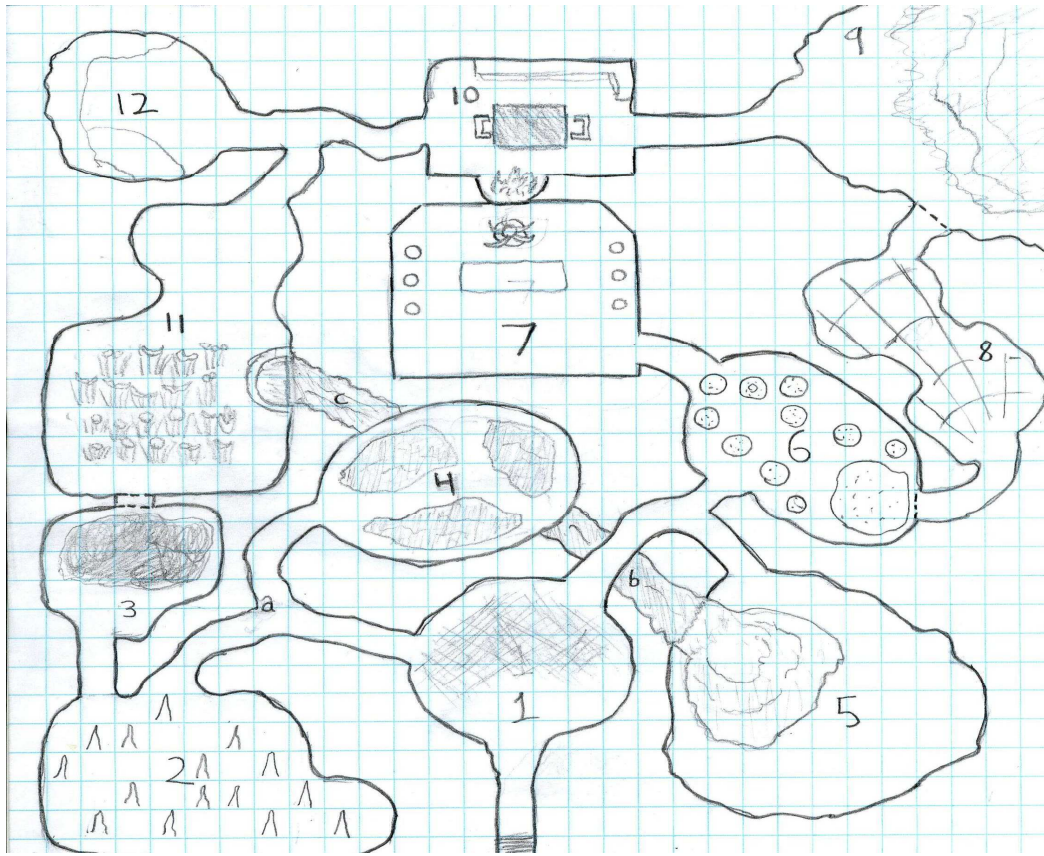


Red Lotus Caves of the Blind Minotaur



Wandering Monsters (On a d6)

- 2d6 bullywugs
- Illusory sounds
- 1d4 giant spiders
- 1 gelatinous cube
- Terrifying illusion (Saving throw or panic)
- 1d4 lemures

Legend

- Marsh
- Stalagmite
- Refuse
- Water
- Illusory Wall
- Lotus Flower
- Giant Mushroom
- Column

Background: The Red Lotus Caves of the Blind Minotaur are the illusory prison built to hold Korthos, exiled prince of the Minotaur Hills. Once a promising noble, Korthos was slowly driven into madness by secret application of the hallucinogenic red lotus by a sorcerous rival and led to the cave by invisible voices. Though continued exposure to the lotus has rendered him unable to navigate the labyrinth of the caves, his rival has nevertheless constructed a prison designed to keep Korthos docile while disposing of any explorers or adventurers that may stumble upon the site. As far as the surrounding towns or cities know, the Lotus Caves are inhabited by a vicious troll who kills anyone who dares venture to the cave.

Room Key

1. **Cave Entrance:** The entrance to the Lotus Caves is guarded by a vicious, great-axe wielding troll who delights in his work. This stalactite-filled antechamber is as far as any previous adventurers have reached. Amongst the mutilated corpses of the fallen, you can find 125 gold pieces and a set of +1 chainmail, alongside shattered weapons and rended armor.

a. **Tentamort Trap:** Hanging from the ceiling of this path is a tentamort (FF 86), who will attempt to snare any creatures that come under it.

2. **Stalagmite Maze:** Hanging from the ceiling in this room are one man-sized giant spider and three smaller ones. Their poisonous fangs paralyze any foe that fails a saving throw against their attack for 3d6 rounds.

3. **Refuse Chamber:** In a massive pile of filth and discarded plant fodder is a very contented otyugh, who will attack anyone who threatens his sanctuary. Amongst the garbage, careful pickers can grab around 20 gold pieces, 80 copper pieces, a silver statue of an unknown goddess worth about 50gp, a disused pitchfork and an illusory wall leading into the **Lotus Patch**.

4. **Illuminated Pools:** Each of these glowing pools contain a kelpie (FF 55), which will attempt to *charm* any person who gazes into their depths. The pools each contain one or two long dead skeletons, whose equipment has rusted away, save a Ring of Poison Resistance on the finger of a skeleton in the lower right pool.

b. **Secret Underwater Tunnel (North):** Each of the pool is connected to each other underneath the surface. If one dives deep enough into the upper left pool, they can find a roughly man-sized tunnel that can be followed until it deposits them into the water basin in the **Lotus Patch**.

c. **Secret Underwater Tunnel (South):** Similar to the tunnel in the upper left pool, the tunnel from the upper right pool sends the character over the waterfall into the **Bullywug Grotto**.

5. **Bullywug Grotto:** The home of a pack of 15 bullywugs and their shaman leader. They may be reasoned with if you do not plan to disrupt their way of life. If the pack is faring poorly, the shaman will push one of his own into the pool of water and chant an incantation which will transform him into green slime. The bullywugs have very little between them, only small gems worth about 5gp each and pieces of copper roughly equivalent in size to a copper piece.

6. **Fungus Room:** Inside is a small forest of mostly benign giant mushrooms concealing 3 shriekers. If they shriek, they immediately summon 1d6 manes.

7. **Temple of the Tentacled God:** A starkly different, much more constructed stone room with columns, an altar and a statue of a tentacled demon with a large, gaping mouth. Attending to its maintenance are 4 lemures, who are preparing a mixture of what looks like blood and herbs to be fed into the mouth of the statue. If they are attacked, the statue will open its eye. Every character within the temple must make a saving throw or become confused, as the 4th level spell. If the statue is destroyed or defeated, all of the illusions in the cave dissipate. On the altar are a human bone-handled dagger (+1/+3 vs. humans) named Piercer of Hearts, one scroll of spells (Hallucinatory Terrain, Suggestion, Magic Mouth) and a collection of potions (3x Healing, Clairaudience, Sight and a lotus potion that, if imbibed, will require a saving throw vs. poison to prevent the character from entering a hallucinogenic trance)

Statue of the Tentacled God: 5 HD; AC 4 [15]; Atk 2 tentacles (1d8); Move 3; Save 12; CL/XP 7/600; Special: Confusion 1/day, immune to sleep, charm, hold and non-magical piercing weapons

8. **Arcane Web:** The floor in this room is traced with lines of arcane fire that burns any non-magic user who touches them for 1d6/round. Characters that wish to traverse the lines on foot without taking damage must make a series of Dexterity checks.

9. **Pool of Radiant Wonder:** The banks of an illusory river that seems to go on forever. If stared at for too long, a character must make a saving throw to avoid becoming charmed. Korthos is here 10% of the time.

10. **Dining Room:** A very spartan, wood-framed dining room, with a fire glowing in the corner. Korthos and his is here 15% of the time. A cast-iron pot sits on the fire; it is a magical item that will fill with delicious and filling stew when a fire is put underneath it. At the table is a book of minotaur poetry.

11. **Red Lotus Patch:** This is the patch where Korthos the minotaur tends to his lotuses. He is here 10% of the time. The scent of the blossoms are so intoxicating that anyone who spends more than 10 seconds in the room must make a saving throw to avoid becoming entranced by the lotus and refuse to leave its presence.

12. **The Cave of Korthos:** Korthos is here 50% of the time. In addition to a jug of wine and silken blankets, there is a very fine lyre, which Korthos will be playing if you encounter him here, and Porphragyn, a +2 maul (1d10, 30 lbs.)

Speaking With Korthos: Korthos is always accompanied by a pair of goats and a lone raven, whom he talks to as if they were participating in the conversation. He will converse with the characters if they do not attack, speaking clearly and well, if utterly mad. He speaks of the Minotaur Hills often. If the characters begin to convince him that he should leave the cave, his animals begin to protest and eventually reveal themselves as polymorphed imps. If Korthos witnesses the change, he will fly into a rage, attacking anything within reach, specifically the imps.