

FOREWORD

Welcome to the *One on One Adventures Compendium*, a collection of eleven adventures designed for 1 gamemaster and 1 player- powered by the Pathfinder Roleplaying Game! What started as a novel idea for a product in 2004 has matured into a full blown line five years later, serving a niche in the gaming community as people have less time and opportunity to get the old gaming group together but still have the desire to roll the bones.

A little history for those who are interested: *One on One Adventures* was the brainchild of a summer spent in the Great Thar Desert and a winter spent in the Himalayas. Expeditious Retreat Press had just opened shop a year earlier and we were working on larger books for the *Magical Society Line*. Craving projects of a smaller scope and more open to creativity, we considered a line of adventures, but with the field fully saturated, we knew we needed something that made our adventures stand out.

It was at this time that we moved to India and if you think getting a gaming group together on nights and weekends in the states is hard, try doing it off season in extreme environments on the subcontinent! And that was the "Eureka!" moment. We couldn't be the only ones in this situation; life circumstances and geography must be preventing other gamers from getting a full-sized group together, so let's make it easier for smaller groups to play.

Traditional adventures generally have an assumed number of players, depending on the rules, and scaling down adventures for fewer players becomes progressively more difficult. With that in mind, we decided to start with the smallest gaming group of one, as adding more adversaries for parties of 2 or 3 seemed much less daunting and time consuming.

We had the line established with the first few titles in various stages of production, when the short film *Fear of Girls* came out. The opportunity to produce *The Pleasure Prison of the B'thuvian Demon Whore* in *One on One Adventures* was too tempting. Krunk the barbarian of the frozen waste, that god amongst men, was the perfect introduction of the line concept, and the Todd Lockwood cover was the icing on the cake. And so *One on One Adventures* was born, making a large splash publicly when *1 on 1 Adventures 6.66: The Pleasure Prison of the B'thuvian Demon Whore* took home a silver award for Best Adventure at the 2006 Gen Con EN World RPG Awards.

While the idea for the line was a product of necessity, the fans have found so many more uses. We've had people use our modules for tournaments in their regular gaming group, breaking down the party of 4 into 4 parties of 1. We've had parents use our modules to introduce gaming to their children as a smaller group size offers fewer distractions. We've had people use these modules to introduce the concept of tabletop roleplaying to non-gaming significant others. We've had people use these modules as an introduction to gamemastering, since you only have to put the smack down on 1 player.

At the end of the day, we discovered that *One on One Adventures* is for a wide variety of gamers, even though it started with a simple niche goal. This line is not only for the gamers who find getting at least 5 people together more and more challenging. This line is for all gamers and we are so glad that fans have found fun and joy through something we produced.

Good Gaming,
Joe and Suzi
Expeditious Retreat Press
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ONE ON ONE ADVENTURES #1

GAMBLER'S QUEST

BY WILLIAM L. CHRISTENSEN

AN ADVENTURE FOR ONE ROGUE LEVELS 2-4



Something is amiss in the town of Rhiannon. Recently raided by a band of vile creatures, the citizens of Rhiannon were shocked to find their lord at the root of the incident. And now Lord Kent is holding a competition for “all walks of life with a propensity for the gambling arts.” Will the PC aid the citizens of Rhiannon and uncover the truth about the mysterious Lord Kent? Or will the PC take this opportunity to line her own pockets?

Either way, the answers lie inside the walls of Lord Kent’s keep and the gamblers within.

CREDITS

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One on One Adventures are for one player and one GM. However, they are easily modified for a traditional party of four players and one GM.

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GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

INTRODUCTION

"I don't have a gambling problem. How can you call it a problem if you always win?"

– Sir Bredwir to his sister, just days before losing his family fortune.

"Cheating? Against the rules? No friend, you must be mistaken. Cheating is only against the rules if you get caught."

– Sariah "The Black Tulip" Redshift.

Gambler's Quest is an adventure for one GM and a single PC of second to fourth levels. The adventure is designed specifically for a rogue character, and as such, encourages stealth over strength while demanding the use of the varied skills in the rogue's arsenal. Characters should make certain to have skill points in Bluff, Disable Device and Perception, while points in Diplomacy, Linguistics, Profession (Gambler), Sleight of Hand, Stealth and Use Magic Device could also prove useful.

Remember that a single PC faces unique and dangerous challenges. Unlike a party, a single PC has no one to rely upon in a time of need, unless the PC is wise enough to seek for sympathetic NPCs. A good frame of reference that both GM and PC can relate with is a spy adventure; the hero almost always recruits a willing accomplice that pulls his bacon out of the fire at least once before he saves the day.

ADVENTURE BACKGROUND

Lord Kent, the royally-ordained ruler of the region, has long been preoccupied with stories of the ancient heroine, Danu de Tuatha. In particular, Lord Kent covets her legendary Moon Staff, the powerful item she used to defeat the black dragon

Varsullicraxis. His lust for the artifact has led him to hire bands of orcs and gnolls to scour the countryside for information and items that pertain to the Moon Staff of Danu de Tuatha.

Recently, Lord Kent's minions raided the town of Rhiannon. Mayor Fellstone and his fellow citizens were outraged, and thus formed a party from the town's surviving guards to track the creatures back to their lair so that it might be assaulted. To their surprise and grief, the tracks led to Lord Kent's keep. Mayor Fellstone realizes that Lord Kent cannot be brought to justice by usual means. Resigned, the town began the slow process of reconstruction. Still, the villagers wonder why the young lord would do such a thing, and the mayor wonders why the creatures stole his old journals, books, and maps. Meanwhile, Lord Kent pours over ancient tomes and maps, searching for the final resting place of Danu de Tuatha, the tomb of Kara-Duir.

Lord Kent believes that soon his efforts shall prove fruitful, and then the Staff of Danu de Tuatha will be within his reach. However, his research has led him to believe that the tomb of Kara-Duir is heavily trapped and guarded, and not being one to readily risk life and limb, he has devised a plan to find suitable recruits to delve the dungeon on his behalf. Thus, being known as something of a gambler himself, Lord Kent has announced a tournament at his keep, inviting those of "all walks of life with a propensity for the gambling arts." Contestants shall stay at his keep for four days, and regularly compete, but this contest is merely a front. Secretly, Lord Kent plans to scrutinize the contestants, hoping for suitable recruits.

Mayor Fellstone, hearing word of the open invitation to the gambling tournament, has devised a plan of his own. He means to learn Lord Kent's motives for sending raiders to Rhiannon and see some of the town's treasures returned. Thus, he seeks out the PC (her being known for her "propensity" for

Scaling the Adventure

Gambler's Quest is designed to challenge a single character of 2nd-4th levels. However, you can easily run the adventure for characters of a higher level, and even for more than one character if you so desire, by making minor changes and preparations before play.

For a Single Character of 5th-7th levels: To run *Gambler's Quest* with characters of these levels, consider the following.

- Advance each guest NPC 2-4 levels, save for Sariah Redshift, who should be of equal level (as she should prove to be a primary antagonist). Kara and Uther should be two levels lower than the PC.
- Change Medifir Blacktooth into a werewolf instead of a wererat.
- Advance each guard and creature in Area 9 and Area 14 (the gnoll and orc barracks, respectively) so that each room's EL is 1-2 higher than currently listed. Make Grendel (the orc chieftain) and Fangrid (the gnoll sergeant) each two levels lower than the PC.
- Advance Lord Kent to one level higher than the PC. However, maintain his spellist's focus on damaging and protective spells. Avoid spells with a "Save or Incapacitate" effect as for a single PC, they are tremendously dangerous and don't make for a lot of fun for a single player.
- In the dungeons, advance the skeletons and zombies 1-2 HD and replace the ghoul with a ghaist, and depending on the character's level, consider advancing the ghaist's Hit Dice. Consider replacing the medium monstrous spider with a large monstrous spider. Advance the ghost in Area 26 one level and allow it to materialize in a single round.

For a Multiple characters: To run *Gambler's Quest* with more than one character, consider the following changes.

- Add an appropriate number of guest rooms to the castle for PCs, and one additional guest (a roommate) for each other guest room.
- As a rule of thumb, add an extra guard or appropriate creature to each encounter for each additional PC.
- Create a second servant (a counterpart for Kara) to help keep order at the tournament.
- Make encountering Lord Kent CR 3 higher than the APL. Make encountering Uther CR 2 higher than the APL and give him an appropriate set of guards. Make Grendel (the orc chieftain) and Fangrid (the gnoll chieftain) each CR 1 higher than the APL, and give them each an appropriate set of guards.

GAMBLER'S QUEST (LEVEL 2-4 ROGUE)

such diversions), and asks her to infiltrate Lord Kent's keep under the guise of a legitimate contestant. Mayor Fellstone agrees to pay the contest entry fee of 100 gp and also offers to outfit the character with some suitable gear, including the following: a set of masterwork thieves' tools, an arcane scroll inscribed with sleep (caster level 1st), and a potion of cure light wounds. In addition, Mayor Fellstone offers the PC a reward of 200 gp for learning Lord Kent's motives, and an appropriate gp reward for the return of each item stolen from Rhiannon.

STOLEN ITEMS

Several items were stolen from Rhiannon that the citizens wish recovered. The following table details each item, its location in the keep, the item's value, and the reward offered for its return.

Treasure	Location	Value	Reward
Diana statuette	Area 15	100 gp	40 gp
Gem-studded longsword (masterwork)	Area 21	400 gp	100 gp
Mayor Fellstone's books, journals, and maps	Area 28	10 gp	50 gp
Rune carved amulet (key to the tomb of Kara-Duir)	Area 28	100 gp	100 gp
Silver statuette of an elven maiden	Area 10	20 gp	40 gp

RHIANNON

Small Town Conventional; **AL** NG
GP Limit 800 gp; **Assets** 56,000 gp

DEMOGRAPHICS

Population 1,400

Type mixed (human 42%, elf 35%, half-elf 15%, dwarf 3%, halfling 3% half-orc 1%, gnome 1%)

AUTHORITY FIGURES

Mayor Fellstone, male human aristocrat 4

IMPORTANT CHARACTERS

Aerlyn Moon, LN female elf cleric 5; **Randal Atwood**, CG male human expert 3 (innkeeper of The Dragon's Roost); **Mathias Black**, LN male human expert 3 (blacksmith, weaponsmith, and armorer); **Wallace Brookstone**, CN male human expert 2 (merchant); **Gwynn Mabon**, LG male half-elf warrior 4 (constable)

OTHERS

Town Guards, warrior 2 (x15); Expert 3 (x10); Rogue 3 (x3); Ranger 2 (x2); Commoner 1 (x1,274)

ADVENTURE SYNOPSIS

The gambling competition spans four days, and thus the PC has four days and three nights to complete her quest. Each day the PC must compete with two other guests, but the rest of the day is free (allowing the character time to infiltrate the castle during the day and night). During the competition the PC must search the keep (overcoming obstacles such as locked doors and attentive guards), discover Lord Kent's motives for attacking Rhiannon, and recover several of the citizen's stolen

treasures. Meanwhile, Lord Kent keeps a watchful eye on the PC (having already recruited a contestant, Sariah Redshift, to act as a spy), to gauge her worth as a suitable recruit.

At the end of the competition, Lord Kent confronts the PC, and admits that he has been tracking her progress with interest. He asks the character to join his ranks, and help him recover the Moon Staff of Danu de Tuatha. Whether the PC chooses to join Lord Kent or continue to aid Mayor Fellstone is up to the player. However, should the character refuse Lord Kent's offer, he attacks.

CHARACTER HOOKS

If you do not wish to use the default character hook provided (being sent by Mayor Fellstone), you can simply have the character hear of the tournament and arrive of her own volition and discover that the keep is a grand place for exploration and looting (in between competition, of course).

If you do not wish to have the character participate in the gambling competition, you can easily change the adventure to accommodate your needs. Instead of having the character arrive as a competitor, you can have her sent as a thief, spy, or assassin (perhaps from a secret network or guild), with any number of goals. The guild could provide the PC with reconnaissance information about a secret entrance into the keep (see Area 27), and from there the character can work her way through the castle to her ultimate goal.

THE COMPETITION

Each of the characters gambles against six others, and since Lord Kent is competing in the tournament as well, there is one person that each character does not compete against. Assume that the PC is the one that does not compete against Lord Kent unless she is among the top gamblers on the final day. Each day the PC is scheduled to gamble with two guest NPCs, thus competing against each of the six other guests over the course of the first three days, and with Lord Kent and the other top gambler on the final day.

A good rule of thumb is to schedule the PC to compete at noon and at eight, although you can hold the competitions at any time you wish. At the scheduled times, the PC is expected to meet in Area 12, the Grand Hall, to compete. Should the PC not be in Area 12 at the proper time, Kara, Lord Kent's servant, seeks to fetch her. She first checks the PC's room, then the common areas, and finally the rest of the keep (those areas that are locked and considered off limits). To help the PC keep track of time, there is a clock-tower in the courtyard (Area 11) that chimes at each hour.

The winner of the tournament (the character that wins the most games of Skulls), takes home 800 gp. To compete on the final day of the tournament, the PC must be one of the top three competitors (a good rule of thumb is to rule the PC as one of the top three if she beats four or more of the NPCs during the first three days). Assume that Lord Kent is one of the final finishers. The other top competitor is at your discretion.

To simulate the gambling tournament, you can play the original dice game Skulls, as described below. Note that you do not need to actually play out every (or any for that matter) game of Skulls to run this adventure. You can just as easily run the tournament by having the PC and NPC roll opposed Bluff or Profession (Gambler) checks. Whoever rolls highest wins the game. It all depends on you and your player's interests and preferred style of play.