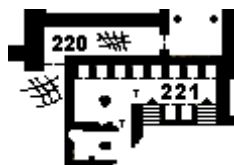
Closer Inspection (Present) A light breeze rises if the heroes stay in the tower for a few minutes. Then, the heroes observe how from each cage a ghostly bird rises and flies to the top of the tower. There, all the birds begin to sing a beautiful song, growing more harmonious each minute. After fifteen minutes or so, the song ends and the birds disappear.

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Maze Master's Notes

Area 31: Southeastern Entrance

Sections 220-221



Overview

This is one of the entrances to the Tomb, but it is hidden. Near the entrance there is an abandoned stable.

Sections

220 – Southeastern Gate

Description: This entrance is covered with enormous webs that hide the large southern door, one of the Great Entrances to the Tomb. The interior of the corridor is also full of webs.

Encounters: 1d6 **Cave Spiders** stay in this room. They have been put here as guardians by the Black Sage (see section 224). Their poison paralyzes their victims and the Spiders always try to trap them in their webs. If the Cave Spiders manage to immobilize all the heroes in their webs, hours later the heroes awaken shackled in section 223, captured by the Black Sage.

Closer Inspection: The entrance to the Tomb is totally covered by webs and the heroes can't see it from the outside. Only if the heroes cut the webs can they find the door to the Tomb, but the Cave Spiders attack them as soon as they begin their work

221 – Old Stables

Description: This large room seems to have been used as a stable. There are stalls in the north wall of the first floor.

Cave Spider

Taxonomy : Monster

Description : Huge spiders which can attack two men during the same round.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (sting, paralysis), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

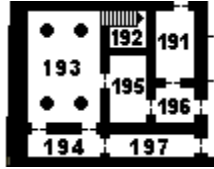
Awards : Glory 260.

Originally, stairs rose to the second floor, but now they are broken and the second floor is mainly destroyed.

Traps: The Black Sage has left two traps in the room to capture those who venture into this section. The northern trap is a pit trap, wide enough to catch all heroes. Type: indoor. Effect: falling (1d6) + entrapment; Concealment 19; Danger Rating 19. The southern trap is a net big enough to catch all the intruding heroes. Type: indoor; Effect: entrapment; Concealment 18; Danger Rating 20. If the heroes are captured by either trap, they are taken by a group of enslaved beings (see p184) to section 233, where they are interrogated by the Black Sage (see section 224).

Area 32: House of the Black Sage

Sections 191-197



Overview

This is the lair of the Black Sage, an immortal magician, brother of the Red Sage who lives in a house on the western side (area 3). The magician has traps and servants distributed throughout this area and area 31 (southeastern entrance).

Sections

222 – Watch Tower

Description: These stairs go up to a high watching tower.

Encounters: Three **Lycans**, magically enslaved by the Black Sage, watch the zone from this tower. They used to belong to the Horde of the Minotaur, but they were captured and bewitched by the Black Sage. If the heroes enter by the door situated in section 226, they begin to sound a bell, and the beings in sections 225 and 227 are alerted and enter section 226, attacking the heroes.

Closer Inspection: If the characters capture the Lycans, the only way to free them for their sorcerous Enslavement (besides killing their master) is to call for a Divine Intervention. If the Lycans are freed, however, instead of being grateful, they will try to attack the characters and flee to rejoin the Horde of the Minotaur.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

223 – Prison

Description: This room is empty and dark. If the heroes are captured at any time by the servants of the Black Sage, they will be thrown into this cell until the magician interrogates them.

Closer Inspection: To open the door the heroes must succeed in a Feat of Strength or a Thief can try to pick its lock (see the lockpicking rules, p 28).

224 – Chamber of the Black Sage

Description: This room is luxuriously decorated with various treasures stolen from the Tomb in the course of many years. Multiple bookcases cover the walls and there is a large number of papyrus and tablets on them. The room is illuminated by oil lamps.

Encounters: The **Black Sage**. This powerful magician arrived at the Tomb many years ago with his brothers, the Red Sage (section 16) and the White Sage (section 22). He soon became obsessed with his experiments and research into mind control and isolated himself from his brothers. Now he fears them and thinks that they conspire against him to steal his secrets. He has managed to Enslave various denizens of the Tomb that now work for him. See below for more details.

Treasure: The assorted treasure of the Black Sage represents a loot with a total Enc of 10 and a total value of 3,000 silver pieces. The various parchments will also give a Sorcerer 300 Wisdom points if he studies them for a month. The Black Sage also has two mythic items tied to Sorcery: his **Mask of Submission** (see below for more details about this item) and his **Staff of Command**.



The Black Sage, complete with his Mask of Submission and his Staff of Command

The Black Sage

Level 5 Sorcerer

Might = 10 Skill = 10 Wits = 19
Luck = 19 Will = 19 Grace = 10
 Initiative 14 EDC 16 Hits Total 16

Melee Attack +4, Missile Attack +8

Danger Evasion +12, Mystic Fortitude +8, Physical Vigor +8, Athletic Prowess +4

Personal Charisma +8

Equipment : Staff, Dagger.

Realm of Magic : Sorcery

Psychic Gift +8, Mystic Strength 20, Power total 24.

Mythic Items : Staff of Command, Mask of Submission (see below).

Description: When the Sage, a Philosopher of great learning, travelled to Tomb of the Bull King to find its secrets, he fell under a curse that divided him into three entities. The Black Sage is the evil facet of his soul, his dark urges. He is a Sorcerer obsessed with mental control. He has Enslaved several denizens of the Tomb to serve him..

The Mask of Submission

This mythic item of Stygian origin looks like the theatrical mask of an angry and intimidating personage.

When worn by a Sorcerer, it adds 4 to his 'Enslavement capacity', increasing the number of lesser beings (or the level of characters) that can be kept Enslaved at the same time.

The Mask's powers only operate when it is worn on a permanent basis. If the Mask is removed, any Enslaved being(s) over the Sorcerer's usual capacity will be immediately released from sorcerous bondage. Of course, only power-obsessed Sorcerers (like the Black Sage himself) could even consider wearing such a thing on a permanent basis...

The Mask has an Enc value of 1.

Slaves of the Black Sage

The Black Sage wants to obtain a phial of Styx Water that the Hags keep in their lair (see section 167).

To this end, he will try to Enslave one of the heroes : as detailed in the *Players Manual* (p 40), this single operation would normally cost him an expense of 10 Power points (4 for the initial Compelling and 6 for the subsequent Enslavement) but the Black Sage's *Staff of Command* allows him to halve all his Power expenditures for those two powers.

The Sorcerer will choose his target well : the Maze Master may rule that his dark insight allows him to pick the lowest level hero (or, if they all have the same level, the one with the lowest Mystic Fortitude).

The Black Sage must also have enough "free Enslavement space" for the newly-Enslaved hero (see *Players Manual* p 40). If this is not the case, the Black Sage will not hesitate to "free" a few Enslaved creatures currently under his power (see section 224), by ordering his other slaves to kill them. He also has the *Mask of Submission*, a sorcerous item which increases his Enslavement capacity from 8 (his Psychic Gift) to 12. See next page for more details about this mythic item and the Black Sage's slaves.

Once one of the heroes has been Enslaved, the Black Sage talks to the group, explaining that he will only free the Enslaved hero if he and the other characters bring him the phial of Styx Water from the Lair of the Hags (section 167). If they refuse, he will keep the Enslaved hero in eternal enthrallment.

See *The Black Sage's Mission* next page for more details.

The Black Sage's Mission

If the heroes accept the job, the Black Sage tells them the way to arrive at the Lair of the Hags: they must go to section 18 and then travel through sections 19, 21 and 23 until they arrive at the central courtyard (section 100).

There the heroes should proceed to sections 173-174 and later enter the Lair of the Hags by section 153.

If they refuse, their only hope to free their comrade from Enslavement is to kill the Black Sage – which will not be an easy task, considering his power and the fact that his Enslaved minions (including the poor hero !) will fight to the death to protect him.

If the Black Sage is attacked, he defends himself with his magic. Three rounds after the fight begins, the Enslaved beings in section 225 enter the room to help their master.

If the heroes manage to recover the phial of Styx Water, the Black Sage uses it to create a potion that gives him control over Ghosts, Shades and Shadows. He uses it in the eastern ruins (area 33) to animate a great ghostly army. Then, the Black Sage proceeds to the house of the Red Sage (area 3). See *The Battle of the Sages* (p 194) to know the outcome of the battle.

225 – Slaves' Room

Description: This room is illuminated by torches. A group of beings stays in the room.

Encounters: In this room are the beings captured and enslaved by the Black Sage. The slaves carry out various tasks for their master: hunting, patrolling the area and capturing new slaves for him. Maze Masters should

roll 1d10 twice to determine which Enslaved creatures are currently serving the Black Sage, in addition to the three Lycans in section 222.

1-2: 1d3 Lycans.

3-4: 1d3 Wildmen.

5-6: 1d3 Troglodytes.

7-8: 1d3 Ratlings.

9: 1d3 Boarmen.

10: 1d3 Ogres.

Thus, taking into account the three Lycans of section 222, the Black Sage will currently have from five to nine denizens under his domination, which always leaves him at least enough mind space to Enslave a 3rd level hero.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

Wildman

Taxonomy : Folk

Description : Primitive cave-dwelling men

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.



Slaves of the Black Sage : Wildman and Lycan

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (with two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 50, Wisdom 20.

Boarman

Taxonomy : Folk

Description : Brutish boar-headed humanoids. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 25, Wisdom 10.

Ratling

Taxonomy : Folk

Description : Sneaky, malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts, 60'), Poison (darts, paralysis), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Ogre

Taxonomy : Folk

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized, tusk-like canine teeth... They are the mortal enemies of Wildmen.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Stealthy (12).

Awards : Glory 30.



Beware wandering Cave Spiders...

226 – Hall

Description: This large room is illuminated by torches. There is a group of humanoids in the middle of the room.

Encounters: When the heroes enter, there is a group of **enslaved beings** guarding the room. The Maze Master should consult section 225 to determine what slaves the Black Sage has at this time. The first group rolled will be found in this room instead of in section 225. They attack the heroes as soon as they enter. Five rounds later, the enslaved beings in section 225 join the fight. If the Lycans in the tower (section 222) sound the bell, one round after entering the room the heroes are attacked by the enslaved beings from section 225 and the creatures from section 227.

Traps: There is a trap on the south door. If a hero opens the door, he is attacked by a group of darts. Type: indoor; Effects: direct damage (1d6); Concealment 18; Danger Rating 18.

Closer Inspection: In a corner of room there are cooking tools and disarmed hunting traps.

227 – Creature Storage Room

Description: This dark room is a place of confinement for various creatures captured by the Black Sage's slaves.

Encounters: The slaves of the Black Sage occasionally capture creatures for their master and they enclose them here. Roll 1d10 to determine which creatures are in the room right now:

1-2: None.

3-4: Bicephalous Wolf

5-6: Cave Spider

7-8: Empusa (no Psychic Powers).

9-10: 1d3 Iron Warriors

The statistics for these various creatures can be found next page.

Bicephalous Wolf

Taxonomy : Monster

Description : Two-headed wolves, thought by most scholars and adventurers to be the hybrid offspring of a Cerberus and a wolf.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & teeth)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +7 / +2

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two) ; Sharp Senses, Stealthy (14).

Awards : Glory 80, Wisdom 10.

Cave Spider

Taxonomy : Monster

Description : Huge spiders.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (sting, paralysis), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, with weapons and inbuilt armor.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

Empusa

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

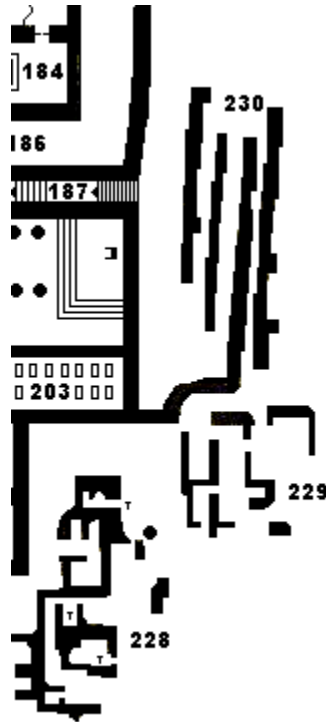
Special Abilities : Fearsome, Grapple (M 16), Life Energy Drain (kiss ; only vs immobilized victim), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Awards : Glory 120, Wisdom 140.

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.

Area 33: Eastern Ruins

Sections 228-230



Encounters: Every half-hour that the heroes stay in the ruins, the Maze Master should roll 1d10:

1-3: Nothing.

4-5: 1d6 **Boarmen** from area 25.

6-7: 1d6 **Lycans** from area 22.

8-9: 1d6 **Troglodytes** from area 2.

10: A group of **Slaves of the Black Sage** (see p 184-185). This group consists of one-half (rounded up) of the Sage's current Slave crew.

The stats for Boarmen, Lycans and Troglodytes can be found next page.

Traps: At the points marked with a "T" in the map there are hunting traps, set by the Boarmen from area 25 or the Black Sage's slaves from area 32. If the group walks near one of the traps, the Maze Master should determine its nature randomly by rolling 1d6:

1-2: Type: outdoor; Effect: direct damage (1d6); Concealment Rating 18; Danger Rating 18.

3-4: Type: outdoor; Effect: crushing damage (2d6); Concealment Rating 17; Danger Rating 19.

5-6: Type: outdoor; Effect: entrapment; Concealment 19; Danger Rating 17.

Overview

This exterior zone of the Tomb of the Bull King is formed by various ruins of smaller buildings that surround the palace. Most of them are simple lines of stones, but the most significant ruins are shown on the map.

This area is often visited by wild animals, monsters, and patrols of inhabitants of the Tomb.

Sections

228 – Ruined Houses

Description: This zone is formed by the ruins of houses and small palaces. None of the houses has their second floor intact, but some of them still have ceilings, so they can be used as refuge.

Troglodyte

Taxonomy : Folk

Description : Carnivorous, slow-witted reptilian humanoids. They fight with crude two-handed maces or stone axes.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +6 (two-handed weapon)

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +8 with two-handed weapon), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 40, Wisdom 20.

Boarman

Taxonomy : Folk

Description : Boar-headed beastmen. They fight with spears and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee +4), Supernatural Vigor.

Awards : Glory 30, Wisdom 10.

Lycan

Taxonomy : Folk

Description : Wolf-headed humanoids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14 (with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 40.

229 – More Ruins

Description: These ruins are in worse condition than the others. Only some walls remain standing.

Encounters: Normally a predator uses the ruins as a hideout until it's expelled by another stronger creature. The Maze Master should roll 1d6 to determine the present inhabitant of the ruins:

1-2: Nothing

3: Cave Bear

4: Empusa (no Psychic Powers).

5: Giant Scorpion

6: Cave Spider

See next page for their statistics.

230 – Fortress Ruins

Description: These ruins are a part of the old fortification that protected this part of the palace. The walls are high, but the stairs and the parapets that covered it disappeared long ago.

Cave Bear

Taxonomy : Beast

Description : Huge cave-dwelling bear.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 14

Hits Total : 24

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 16, Melee +8), Crushing Damage (bear hug), Grapple (M = 20), Sharp Senses, Stealthy (10), Tough Skin.

Awards : Glory 110.

Giant Scorpion

Taxonomy : Monster

Description : Rhino-sized scorpion. Usually lurks in desert ruins and other doomed sites.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120' (90' wallcrawling)

Initiative : 16

Melee Attack : +6

Damage : 2d6 (sting & pincers)

Defense Class : 14

Hits Total : 24

Detection / Evasion : 0 / +4

Mystic Fortitude : 0

Special Abilities : Lightning Fast, Mindless, Poison (sting, death in 1d6 rounds), Stealthy (10), Tough Skin, Wallcrawling.

Awards : Glory 240, Wisdom 10.

Empusa

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Awards : Glory 120, Wisdom 140.

Note : Exposure to daylight does 1d6 damage per round to an Empusa. This damage cannot be regenerated. Dead Empusas fall to dust.

Cave Spider

Taxonomy : Monster

Description : Huge spiders that can attack two man-sized opponents at the same time.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

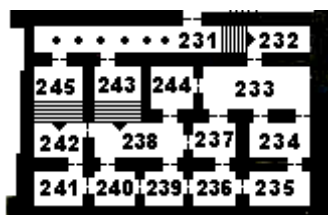
Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (sting, paralysis), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.

Area 34: Lair of the Minotaur

Sections 231-245



Overview

These are the rooms that the Minotaur has reserved for himself. No one can enter them without being killed by the Minotaur, not even his own servants. Most of the area is not illuminated, since the Minotaur knows the rooms well and prefers to utilize the darkness to prepare ambushes for those that dare to attack him.

The aura of death and rage that emanates from the Minotaur has impregnated these rooms. As the heroes enter this area, they feel an oppressive sense of doom: in the deep of their heart, they *know* that, sooner or later, they will find the Minotaur here... unless he finds them first.

Special Rules: Because of the aura that impregnates the place, heroes will find it difficult to concentrate or think with clarity; magicians will have to spend an extra Power point every time they use their magical powers. Each time the heroes enter a new section, the Maze Master should roll 1d10:

1-5: Nothing

6-7: The Minotaur comes from a nearby section and Charges into Battle.

8-9: The Minotaur is in this section and immediately attacks the heroes.

10: The Minotaur is busy devouring a victim and is *surprised*.

The Maze Master should stop rolling once the Minotaur appears.

Fighting the Minotaur

If the heroes attack him with the Labrys (the only weapon that can hurt him), the Minotaur will fight them, but as soon as he loses half his Hits (ie his Hits Total has been reduced to 18 or less), he will flee to the Central Courtyard (section 100), howling to call his minions to the rescue. If all the exits have been blocked by the heroes, the King of Monsters will use his phenomenal physical strength to crush any wall standing in his path.

As soon as the Minotaur's minions come to their master's rescue, the situation will quickly escalate into a full-blown battle between the Horde of the Minotaur Lord and the allies of the Goddess Rhea, as detailed in *The Final Fight* (p 196).

The King of Monsters

When the Bull King unleashed Chaos in Proteus in his quest for immortality, he was transformed into a Minotaur Lord, the King of Monsters. His tortured soul was trapped in the body of the Monster, and when his daughter killed him, the soul of the Bull King, his human nature, was transformed into the Judge of the Underworld, but his body and his beastly nature, the King of Monsters, was trapped in the Underworld. Now, Prince Parmenion has freed the King of Monsters with the help of Hekateria the Hag, and the Minotaur Lord is bound to destroy first Coristea and then the rest of the villages of Proteus.

The King of Monsters is a deadly opponent, ruthless and relentless. He is extremely aggressive, controlling his horde with fear and violence, but also displays a vicious, brutish cunning.

He understands that the Great Goddess Rhea and her allies are working against him, and has ordered his minions to find the Temple of Rhea and to desecrate it, so the Goddess can't interfere anymore in his plans of destruction.

Minotaur Lord

Taxonomy : Unique Monster

Description : Huge jet-black Minotaur.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : 18

Melee Attack : +9

Damage : 2d6 (huge axe)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +2 / +4

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +13), Crushing Damage, Fearsome, Grapple (Might = 20), Magic Resistance, Regeneration (2 Hits / round), Return from Death, Supernatural Vigor, Tough Skin, Uncanny Agility.

The Minotaur Lord has a special ability called **Return from Death**. Even if he is brought to 0 Hits, the Minotaur regains 1 Hit in 5 rounds and can fight again. In this case, his Regeneration powers are diminished and he only regains 2 Hits/day until he recovers his 36 Hits. If the King of Monsters is killed with the Labrys, he can't use this special ability. This unique ability adds +10 to the Minotaur Lord's basic Glory award and +20 to the Wisdom award.

Awards : Glory 500, Wisdom 70.

Sections

231 – Entrance

Description: The north entrance to this room has the symbol of the Minotaur (a circle with two horns) painted in blood. The room has multiple columns that hold up the ceiling and several exits.

232 – Room

Description: Some stairs from section 231 lead up to this room.

Section 233 – Large Room

Description: This wide room is illuminated by a small fire in the middle of a large platform. The dim light creates strange shadows on the walls.

234 – Room

Description: There is a pile of tattered clothes in the corner. The clothes and the walls are covered in blood.

235 – Room

Description: The walls and floor of this room are covered in blood. On the floor, the heroes can see the half-eaten corpse of a humanoid being.

236 & 237 – Empty Rooms

Description: Each room is empty.

238 – Illuminated Room

Description: In the ceiling of this room there is a hole by which light enters. The light beam is too narrow to illuminate the whole room.

239 to 242 – Empty Rooms

Description: Each room is empty.

243 – Stairs

Description: Some stairs lead from this room up to a higher level.

244 – Room

Description: This room is empty.

245 – Stairs

Description: Some stairs comes from a superior level to this room.

THE BATTLE OF THE SAGES

This special event will take place after the heroes bring the requested number of red jewels to the Red Sage or after they bring the Styx Water to the Black Sage.



The Black Sage (area 32) and the Red Sage (area 3) hate each other. The magicians have prepared mighty spells and rituals to kill each other, but neither has succeeded so far. But with the help of the heroes, one of the Sages may at last get an advantage. The heroes may bring either ten red jewels to the Red Sage (see section 16) or a phial of Styx Water to the Black Sage (see section 224). With these objects, the fortunate Sage can develop his final weapon: a

Bronze Colossus activated by the red jewels (Red Sage) or a great Ghost army controlled by the potion made with Styx Water (Black Sage).

They fight in the forest in section 17. The heroes can watch the battle, as the two armies kill each other. Stygian Hounds, Mummies, Ghosts, Bronze Colossus and Beastfolk destroy each other, while the Black and Red Sages unleash their powers on the battlefield.

If the heroes want to join the fight, helping one of the Sages, the Maze Master should send some monsters to fight them for a couple of battle rounds. If they try to attack the Sages, they will be stopped by an invisible wall of force generated by this magical (and even metaphysical – see below) battle...

Finally, the battle is over. The two magicians lie on the ground, mortally wounded. Their armies then disperse, fleeing to the wildlands or vanishing.

Then, from the forest, a figure in a white robe approaches. If the heroes have met the White Sage (see section 22), they recognize him. He walks toward the wounded Sages and takes the heads of the warring brothers in his hands. The heroes can see that the three Sages are almost identical, except for their robes and clothes.

The White Sage speaks loudly, and a great light emanates from him. The heroes can't bear the brightness and must look away.

When the light dies away, the heroes see only one person where the three Sages were before. He says *"At last! At long last I'm a single entity again!"*

The person presents himself as the Sage. He explains that he travelled to the Tomb of the Bull King years ago to find the secrets of the ancient Proteans. In the dark corridors he found strange inscriptions and deciphered them. But they were a curse, a mighty spell that divided him into three entities: his rational mind, the Red Sage; his dark urges, the Black Sage; and his compassion, the White Sage.

Only now that the Black and Red Sages had almost killed each other could the White Sage unweave the spell.

He is united again, and he plans to leave the Tomb of the Bull King as soon as possible, but first, he wants to reward the heroes: the Sage can give the heroes information about the Tomb.

He knows the layout of the Tomb of the Bull King and can give the heroes directions to any room they want to find (such as the Temple of Rhea or any other Temple, the Lair of the Hags, or the King's Megaron).

He also gives the heroes the following mythic items: two small phials with 3 doses of **Potion of Healing** each, a small phial with 3 doses of **Potion of Strength**, a **Beta Ray Wand**, a **Spear of Vigilance** and the **Jewel of Animate Mastery** (see below for more details).

Then, with a farewell, the Sage begins to walk towards the Wildlands.

Jewel of Animate Mastery

This mythic item, which appears as an egg-sized red gem, can be used to permanently control a single Animate.

The character using the item must concentrate for an entire round and must be within 20' of his intended target. The targeted Animate is allowed a Mystic Fortitude saving roll against a target number of 20.

If the Animate fails this saving roll, it becomes the loyal servant of the wielder of the Jewel, obeying all the verbal orders of his newfound master.

These effects are permanent; only the wielder himself (or the destruction of the jewel) can release the Animate.

No more than one Animate may be under the power of the Jewel of Animate Mastery at any time.

Note that the Animate will obey whoever holds the jewel – and this person may not necessarily be the same person as the one who established control in the first place.

If the Animate makes its Mystic Fortitude saving roll, it will be forever immune to the power of the Jewel.

THE FINAL FIGHT



The final fight against the Minotaur is divided into two parts:

In the first part, the King of Monsters fights alone against the heroes. Normally, he stays in Area 34 (Lair of the Minotaur), a labyrinth of rooms filled with darkness where the Monster has the advantage of fighting in a terrain he knows very well. In this stage, the Minotaur uses the darkness and his knowledge of the layout of the rooms to ambush the heroes. He uses his Charge into Battle ability to attack one of the heroes, but he doesn't stay in the room to fight them. Instead, he attacks once and then disappears into another room, trying to confound the heroes.

When the Minotaur has lost half of his Hits, he flees to the central courtyard. If the heroes have used a magical power

to befuddle, entangle or stop the Minotaur in any way, he uses the power of Chaos to disengage. He can only use this power once, and only to flee to the central courtyard.

In the second stage of the fight, the King of Monsters stays in the central courtyard, next to the great crack to the Underworld. When the heroes advance, he howls, and his Horde comes to help him. If the heroes have already killed some of the creatures that form the Horde, their task will be easier.

When the Horde of the Minotaur approaches the heroes, they hear a great hiss as the Brown Serpent comes from the roofs to fight the Horde. The heroes will also receive the help of other servants of Rhea, depending on the allies they made in the Tomb.

The two groups attack each other. Evil Ghosts come out of the crack in the center of the courtyard, battling against the Shades of noble dead warriors.

Note to the Maze Master : This ghostly battle is here for FX and atmosphere has no impact on (and is actually an ethereal, reflection of) the real, physical battle fought between the Minotaur's Horde and the Allies of Rhea.

The heroes can see the Judge of the Underworld and the Queen observing the fight from a balcony.

Brown Serpent

Taxonomy : Monster

Description : The Brown Serpent is the fastest of the Serpents of the Dark Earth, and the best hunter. It lives on the roofs of the Tomb of the Bull King, ambushing and devouring Harpies.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 110'

Initiative : 17

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 15

Hits Total : 30

Detection / Evasion : +6 / +8

Mystic Fortitude : +2

Special Abilities : Camouflage, Crushing Damage, Grapple (Might = 20), Lightning Fast, Regeneration (2 Hits per round), Sixth Sense, Stealthy (12), Supernatural Vigor, Tough Skin, Wallcrawling.

Awards : Glory 400, Wisdom 30.

The Two Forces

But before the Final Fight can take place, the Maze Master should calculate the respective **Battle Force** totals of the Minotaur's Horde and the Allies of Rhea, taking into account their respective Body Counts (see p 30).

The Minotaur's Horde

As a whole, the Minotaur's Horde has a maximum Battle Force of **300**. This total is equal to the sum of the Battle Force totals of each group in the Horde :

Ogres : There are twenty to thirty Ogres in the Tomb. Together, they represent a Battle Force of 20.

Boarmen : This group includes Ophion's Boarmen fighters as well as all the other Boarmen in the Tomb for a rough total of fifty Boarmen and a Battle Force of 60.

Lycans : Lycans are by far the most numerous Beastmen in the Tomb – there are at least sixty to seventy of them scattered throughout the ruins, plus a dozen or so under the Beastlord's thrall. These various pack of dog-heads represent a total Battle Force of 60.

Tragos : They are the best equipped fighters of the Horde. The Minotaur can normally count on forty to fifty goatheads, representing a Battle Force of 60.

Skeletons : There are twenty Skeletons or so in the service of Ophion the Black Dragon. They represent a Battle Force total of 20 but will *not* join the Horde if Ophion has been killed.

Ophion : Ophion the Dragon represents a Battle Force of 20 all by himself. If he is killed, his Skeletons won't take part in the Final Fight; his Boarmen guards will join the other Boarmen, as detailed above.

Harpies : These include Ahrak's Harpies as well as the ones under the Beastlord's command, for a rough total of fifteen to twenty Harpies. This aerial force represents a Battle Force total of 30 but will not join the Final Fight if Ahrak the Harpy Queen has been killed.

Beastlord : This includes the Beastlord himself and his menagerie – a dozen Bicephalous Wolves and the Cerberus in section 26. The Beastlord and his pets represent a Battle Force of 30 but none of his creatures will join the Final Fight if he has been killed during the adventure.

These Battle Force ratings should be reduced according to the Body Count kept by the Maze Master over the course of the adventure (see p 30) :

<u>Creatures</u>	<u>Battle Force</u>
Ogres	20 -1 per Ogre killed
Boarmen	60 -1 per Boarman killed
Lycans	60 -1 per Lyncan killed
Tragos	60 -1 per Tragos killed
Ophon	20
Skeletons ⁽¹⁾	20 -1 per Skeleton killed
Harpies ⁽²⁾	30 -2 per Harpy killed
Beastlord ⁽³⁾	30 -2 per B-Wolf killed

(1) : If Ophon has been killed, none of his Skeletons will join the fight.

(2) : If Ahrak the Harpy Queen has been killed, no Harpy will join the fight.

(3) : If the Beastlord has been killed, none of his pets will join the fight. If the Beastlord is still alive but his Cerberus has been killed, subtract -5 to the Battle Force.

Example

Let's suppose our brave adventurers have the following body count : 7 Ogres, 14 Boarmen, 16 Lycans, 8 Tragos, 7 Skeletons, 8 Harpies (including Ahrak the Harpy Queen), 4 Bicephalous Wolves and the Beastlord himself. Let's find out how will this affect the forces of the Minotaur's Horde.

Ogres : $20-7 = 13$, **Boarmen** : $60-14 = 46$,
Lycans : $60-16 = 44$, **Tragos** : $60-8 = 52$,
Ophon : The Dragon is still alive (**20**),
Skeletons : $20-7 = 13$, **Harpies** : Since the heroes have killed Ahrak, their Battle Force is reduced to 0, **Beastlord** : Since the heroes have killed the Beastlord, neither the Cerberus nor his Bicephalous Wolves will join the Final Fight (0).

This gives the Minotaur's Horde a final Battle Force of $13+46+44+52+20+13 = 188$. Compared to the Horde's maximum Battle Force of 300, this means that the heroes' efforts have weakened the Minotaur's forces by more than one-third. When the Maze Master narrates the Final Fight, he will mention the absence of the Harpies and the Beastlord's pets in the Horde (as well as the presence of Ophon the Black Dragon).

The Allies of Rhea

Rhea's Allies have a maximum Battle Force of **150**, which is distributed among several different groups of creatures, as listed below. These figures represent Rhea's *potential* forces; any creature killed during the adventure will of course be unable to take part in the Final Fight. In addition, many of these beings will only join the battle if the heroes have obtained Rhea's Blessing, as detailed below.

The Serpents of the Dark Earth : This group of unique creatures includes the Brown Serpent, the Two-Headed Section, the Night Serpent, the Clanking Serpent and the Bronze Serpent. Each one has a Battle Force of 5, for a maximum combined total of 25. The Serpents will only take part in the battle if the heroes have obtained the Blessing of Rhea – except for the Brown Serpent, who will *always* join the battle.

Wildmen : The tribe can muster a force of twenty warriors or so, which represent a maximum Battle Force of 20. They will fight under the command of Org, unless he has been killed during the scenario (in which case they will fight to avenge him).

Troglodytes : The Blackblood tribe can muster a force of forty warriors or so, which represent a maximum Battle Force of 45. Ancpah the Lizardian is too wounded to take part in the fight but will inspire his warriors with a last vibrant speech before the battle.

Glauron the Dragon : All by himself, Glauron represents a Battle Force of 15.

Griffins : Phoeles' pride of griffins can provide up to four combat-ready Griffins. Together with their Gryphon leader, they represent a total Battle Force of 12 (2 for each Griffin and 4 for Phoeles himself).

Lesser Cyclops : Up to three Lesser Cyclops may join Rhea's forces in the Final Fight (provided they are still alive) : Rodon and Buphelion (from section 157) and Melandros the Smith (from section 93). Each Cyclops represents a Battle Force of 3, for a maximum total of 9.

Bronze Colossus & Iron Warriors : If the heroes have the Jewel of Animate Mastery, they could use it to take control of the Bronze Colossus in section 90 (provided it is still alive) and have him join Rhea's forces. In this case, the Colossus will come with a small force of ten Iron Warriors. Together, they represent a Battle Force of 24 (2 for each Iron Warrior and 4 for the Bronze Colossus himself).

The forces of Rhea's Allies may also be affected by the heroes' Body Count :

<u>Creatures</u>	<u>Battle Force</u>
Serpents	25 (5 for each Serpent)
Wildmen	20 -1 per Wildman killed
Troglodytes	45 -1 per Trog killed
Glauron ⁽¹⁾	15
Griffins	8 -2 per Griffin killed
Phoeles	4
Rodon	3
Buphelion	3
Melandros	3
Colossus ⁽²⁾	4
Iron Warriors ⁽²⁾	20

(1) : Glauron, the Dragon at the Crack, only joins the battle if Ophion the Black Dragon, its arch-enemy, takes part in the battle.

(2) : The Bronze Colossus will only join the fight if the heroes control it with the Jewel of Animate Mastery. He will be accompanied by the ten Iron Warriors, who will not join the fight otherwise.

The Last Battle

Rather than resolving the battle with the optional mass combat rules given in the *M&M Companion*, the Maze Master should keep the action focused on the player-characters (who are, after all, the heroes of the tale) and their heroic combat against the Minotaur himself.

The Maze Master simply needs to compare the Battle Force totals of the two armies to see how the ongoing battle will affect the fight of the heroes against the King of Monsters.

If the Allies of Rhea have a greater Battle Force total than the Horde of the Minotaur: the Minotaur is overwhelmed and the heroes gain a +2 bonus to their Melee and Missile attack against him.

If the Horde's Battle Force total is at least equal to the Battle Force total of Rhea's Allies (but less than twice their Battle Force), the heroes can face the Minotaur in single combat without special modifiers or outside interference.

If the Horde's Battle Force total is at least equal to twice the Battle Force total of the Allies of Rhea, the heroes are overwhelmed and suffer a -2 penalty to their Melee and Missile rolls while fighting the Minotaur but take no collateral damage.

If the Horde's Battle Force total is at least equal to three times the Battle Force total of Rhea's Allies, the heroes are overwhelmed and suffer a -2 penalty to their Melee and Missile rolls while fighting the Minotaur. In addition to any attack made by the Minotaur, each hero suffers a collateral attack roll each round, at Initiative 10 and with an attack mod of 0 : roll 1d20; if the roll is equal to or higher than the hero's melee EDC, he takes 1d6 damage.

If the Horde's Battle Force total is at least equal to four times the Battle Force total of Rhea's Allies, the heroes are overwhelmed and suffer the same effects as above, except that each hero suffers *two* collateral attack rolls each round : the first one at Initiative 15 and the second one at Initiative 10. Both have an attack mod of 0.

If the Horde's Battle Force total is at least equal to five times the Battle Force total of Rhea's Allies, the heroes suffer the same effects as above, except that each hero suffers three collateral attacks per round : one at Initiative 20, another at Initiative 15 and a third at Initiative 10, all with an attack mod of 0.

If fortune is on their side and with the help of their various allies, the heroes should be able to kill the Minotaur. If this happens, the remaining members of his Horde will immediately disperse, fleeing from the Tomb, pursued by the servants of Rhea... The dark power of the Minotaur will be forever broken.

VII : THE LAST TREASON

BACK TO CORISTEA

Now that the King of Monsters is dead, the heroes can go back to Coristea, to bring the Horn of the Minotaur to King Belerophon.

If they have befriended the Griffins in section 134, they appear flying and offer themselves to transport the heroes. If they didn't befriend them, Rhea orders the Griffins to transport the heroes.

If Melaclea the Seer is alive, she comes to warn the heroes: their mission is not over, as King Belerophon is going to be victim of an assassin if they don't save him.

In a matter of hours, the heroes fly back to Coristea.

THE SORCERER

Parmenion, brother of Queen Parsifae, released the Minotaur with the help of Hekateria the Hag. He guided the heroes across the Wildlands to the Tomb of the Bull King, hoping for them to die inside it.

Now, he has gone mad because of the remorse and the fear of being discovered. He recruits his most loyal friends and travels to Coristea from Tomis. He enters the palace using his powers and tries to kill King Belerophon.

When the heroes come to Coristea, they find the corpses of guards and of men wearing bull masks. If they run to the private rooms of King Belerophon, they find Queen Parsifae defending her husband from a group of six men in bull masks that cover their faces. Five of them are typical Impostaurs (see below for their stats); the last one is actually

Parmenion (whose stats are repeated next page) concealing his true identity behind a minotaurian mask.

The five Impostaurs attack the heroes while Parmenion tries to knock out his sister and kill King Belerophon. If the heroes kill the Impostaurs in less than six rounds, they can fight the last man. If they unmask the man, they see that he is Parmenion. Queen Parsifae is stunned, and Parmenion uses this moment of surprise to try to kill Belerophon with a last stab of his dagger. If the heroes do not stop him, he kills the good King...

Impostaur

Taxonomy : Special

Description : Human brutes who masquerade as Minotaurs (thanks to convincing horned headmasks) to terrify the countryside and satisfy their own bestial urges - under the mask.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Average

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (club or other weapon)

Defense Class : 14 (minotaur helm)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee +4), Grapple (M = 16).

Awards : Glory 25.

These five thugs are followers of Parmenion who share their master's hatred for King Belerophon and the Coristea colonists. They do not know that Parmenion is responsible for the release of the Minotaur and his Horde; they believe Parmenion hates Belerophon simply because he is a foreign ruler "who knows nothing of Proteus".



Beware the Impostours !

Parmenion is crazy and blames Queen Parsifae for everything that has happened. He thinks Parsifae shouldn't have married the King, a stranger to Proteus, and claims that single act has brought doom to Proteus.

Parmenion

Level 1 Hunter / Level 3 Sorcerer *

Might = 12 Skill = 15 Wits = 17

Luck = 15 Will = 17 Grace = 10

Initiative 15 EDC 14 Hits Total 14

Melee Attack +4, Missile Attack +7

Danger Evasion +8, Mystic Fortitude +5,
Physical Vigor +5, Athletic Prowess +4

Personal Charisma +5

Hunting Bonus +5

Deadly Aim (+2 damage with missile against
all Beasts and Monsters).

Weapons : Bow, Spear, Dagger.

Other Possessions : Quiver (12 arrows),
90 silver pieces.

Encumbrance total = 14 (with weapons)

Realm of Magic : Sorcery *

Psychic Gift +6, Mystic Strength 18, Power
total 15.

* *Parmenion cannot use powers with a
Magnitude over 3. His powers are limited to
Confusion, Illusion and Cloak. See **Parmenion
the Half-Sorcerer** p 14 for more details.*

THE GREAT FEAST

Whether or not Parmenion managed to kill King Belerophon, the magical Horn of the Minotaur will heal the King, even from death. King Belerophon decides to keep Parmenion's treason a secret. Officially, he died fighting to protect his sister against the assassins.

The Queen and the King give a great feast for the heroes. The Queen is sad because of the actions of her brother, but to see her King alive and strong again is enough to brighten her face.

The people and nobles of Coristea acclaim the heroes. The King gives them lands in Coristea and the status of Nobles. King Belerophon begs them to stay in Coristea as his advisors and companions, as the great city of Coristea will surely need their help in the future.

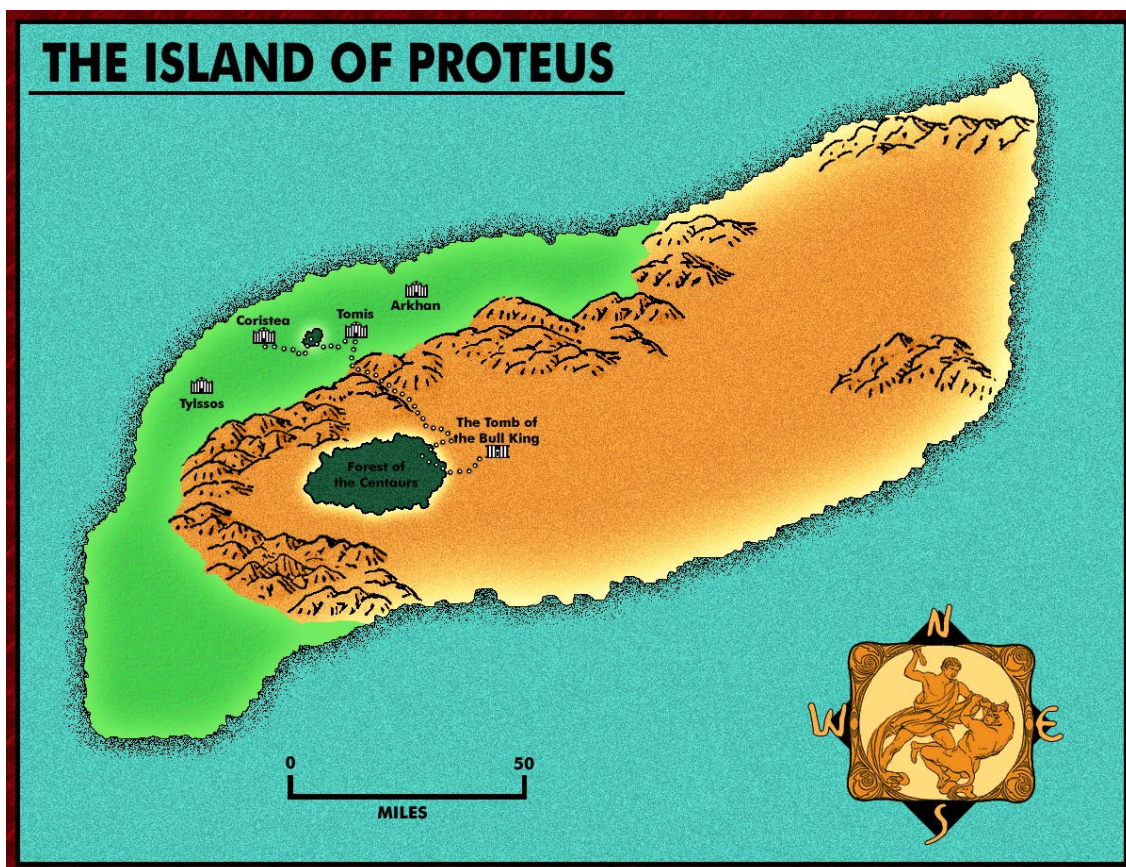
But that's the future, and in the present, the characters are Heroes of Coristea and should rejoice in their hard-earned Glory, Wisdom or Experience.

The End (?)



Appendices

MAP OF THE ISLAND OF PROTEUS



Note : A larger copy of the map (JPG format) can be found on the **Mazes & Minotaurs** website.

The map above shows the island of Proteus, with the following locations :

- 1: Coristea
- 2: Tomis
- 3: The Tomb of the Bull King
- 4: Arkhan
- 5: Tyllsos
- 6: Forest of the Centaurs

The trail shown on the map indicates the path followed by the heroes from Coristea to the Tomb of the Bull King.

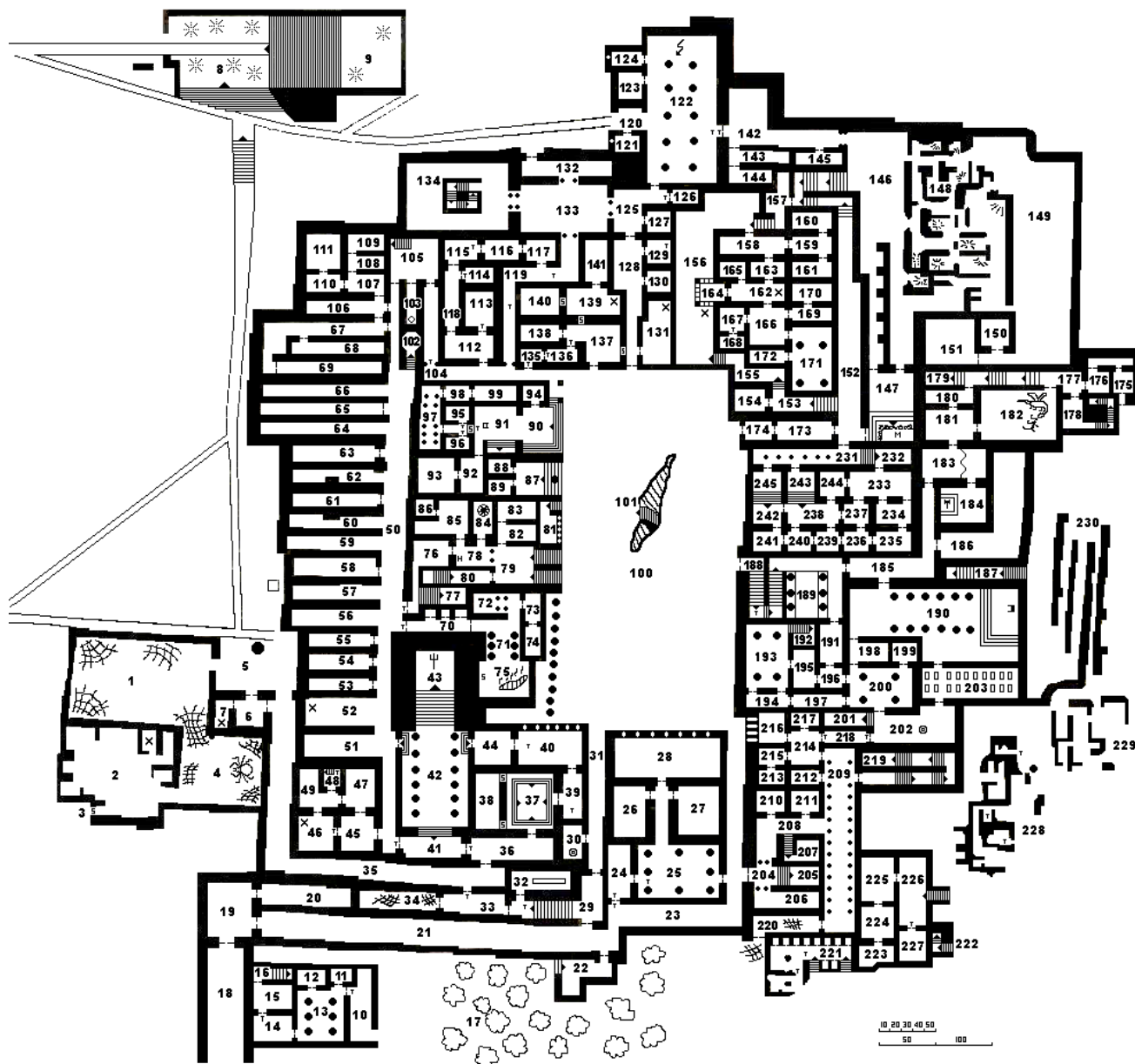
Between Coristea and Tomis is the sacred forest where the heroes fight the Magical Bull (see chapter IV).

The green zone corresponds to the parts of Proteus which are still fertile, unaffected by the spell of Chaos that destroyed the ancient Protean civilization. It is separated by a line of hills from the lands twisted by Chaos (shown in brown).

MAP OF THE TOMB OF THE BULL KING

The numbers shown on the map below correspond to the various Sections detailed in the scenario. Stairs have a triangle that points upwards, while secret doors are marked with an "S" on the map.

Note : A larger copy of the map (JPG format) can be found on the **Mazes & Minotaurs** website.



THE FALL OF PROTEUS

The true story of the Bull King, his tragic destiny and the doom that came to Proteus

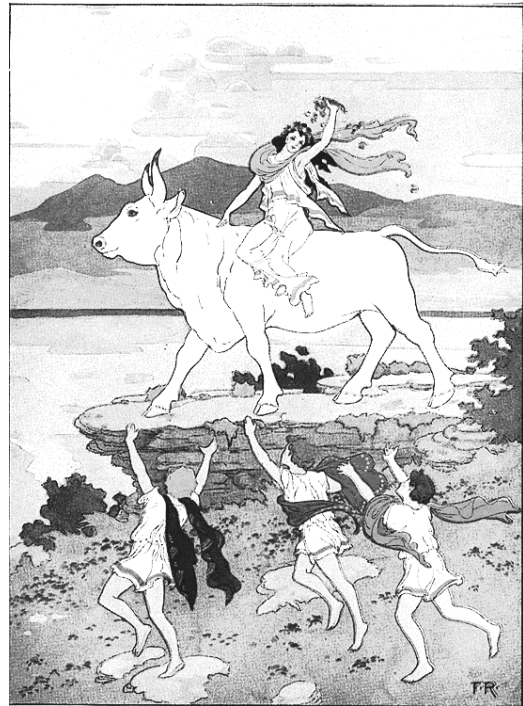
In ancient times, before the Age of Magic, Proteus was the cradle of one of the first true human civilizations. The villages of hunters, herders and fisherman united under the rule of a single man. This man was the first to sacrifice a bull to the mighty gods and that's why he was called the Bull King. The gods rewarded him with gifts of power, wisdom and longevity. He built the palace of the Bull King in central Proteus and from there he ruled.

The Bull King reigned for a long time, and his kingdom grew and expanded. Its ships, blessed by Poseidon, brought strange trade goods from far away lands, and helped Proteans to build trading posts and small cities in the lands around the Middle Sea.

But the time came for the Bull King to die. He had lived a long life, blessed by the gods, but even the greatest of humans must die. He spoke with the priests of Hades, to reach an agreement with the God of the Underworld, but the priests told the King that they couldn't change men's fate. The Bull King sent emissaries and adventures to every corner of the world, to search for a way to gain immortality, but none was found.

Then, on a moonless night, an old woman approached the King, and she spoke about a power even greater than the Gods. She was talking about Chaos, the power that existed before Zeus and the Olympian Gods, before Kronos and the Titans, even before Gaia the Earth and Ouranos the Sky. Chaos was unbounded by Time, the power of Kronos, and was more ancient than Hades and the Underworld. Chaos could make the Bull King immortal, and for such a small price...

The old woman whispered foul words of ruin and decay into the Bull King's ears. Desperate, he accepted, and his doom was upon him and upon his kingdom.



*A maiden riding the sacrificial bull
An idyllic vision of ancient Proteus*

The Bull King followed the instructions of the old woman and used a twisted axe to kill his twelve sons, and a mighty spell fell on the earth. Chaos was unleashed in Proteus, and everybody in the palace died in a few seconds. The foul spell rolled over hills and plains and most people in the nearby towns were mutated by its power...

Chaos gave power to the beast within each human and changed them to become Boarmen and Lycans, Ogres and Tragos, and all types of Beastfolk. Only those with a strong will and respectful of the Gods were unaffected, but most died at the hands of their former kinsfolk.

And in some places, the very essence of Chaos entered the world, and foul creatures erupted from the wounds in Creation to lay havoc and destruction in the world of men.



The court of the Bull King in bygone days

The King was changed too, transformed into a great beast: the Minotaur Lord, immortal King of Monsters.

And the old woman laughed, and revealed herself as an evil Hag. The mutated Bull King tried to kill her, but the Hag fled and the monster couldn't catch her.

The Bull King was trapped in the body of the Minotaur, who was his own bestial nature. The pain and hate for himself that the Bull King felt urged him to leave the palace, which was now a tomb, and to roam the countryside. There, he united Monsters, Beastmen and various other malevolent creatures under his leadership, because he was still a King, although now the King of Monsters and Chaos.

The Horde of the Minotaur went to the coasts of Proteus from the central lands, to kill the few remaining humans who had gone there, fleeing from the spell of Chaos.

And on the coasts of Proteus, the Horde of the Minotaur found them, but they were not leaderless. The only daughter of the Bull King had been hunting in the wilderness, far from the palace when the power of Chaos was unleashed, and she was unaffected. On the coasts of Proteus she had united the last humans to face the Minotaur's

Horde, and she had prayed to the Gods, and the Gods had answered, sending her the magical Labrys, the Sacred Axe.

Armed with the Labrys, the princess fought the beast her father had become. And finally she slew him, freeing the spirit of the King from the prison of his mutated body.

The body of the Minotaur, the beastly half of the Bull King, cannot really die because of the power of Chaos inside him, but was trapped in Tartarus for eternity.

The spirit of the Bull King, his human and rational half, was given the task of judging the souls of the dead from his former palace, which was now the Tomb of the Bull King, an entrance to the Underworld.

The daughter of the King was given the task of protecting the Labrys, and giving it to the proper heroes if someday the Minotaur Lord, the King of Monsters was released again in the lands of men.

The great civilization of Proteus had been destroyed, and only tiny villages survived on the coasts of the island.

The Beastfolk and Monsters that had been nearly destroyed thrived again in the central land, but without their ruler, the King of Monsters, could not escape from there to destroy the human inhabitants of Proteus.

However, centuries later, an old woman found a young prince, and once again fooled a man of royal blood into unleashing Chaos and freeing the King of Monsters, so that he could complete the foul work Chaos had left unfinished.



Ancient ruins from a forgotten age of splendor

Additional Rules

TRAPS

The following rules are a digest version of the more detailed rules found in the *Mazes & Minotaurs Companion* (chapter IV), which also contain trap generation tables and additional rules about special traps.

Trap Characteristics

Type : A trap may be an indoor trap or an outdoor trap. This distinction is especially important as far as Thieves and Hunters are concerned (see below). Most traps found in the Tomb will be indoor traps.

Effect : Each trap has a specific effect : the victim may fall into a pit, get pricked by a poisoned needle, end up buried under an avalanche of stone boulders etc. There are five basic trap effects : direct damage, falling, crushing, poison and entrapment. See below for more details. Note that some traps actually combine two effects.

Ratings : Each trap is defined by two ratings : a Concealment rating, which reflects how hard it is to detect, and a Danger rating, which reflects how hard it is to avoid. Both are rated from 15 to 20 and act as target numbers, as detailed below.

Detecting Traps

Traps can only be detected by characters who are actively searching for them. Inattentive characters will automatically trigger the trap as soon as they take the required move or action.

Detecting a trap requires a successful detection roll made against a target number equal to the Concealment rating of the trap. Thieves and Hunters normally add their special Thievery or Hunting bonus to all their detection rolls. As far as traps are concerned, Maze Masters may wish to restrict the Thieves' bonus to indoor traps and the Hunters' bonus to outdoor traps, to reflect the specialized skills of each class.

A character who successfully detects a trap will be aware of its presence and general mode of operation, which will usually allow him to avoid taking the action that would trigger the trap.



Will Krondar the Barbarian make his detection roll ?

Avoiding Traps

Traps which have not been successfully detected will be triggered by the first applicable victim.

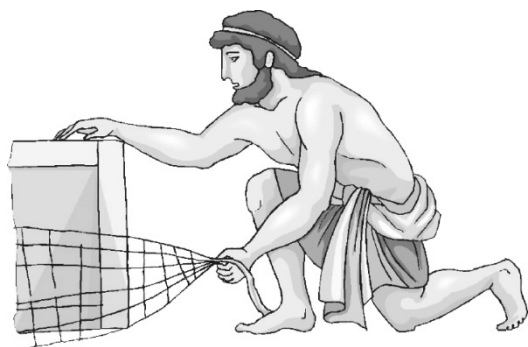
This character is allowed a last chance Danger Evasion saving roll made against a target number equal to the Danger rating of the trap.

Thieves and Hunters do *not* add their Thievery or Hunting special bonus to Danger Evasion saving rolls made to avoid *undetected* traps.

A successful saving roll means that the character managed to avoid the trap at the last second. A failed roll means he was not alert or fast enough to avoid the trap : see *Effects of Traps* below.

Depending on the size and working of the trap, its effects may apply to a single victim or to anyone within a certain area etc. Such specifics vary according to the physical characteristics of the environment and are left to the discretion of the Maze Master.

Most traps are single-use devices : they only work once and have to be reset or re-armed in order to function again.



*Mmmh... I wonder how that works...
(famous last words)*

Effects of Traps

Traps may have various effects when triggered :

Direct Damage

The victim suffers 1D6 Hits of damage, caused by stakes, blades, javelins etc.

Falling

The victim falls 10 feet or so and suffers 1D6 Hits of damage. This effect may be combined with Direct Damage above (for 2D6 Hits) if the victim falls on stakes, spearheads etc.

Crushing

The victim is buried under falling boulders, crushed by a massive stone, hingeless door etc for 2D6 Hits of damage.

Entrapment

The victim is trapped into an enclosed space, with no apparent natural exit... This may be combined with Crushing or Falling.

Poison

The victim is pricked by a poisoned needle, blade etc. The effects of the poison can be defined as per the Poison special ability (see *Maze Masters Guide* p 20).

This effect may be combined to Direct Damage, taking the form of poison-coated stakes, spearheads, blades etc.

Disarming Traps

Once a trap has been detected, characters will be able to tell which actions or movements may trigger it (and thus avoid making such actions). In most cases, this means that the characters will not be able to take a certain course of action (opening a treasure chest or passing through a doorway etc) unless the trap is disarmed.

Thieves and Hunters are the only characters who may try to disarm traps. Thieves can only attempt to disarm indoor traps, while Hunters can only attempt to disarm outdoor traps.

In the context of these rules, *disarming a trap* means neutralizing or removing it, depending on how the trap actually works. Attempting to disarm a trap is a very hazardous activity, even for experienced Thieves or Hunters.

To disarm a trap, the Thief or Hunter must attempt a Danger Evasion saving roll against a target number equal to the Danger rating of the trap, as per the rules for *Avoiding Traps* (see above).

A failure has the usual consequences (the trap goes off) but if the roll succeeds, the trap will be successfully disarmed.

If the roll fails, the trap is triggered... but the Thief or Hunter is allowed a second Danger Evasion saving roll against the Danger rating of the trap, as per the usual rules.

This last chance roll is not increased by the character's Thievery or Hunting bonus, since the character failed to disarm the trap in the first place.

Making Traps

Given the appropriate time and equipment, Thieves and Hunters may also be able to build or install the same type of traps they know how to disarm (ie indoor traps for Thieves and outdoor traps for Hunters).

Such homemade traps have Concealment and Danger ratings equal to (14 + character's level). Thus, a 4th level Hunter could create traps with a rating of 18.

New Class

THAUMATURGISTS

The White Sage, one of the main NPCs of this adventure, belongs to a very rare and unusual class of magician. This Appendix details this class and its magical abilities.

Thaumaturgists are a very rare brand of magicians : benevolent enchanters and workers of wonders, who derive their magical powers from their esoteric understanding of what they call the Essence, the mystical, all-pervasive life-force of the universe.

THAUMATURGIST

Primary Attributes : Wits and Will

Gender Restrictions : None.

Basic Hits : 8

Thaumaturgy : The magic of Thaumaturgists allows them to perform all sorts of miracles and prodigies by manipulating what they call the "Essence" – the life-force of the universe. Their magical talent is called Arcane Insight.

Arcane Insight = Wits mod + Will mod

Mystic Strength = 12 + Arcane Insight

Starting Power = (4 + Will mod)

Power Recovery : Thaumaturgists recover their Power at the rate of (level) points for every two full hours of deep, undisturbed meditation.

Level Benefits : Each level beyond the first gives a Thaumaturgist +2 Hits, +4 Power points, +1 to Luck and +2 to Will, Wits or Grace.

Restrictions : Thaumaturgists can never wear any form of metal armor (including shields or helmets), since this would disrupt their mystical connection with the Essence of the universe.

Patron Deity : Thaumaturgists did not have patron deities; for them, gods and goddesses were simply manifestations of the Essence given life and personality by the collective faith of their worshippers. Perhaps this explains why no deity came to their help when the Autarchs crushed them in the Age of Magic...

Reputation Effect : Thaumaturgists receive their reputation bonus when dealing with Minor NPCs, like Sorcerers and Elementalists.



A wise, benevolent Thaumaturgist

On the world of Mythika, Thaumaturgy is a forgotten magical art (which makes the White Sage a truly unique character); Thaumaturgists flourished in the early days of the Age of Magic but were quickly destroyed or corrupted by the Autarch Sorcerers (see the *Maze Masters Guide* p 12), who saw them as naïve fools with pathetic delusions of cosmic harmony. That being said, nothing prevents *Maze Masters* from re-introducing the Thaumaturgist as a viable player-character class in his campaign.

Thaumaturgy Powers

Magnitude 1 : Fiat Lux

This power allows a Thaumaturgist to create either a globe of white, magical light at the tip of his staff or a halo-like aura around his own person. This bright, magical light can illuminate a circular area with a radius equal to the Thaumaturgist's Mystic Strength in feet and will burn for a number of hours equal to the Thaumaturgist's Arcane Insight.

Unlike the light provided by a torch, it cannot be put out by water, wind or other natural forces and will also work in supernatural darkness, such as the *Eldritch Eclipse* that can be summoned by Darkness Elementalists (see *Mazes & Minotaurs Companion*, p 19).

In addition, characters will never be attacked by Shadows as long as they stand in the light.

If the Light is created on the tip of a staff, it will continue to glow even in the magician's absence, up to a number of hours equal to his Arcane Insight – unless the magician is killed, in which case the Light will expire with him.

Magnitude 2 : Force Wall

This power allows the Thaumaturgist to erect a defensive, invisible force barrier before him. The barrier is rectangle-shaped, with a maximum height equal to the magician's Mystic Strength in feet and twice this for length.

The Wall cannot be crossed by any physical force; it will stop all melee and missile attack, as well as Elemental manifestations but not mystical attacks like Divine Wrath, Psychic Attacks etc. The Wall itself cannot be damaged by anything.

The base of the wall can be set up to 10' away from where the magician stands but cannot be raised above the ground.

Once created, a Wall cannot be moved and will remain where it stands for a maximum number of battle rounds equal to the magician's Arcane Insight, during which he must remain completely concentrated and cannot use any of his other powers. Once this time limit is reached, the Wall will disappear; erecting a new Wall will take an entire round (and the regular expenditure of 2 Power points). The Wall will also switch off if its creator is killed, injured, seriously distracted etc.

Magnitude 3 : Restoration

This power enables a Thaumaturgist to instantly heal an individual's wounds by imbuing the subject with the vital energy of the Essence.

The magician may heal any being he can touch, including himself. Each use of this power instantly heals a number of Hits equal to 1D6 + the Thaumaturgist's Arcane Insight.

Magnitude 4 : Arcane Attack

This power only works against other magicians or creatures which are animated by magic or which are imbued with mystical energies; this includes all Spirits and Animates, as well as other beings with Psychic Powers. It allows the

magician to harm his target by manipulating and disrupting its own mystical energy.

In game terms, this magical attack requires no attack roll and has a range of 20 feet; if the designated victim fails a Mystic Fortitude saving roll, it takes (1D6 + Arcane Insight) damage.

Magnitude 5 : Animated Servant

This power allows the Thaumaturgist to permanently bind one or several Animates to his service.

To do so, the magician must be within 10' of his chosen target; if the Animate fails its Mystic Fortitude roll, it becomes permanently bound to the will of the Thaumaturgist, obeying all his orders (even suicidal ones) like a puppet.

If the Animate succeeds at its Mystic Fortitude saving roll, it immediately attacks the magician, trying to kill him before he can make another control attempt.

There is a limit to the number of Animates that can be kept as servants by a Thaumaturgist.

This limit depends on the magician's Arcane Insight and the Size of the Animates : each Small Animate is worth 1 point, each Medium Animate 2 points, each Large one 4 points and each Gigantic one 8 points.

Thus, a Thaumaturgist with an Arcane Insight of 8 could control eight Small Animates, four Medium-sized ones, two Large ones or a single Gigantic Animate (like a Wood Titan or a Titanic Statue) or any other equivalent combination.

The Thaumaturgist may release any Animate at any time but this is a risky decision, since previously enslaved Animates usually turn against their former master and cannot be enslaved again by the same Thaumaturgist. The death of the magician also frees all his Animated Servants from enthrallment.

Magnitude 6 : Spark of Life

With this power, Thaumaturgists can accomplish the ultimate miracle – bringing back a dead person to life.

This is done by restoring the Essential balance of the freshly deceased individual, imbuing him with the very power of life.

This power will not work if the individual has been dead for a number of battle rounds greater than the Thaumaturgist's Arcane Insight bonus or for persons who have died from natural causes (such as old age) – in which case there is no "unbalance" the magician can fix.

MAZES & MINOTAURS

TOMB OF THE BULL KING

A High Level Mega-Adventure by Carlos de la Cruz Morales



A sinister curse has fallen on the colony of Coristea.

Ancient powers have awakened, forgotten secrets have been unearthed and dark monsters once again threaten the land of men.

Will your heroes brave the dangers and mysteries of the Tomb of the Bull King ?

For the Revised **MAZES & MINOTAURS** RPG Rules

