



## MINOTAUR MAZE

**M**inotaur Maze is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers details for each level and makes adjustments accordingly. The characters must travel deep into the Low, the system of caves and tunnels far beneath the continent, where a maze will threaten to lead them astray before they face the guardian at its center, a mighty minotaur.

### PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Minotaur Maze Hooks table on the next page offers details for introducing this adventure to your players.

**Gold Reward** If the factions need to further incentivize the characters, they are willing to offer a total of 500 gp per level of the adventure on successful completion of the task.

### OMERIA PLACEMENT

There are entrances into the Low in many places; however, this adventure is best suited to the caves below the Basilisk's Spine Mountains. The mountain range that separates Northern and Central Omeria is home to inaks and

subterranean drakes, and one wrong turn will lead you into the Low.

### RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and nonmagical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

## MINOTAUR MAZE HOOKS

d8	Side Quest Type	Faction	Details
1	Fetch Quest	Witnesses of the Worm	The Witnesses have been attempting to charter expeditions into the Low to study the unique flora and fauna and retrieve samples and objects of power to use in experiments. The maze is both an obstacle and potential resource, and they would like the adventurers to enter the maze, slay the minotaur leader, and collect samples from them, as well as any loot found within. The adventurers are welcome to keep magic items found but the Witnesses request any strange unidentified objects they discover.
2	Recover Stolen Item	Answers for the Righteous	The minotaurs conducted a raid on one of our observatories, stealing valuable equipment. It must be retrieved.
3	Receive Information	Dream Enders	The Dream Enders want the characters to map as much of the maze as possible.
4	Rescue Mission	Golden Fingers on the Iron Hand	One of our benefactors' daughter entered the maze and hasn't been seen since. Get her back safely by any means necessary; we are being paid a lot for this (Edniss Bloodpast in area 2).
5	Find a Missing NPC	The Circle Unbroken	A mad ranger is said to have chosen to live in the labyrinth. His skills and knowledge would be invaluable to the faction. (Unfortunately, the characters can only find his remains and equipment in area 5.)
6	Monster Hunt	Fellowship of the Crimson Staff	The Fellowship would like to try establishing a safe underground route through the mountains. For any hopes of success, the minotaur attacking any interlopers must be killed.
7	Supernatural Investigation	Doom Blades	The doom blades have heard rumors of something obscure in the Low and are going to investigate. There could be treasures after all.
8	Secure Aid	Company of the Many	The brokers need a guardian, and there is a minotaur in the Low who has an outstanding contract. Go meet up with him and bring him back to the Brokers. Any items found can be kept as a bonus for the dangerous mission.

## LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 3rd, 5th, 8th, or 11th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 3 as it may pose too much of a challenge. Similarly, a part with an average party level of 12 or greater might find the adventure too easy.

## SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
3	3rd-level	Hard
4	3rd-level	Medium
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium

## NAVIGATING THE LOW

The Low is a tangled web of tunnels, chasms, and ancient ruins. Each day, the players must designate one party member or NPC as the navigator. The navigator makes a Wisdom (Survival) check to determine the party's progress for the day. A navigator with proficiency in cartographer's tools or the Natural Explorer feature with the underground as their favored terrain has advantage on this check.

Successfully navigating to the minotaur maze requires 3 successful DC 10 Wisdom (Survival) checks. These checks do not need to be successive.

Each day spent in the Low brings the risk of danger. Each day, roll a d10. On a result of 3 or lower, the party triggers a random encounter. Most of these random encounters come in the form of difficult terrain and can be avoided by turning back and searching for another path. If the party chooses to backtrack to avoid a random encounter, treat the day's navigation check as a failure regardless of what the navigator rolls.

### THE LOW RANDOM ENCOUNTERS

#### d6 Encounter

- |   |                    |
|---|--------------------|
| 1 | Chasm              |
| 2 | Exhausting Terrain |
| 3 | Inak colony        |
| 4 | Mushroom Grotto    |
| 5 | Steam Vent         |
| 6 | Strange Dreams     |

### CHASM

A vast chasm 60 feet wide and 200 feet deep blocks the tunnel forward. The remains of a bridge have long since rotted away. As the party approaches, a single animalistic shriek echoes from deep within the chasm.

**Encounter: Open-Air Ambush.** In the 8th- and 11th-level adventure, the party is attacked by two **chimeras** as they try to cross the chasm. The chimeras flee if one is killed or both are reduced below 50 hp, returning to stalk the prey through the Low after resting and recuperating.

### EXHAUSTING TERRAIN

The party travels through a particularly difficult section of the Low full of sucking mud, boulder scrambles, and vertical climbs. At the end of the day, each character must make a DC 12 Constitution saving throw. On a failure, a character gains 1 level of exhaustion. A character that fails this saving throw by 5 or more takes 2 levels of exhaustion.

### INAK COLONY

The party stumbles into the outskirts of an inak city in a massive vertical shaft. They are met by a patrol of inaks who, while wary, are not outright hostile. They gesture insistently for the party to leave.

If a character is able to communicate with the inaks, they explain that outsiders are not welcome in their cities. A character can convince the inaks to trade with a successful DC 15 Charisma (Persuasion) check. They have access to all of the nonmagical goods listed in the core rulebook for players, including rations, but ask twice the normal price. At the GM's discretion, they may also have a magic item or two they are willing to sell for twice the going price as well.

**Encounter: This is Our City.** If the party offends the inaks or otherwise provokes them, the inaks attempt to drive the group away by force. With hundreds of **inaks** and dozens of **subterranean drakes** at their disposal, the forces keep coming until the party dies or retreats. The stat blocks for both of these monsters can be found in the Appendix.

### INAK ENCOUNTER BY LEVEL

Adventure Level	Initial Force	New Arrivals (Initiative 20)
3	7 <b>inaks</b>	1d4+1 <b>inaks</b>
5	4 <b>inaks</b> and 1 <b>subterranean drake</b>	1d6 <b>inaks</b> joined each 1d4 rounds by 1 <b>subterranean drake</b>
8	4 <b>inaks</b> and 2 <b>subterranean drakes</b>	1d4 <b>inaks</b> and 1 <b>subterranean drake</b>
11	4 <b>inaks</b> and 3 <b>subterranean drakes</b>	2d4 <b>inaks</b> and alternately 1 or 2 <b>subterranean drakes</b>

### MUSHROOM GROTTA

The tunnel widens into a large cavern packed with fungus of all shapes and sizes. Woody shelf fungus forms ledges around the walls, tall, thin mushrooms create a forest-like effect in the center, and the entire region is dimly lit by glowing green mushrooms.

A character that succeeds on a DC 10 Intelligence (Nature) check can identify several edible mushrooms that can be harvested to provide a total of 2d6 days worth of rations. A character that exceeds this check by 5 or more also finds a species of mushroom that can be distilled into a useful poison.

**Treasure: Poisonous Potential** Harvesting the poisonous mushrooms requires a DC 14 Wisdom (Survival) check. A character that fails this check by 5 or more is exposed to the mushroom's poison. The mushroom can then be distilled into a poison by a creature that spends 2 hours and succeeds on a DC 14 Intelligence check using proficiency in a poisoner's kit. The nature of the poison depends on the level of the adventure.

### MUSHROOM POISON

Adventure Level	Mushroom Poison
3 or 5	assassin's blood
8 or 11	torpor

## STEAM VENT

The air grows warmer and more humid as the party progresses through the tunnels until it feels like a steam room. A faint sulfurous odor permeates the steam and distant whooshes of air indicating that steam vents are to blame. A character that succeeds on a DC 15 Wisdom (Survival) or Intelligence (History) check knows that steam vents in the Low are very hot and exposure to the toxic gases can cause lung damage.

**Hazard: Toxic Vents.** The next half mile of tunnels are filled with steam vents and toxic gases. Each character that traverses these tunnels takes 7 (2d6) fire damage and must succeed on a DC 13 Constitution saving throw or take acid damage depending on the adventure level and experience ongoing lung damage. A creature with lung damage must remake the saving throw each day at dawn, taking acid damage on a failed save. The lung damage is cured after 3 successful saving throws or the creature is targeted with *lesser restoration* or similar magic.

### TOXIC VENT POISON

Adventure Level	Acid Damage
3	5 (1d10)
5 or 8	11 (2d10)
11	22 (4d10)

### STRANGE DREAMS

Unless the characters sleep under the protection of the *tiny hut* spell or similar magic, they suffer from terrible nightmares and wake to find that twisted purple mushrooms have grown around them while they slept. Each character exposed to the mushrooms must succeed on a DC 10 Constitution saving throw or they do not gain the benefits of a long rest and gain 1 level of exhaustion.



## THE MINOTAUR MAZE

Asking whether a maze or a minotaur came first is not unlike asking whether the egg or the hen was there first. As far as anyone can remember, both have existed. Maybe Zarat Greathorn, the guardian of this particular maze, was once tasked to protect it by another entity. But if so, it was too long ago to remember. Maybe he built the maze himself, to serve as his lair. It is certainly what he would claim if asked. But the true origins and possible purpose of this labyrinthine structure and its bovine guardian has been lost to time.

### GENERAL FEATURES

The minotaur maze has the following features, unless otherwise stated in a location description:

**Architecture.** The minotaur maze is made of rough tunnels carved from the bedrock of the Low. The uneven corridors average 10 feet wide and 12 feet tall.

**Illumination.** Bioluminescent slime mold creeps along the ceiling and glows with dim yellow light.

**Magical Miasma.** The minotaur maze is suffused by a magical miasma that appears as glittering yellow sparkles in the corners of a creature's vision. The miasma has the following magical suppression properties:

- Divination magic is partially suppressed. Creatures within the miasma have advantage on saves against divination spell effects. If there is no saving throw associated with the spell, the caster must succeed on a DC 15 Constitution saving throw or the spell fails to function and the spell slot is lost.
- Teleportation magic has a high risk of failure. Any creature that attempts to teleport into or within the miasma must succeed on a DC 15 Constitution saving throw or the spell fails to function, wasting the spell slot, and the creature takes 5 (1d10) force damage.
- Every time a spell is cast, roll a d20. On a result of 1, the spell fails to manifest and the spell slot is wasted.
- As a magical effect, the magical miasma is suppressed by the spell *antimagic field* and similar effects.

**Random Encounters.** Dozens of minotaurs patrol the maze. For every 30 minutes the party spends in the maze, roll a d6. On a result of 5 or higher, the party encounters a patrol. The members of the patrol depend on the adventure level:

### MINOTAUR MAZE PATROLS

Adventure Level	Patrol Composition
3	1d4 + 2 <b>adolescent minotaurs</b> (use the <b>orc</b> statblock)
5	2 <b>minotaurs</b>
8	1d4 + 2 <b>minotaurs</b>
11	1 <b>labyrinth keeper</b> (see the Appendix) and 1d6 <b>minotaurs</b>

## NAVIGATING THE MAZE

The minotaur maze is a natural labyrinth of stone tunnels that become more convoluted the closer to the center of the maze the party gets. Each time they leave a location in the maze, one character acting as the navigator makes a Wisdom (Survival) check. This check begins at DC 10 and increases by 5 after each successful check. The party may choose a new navigator for each check and the successes don't have to be consecutive. Traveling between locations takes 3d4 minutes.

To determine which location the party arrives at, roll 1d8 on the Minotaur Maze Random Location table, or choose a location you like. After the third successful navigation check, you do not need to roll for location. Instead, the party finds the center of the maze (area 9).

### MINOTAUR MAZE RANDOM LOCATION

#### d8 Location

1	Endless Tunnels
2	Ruins
3	Unstable Ground
4	Soporific Fungi
5	Webs
6	Boneyard
7	Flood
8	Explosive Gas

### 1 - ENDLESS TUNNELS

This section of the maze is clearly man-made and incredibly monotonous. The branching tunnels seem to go on forever without changing.

**Hazard: Endless Loop.** An ancient spell protects this section of the maze, causing those who enter it to wander in circles without realizing it. Have the character or NPC currently acting as the navigator make a Wisdom saving throw. A party in the habit of marking the way they've come or a navigator with an ability that improves their memory or navigation skills gains advantage on this roll. After a number of minutes equal to 30 minus the save result (minimum 5), the navigator realizes that the group is walking in circles.

Once the party knows they are in an endless loop of tunnels, a character that succeeds on a DC 15 Intelligence (Arcana) check can figure out how to break free of the spell effect so that the party can leave.

### 2 - RUINS

Before the minotaurs claimed the maze, it was inhabited by a dwarven clan. This section of the tunnels is unsettlingly silent and noticeably cooler than other locations in the maze. The minotaurs fear this place and patrols avoid it.

A creature that succeeds on a DC 12 Intelligence (Religion) check or who uses the *detect evil and good* spell or a similar ability can tell that its violent history has caused the area around the ruins to become desecrated ground. A vial of holy water purifies a 10-foot-square area of desecrated ground



when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area.

**Encounter: Restless Souls.** The spirits of the dead still haunt the ruins. While the location is desecrated, any undead in the region have advantage on all saving throws. Their nature depends on the adventure level:

#### RESTLESS SOULS ENCOUNTER

Adventure Level	Encounter
3	1 wight
5	2 wights
8	3 wights
11	2 wraiths and 2 specters

**Treasure: We Knew the Way.** A character that succeeds on a DC 15 Intelligence (Investigation) check finds an old map of the maze along with 50 gp per adventure level. While the maze has changed in the years since the map was made, it still grants advantage on navigation checks to reach the center.

### 3 - UNSTABLE GROUND

A sinkhole appeared in this section of the maze a few months ago. The minotaurs have created crude wooden bridges to get across, but the area around the holes are still dangerously unstable.

The bridges are difficult terrain and do not require a check to cross. Each 5-foot-square section of the ground has AC 17, immunity to poison and psychic damage, vulnerability to thunder damage, and collapses if it takes more than 10 damage from a single attack. If a section of the ground collapses, any creature standing on it must succeed on a DC 10 Dexterity saving throw or fall 10 feet per level of the adventure into the chasm below.

A female scream echoes from just out of sight. Edniss Bloodpast (neutral good female dwarf **acolyte** with only 1 remaining spell slot) came to the maze to bring peace to her ancestors who once lived in area 2 of the maze. Her team was attacked by a minotaur patrol and she was the only one to escape only to become cornered by a new monster here.



**Encounter: A Dangerous Rescue.** Edniss is being terrorized by monsters whose identity depend on the level of the adventure:

### UNSTABLE GROUND ENCOUNTER

Adventure Level	Encounter
3	1 gargoyle
5	2 gargoyles
8	1 chimera
11	1 cloaker

### 4 - SOPORIFIC FUNGI

Thin white veins of fungal mycelium cling to the walls and floors. As the party progresses through the tunnel, they begin to notice small mushrooms with lacy white skirts trailing delicately from under smooth lavender caps. A character that succeeds on a DC 18 Intelligence (Nature) check identifies these as lacy nightcaps, a rare and dangerous type of fungi whose spores create a powerful soporific effect for beasts and humanoids.

**Hazard: Nap Time.** Any beast or humanoid creature that spends more than 1 minute in the presence of lacy nightcaps must succeed on a DC 16 Constitution saving throw or fall asleep. The creature wakes up if it takes damage, but otherwise slumbers indefinitely.

### 5 - WEBS

What starts as a single web blocking the path quickly becomes an entire section of tunnels draped with large, sticky webs. The tunnel opens into a cavern with spider web bridges crossing a dark pit. The webs on the far side of the pit are dotted with webbed bundles. The minotaurs grew annoyed with the spider's webs and recently did some pest control, so this area is currently unoccupied and the spiders' eggs are smashed.

The webs count as difficult terrain. The web bridges are strong enough to bear the weight of a large creature. Each 5-foot cube of webs has AC 10, 5 hp, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic



damage. The pit is 10 feet deep for every 2 levels of the adventure (rounded up).

**Treasure: Dry Husks.** Some of the webbed bundles on the far side of the pit contain the dry husks of the spiders' old snacks. A character that spends 10 minutes and succeeds on a DC 15 Intelligence (Investigation) check finds the remains of an adventurer with a pack containing valuables, the nature of which depends on the level of the adventure.

### ADVENTURER PACK CONTENTS

#### Adventure

Level	Loot
3	100 gp, 7 gems each worth 10 gp, and a <i>potion of healing</i>
5 or 8	300 gp, 6 gems each worth 100 gp, and a <i>potion of healing</i>
11	500 gp and a +3 <i>greatsword</i>

### 6 - BONEYARD

The foul scent of decomposing flesh grows stronger as the characters approach this section of the tunnels. Soon the source becomes obvious: the bodies of minotaurs, spiders, and other creatures in varying states of decay are piled in this



section of the maze. Any valuables have been stripped from the bodies.

Three recently deceased dwarves lie at the top of the heap. If Edniss is with the group, she recognizes these dwarves as her companions.

**Hazard: That's Nasty.** The pile of bodies and the creatures that live in this region are all infected with sewer plague.

**Encounter: Scavengers.** Monsters in this location live off of the carcasses the minotaurs bring. They attack anyone that enters the boneyard but attempt to flee and hide if reduced below half of their maximum hit points. The identity of the monsters depends on the adventure level:

### BONEYARD ENCOUNTER

#### Adventure Level Encounter

3	1 rust monster and 2 swarms of insects
5	1 black pudding and 3 swarms of insects
8	1 black pudding and 1 otyugh
11	2 black puddings and 1 otyugh

### 7 - FLOOD

An underground river has eroded a 15-foot-long section of the maze, creating a high-pressure waterfall that blocks the path forward.

**Hazard: Washed away.** A creature that moves through the waterfall must succeed on a Strength saving throw or be swept away by the current. This saving throw is DC 10 for adventure levels 3 and 5, or DC 15 for adventure levels 8 and 11. A creature swept away by the river resurfaces outside of the minotaur maze and must succeed on a DC 12 Constitution saving throw or take 1 level of exhaustion.

### 8 - EXPLOSIVE GAS

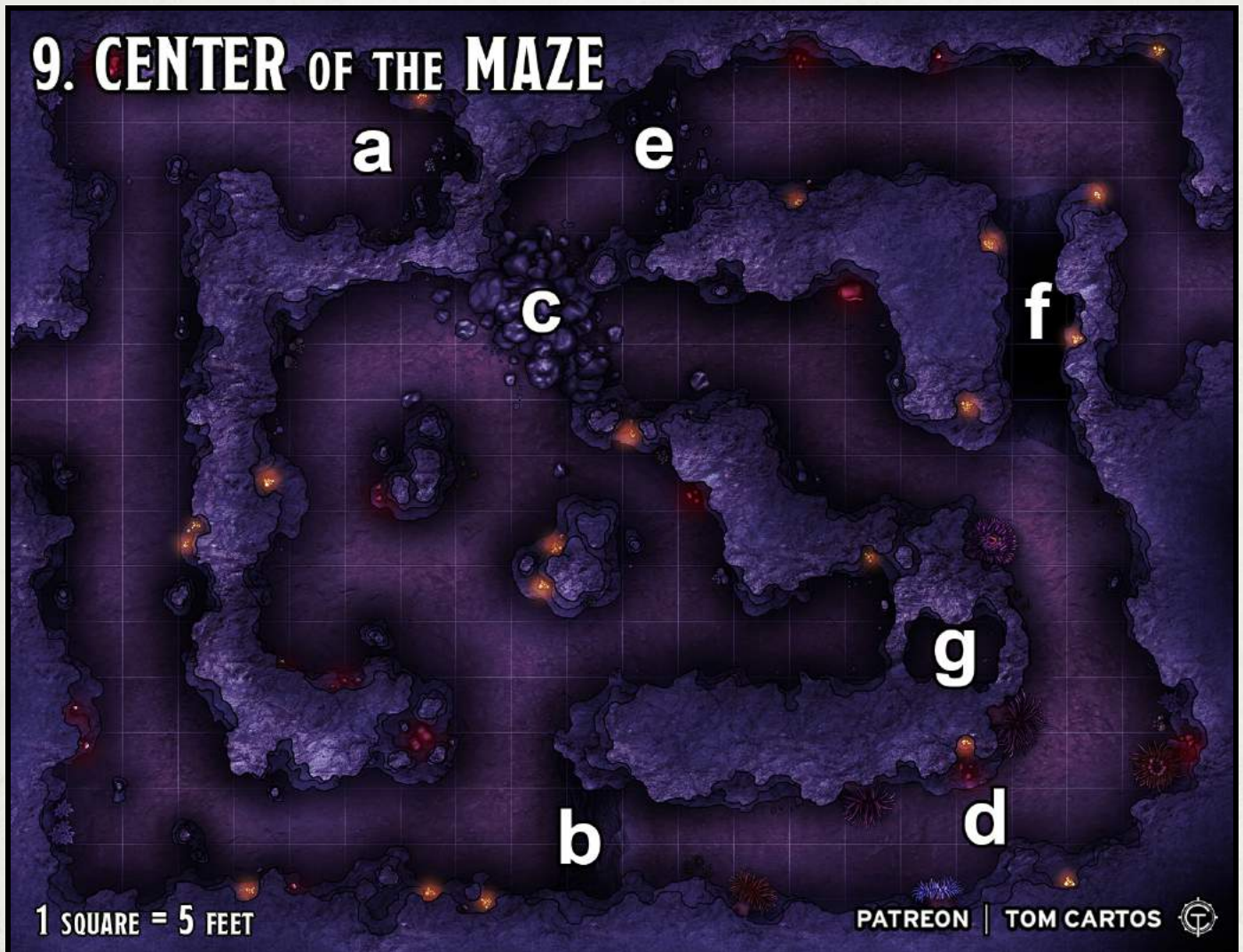
The tunnel dips down before steeply rising and opening into a small chamber curiously devoid of life, including the bioluminescent slime mold that lights most of the maze.

**Hazard: Explosive Gas.** This chamber contains an unbreathable, highly explosive gas. If it is exposed to any source of fire, the gas ignites and explodes in a concussive blast. Any creature in the chamber takes 11 (2d10) fire damage plus 11 (2d10) thunder damage for adventure levels 3 and 5, or 22 (4d10) thunder damage for adventure levels 8 and 11.

If the gas explodes, roll to check for a minotaur patrol immediately (see General Features).

### 9 - CENTER OF THE MAZE

Zarat Greathorn is the leader of the minotaurs by virtue of being the biggest and strongest. He lounges at the center of



the maze, directing the weaker minotaurs to do his bidding and protecting his secret treasure stash.

The area around Zarat is protected by various traps and obstacles. Zarat and his minions know the location and nature of these traps and have advantage on any skill checks or saving throws required to navigate them.

**9a. Dead end** A trip wire is strung 3 inches above the ground 10 feet away from the end of the tunnel (DC 10 Wisdom (Perception) check to spot). The trap can be disabled with a successful DC 15 Dexterity check using thieves' tools. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

When the wire is tripped, a net disguised as bioluminescent slime mold is released, covering the 10-foot area in front of the dead end. Any creatures under it when it falls must succeed on a DC 10 Strength saving throw or become restrained and knocked prone. A creature that succeeds on this check is restrained but not knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10, 20 hp, and immunity to poison and psychic damage.

**9b. Giant step.** The tunnel sharply rises 6 feet up. A creature that can't typically jump that high must succeed on a DC 16 Strength (Athletics) check to get over the rise. On a failure, the creature is stuck and can't remake the check until its next turn.

**9c. Fallen rocks.** Recently destroyed tunnel walls cover the ground with precariously piled stone debris that function as difficult terrain. A creature moving through the fallen rocks must succeed on a DC 12 Dexterity saving throw or fall prone. Zarat and his minions jump over these rocks when possible.

**9d. Cave anemones.** Large fungal formations resembling orange sea anemones grow from the walls of the cavern. A creature that succeeds on a DC 16 Intelligence (Nature) check identifies these as cave anemones, a species of fungus that secretes a corrosive liquid that corrodes any nonmagical metal object that touches it.

- After dealing damage, a weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.
- Ammunition made of metal is destroyed after dealing damage.
- Armor and shields take a permanent and cumulative -1 penalty to the AC they offer. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

**9e. Unstable stalactites.** Delicate, sharp stalactites hang from the ceiling. Some have recently broken off and impaled the tunnel ground. A creature moving through this area must succeed on a DC 15 Dexterity saving throw or become impaled by a falling stalactite, taking 3 (1d6) piercing damage and getting pinned to the ground. A creature can use its action to make a DC 14 Strength check, freeing itself or another creature within its reach on a success. The stalactite has AC 17, 5 hp, and immunity to poison and psychic damage.

**9f. Dark chasm.** This dark chasm drops 40 feet down into a pool of slimy water. The walls are rough enough to climb without needing to make a check.

At the GM's discretion, this may lead deeper into the Low or contain ruins the party may be interested in.

**9g. False wall.** A creature that succeeds on a DC 15 Wisdom (Perception) check spots scuff marks on the western side of the false wall. A creature that succeeds on a DC 10 Intelligence (Investigation) check notices that a large slab of stone creates a hidden door. This stone can be moved with a successful DC 20 Strength (Athletics) check to reveal Zarat's Treasure Hoard. If the characters are looking for stolen equipment, they will find it here as well.

## ZARAT'S TREASURE HOARD

### Adventure

Level	Hoard Contents
3	750 gp, a +1 shield, and pipes of haunting
5	1500 gp, 3 gems each worth 250 gp, and +1 splint armor
8	3000 gp, a spell scroll of identify, and a bag of holding
11	20,000 gp, a manual of flesh golems, a horn of valhalla (bronze), and a potion of flying





**Encounter: The Boss.** Zarat craves battle and has no interest in talking to the party. He and his guards, whose nature depends on the level of the adventure, immediately attack any intruders they detect.

## ZARAT AND MINIONS

### Adventure

Level	Encounter
3	1 <b>minotaur</b> and his 2 <b>adolescent minotaur</b> (use the <b>orc</b> statblock) guards
5	1 <b>labyrinth keeper</b> (see the Appendix) and his <b>minotaur</b> guard
8	1 <b>labyrinth keeper</b> (see the Appendix) and his 3 <b>minotaur</b> guards
11	1 <b>pathfinder minotaur</b> (see the Appendix) and his 2 <b>minotaur</b> guards

## AFTERMATH

Once the characters have dealt with Zarat, they must escape the maze again. If they were keeping track of their way in, following the same route out again is simple. If they were not, or they are looking for a different exit, they will need to once more navigate through the maze as indicated above. However, their Wisdom (Survival) checks to navigate are made at advantage now, and random encounters only occur on a roll of 6 on the d6.

The factions pay the rewards as promised as long as the characters fulfill their mission, and the party may increase its renown with the faction.

The maze itself still holds passages the characters did not find, and in time, it may serve as the lair of a different guardian, or the characters may travel through it to access other parts of the low. Zarat Greathorn, however, will not be able to trouble anyone anymore. Ω

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave and Ellie Hogan

**Cartography.** Tom Cartos

**Creature Design.** DMDave, Kobold Press

**Art.** Direquest, Matias Lazaro, Paper Forge, Shutterstock

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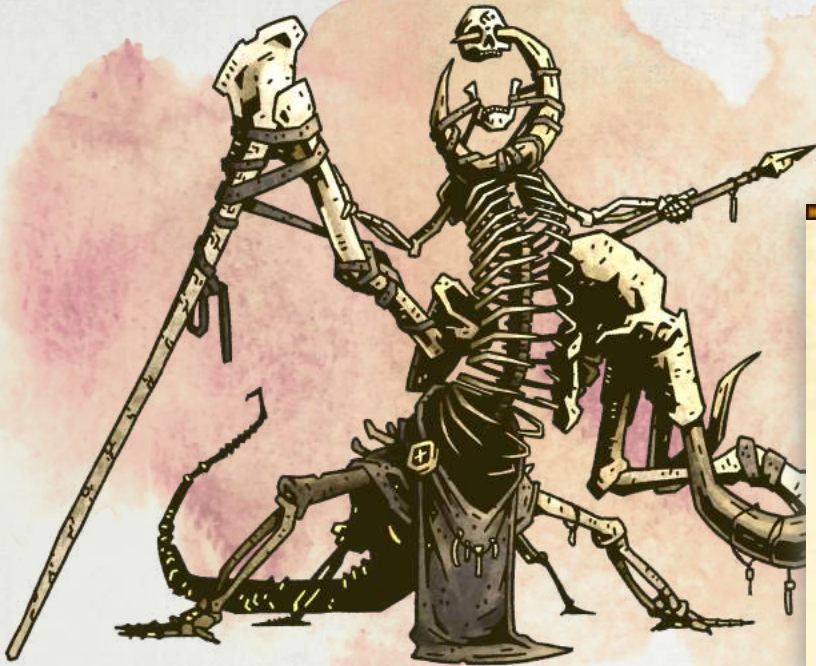
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# APPENDIX: NEW CREATURES



## INAK

The inaks (EE-noks) are an intelligent undead species that haunt the tunnels below the northern portion of the Basilisk's Spine Mountains. Superficially, they appear to be skeletons bound together by thick, boiled leather. However, their skeletal structures consist of more than just humanoid bones. Inaks build themselves out of any parts they have available. One inak may have the head of a ram with six long appendages while another may crawl like a scorpion and have a six-foot-long neck terminating in an infant human's skull.

No one knows how long the inaks have been in The Low. The elves of Vaskil Valley believe that they've been around at least as long as the Anorian empire and perhaps even predate the elves themselves. "So long as there have been bones there have been inaks," as the Vaskilish saying goes.

**Dragon Trainers.** Inaks have a close relationship with the subterranean drakes of The Low, dubbing them zogo-ba-inak, or "our dragons". For whatever reason, it's considered sacrilege for the inaks to utilize zogo-ba-inak bones to create new inaks. Instead, the inaks use the reckless zogo-ba-inak as guard dogs and weapons of war. In many ways, zogo-ba-inak are the inaks' first line of defense. There's no question that the drakes are the reason the aboveground humanoid races have yet to discover Kwa-ba-inak.

**Kwa-ba-inak.** The inaks live in a massive vertical shaft pocked with thousands of labyrinthine tunnels and alcoves named Kwa-ba-inak ("our city"). Creatures who lack sufficient means to climb quickly find themselves at an disadvantage within the inaki city. Not that it matters, of course. No humanoid who has ever set eyes on the city has lived to tell the tale.

**Undead Nature.** The inak does not require air, food, drink, or sleep.

## INAK

*Medium undead, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	16 (+3)	16 (+3)	13 (+1)	9 (-1)

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Inak

**Challenge** 1/2 (100 XP)

**Spider Climb.** The inak can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## Actions

**Multiattack.** The inak can use its whistle. Then, the inak makes two attacks with its dagger.

**Dagger. Melee or Ranged Weapon Attack:** +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. And if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the poisoned effect with a success.

**Chill Touch (Cantrip). Ranged Spell Attack:** +5 to hit, range 120 ft., one creature. *Hit:* 4 (1d8) necrotic damage and the target can't regain hit points until the start of the inak's next turn. Until then, the hand clings to the target. If the inak hits an undead target, the target also has disadvantage on attack rolls against the inak until the end of the inak's next turn.

**Whistle (Recharge 6).** The inak emits a high-pitch warble. Each creature within 60 feet of the inak that can hear it must make a DC 13 Wisdom saving throw. Creatures immune or resistant to thunder damage automatically pass their saving throw. On a failed saving throw, the creature is incapacitated until the start of the inak's next turn. A creature that succeeds on its saving throw or the effect ends for it is immune to the whistle of all inaks for 24 hours.

## LABYRINTH KEEPER

The minotaur moon priestess stands at the center of the maze, raising her silver axe to the skies as the lunar light glistens off her silver horns. Behind her, the labyrinth keeper's hands and eyes begin to glow. The Maze Keepers.

The minotaur labyrinth keepers create and restore the maze-lair of their clan. The keeper takes careful notes, studies those who breach its creations, and, when necessary, defends the maze with its clan-mates.



## LABYRINTH KEEPER

Large monstrosity, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 119 (14d10 + 42)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Abyssal

**Challenge** 5 (1,800 XP)

**Charge.** If the labyrinth keeper moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Innate Spellcasting.** The labyrinth keeper's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *acid arrow*, *fire bolt*, *locate object*, *misty step*

2/day each: *inflict wounds*, *stone shape*

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

**Reckless Caster.** At the start of its turn, the minotaur labyrinth keeper can gain advantage on all spell attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

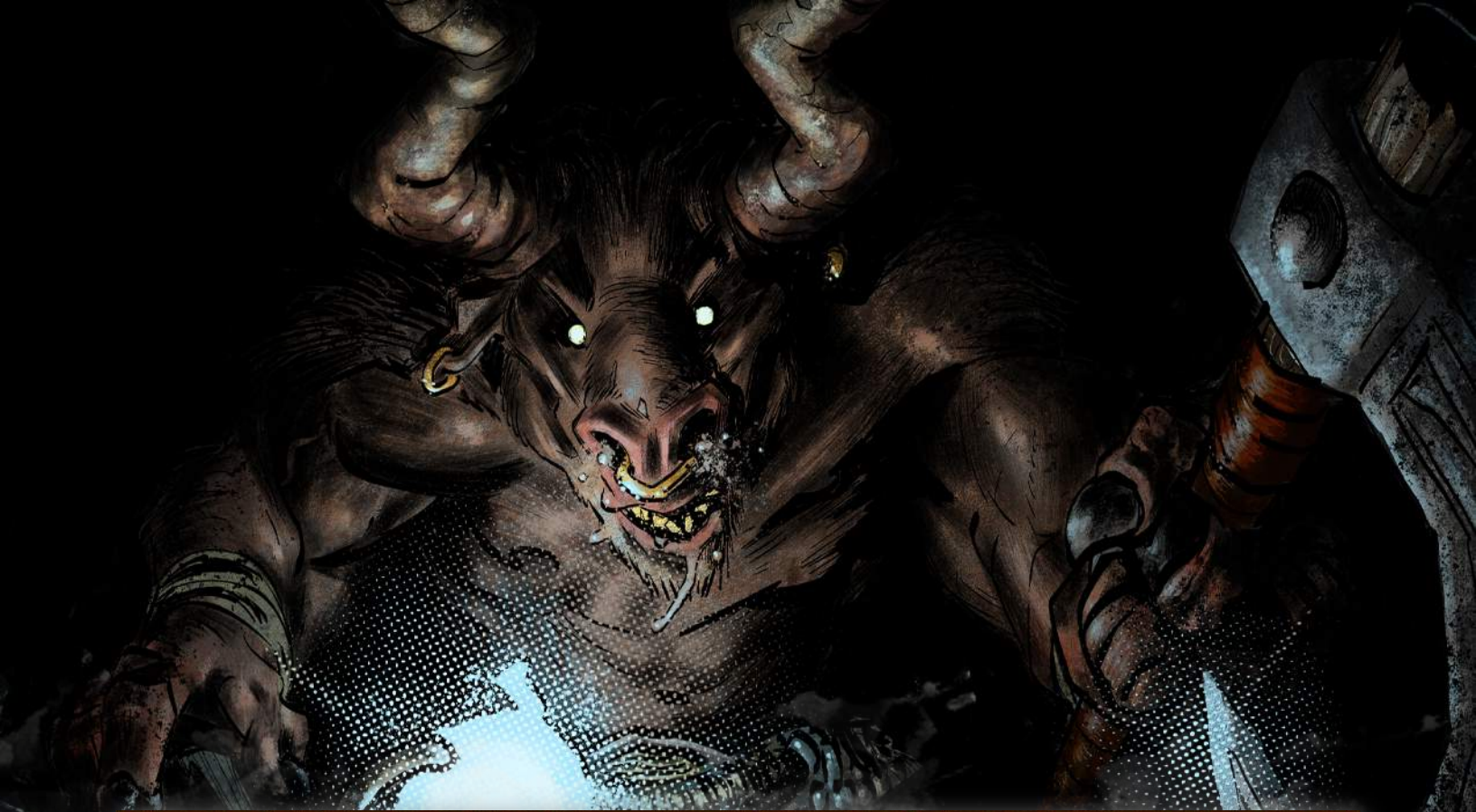
### Actions

**Multiattack.** The minotaur makes two attacks: one with its gore and one with its shortsword.

**Gore.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Creature Codex, Kobold Press



## MINOTAUR, PATHFINDER

*Large monstrosity, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 230 (20d10 + 120)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	6 (-2)	18 (+4)	14 (+2)

**Saving Throws** Str +10, Dex +4, Con +10, Wis +8

**Skills** Perception +8

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Abyssal

**Challenge** 10 (5,900 XP)

**Charge.** If the minotaur moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 22 (4d10) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

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

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

### Actions

**Multiaction.** The minotaur makes two attacks with its greataxe or two attacks with its eye beams.

**Gore.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Greataxe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

**Eye Beams.** *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 13 (2d12) fire damage.

**Banishing Strike (Recharge 6).** The minotaur makes an attack with its greataxe. On a hit, the target must make a DC 16 Charisma saving throw. On a failed saving throw, the target takes an extra 27 (5d10) force damage and it is banished to a labyrinthine demiplane. The target remains there for 1 minute or until it escapes the maze. The target can use its action to attempt to escape. When it does so, it makes a DC 20 Intelligence check. If it succeeds, it escapes, and the effect ends (a minotaur or goristro demon automatically succeeds). When the effect ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.



## SUBTERRANEAN DRAKE

Another prolific offshoot of the Great Pressonian Chromatics, subterranean drakes (also called *zogo-ba-inak* by the Spine inak) are dragons that have adapted to life in the Low. In these labyrinthine tunnels, the drakes are safe; Omeria's spellcasters fear to enter their domain mostly due to the wild dokh nuzeghs who hunt within. Although vile towards those who dwell aboveground, the *zogo-ba-inak* share a somewhat symbiotic relationship with the other races of the Low, particularly the inak.

Less aggressive than the flying drakes, subterranean drakes instead rely on camouflage and hit-and-run tactics. They prefer to hunt in packs of three to five, as well, ambushing those who wander through the Low without knowledge of how to avoid the creatures.

Although *zogo-ba-inak* are nowhere near as intelligent as their chromatic ancestors, they still maintain a semblance of society. The drakes make their homes in subterranean ruins such as abandoned dwarven holds, undead-filled tombs, and cleared-out dungeons. There, they are ruled by the strongest of their pack, the Grand Drake.

The typical *zogo-ba-inak* clutch consists of two to four egg and a female can lay up to two clutches per year. Like the summer drakes, *zogo-ba-inak* have shorter lifespans than great wyrms, living no more than 200 years.

### LALA KUNAT THE CITY OF DRAKES

West of Vaskil in the snow-capped peaks of the northern edge of the Basilisk's Spine stands the ancient city-monastery of Kuzhuk, home to the Griffonriders. Once, the Kuzhuki had a second great city directly below Kuzhuk named Lala Kunat. A plague wiped out many of the Kunat Kuzhuki and the underground city was sealed away. Since then, it's become infested with subterranean drakes. These drakes are led by the 150-year old Grand Drake Scarred Rulk.

## SUBTERRANEAN DRAKE

*Large dragon, chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 119 (14d10 + 42)  
**Speed** 40 ft., burrow 20 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	7 (-2)	11 (+0)	7 (-2)

**Saving Throws** Dex +5, Con +6  
**Skills** Perception +6, Stealth +8  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16  
**Languages** Draconic  
**Challenge** 5 (1,800 XP)

**Stone Camouflage.** The drake has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### Actions

**Multiattack.** The drake makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Poison Spittle.** *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 36 (8d8) poison damage.

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