

INTRODUCTION

IN 2019 I MADE A REVOLVING LABYRINTH FOR THE D&Demos I hosted at a festival at the booth of a friend who runs a dice & RPG stuff shop named Jack of Dice. It was a blast; the players loved the unpredictable puzzly dungeon, and I had way too much fun splitting the party whenever they ended up on different rings.

When I got a 3D printer and learned I could make my own 3D designs one of the first things that popped into my mind was that I wanted to recreate that labyrinth. It had to be sturdy and modular. It took a lot of effort and maths, but I managed to get it done.

In honour of my first crappy cardboard-and-sticky tape dungeon and all the heroes who tried to find the exist I have rewritten the adventure of that demo.

RUNNING THE ADVENTURE

This adventure was made to use as a D&D5E demo adventure. The demo sessions were held at a festival where people would spend about an hour having fun with pre-generated characters. Because of the short session-time, the adventure starts at the threshold of the dungeon. The adventures leading up to this point were not played out but are described in 'What happened previously'. If you would use this in a campaign or one-shot, I would recommend adding some adventures that leads to party to the labyrinth.

During the demo I would adjust the creatures to accommodate the players' understanding of what was going on. Some groups consisted of more experienced players, in which case I would simply add more monsters and complexity to the labyrinth's movement.

So, if the adventure appears to be a bit random, that is correct; it was written to be adjusted during gameplay. There is no recommended level for the characters. I have listed all the monsters I have used and the ones I had stand-by in case I had to up the game a bit. All monsters that are used can be found in the Monster Manual.

INSIDE THE LABYRINTH

Light All areas inside the labyrinth are dark. Keep an eye on who has darkvision, and who is carrying the lantern when party member is cut off from the party.

Roll for initiative As soon as the party enters the labyrinth they will roll for initiative. From now on they will be up against the magic of the labyrinth.

Labyrinth mechanics The labyrinth is last on the initiative track and will activate on its turn. One of the rings will spin in a direction and at a span of the GM's choice. The GM can decide if the labyrinth always

moves in a certain pattern, if the labyrinth reacts to certain actions or events, or just decide during the game what is the most fun way to operate the merry-go-round.

You can also have the minotaur control the labyrinth in some (magical) way, or by having him push certain stones in the wall. In that case the labyrinth will move on the minotaur's turn.

Magic items Because the labyrinth can be rather deadly (especially if the GM splits the party by rotating the circles) it might be nice to have a chest with some healing potions at the start of the labyrinth. This allows the non-healer characters to have a bottle on them so they can help themselves if they get split off from the party and meet a monster. That is, if they think of handing the potions to those characters.

THE MONSTERS

LABYRINTH BOSSES

Deha'Ell the Hero's Bully (**minotaur** MM p.223) was Evaldir's best friend, he vowed to stand by his friend and guard his tomb for all eternity. And so that happened, an elaborate tomb with matching labyrinth and mausoleum was created, the minotaur was granted immortality and locked in.

At first some graverobbers would occasionally show up and get hacked to bits by Deha Ell. But over time fewer fortune seekers would find their way to the labyrinth. By now, Deha Ell is as bored as a minotaur can be.

Evaldir's Ghost (**Ghost** MM p.147)

MONSTERS THAT LIVE IN THE LABYRINTH

Gelatinous Cube (MM p.242) Every self-respecting dungeon needs a Gelatinous Cube. These blobs are the roomba's of the dungeon and make sure everything stays clean.

Gargoyle (MM p.220) Adding statues to the labyrinth that may or may not attack anyone who gets too close might make the players a bit paranoid.

Mimic (MM p.140) Of course we need Mimics! And if the players do not have trust issues yet you can mix the Mimics in with the Gargoyles.

BACK-UP MONSTERS

Dust Mephit (MM p.215) Mephits are really nasty little horrors that always bring their friends to the fight.

Cockatrice (MM p.42) They can turn characters to stone for 24 hours!

EVALDIR'S LABYRINTH

BACKGROUND

Evaldir was a great adventurer who took on an impossible quest. In a dream he received the order to defeat a demon. This demon had gathered a group of demonic creatures and was determined to destroy as much as possible.

Against all odds, purely on willpower, hope, faith in the good in the world, and some very lucky dice rolls Evaldir managed to defeat the demonic horde.

Mortal and immortal beings admired him for this, and the Goddess of Light granted him demi-godhood. Despite his demi-divinity, Evaldir was still mortal, since that was how he was born. After several hundred years Evaldir died, and his body was laid to rest in a tomb. His most valuable possessions were placed there with him.

Over the centuries, the stories of Evaldir became legends, but over time those legends were forgotten. The names of the demons he defeated were no longer used in stories to have the children do the dishes.

WHAT HAPPENED PREVIOUSLY...

During a bit of a failed quest one of the adventurers found a very old document in the double bottom of a chest. The chest and its contents were otherwise worthless, as some goblin was using the thing for 'clothing'.

The document was interesting, it spoke of a mausoleum where a great treasure would be hidden. The location was rather vague, there was talk of a city that was no longer on any map.

Research had been difficult, the name mentioned in the document, Evaldir, could not be found in any book in the Grand Library. That could mean that no one had ever looked for this dead dude's tomb, so the treasure might still be there. The writing also did not mention any scary monsters, curses, or any of the other miseries normally found in such "epic treasure" document.

And so the adventurers set out, hoping to get rich.

After lots of (un)necessary wanderings, quests and side quests, the remnants of the lost city have been found. Ruins of buildings could be seen here and there; a half-pulverized statue has also been spotted and a piece of road was visible.

THE MAUSOLEUM

The mausoleum itself was rather easy to find and was in surprisingly good condition. This can not be said of the doors, the once impressive wooden doors are little more than rotten slates of mouldy wood. They hang aimlessly on their hinges so getting in takes no effort at all.

Inside the mausoleum it is astonishingly light. Even though there are no windows, sunlight seems to flood the space from above regardless of the time of day or night.

In the middle of the room is a statue of a person who might be Evaldir. The plaque is written in old-common, and it says:

Read these words with a joyful heart, rejoice in knowing that an adventuring hero named Evaldir, born a human man, made our world a safer place for all to live in. All creature's mortal and immortal alike praise his deeds and tell his tale. May his name live forever in our hearts and minds, never to be forgotten.

As soon as someone touches the plaque or the statue, the floor of the mausoleum disappears and the adventurers fall, landing on a stone floor.

Above them, the floor (now ceiling) of the tomb closes again...

THE LABYRINTH

The party finds themselves in a small circular room, the heart of the labyrinth. They will hear a deep, thundering voice proclaiming in old-common that they are trespassers, that they are probably graverobbers and will be dealt accordingly. This is the voice of Deha'Ell, who is very happy something is finally happening. He may seek out the adventurers in the labyrinth or wait for them in the tomb.

The party will now have to try and make their way to the exit on the outer ring of the labyrinth. because the rings of the labyrinth will turn and not all parts have openings this is not an easy task.

When they reach an opening on the outer ring of the labyrinth, and the opening is in the right location, they can enter the tomb. You can set-up several rooms with traps or monsters or other dungeons around the labyrinth, making it as elaborate as you need for your adventure.

EVALDIRS' TOMB

A grand marble sarcophagus stands in the centre of the tomb. Its sides and top decorated with stone engravings of Evaldir's heroic deeds. The top can be slid off, though this requires a lot of strength. Inside the bones of Evaldir can be found. The remains are wearing heavily decorated armor (*Armor of Invulnerability*, DMG p.152) and a shield (*Spellguard Shield* DMG p.201) and sword (*Holy Avenger* DMG p.174) lie on its chest.

Next to the sarcophagus stands a marble lectern with a lavishly decorated book on it. The book is bound in a cover set with enamels, jewels, and ivory carvings depicting the Evaldir fighting the demon hordes. The text in the book tells the life story of Evaldir, and each page has the most beautiful many-colored illuminations.

Along the walls there are many chests and tables, filled with all the treasures Evaldir accumulated throughout his long life; coins from all over the world, jewellery, gold chalices, crowns, richly decorated weapons and much more.

When the party enters the tomb, Evaldir's ghost will show up and he will just hover around, moaning and groaning like a ghost. His soul is in pain because his name is forgotten.

As soon as anyone has the audacity of touching any of the treasure in the room, or the items inside the sarcophagus he will attack.

If nothing is touched and the party starts reading the book the ghost will turn silent. If they read from the book out loud the ghost will prevent Deha'Ell from attacking the party, given that none of the treasure is touched.

Once the story has been told in full the ghost will speak with the person(s) who read from the book. He will explain how being forgotten hurts him. The players may offer to take the book, or Evaldir will ask them to do so, in order to bring his tale into the world, let Evaldir's name be known once more.

If the players agree, a portal back to the mausoleum will open, and Evaldir will allow the players to take as much as they can carry from the tomb. This includes the items from the sarcophagus, as they are of no use to the ghost anymore.

The Fate of Deha'Ell
If he has not been killed by the players, they may choose to release Deha'Ell from the mausoleum and take him with them outside. This will result in an immortal minotaur being released into the world.

Who knows what that will result into, he may help our heroes, or become their next BBEG.

EPILOGUE

If the adventurers survive the labyrinth and manage to leave the tomb with the book (and perhaps a minotaur) that may not be the end of it. After all, Evaldir's ghosts still desires attention from the world of the living.

The party may seek out bards and minstrels to read the stories and convince them to sing songs about Evaldir and tell the tale. Or they may seek out a temple of the Goddess of Light, to let the priests have the book and give praise to the long-forgotten hero.

If they choose not to do anything with the book and its contents, Evaldir's ghost may show up to remind them of their promise, and make sure they are true to their word.

SPECIAL THANKS

I want to thank Xander, who runs Jack of Dice (www.jackofdice.nl). In 2017 he agreed to let me run D&Demos at his shops booth at a festival. I had so much fun, and by running the demos I learn a lot about GM-ing all kinds of players and improvising my way through all kind of insane player actions. I have no idea how he does it, but he is always excited about my weird plans, half-baked ideas and lets me have my silly way in the D&Demo's. If you need some dice or RPG stuff, please do consider giving his shop some love.

LINKS

The 3D printable files for the labyrinth can be downloaded:

Printables:

www.printables.com/social/5122-diona/models

MyMiniFactory:

www.myminifactory.com/users/Diona

I have a website where I write blogs about my tabletop and 3D hobby:

www.gmdiona.nl

You can also find me on instagram:

<https://www.instagram.com/gmdiona/>