

UPDATED

Lunatic Labyrinth

A Solo or 1-on-1 Role-Playing Adventure

By Rodney Sloan



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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Special Thanks

I really want to thank all the folks on the various forums and blogs: rpg.net, paizo.com, solonexus.blogspot.com and 1km1kt.net, that have given me valuable insights into solo and GMless gaming, adventure design and role-playing in general. Also, those who've visited risingphoenixgames.com, seeing the interest from you in the community inspires and motivates me more than you can know.

Credits

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"Inferno Room", "Brackmarsh and Surrounds" and "Labyrinth Battle Map" maps by Rodney Sloan.

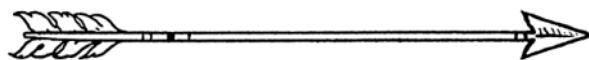
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Contents

SPECIAL THANKS	2
CREDITS	2
COPYRIGHT	2
INTRODUCTION	3
GAME MASTER RESOURCES	4
THE LUNATIC LABYRINTH	4
HOW TO PLAY	4
<i>Reinforcements</i>	5
PARAGRAPH 1 (1-7)	6
<i>Tactics</i>	6
PARAGRAPH 2 (8-11)	6
<i>Tactics</i>	6
PARAGRAPH 3 (12-15)	6
<i>Tactics</i>	6
PARAGRAPH 4 (16-17)	7
<i>Tactics</i>	7
PARAGRAPH 5 (18-20)	7
<i>Tactics</i>	7
THE FINAL FIGHT	8
INFERNO	9
CONCLUSION	9
GLOSSARY	10
APPENDIX A – PLAYER AIDS	11
<i>Rotham</i>	11
<i>Brackmarsh and Surrounds Map</i>	11
<i>Labyrinth Battle Map</i>	12
OPEN GAME LICENSE VERSION 1.0A	13

Introduction

It was 2011 when I first entered Lunatic Labyrinth into the One Page Dungeon Competition. Since then I've wanted to publish an adventure that both supported my initial idea of the Labyrinth: that it should be a useful tool for Game Masters (GMs), and that would show the usefulness of the labyrinth in solo and GMless play. While a GM can hide the maze behind a GM screen, using it without a GM requires more thought. This adventure addresses this issue for solo and one-on-one play. I hope you'll find the tile set useful for many more adventures besides this one. While this adventure is compatible with the Pathfinder Roleplaying Game, the tile set can be used with any role-playing game with little to no modification.

Throughout this adventure we refer to your character or the "player character" (PC) as "the hero". The adventure will work well with most combat orientated classes, and effort has been made to ensure any character has some chance of making it through this adventure. The adventure is set for a single level one or two character, but the GM may increase or decrease the difficulty as they wish. If you are playing alone or with a friend but without a GM, simply read on and make any of the decisions the GM would make by yourself: you're the boss. *The power feels nice, doesn't it?*

Game Master Resources

Here are a couple of resources for GM's to help you get more out of this adventure, all of which are free for you to use:

The Avernos Campaign Guide: <http://www.risingphoenixgames.com/blog/avernos/>

This free guide gives you an overview of the world of Avernos, in which this adventure is set. Of course, you can use any setting for the adventure that you want. The guide is growing with every new release and project we undertake, so be sure to check back every now and again. Any specific areas mentioned, such as the Brackmarsh, Liars' Rock and Stone Spire are referenced in the Glossary on page 10.

Rising Phoenix Games Blog: <http://www.risingphoenixgames.com/blog/>

Every now and again the blog features free adventures or setting information for the world of Avernos, as well as GM and player tips. This is aimed at being a useful resource for you, the role-players who use our products.



The Lunatic Labyrinth

Grey blocks like the one below are for narration. Read them aloud if you're the GM.

You have recently arrived at the Stone Spire, a mysterious tower atop Liar's Rock. This massive dome of rock sits on the southern edge of the Brackmarsh, a vast expanse of brackish marshland said to be the home of toad-like, tribal monsters. The stone spire itself, legend say, was the ancient fortress of a cabal of ruthless warlocks. The spire is haunted by legends and none dare enter, until now. You have come in search of the legendary sword, Inferno, which is said to burn its foes as it cuts their flesh. You have heard rumours about the blade and, through a fortune-teller's crystal ball, seen the sword itself. It appears to rest somewhere below the Stone Spire, bathed in flames. Ready yourself for this quest you draw your own weapon and step inside the tower...

How to Play

Print out the Lunatic Labyrinth tiles, preferably on card stock or laminate them to resist wear and tear. Cut out the tiles, setting aside the two Y-tiles, these are the entrance and exit spaces. Set aside the extra two tiles as well, you won't need them in this adventure. Lastly, set aside the tokens for the hero and the monsters. You'll need them soon. Now jumble up the rest of the tiles. Lay the tiles out at random in a five by five tile grid, with the start and end Y-tiles in opposite corners of the map. It is not necessary for the tiles to connect up and form complete paths.

Now take the 4 monster tokens and roll two D6s for each token (Rerolling results of 6). These give you the x and y starting coordinates of the monster on the grid. Once all the monsters are placed, put the hero token on the starting space.

The tower is cool and dark, save for a thin beam of light filtering down through the cobwebs above. A stone stair made rough by the ages clings to the wall as it curls its way up into the gloom.

Before you stands the ruin of an old door, set midway down a flight of steps, with more steps beyond that descending into darkness. Lighting a torch, you are surprised to see wet marks, like footprints, covering the steps.

Remembering the fortune-teller's vision in the crystal ball, you follow the prints down.

The stair twists and turns as you descend, and the air grows dank. Parts of the stair have cracked and crumbled in places, making it treacherous at times, but you push on.

Finally you reach the end of the stair and enter a large stone room flooded with ice cold water. On the far side of the room is a large iron-bound door, which stands ajar. Long claw marks stand out starkly in the rotting wood of the door. Carefully, you push through the door and step onto dry stone.

Before you are two passages, with a large iron wheel set in a raised dais in the centre of the room...

The hero now moves through the maze one tile at a time. After moving, roll a D4 and move that many monsters, starting with the token closest to the hero, once each one tile closer to the hero. If a tile needs to be rotated for the hero to enter it then the hero spends a turn working the iron wheel, which rotates a single tile adjacent to the hero's current tile. A rotation is 90 degrees in either direction. Monsters can turn the dungeon tiles in the same way, and will do so to try and get to the hero as quickly as possible, without necessarily making it easier for other monsters to move closer.

If the hero and a monster token occupy the same tile, then the hero has encountered a monster. Roll on the Monster Encounter Table and refer to the relevant paragraph to reveal the monster. Fight the monster before continuing any movement in the labyrinth.

Monster Encounter Table		
D20	Monsters	Paragraph
1-7	Dire Rat	1
8-11	Giant Centipede	2
12-15	Skeleton	3
16-17	Troglodyte	4
18-20	Zombie	5

Table 1: Monster Encounter Table

If you make it through the dungeon then go on to *The Final Fight* paragraph on page 8.

Reinforcements

Heading out by yourself can be dangerous, especially if you're not a front line fighter such as a wizard or rogue. Luckily you've brought a Potion of Cure Light Wounds (1D8+1) with you.

Furthermore, your guide, Rotham, a guardsman from South Fort, will accompany you into the tower if you wish. His statistics are provided in Appendix A. You decide all of Rotham's actions, but if he falls below 5 hit points at any time he will leave your party unless you make a successful Diplomacy check (DC 15).

Paragraph 1 (1-7)

A chittering sound grabs your attention as a dog sized rat bounds out of the darkness and leaps through the air for your throat. The slobbering, disease ridden creature is a dire rat, a larger, more vicious cousin of normal rats.

See the "Dire Rat" entry in the Pathfinder Bestiary.

Tactics

The dire rat is hungry but still values its life. If you manage to wound it, the dire rat will try and escape on its next turn.

Paragraph 2 (8-11)

There is a clattering of sharp, insectile feet on the stony floor and then suddenly a huge, bug-eyed creature - about the size of a man and with sharp mandibles - bursts into the passage. Its many legs propel it like an amber armoured wave towards you. You realise that it's a giant centipede, and looking into its alien eyes you see no mercy, only the savage programming of nature that compels it to kill and eat.

See the "Giant Centipede" entry in the Pathfinder Bestiary.

Tactics

The centipede attacks and presses its attack even until it is about to die. It does not retreat unless compelled to do so.

Paragraph 3 (12-15)

You hear the jangle of ill fitting mail armour and the rattle of what sounds like bone, before a man appears out of the gloom. As he closes the distance with you he raises his sword and seems to half fall, half charge towards you. You see now that he's not a man at all, but the animated bones of a long dead swordsman, perhaps a soldier that once kept watch for the Warlocks of Stone Spire.

See the "Skeleton" entry in the Pathfinder Bestiary.

Tactics

The skeleton first fights with his scimitar and then, if he isn't forced to move, drops his sword and continues attacking with his claw attacks. It fights until destroyed.

Paragraph 4 (16-17)

Your nose catches the scent of something foul on the air, and then you hear "Aack! Enemeees. Enemees in the crawl! Aack!" There is a burst of movement and a lizard-faced creature on two legs comes running at you from the darkness. It is unarmed, but raises sharp talons and bares its fangs, ready to kill you where you stand.

See the "Troglodyte" entry in the Pathfinder Bestiary.

Tactics

The troglodyte fights ferociously until it drops to 6 or fewer hit points, at which point it tries to flee.

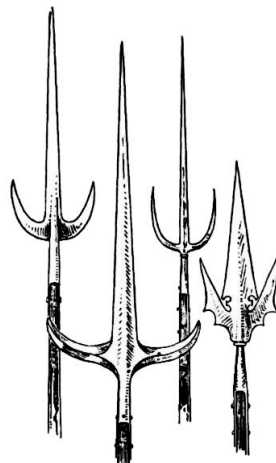
Paragraph 5 (18-20)

A bluish flame suddenly appears before you, hovering in the air. It grows larger until it is the size of a human head. At this point an eerie voice seems to echo out of the flame as if coming from somewhere deep within: "None shall pass the labyrinth but my minions. Meet your fate and the fate of those who have dared the labyrinth before." There is the whoosh of rushing air as the flame seems to burst. A lumbering figure now stands before you. You can tell from its rotten flesh that it is the reanimated, fleshy corpse of some poor soul, perhaps an adventurer who braved the labyrinth before. It lets out a low moan and shuffles towards you.

See the "Zombie" entry in the Pathfinder Bestiary.

Tactics

The zombie is mindless and continues to attack you regardless of its situation or health. If you have a speed higher than 30ft, you may attempt to outrun the zombie. In this case, remove the token from the map and play on. If you get into another encounter in the labyrinth there is a 50% chance that the zombie will catch up with you then. There is also the chance it will have called others to help it. Roll a D6: on a 1-3 fight only the one zombie, on a roll of 4-5 fight two zombies and on a roll of 6 fight three zombies.



The Final Fight

At last, you make your way out of the labyrinth, coming to an alcove with a crystal clear fountain that runs from natural stone down into a saucer below. An inscription in the stone base says: "A giving hand should not be exploited".

If you wish to drink you may heal D6 hit points from the cool, magical waters. You may drink as many times as you wish but each time beyond the first you must make a Will save of DC 17. Raise the DC by 2 every time you take another drink. If you fail, the magic of the waters lashes out and transfigures your face horribly. You suffer a permanent -2 Charisma penalty as if from a curse.

Soon you come to a set of heavy wooden doors. They are open and you pass inside and find yourself looking across a black expanse at a bony warrior sitting atop a throne of skulls. Behind the figure, along the walls, burn three pits of fire. In the centre pit you can see the black silhouette of a sword, which seems to hover in the flames. The bony warrior lifts a skeletal finger and points at you: "Ha, you dare come into my sanctuary, wishing to plunder my prize. You will surely die today and join my legion of undead warriors in an eternity of darkness!" He leaps from his throne, hefting his sword.

See the "Skeletal Champion" entry in the Pathfinder Bestiary.

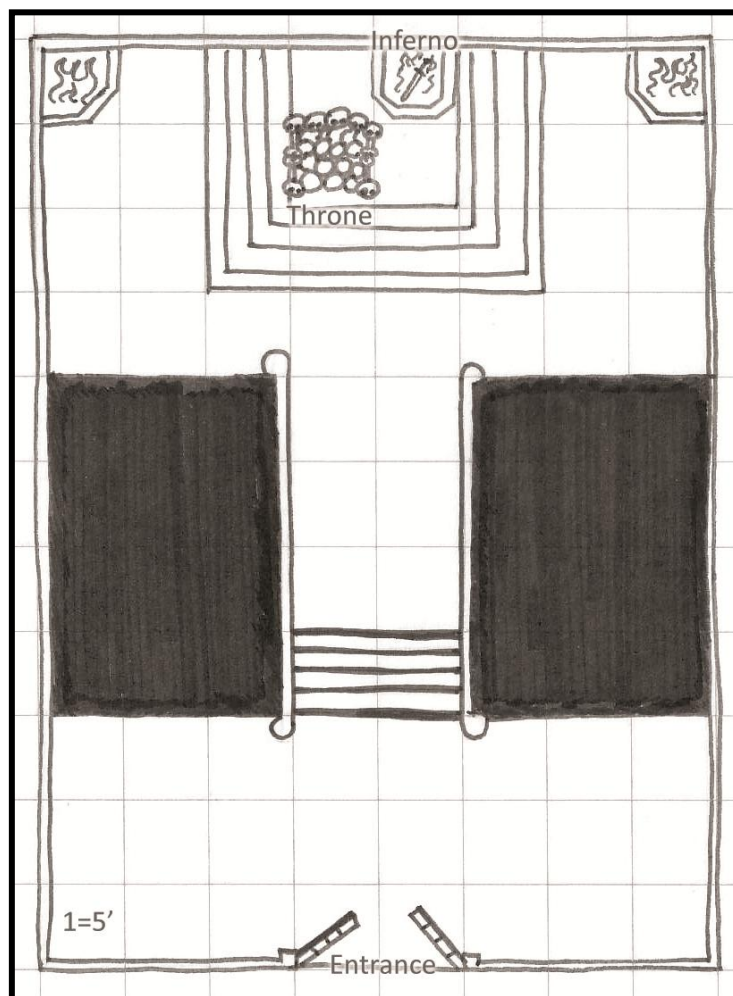


Figure 1: The Room Of Flame

Roll for initiative and begin the fight, using the Room Of Flame map. The skeleton champion begins in front of the throne space, while the hero begins on one of the two door spaces in front of the doors. The skeleton champion then moves to block access to the sword by taking up a position on the bridge. If he is attacked with ranged attacks he then attempts to close the distance with the hero.

If the hero wins the fight read the Inferno paragraph below. Otherwise it's time for a new hero to take up the story.

Inferno

With the skeletal champion lying in a pile on the floor you turn your attention to the blazing sword. You have no idea how to get the sword out of the flames, but as you approach you notice a bronze plaque that reads simply "Courage". Guessing at the meaning of the plaque you reach into the blaze.

The hero must make a DC 12 Will save, to see if he/she possesses the mettle to pass the flames test. If the hero fails they take D6 fire damage from the flames, otherwise their hand passes into the flames unscathed. The hero can then grasp the blade and retrieve it from the fire. The sword Inferno is a +1 Flaming Long sword. Any creatures in the Stone Spire of 3HD or less must make a DC 10 Will save or flee from the wielder of *Inferno*; such is the power of the legend surrounding the weapon. Completing this adventure is worth 100 Exp, and a further 50 Exp for gaining the sword.

With the sword finally in your hands you feel a surge of elation. You have overcome the labyrinth and its denizens, defeated the keeper of the blade and won a great prize. Surely many a bard will sing of this great day and your fame will spread, throughout the Wilderlands and possibly even throughout Avernos.

As you turn and make your way back to the surface you cannot help but feel that this is the first step on a great road to glory for you, a road paved with the skulls of your enemies. Today, Stone Spire. Tomorrow, the world!

Conclusion

The module ends here, but there are many resources out there for you to continue the adventure. Why not try Sentinels Watching, for free, on our website:
<http://www.risingphoenixgames.com/blog/sentinels-watching-old-friends-and-new-bruises/>.

Glossary

Brackmarsh, the: An expansive marsh of brackish water. This inhospitable land is treacherous, difficult to navigate and said to be the home of violent semi-aquatic monsters. Highwaymen who plague the southern trade road from South Fort are rumoured to have a camp hidden deep in the marsh.

<http://www.risingphoenixgames.com/blog/avernos/the-wilderlands/the-brackmarsh/>

Inferno: A +1 flaming long sword that is said to be kept within the Stone Spire.

Liars' Rock: A large rock to the south of the Brackmarsh. It is riddled with tunnels and rumour has it that foul beasts dwell inside.

<http://www.risingphoenixgames.com/blog/avernos/the-wilderlands/liars-rock/>

Lunatic Labyrinth: A maze constructed by the wizards who occupied the Stone Spire. The wizards constructed the labyrinth to protect some of their most sacred treasures from thieves.

Stone Spire: Stone Spire is the ancient tower fortress of a long forgotten cabal of wizards. Who knows what horrors lie within the black stone of this monolith.

<http://www.risingphoenixgames.com/blog/avernos/the-wilderlands/liars-rock/stone-spire/>



Appendix A – Player Aids

Rotham

Human Guardsman, Fighter 1, Lawful Neutral.

STR 14 (+2) **CON** 13 (+1) **WIS** 13 (+1)

DEX 12 (+1) **INT** 16 (+3) **CHA** 12 (+1)

Speed: 30' **Initiative:** +1

Base Attack: +1 **CMB:** +3 **CMD:** 14

Offence:

Punch (Melee): +3 to hit, 1d3+2 non-lethal damage.

Long sword (Melee): +3 to hit, 1d8+2 (19-20/x2).

Defence:

AC: 11 HP: 11

Fort: +3 Ref: +1 Will: +1

Skills: Climb +6, Handle Animal +5, Knowledge (Engineering) +7, Ride +5, Survival +5 and Swim+ 6.

Feats: Combat Expertise, Improved Disarm, Combat Reflexes

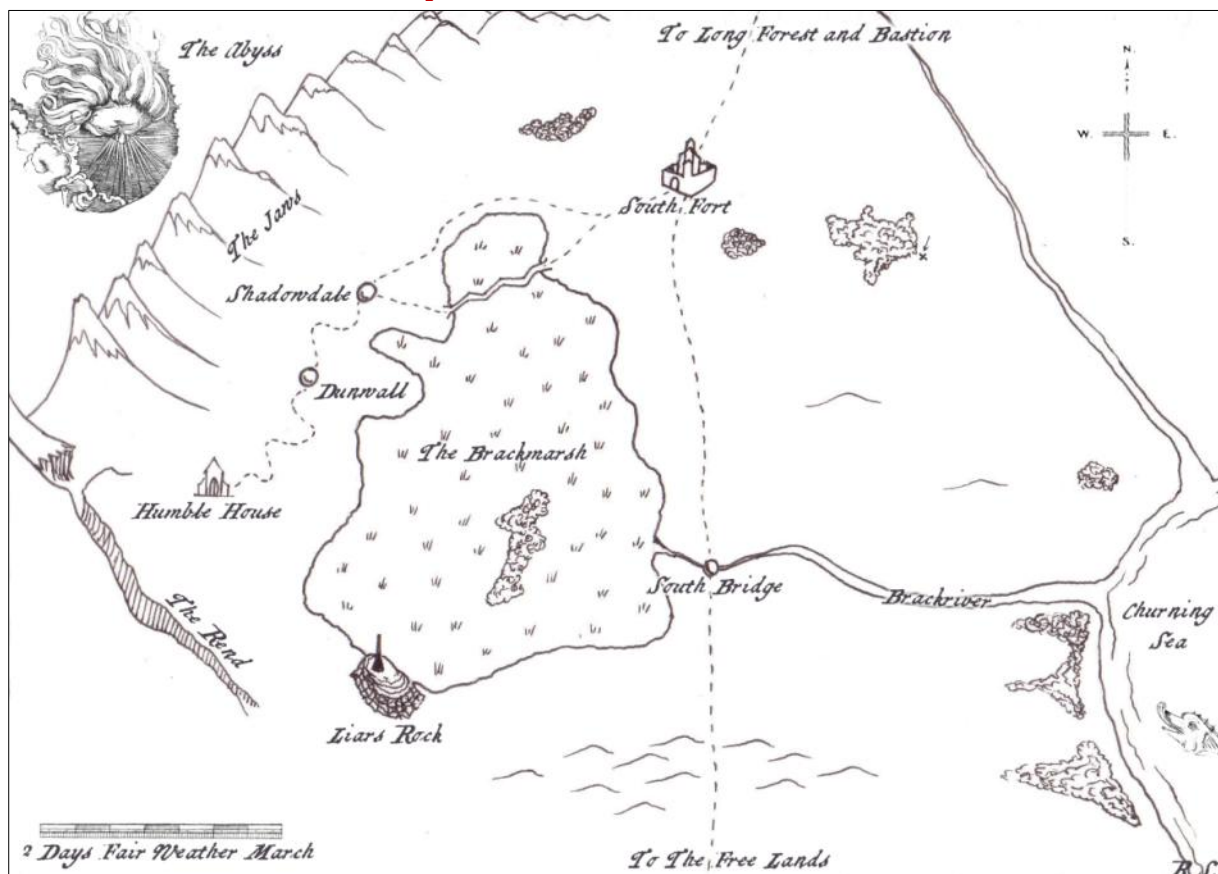
Inventory: Long sword, blue cape of rank, manacles and a Potion of Cure Light Wounds.

Languages: Common, Giant, Dwarven and Gnomish.

Description: Rotham worked as a messenger and interpreter in South Forts town guard, the Blue Capes. He offered to join your expedition as a favour to a friend.



Brackmarsh and Surrounds Map



Labyrinth Battle Map

“What strange glyphs are these? The foul etchings of lunatics? Wizards? Surely they do profane the stone and mar the already shoddy mason work of this blasted maze!”

‘Red’ Rumboldt, dwarven explorer, describing the labyrinth below Stone Spire.

Print this map onto cardstock, cut it out and use it for your encounters in the Labyrinth.



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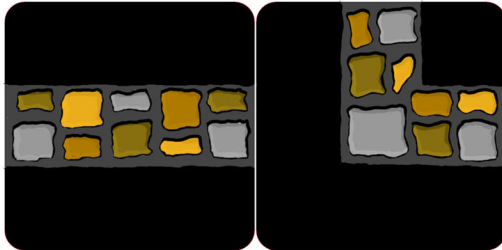


The Lunatic Labyrinth



Version 1.2

Print out the map on card stock, then cut out each tile and counter. Lay out the map at random, with the start and end Y sections at opposite corners of the map. No continuous paths are needed. The tiles are your map of the action, hide them from the players view. Characters turn adjacent tiles by using a magical command word or artifact, once a tile is turned, simply rotate the tile on your map and relate the new information to the player's. Use the counters to represent the location of encounters on the map. Any tile that opens onto the edge of the map is considered closed.



Spare tiles to replace Y sections when using multiple sets.

Party and
Encounter
Tokens

