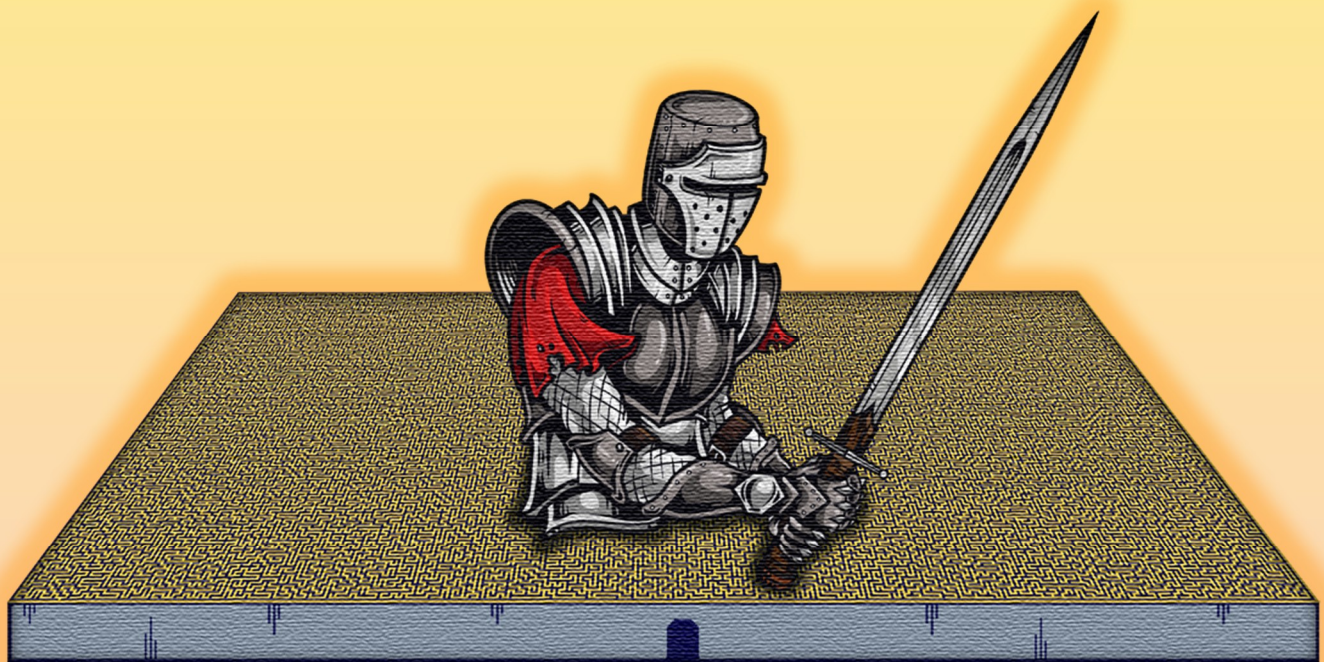




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The Endless Lair

by
Louis “sirlou” Kahn



A Solo Fantasy Adventure

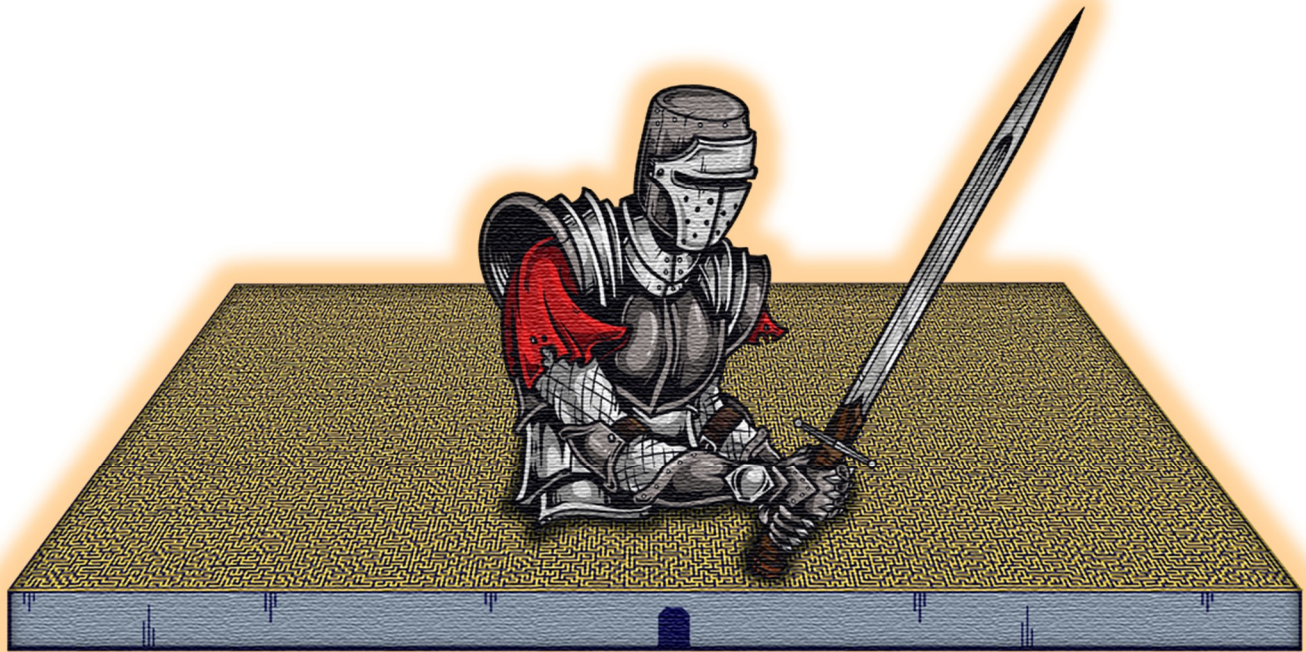
Compatible with First Edition and Most Retro-Clones

Intended for one player character of levels 1 to 3

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Thanks: Many thanks to my wife for supporting my "flights of fantasy" and to author Rose Estes, whose Endless Quest™ books brought me so much joy and inspiring my love of solo adventures.

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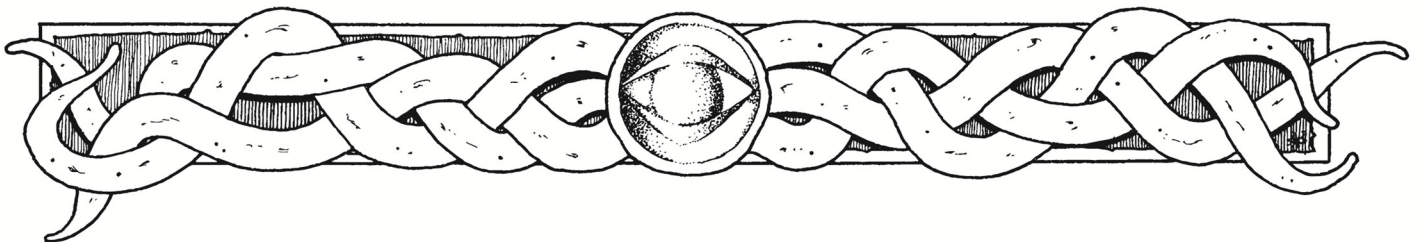
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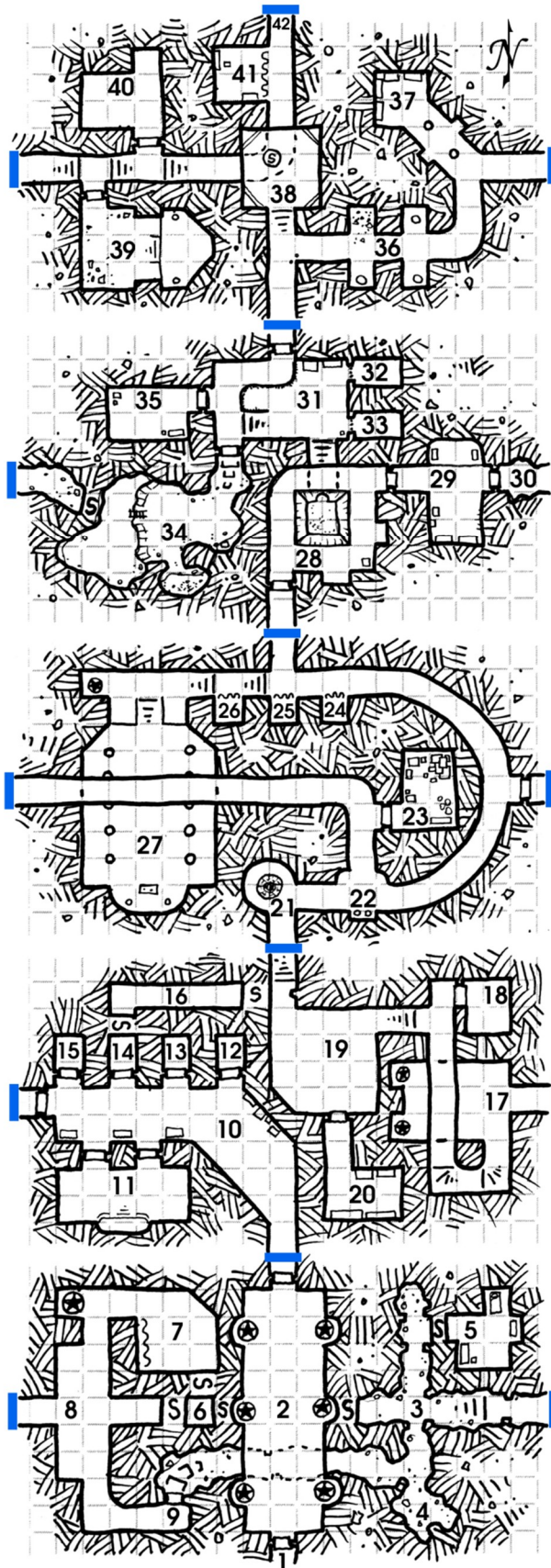
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THE ENDLESS LAIR



Map Legend

- column
- ▲ crossbow
- ~ curtain
- ⌂ door
- ⊙ fountain
- ⊞ furnishings
- ⌈ passage over
- ⌋ passage under
- ⌊ pit
- ⌈ raised section
- ⌋ sarcophagus
- ⌊ secret door
- ⌋ stairs
- ⊙ statue
- teleporter

Scale: = 5 feet

PREFACE

Hello and welcome adventurers! In your hands is an original and all new solo module for use with OSRIC™; 1E and 2E retro-clones; and other fantasy role playing games. As a solo adventure, it is meant to be played by one player with no Game Master, and it is designed to be played again and again, providing you with different and varied gaming experiences with each play-through!

In this module, you will take on the role of a worthy adventurer who has chosen to enter a world renowned stygian depth, to test your mettle against its challenges. Will you survive and return to boast of your exploits? Or will you fall, like so many would be heroes before you? Only the Gods can say!

This adventure was written to be sufficiently generic in setting that it may be placed anywhere, in any campaign world. Any specifics noted in the adventure, such as the adventure's locale or nation discussed, is specific to the author's published campaign, and are mentioned solely for ease of integrating the adventure into that campaign world, should the player be part of an ongoing campaign located within my setting.

We hope you enjoy this solo adventure, that it challenges you, and that playing it multiple times with different player characters brings you hours of joy!

Louis "sirlou" Kahn
May 2019

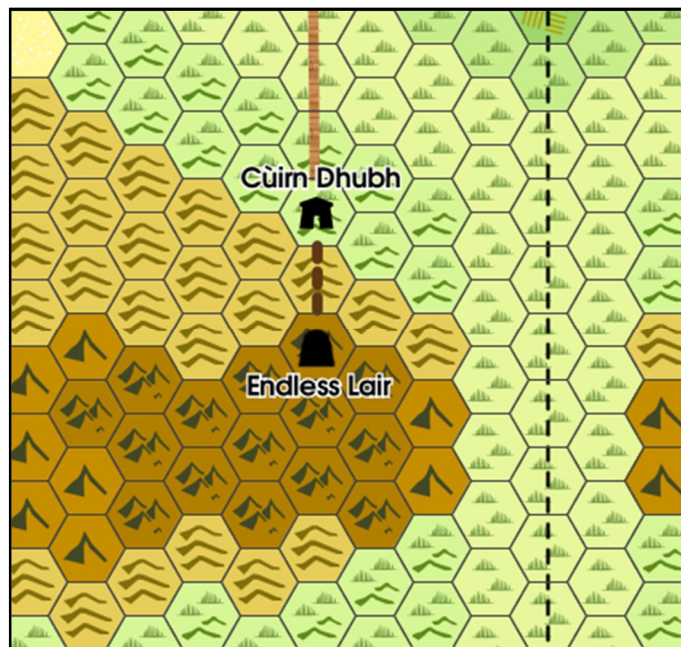


FIG 1: CÙIRN DHUBH AND ENVIRONS

INTRODUCTION: This solo adventure is intended for one player of levels 1 to 3. You are welcome to use any of the pre-generated characters included (See Appendix A, Pre-Generated Characters), or a character of appropriate level which you create yourself.

The adventure takes place near the village of **Cùirn Dhubh** (*Black Cairn* in the Common Tongue), which lies along the southwestern border of the free nation of **Dùn Bhriste**. The folk of **Cùirn Dhubh** are hale and hearty, and while generally good natured, they can be wary of strangers seeing as they dwell in a village on the wild borderlands of their realm.

In the foothills within a half day's ride of **Cùirn Dhubh** is a subterranean maze known far and wide as the **Endless Lair**. The folk of **Cùirn Dhubh** are all too familiar with the ancient maze in the nearby hills. Some say it was the lair of an ancient necromancer while others claim it was home to a **demon** cult. No one knows its origins for certain, but they know folks come from far and wide to test their mettle there.

Most who take up the maze's challenge never return and those who do are tight lipped about their experiences. Despite this, the maze's reputation is world renowned. Its name, the **Endless Maze**, is derived from tales of those few who survived their time in the maze, who claim the place is larger on the inside than seems possible and that there is a seemingly endless supply of foes in the rooms of the magical complex.

Therein lays its greatest challenge: the maze is so deadly because it is specifically ensorcelled such that **all who seek to enter must do so alone!** In fact, anyone who attempts to enter with another person will find themselves in the maze alone, with each prospective party member having been transported to their own parallel version of the maze. (**Note:** If you are a GM running this module for a group, you can ignore this restriction.) Such is the awesome magical power of the place that no magic known can break this ward, nor enable escape from the maze once a person has passed its entrance!

Dare you challenge the maze alone, adventurer?

PREPARING FOR ADVENTURE: This module is intended for a single player character of 1st to 3rd level. It is written to be compatible with most fantasy role playing games, and to keep it as system agnostic as possible, the included stat blocks provide only basic information. You may substitute statistics from your rulebook of choice.

If you are a GM who wishes to run a low level group through this adventure (Levels 1-3), you may modify the encounter difficulties by increasing the number or hit points or number of foes.

Given the random nature of this adventure, it may be replayed and still offer different results and encounters. You are encouraged to attempt to best the challenge with each of the four classes of adventurers: fighter, magic-user, cleric and thief. It is suggested you begin with a 1st level character, and then progress to higher level adventurers, as needed, to complete the module.

ADVENTURE HOOK: As mentioned above, the maze is known far and wide as a place where those who seek fame and fortune come to test themselves. This is the primary reason for you to get involved in this adventure.

GM's note: If you are running this adventure with a group, you may wish to have them hear tavern rumours about the practice of "challenging the maze", and have the teller of the tale suggest that great riches are supposed to reside in the ancient maze. This should sufficiently motivate your players to investigate further.

TRAVEL TO THE MAZE: The village has ample supplies of standard gear. Once you have the provisions you need, and are ready to set out for the maze, directions may be obtained from any local. The maze lies a mere three miles from the village, and most hale and hearty adventurers will reach the entrance in about an hour. The road is well traveled, guards routinely patrol along it, and there is no likelihood of a hostile encounter along the way.

THE ENDLESS LAIR: This dungeon consists of a series of interconnected sections which occupy a larger space than would seem to be possible: the maze is clearly bigger on the inside than its exterior suggests. This is because the maze exists in its own pocket universe, outside normal space and time.

Once you enter the maze, via the **entrance** (Area 1), you are instantaneously transported to this pocket universe. The same mode of transfer occurs each time you use one of the teleporters within the maze, and when you use the **exit portal** (Area 42) in the final section. Once you successfully complete the maze by travelling through the **exit portal** (Area 42), two things happen: first, you end up outside the **entrance** (Area 1), facing north, and second, you find an intricately carved wooden chest (100gp) at your feet, your prize for completing the maze (see **Concluding The Adventure**).

HOW TO PLAY THIS ADVENTURE: You begin at the **entrance** (Area 1), and your goal is to move through the maze and reach the **exit portal** (Area 42). The north **teleporters** between sections send you to the next maze section. **Teleporters** on the east/west edges of a section send you to the opposite side of the same section. If a *secret door* is present roll 1d6: a 1 indicates you find it. All other doors in the maze are closed, but not locked.

The *first time* you enter a numbered area with a specific player character you should proceed as follows: (1) Roll on the **Encounter Table**, then (2) Roll on the table for the encounter type indicated, if any, and then (3) If a monster was slain, roll for treasure per the OSRIC™ manual or your reference guide of choice. You continue to do this until you are defeated or you reach the exit!

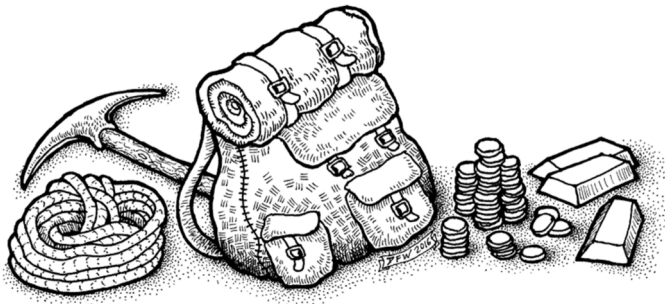
Random encounters: Once an hour you must roll for a random encounter (1 in 6 chance of an encounter), and if one is indicated you must consult the **Random Encounter Chart**. If the foe is defeated, you should roll for treasure per the standard procedure set forth above.

Resting: After resolving the encounter in a numbered area you may choose to rest there for eight hours. You must *check once* for a **random encounter** during this rest, per the rules above. After resting, the magic of the maze allows you to regain 1d4hp and your lost spells, if any. You may not rest again until another eight hours have passed.

Encounter Table (1d6)

Roll	Encounter Type
1	Startled by a noise, move on.
2	Empty room.
3	A monster is present, roll on Chart A .
4	Odd smell wafts up, move on.
5	A trap is present, roll on Chart B .
6	Teleported 3 rooms back.*

***Note:** This teleportation is only within the active maze section. You cannot be teleported farther back then the first room of the maze section you are presently in.



Random Encounter Chart (1d12)

Roll	Monster
1	Goblin (AC 6; HD 1-1, 5hp; D 1d6)
2	Giant bat (AC 8; HD 1/2, 3hp; D 1d4)
3	Mercenary (AC 8; Thief 1 , 4hp; D 1d6, short sword)
4	Troglodyte (AC 7; HD 1, 6hp; D 1d6, spear)
5	Mercenary (AC 5; FTR 1 , 6hp; D 1d8, longsword)
6	Huge weasel (AC 7; HD 1+1, 7hp; D 1d8)
7	Gnoll (AC 5; HD 2, 10hp; D 1d8, longsword)
8	Large spider (AC 6; HD 1+1, 7hp; D 1d4 + <i>poison</i>)
9	Mercenary (AC 5; CL 1 , 5hp; D 1d6+1, mace; SA spells*)
10	Huge centipede (AC 9; HD 1hp; D nil + <i>poison</i>)
11	Mercenary (AC 8; MU1 , 3hp; D 1d6, staff; SA spells*)
12	Lizardfolk (AC 5; HD 2+1, 11hp; D 1D6)

***Note:** To determine spell, roll 1d6 and consult the list below:

- **MU1:** 1-3, burning hands; and 4-6, magic missile.
- **CL1:** 1-3, bless; and 4-6, cause light wounds.

Chart A: Monster Encounters (1d12)

Roll	Monster
1	2 Giant rats (AC 7; HD 1/2, 3hp; D 1d3)
2	2 ft. Giant frog (AC 7; HD 1, 6hp; D 1d3)
3	2 Kobolds (AC 7; HD 1/2, 3hp; D 1d4, dagger)
4	Skeleton (AC 7; HD 1, 6hp; D 1d6, short sword)
5	Fire beetle (AC 4; HD 1+2, 8hp; D 2d4)
6	Berserker (AC 7; HD 1d6+1, 7hp; D 1d10, halberd)
7	Piercer (AC 3; HD 1, 6hp; D 1d6)
8	Mercenary (AC 4; FTR 2 , 10hp; D 1d8, longsword)
9	Hobgoblin (AC 5; HD 1+1, 7hp; D 1d8, longsword)
10	Stirge (AC 8; HD 1+1, 7hp; D 1d3)
11	2 Orcs (AC 6; HD 1, 5hp; D 1d6, spear)
12	Zombie (AC 8; HD 2, 11hp; D 1d8)

Chart B: Trap Encounters (1d12)

Roll	trap
1	10' pit, pass a DEX check or 1d6 damage.
2	Falling block, pass a DEX check or 1d6 damage.
3	Dart, save vs. <i>poison</i> or 1d6 damage.
4	Explosive riddle, pass an INT check or 1d4 damage.
5	Teleporter, back to section start.
6	Acid arrow, save vs. <i>spell</i> or 1d6 damage.
7	20' pit, pass a DEX check or 2d6 damage.
8	Icy blast, save vs. <i>spell</i> or 1d6 damage.
9	Flooded, pass a CON check to swim through or drown.
10	Falling blocks, pass a DEX check or 2d6 damage.
11	Falling beam, pass a STR check or 1d6 damage.
12	Gaze trap, save vs <i>petrification</i> or turn to stone.

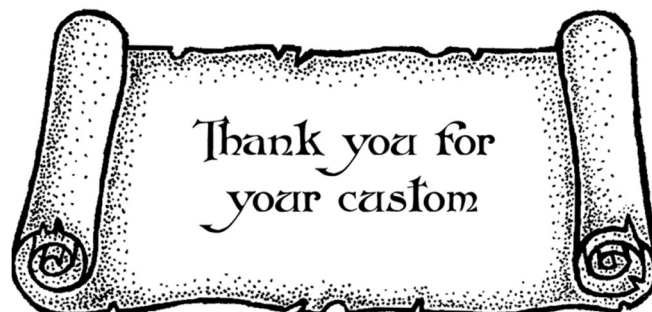


CONCLUDING THE ADVENTURE: Once you successfully complete the maze, you will be rewarded with a **prize** appropriate for your class, level, main weapon proficiency, and armour type, as follows:

Class	Prize (by level)
Fighter/ Cleric/ Thief	1: +1 weapon 2: +1 weapon and +1 armour 3: +2 weapon and +2 armour
Magic-User	1: bracers of armour AC 6 2: bracers of armour AC 6 and +1 staff 3: bracers of armour AC 4 and +2 staff

Note: Thus, a 1st level fighter receives a *longsword* +1, and at second level they receive a *longsword* +1 and *chain mail* +1, and so on. If running this adventure with a group, each group member who completes the maze receives a prize, but no prize is rewarded to players who are deceased (e.g. those carried out by their allies).

Once you have claimed your prize you may return safely to the village of **Cùirn Dhubh**. Upon reentering the village, the guards will inform you it is a local custom that those who overcome the **Endless Lair**, such as yourself, are entitled to a guest suite and grand feast and in their honour! You may present your prize box, as proof of your accomplishment, at any inn to claim this additional prize.



I hope you have enjoyed this solo adventure. I plan to release more of them, with multiple replay possibilities, to provide you with a night of delving enjoyment even when you don't have anyone else to play with!

Once you've concluded the adventure in this supplement, the fun doesn't stop there! Peruse my store (starryknightpress.com) to find other exciting offerings I have for you and your players! I look forward to providing you further adventures in the days to come, and thank you, once again, on behalf of *Starry Knight Press*.

Louis "sirlou" Kahn
May 2019

APPENDIX A: Pre-Generated Characters

Human, Fighter, Age: 22, AI: CG

Str 17	Dex 15	Con 16	Int 12	Wis 11	Cha 13
+1 to hit/dam	-1 AC	+2 HP	--	--	+5 reaction

Level: 1

HP: 12

AC: 3 (5 rear)

Armor: chain mail and shield / Movement: 90'

Base number to hit AC 0: 20

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
16	17	14	15	17

Weapons: longsword (D 1d8), dagger (D 1d4) and crossbow, light (D 1d4+1)

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large.

Languages: Common, CG

Ammunition: 24 bolts

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Special: Weapon specialization, longsword (3/2 attacks, +1 "to hit" and +2 damage); fighting the unskilled (if fighting creatures with less than a full hit die, i.e. less than 1d8 hit points, the fighter receives one attack/experience level)

PLAYER NOTES:

GM's note: If running this PC at 2nd or 3rd level, add 1d10 + 2hp/level, adjust saving throws, and the base number to hit AC 0.

Elven, Magic-User, Age: 98, AI: CG

Str 13	Dex 17	Con 16	Int 18	Wis 12	Cha 13
--	-3 AC	+2 HP	--	--	+5 reaction

Level: 1

HP: 6

AC: 7 (7 rear)

Armor: Robes / Move: 120'

Base number to hit AC 0: 20

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
11	15	14	13	12

Weapons: staff (D 1d6)

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; spell book.

Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc

Special: 90% resistant to sleep/charm, infravision 60', improved surprise*, detect secret doors*, +1 "to hit" with longsword and longbow

Spells:

Level	Slots	Spells
First Level		
Second Level (<i>at Level 3</i>)		

Note: Spell choice is left to the player

PLAYER NOTES:

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

GM's note: If running this PC at 2nd or 3rd level, add 1d4 + 2hp/level, adjust saving throws, base to hit number, and spells known.

Dwarven, Cleric, Age: 42, AI: LG

Str 16	Dex 15	Con 16	Int 10	Wis 17	Cha 14
-/+1 damage	-1 AC	+2 HP	--	2/2/1 bonus spells	+10 reaction

Level: 1

HP: 10

AC: 3 (5 rear)

Armor: chain mail and shield / **Move:** 90'

Base number to hit AC 0: 20

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
14	16	10	13	15

Weapons: heavy warhammer (D 1d6+1), throwing hammer x3 (D 1d4+1)

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; holy symbol.

Languages: Common, LG, dwarf, gnome, goblin, kobold, orc

Ammunition: 3 throwing hammers

ooo

Special: turn undead, +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, stone sense*

Spells:

Level	Slots	Spells
First Level		
Second Level (<i>at Level 3</i>)		

Note: Spell choice is left to the player

PLAYER NOTES:

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

GM's note: If running this PC at 2nd or 3rd level, add 1d8 + 2hp/level and adjust the spells known.

Halfling, Thief, Age: 42, AI: NG

Str 13	Dex 18	Con 16	Int 13	Wis 11	Cha 13
--	-4 AC/+3 missile	+2 HP	--	--	+5 reaction

Level: 1

HP: 8

AC: 3 (7 rear)

Armor: studded leather armour / Move: 90'

Base number to hit AC 0: 20

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
14	16	13	12	15

Weapons: short sword (D 1d6) and sling (D1d4+1)

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; thieves' tool

Languages: Common, NG, thieves' cant, dwarf, gnome, goblin, kobold, orc

Ammunition: 24 sling bullets

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Special: backstab (double damage), +4 save vs. magic & poison, infravision 60', surprise*, +3 to hit with bow/sling*

Thief skills:

Climb Walls	Find Traps	Hear Noises	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
65%	35%	15%	45%	45%	45%	50	1%

PLAYER NOTES:

*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

GM's note: If running this PC at 2nd or 3rd level, add 1d6 + 2hp/level and adjust thief skills.

BONUS PLAYER CHARACTER: This is the player character which was used to play-test this module and it is provided for you to use and enjoy. You may find the adventure slightly easier with a warrior with better saving throws who can self-heal.

Human, Paladin, Age: 22, AI: LG

Str 18/73	Dex 16	Con 16	Int 13	Wis 14	Cha 17
+2 to hit/+3dam	-2 AC/+1 missile	+2 HP	--	--	+30 reaction

Level: 1

HP: 12

AC: 3 (5 rear)

Armor: chain mail and shield / **Move:** 90'

Base number to hit AC 0: 20

Saving throws:

Rod/Staff/Wand	Breath Weapon	Death/Paralysis/Poison	Petrify/ Polymorph	Spell
14	15	12	13	15

Weapons: longsword (D 1d8), dagger (D 1d4) and longbow (D 1d6)

Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 5 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; holy symbol

Languages: Common, LG

Ammunition: 24 arrows

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Special: *cure disease* (3x week); *detect evil* (60' radius); *protection from evil* (10' radius); lay on hands (2hp/level, 1x day); turn undead (*at Level 3*)

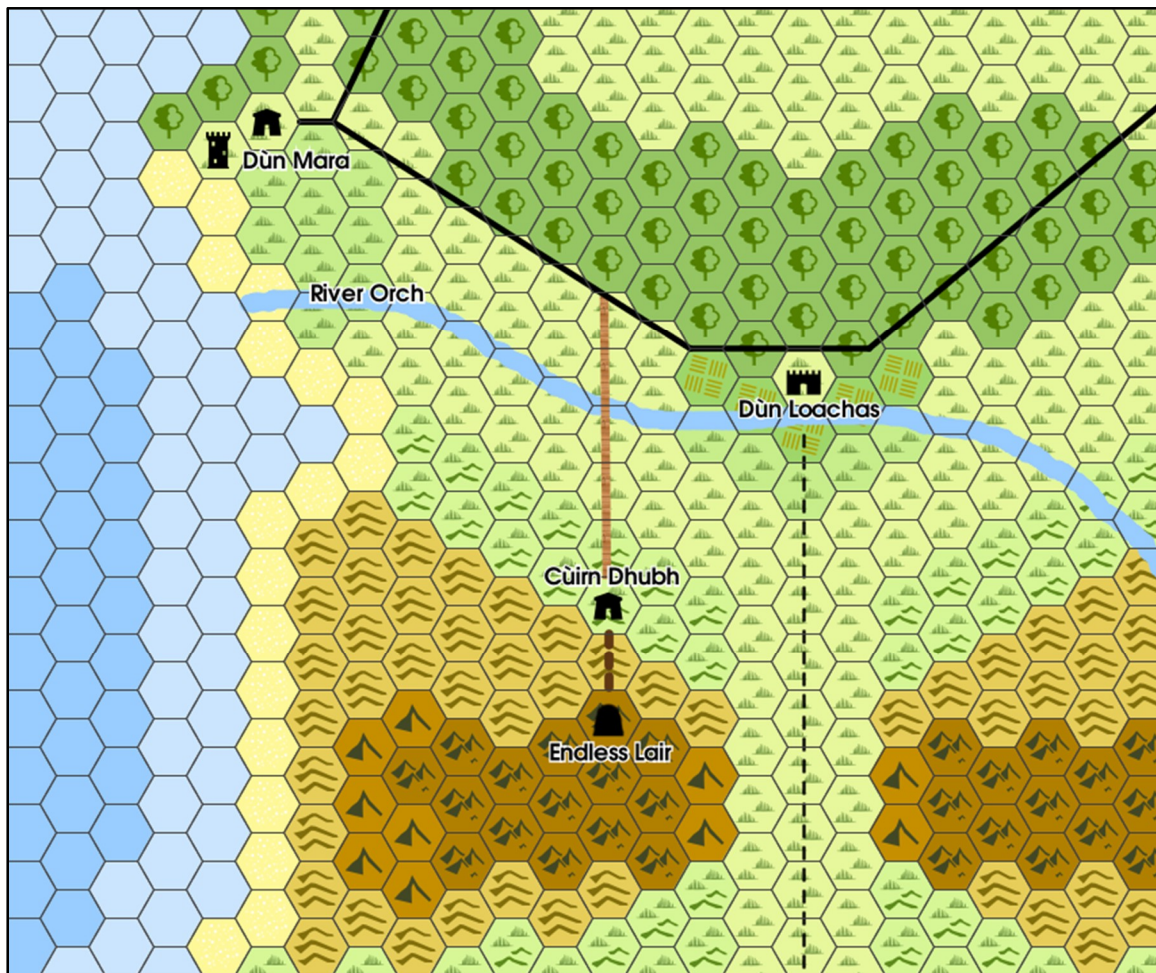
PLAYER NOTES:

GM's note: If running this PC at 2nd or 3rd level, add 1d10 + 2hp/level, and adjust the saving throws and base to hit number.

APPENDIX B: Map of Cùirn Dhubh in Dùn Bhriste

This map depicts the village of **Cùirn Dhubh** (*Black Cairn* in Common), which lies just inland from the coast in the southwestern region of the city-state of **Dùn Bhriste** (*The Shattered Fort* in Common). It lies just south of the village of **Dùn Mara**, and just east of the village of **Dùn Loachas** (*Fort Valour* in Common). All of these lands are under the protection and control of the **Lord of Dùn Bhriste**, who dwells in a formidable castle which rises above the fair city of the same name, many miles to the north of this small border village. The maze where this adventure takes place is located in the foothills, a mere three miles distant from **Cùirn Dhubh**. The map indicates geography, local settlements, defenses, and areas for further exploration: each hex equals 3 miles. A map legend is included for reference.

Cùirn Dhubh



Legend

	Light Forest		Hills		Village		Road
	Grassland		Mountains		Cave (Endless Lair)		Trail
	Grazing Land		Steep Mountains		Fort		Ancient Road
	Farmland		Beach		Tower		Trade Route
	Grassy Hills		Shallow Ocean		Ocean		River

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