



Dungeon Master Adventure Pages

The Quest for the Minotaur's Potty Paper

FOR THE DUNGEON MASTER'S EYES ONLY!

INTRODUCTION

Greetings! If you are reading this, you are the adult that will play the Dungeon Master. It is your job to lead your players through this adventure as they brave the Maze of Mysteries in their quest for the Minotaur's Potty Paper!

ADDITIONAL DUNGEON MASTER INSTRUCTIONS

The players will work their way through the board just like any other board game: by choosing actions during their turn, rolling dice and moving forward. However, when they reach an Encounter Square, you must reveal to them the encounter they face!

- The Encounter Areas are outlined on the following page, numbers 1 through 13, corresponding with the appropriate areas on the board. All players must be in a square ADJACENT to the number or IN THE NUMBERED ROOM before the encounter can begin.
- Once all players reach a numbered Encounter Square, read the material IN THE ORANGE BOX to the players. At that point, a new round begins, and each player may take a turn in the order designated. Remember, when there is a monster in an Encounter Area, THE MONSTER ALWAYS TAKES ITS TURN FIRST, then the players.
- The paragraphs and information beyond the box is for your eyes only. You may reveal specific information, images, or clues to the players as their actions warrant.

For example, if Moxie uses her Buzzlock's Book action during her turn, show her the appropriate image from Buzzlock's Big Book of Beasts. If Chico attacks the owlbear with his Tiny Attack action, subtract one health point from the owlbear's total health points.

- When a monster reaches 0 health points, it is vanquished, and the players can interact with any other objects in the room or move on.
- When a player reaches 0 health points, that player is out of the game. Let's hope the sacrifice was worthwhile!

When in doubt about something, don't worry. Make a decision and move on! You are the referee in this game, so in cases where something isn't clear in the descriptions, you decide.

Remember, this is a cooperative strategy game! If only one player survives to claim the prize, they all win! Sometimes strategic sacrifices might need to be made by various players in order to help others move forward.

Good luck, mighty Dungeon Master! Fare well! And have fun!

ENCOUNTER AREAS

START

After many days of travel, you finally arrive at the entrance to the infamous Maze of Mysteries. Bones and skulls litter the ground in front of the yawning cave entrance that looms before you. Only silence and darkness come from within the depths. Your quest begins!

At this point, players should take turns, based on the order determined by the die roll in the Before You Play section.

When moving through hallways, it's likely players will only use their Regular Actions like Move Forward or Twiddle Your Thumbs, reserving their Specialty Actions for Encounters Areas.

ENCOUNTER AREA #1

After only traveling thirty feet into the dungeon you have come to a standstill. A bare stone wall blocks the way in front of you. In the dim light that streams in from the cave's entrance you can see two empty torch brackets mounted in the stone on either side of the wall. In the distance you hear the ominous dripping of water and the scurry of rats. Beyond that, there is only silence and a sour smell in the air.

What do you do?

*The wall before the players is a secret door. It is activated ONLY when a player uses their **Interact** action to **PULL ON ONE OF THE TORCH BRACKETS**. There is no keyhole, so TickTock cannot use his **Gizmo of Unlocking** action and Chico's **Numbskull** action will have no effect except to cost him 1 health point. Kevin's **Inner Explosion** action will blast a hole in the wall but will also destroy Kevin in the process. Let's hope he's not using that action already!*

If a player pulls on one of the torch brackets, read the following:

The torch bracket pulls forward in your hand. Suddenly, the sound of grinding stone splits the still air. The wall in front of you slides slowly into an opening in the floor, revealing a corridor beyond it. Congratulations! You have discovered a secret door! Proceed forward with the next player's turn.

ENCOUNTER AREA #2

You have a choice to make. The hall splits in two directions. Right? Or left? From the left, you hear only the soft howling of the breeze echoing through the corridors. From the right comes the unsettling click-clack of insect legs.

What do you do?

ENCOUNTER AREA #3

A huge forty-by-forty-foot cavern opens in front of you. Stalactites jut sharply from the ceiling and the whole room smells of mold and decay. You notice a small chest on the ground against the far wall. But most noticeable of all are the four disgusting creatures that scurry along the ground, one at each of the X's on the map. They look like a spider and a goblin had a baby. A very ugly baby. These are definitely spindernots.

As you enter the room, they spot you and clack their pincers angrily. They attack.

Spindernots

(from Buzzlock's Big Book of Beasts)

1. 4 health points each.
2. Trap players with WEB.
3. Weakness against FIRE; Fart's Cozy

Camp Spell causes 2 health points of damage when cast at a spindernot.



These repulsive creatures will use their first turn to shoot webs at the players and pull them into the same square as them, where they will bite them for 1 health point of damage. (Each spindernot will attack a different player. If there are more spindernots than players, they will gang up on the character with the highest health points.

On each consecutive turn, roll the die to determine each spindernot's action against its respective victim. Their actions and damage will be as follows:

- *On a 1, 2, or 3: Spidery Bite (causing 1 health point of damage)*
- *On a 4, 5, or 6: WEB (victim is trapped in webbing and loses their next turn)*

Characters trapped by WEB can only be freed by:

- *Burning the web with Fart's Cozy Camp Spell OR*
- *Cutting the web with TickTock's dagger or Chico's tiny sword*

Once the spindernots are vanquished, read the following:

Congratulations! You have vanquished your repulsive spidery foes! A small chest awaits you against the far wall.

The chest is LOCKED and can only be opened by TickTock's Gizmo of Unlocking or Chico's Numbskull action or Moxie using her KA-BAMMO action on it. Inside is a single Torch. If players recover the Torch, read the following:

TREASURE! You have found THE TORCH!

The Torch can only be lit by Fart's Cozy Camp Spell. Any character can hold or use it.

If players carry a lit torch through the dungeon, monsters will see them coming and gain a first attack.

If used to attack during battle, the Torch does no damage EXCEPT to monsters with a weakness against fire.

ENCOUNTER AREA #4

As you enter the large cavern in front of you, the sound of crunching and chewing fills the air. The source of the noise is immediately clear. There is a large creature in the middle of the room at the X. It is about nine feet tall and covered from head to toe in brown matted fur. An enormous orange beak protrudes from its face and its arms end in razor-sharp claws fringed with brown-and-white feathers.

You have stumbled upon an owlbear.

It is munching on the remains of a warrior. Perhaps a hero that braved these caves before you. In the warrior's decaying hand is a bottle filled with red liquid, as if the brave adventurer had been about to drink the contents when the owlbear attacked.

Busy with its meal, the Owlbear has not noticed your group entering the room.

What do you do?

Owlbear

(from Buzzlock's Big Book of Beasts)

1. 17 health points.
2. Triple Attack: When the owlbear attacks a victim, it bites with its beak and claws with each paw.
3. Vicious: Weaker characters (like Fart and TickTock) should stay behind stronger ones during this encounter.
4. Preoccupied: It does not get first attack.



The owlbear is preoccupied with its meal, so it does not notice the players and does not get first attack at the start of this encounter.

When the owlbear does attack, it will pick the closest player and attack that one with a bite and two claws. This Triple Attack does 4 health points of damage per turn.

If the players defeat the owlbear, read the following:

Congratulations! You have vanquished a mighty owlbear, a very dangerous foe! You are truly a heroic group!

The room around you is empty, except for another hallway that leaves the room to the East. Next to the vanquished owlbear, the decaying warrior's hand still clutches a bottle full of red liquid. There is a small label on the bottle.

What do you do?

If the players take or examine the bottle, read the following:

TREASURE! You have found **THE POTION OF HEALING!**

Any character can use the Potion of Healing, but only one character can take possession of the potion at this time and only that character may use the Potion of Healing. To use, choose the Interact action during your turn to drink the Potion of Healing. You will be healed for 1–6 health points of damage (roll the die to determine amount of healing). The Potion of Healing can be used both IN and OUT of battle.

ENCOUNTER AREA #5

The small room at the end of this hall seems to be a storage closet. A crate of moldy food lies in one corner. A jumble of brooms and mops lean against another. A bucket of muddy water lies forgotten on the floor.

This room is, in fact, a storeroom. However, if one of the players takes the time to investigate the brooms and mops, they will find that, hidden among the wooden handles is a Magical Bo-Staff.

The players will find this ONLY if they use an action to actively search the materials in the room. If players find the Magical Bo Staff, read the following:

CONGRATULATIONS! You have found a **MAGICAL BO STAFF OF BONKING!**

This item is only useable by Pan. Because of the power of this magical weapon, the Bo Staff Bonk action has now been upgraded. In addition to knocking a monster senseless and causing them to lose a turn, the Bo Staff Bonk also causes 3 health points of damage.

If Pan is not present in the group, no one else may use the weapon and it must be left behind.

ENCOUNTER AREA #6

This long quiet hallway rounds a corner and a huge wooden door is blocking your path. The door is locked.

What do you do?

The door in front of the players is locked and can only be opened by TickTock's Gizmo of Unlocking, Chico's Numbskull action, or Moxie using her KA-BLAMMO! action.

ENCOUNTER AREA #7

As you pass through the door, you enter a brightly lit chamber. Several cots litter the room (at the X's) and sitting on the cots are large humanoid creatures, wearing rags and loincloths. Their skin is hairless, but their faces are covered with shaggy fur and long bat-like ears flap from their heads.

Oh no. You have stepped into a bugbear guard station.

Upon seeing you enter the room, a nasty grin sprouts on the face of each of the six bugbears.

They stand, pick up cruelly curved swords, and turn to face you.

Bugbear

(from Buzzlock's Big Book of Beasts)

1. 5 health points each.
2. Bugbears are territorial, and will not leave their area, no matter what.
3. They favor wicked curved swords when fighting.
4. They fear magic and will always attack a wizard first unless the wizard hides behind stronger warriors or runs away.

At the start of this turn, the two bugbears closest to the players will choose a victim and attack immediately. If there is a wizard among the group, one of the bugbears will choose the wizard to attack, due to their fear and distrust of magic.

The other four bugbears will hold their ground and wait for a player to approach them before attacking. If a player runs away, the bugbears will not give chase.

When attacking, each bugbear does the following damage:

Sword Swing: 2 health points of damage per turn

If the players manage to open the door to the North and run away in that direction, the bugbears will not follow, as they fear the purple slime that lives in Encounter Area #8.

If the players defeat all six bugbears, read the following:

Congratulations! You have defeated a band of evil bugbears!

You notice immediately that, while most of the bugbears have rusty chipped swords, one bugbear's sword is very large and glows with a golden light.

Aside from the cots and moldy bedding there is nothing else of value in the room. There are three other doors, one to the North, one to the South, and one to the East. Silence comes from all three directions, but an unpleasant pungent smell comes from the South and the East.

What do you do?

All three doors are locked and can only be opened by the same method: TickTock's Gizmo of Unlocking, Chico's Numbskull action, or Moxie using her KA-BLAMMO! action.

If players open the doors to the South or East, they will be hit by a repulsive smell that will knock them off their feet. The odor is so strong, it will cause 1 health point of damage to each player. That's because this little back hallway leads to a hole in the floor: the bugbear outhouse.

If the players take or examine the sword, read the following:

TREASURE! You have found a MAGICAL SWORD OF COOLNESS!

The glowing sword sparkles in your hand. It is obvious to all of you that this is the weapon of a warrior. But due to Moxie's attachment to her hammer, she will use no other weapon. That means only Chico may use this sword. If Chico chooses, he may replace his Tiny Attack with Cool Attack. This attack, when used, causes 3 health points of damage.

If Chico is not present in the group, no one else may use the weapon and it must be left behind.

ENCOUNTER AREA #8

The corridor splits here. Rats scuttle in the shadows, scampering fearfully away from the curved hallway to the North. From that direction you hear the soft drip-drip-dripping of water. The corridor to the West is silent, except for the pitter-patter of rat feet escaping in that direction. What do you do?

ENCOUNTER AREA #9

As you come to the end of this hall, the source of the dripping sound is evident. A deep dark underground lake covers this chamber, lapping ominously at the stone floor nearby.

To your left, on the edge of the small lake, a large metal chest sits tantalizingly unguarded.

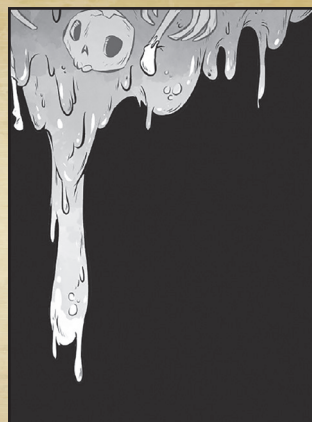
At this point, have each player roll the die, but do not tell them why. If any of them rolls a 6, they will happen to notice a glimmer of something slimy on the ceiling above the chest. Anyone rolling a 1–5 will notice nothing

Anyone rolling a 6 and choosing to look more carefully will see that this glimmer is not just a stray reflection or a bit of wet rock. It is actually a horrible creature, the purple slime, which sticks to the ceiling, awaiting the chance to drop down and devour anyone foolish enough to approach the chest.

Purple Slime

(from Buzzlock's Big Book of Beasts)

1. 15 health points.
2. Attack from Above: Drops on anyone approaching the chest, causing 4 health points of damage per turn until destroyed.
3. Immune to Attack: Regular attacks with weapons do NO damage,
4. Weakness: Fire.
5. ONLY the following attacks will hurt it:
 - The Torch: 6 health points per turn
 - Pan's Fire Master: double normal damage
 - Clockwork Dragon: normal damage
 - Kevin's Inner Explosion: normal damage



Players must enter the square with the chest to open it. At that point, the purple slime will drop and take its first turn, REGARDLESS of whose turn is next. Turns will continue in order from there. If the purple slime defeats a player, it will move on to the next player, attacking and covering that player on its next turn. The only way to remove the slime once it attacks is to vanquish it.

If players leave the chest untouched and do not enter the square with the X, the purple slime will not attack. It will not pursue players that leave or run away.

This is a very challenging encounter and if the party triggers the slime to drop, it is likely that not everyone will survive.

If the group defeats the purple slime, read the following:

Congratulations! You have defeated the purple slime, a truly terrible enemy!

Any players who did not survive this attack, fear not! Adventurers much more experienced than yourselves have fallen victim to the slime's gruesome attack and not lived to tell the tale. By sacrificing yourself for the good of the group, you have enabled the remaining party members to move closer to victory. And should they succeed in their quest, you will share in that victory!

As the purple slime burns away to the side, you notice that a small gold key and several coins lie in the puddles of now-harmless goo. Probably the belongings of former victims.

The large metal chest stands free in front of you!

What do you do?

The metal chest is locked. Because it is made of metal, Chico's Numbskull action will not work, though he will still take damage if he tries. Only TickTock's Gizmo of Unlocking or the key from the purple slime will open the chest.

If players succeed in opening the chest, read the following:

TREASURE! Your difficult battle has yielded something special! Because you have found a MAGICAL SCROLL OF SPELL CANCELING!

ENCOUNTER AREA #10

As you turn the corner in the corridor, the hallway stops abruptly at a solid stone wall. But this is no ordinary stone wall. Carved into the surface of the rock is a riddle. Below the riddle, twenty-six stone buttons rest in the wall, each containing a letter of the alphabet.

This is what you see: (see riddle illustration below.)

What do you do?

The players have reached a secret door, barring the way to the final boss, the minotaur himself! The correct answer to the riddle is the letter M. Only by pressing the letter M on the stone buttons, will the door be opened. It will open by pressing the M, REGARDLESS of what other buttons or combinations of buttons the players have pressed.

If the players solve the riddle, read the following:

Congratulations! You have solved the Minotaur's Riddle.

The one thing that happens once in a lifetime, twice in a moment, but never in one hundred years is, of course, the letter M. Upon pressing on the stone containing the M, a grinding sound rends the air! The wall of stone before you, so solid a moment ago, lowers slowly into the ground, revealing a staircase!

The way is clear for you to move forward.

RIDDLE ILLUSTRATION

(from Encounter Area #10)

*What happens once in a lifetime, twice in a moment, but
never in one hundred years?*



ENCOUNTER AREA #11

The stone staircase rises ahead of you, ending in a thick oak door. Torches are lit and rest in brackets mounted to the walls at your side. Clearly, somebody is home! From the torches' smoky light, you see enormous muddy hoofprints on the stairs. A creeping feeling in your bones tells you that you are closing in on your quest. Great glory lies in front of you! Or...horrible defeat. Whichever it is, it probably lies just beyond that door.

The stairs are steep and uneven, almost as if they were made for a much bigger creature than a human. The muddy hoofprints are still moist and fairly fresh.

The door the player is locked and can only be opened by TickTock's Gizmo of Unlocking, Chico's Numbskull action, or Moxie using her KA-BLAMMO! action.

ENCOUNTER AREA #12

As the door opens, your breath is stolen from you by the sight of the massive creature facing you. Twelve feet tall, it has the body of a powerful man and the head and hooves of a huge angry bull. You are face-toface ... with the minotaur!

He snorts savagely, raises his enormous sword, and attacks!

Minotaur

(from Buzzlock's Big Book of Beasts)

1. 25 health points.
2. Multiple ways to attack from sword and horns.
3. Some minotaurs can cast spells.
4. It's not too late to run.



The minotaur is huge and can reach players in the numbered square with his sword. He will do this on his first turn, attacking the player with the most health points with his sword:

Sword Swipe: 3 health points of damage.

The players don't have quite the same reach and must move to an adjacent square to attack the minotaur. As soon as a player begins to move off the numbered square, interrupt them by reading the following:

As you begin to move forward, you see that the floor of the room is covered with cow pies. The floor is so thick with these piles of poo that you each have a 50% chance to step in one every turn. Stepping in a cow pie will keep you busy wiping the ick off your feet. As a result, you will take no action during that turn!

From the look of all the cow pies, perhaps the minotaur needs his potty paper more than you do!

What do you do?

Cow Pie Pandemonium: Before each players' turn, have them roll the die. A 1, 2, or 3 means they have stepped in a cow pie and may take no action this turn. A 4, 5, or 6 means they have avoided the cow pies this turn and may take their turn normally.

As Buzzlock notes in his Big Book of Beasts, some minotaurs can cast spells. Like this one. His spells are explained below. The minotaur will always attack the player with the most health points, changing his target if that changes. On the minotaur's turn, roll the die to determine his action against the players.

Roll	Action
1	<i>Sword Swipe: 3 health points of damage</i>
2	<i>Casts Spell: Cone of Confusion (effect: on their next turn, the player will confusedly perform one of the actions on their list randomly—roll the die to determine)</i>
3	<i>Horn Gouge: 4 health points of damage</i>
4	<i>Casts Spell: Not So Fresh (a wave of stink overwhelms all players in the room for 1 health point of damage)</i>
5	<i>Hoof Stomp: the minotaur steps on the player's foot, causing them to lose their next turn</i>
6	<i>Double Attack: the minotaur attacks with both Sword Swipe and Horn Gouge simultaneously for 5 health points of damage</i>

If the group defeats the minotaur, read the following:

Congratulations, mighty heroes! You have vanquished the minotaur himself! As you look over your defeated foe, a sparkle catches your eye, coming from the small nearby room.

Could it be gold? Precious jewels? Magical objects from far off places? Or could it be the object of your desire? The mythical Minotaur's Potty Paper?!

What do you do?

ENCOUNTER AREA #13

Gleaming before you, soft, squishy, and oh so absorbent, is the treasure you seek. The Minotaur's Potty Paper!

CONGRATULATIONS! YOU HAVE ACCOMPLISHED YOUR QUEST!

As you hold the legendary roll of TP aloft, battle weary and wounded, you know that the Great and Powerful Kevin will reward you richly for your find.

But more than that ... stories will be told. Songs shall be sung. Hundreds of years from now, young and old alike will whisper your names. Whether you survived today's challenge or sacrificed yourself so others might emerge victorious, all the people of these good lands will remain in awe of you! The heroic adventurers who braved the Maze of Mysteries, defeated the vile minotaur, and returned with their prize: the Minotaur's Potty Paper!

