

## Chapter 1 : One on One Adventures Compendium von Suzi Yee (Paperback) â€“ Lulu DE

*This Compendium is more than just a repackaging of the first 11 One-on-One adventures (written for GM and a single player) into one convenient book, the opportunity has been taken to optimise all the adventures, originally written for Dungeons & Dragons 3e to the Pathfinder RPG.*

I sat down with a concept and built a random dungeon utilising the material in the DMG. I then populated the tomb and came up with the story I had been working on. The premise for this adventure is that the players begin as criminals. The land they are living in is run by a cruel Ghast Queen who forsook life to rule in immortality. She is a tyrant like no other in this part of the lands. The players were taken as criminals for their actions that were construed as treason and put to hard labour for several years. Then they are offered a chance to show the Ghast Queen their rehabilitation. Here a task is created for the prisoners to collect five or however many players in your group their are gems that fit together to become an art piece known as the Hand of the Lich. The five holders of the gems, once all other petitioners are dead, are then pardoned and set free from servitude. Each participant is equipped i. They are then lead to an elevator shaft on top of a mountain operated by two Minotaur pulling a rope and lever system. They are lowered a hundred feet down an elevator shaft of polished granite DC 20 Athletics for climbing , lead through a room dedicated to the worship of Set or another god of death that fits your campaign and into a room that once was used as an embalming chamber. The guards then read from a scroll and the group around 20 â€” 30 as you see fit fall unconscious. They wake up an hour later though it seems much longer to them and the other occupants of the room wake up at the same time â€” the Gauntlet has begun. The map of the tomb. CR 0 to 8 The wake-up room. Players wake up here in complete gear, others are also waking up at the same time â€” there are 15 â€” 25 other criminals in the room, all armed and armored. There may be a battle here, there may not â€” depends on how the players work it out. The other criminals are more inclined to try and find the gems first and then fight for their lives. Use the Bandit template from the GMG if a battle ensues. Chapel dedicated to Set with collapsed floor: CR 4 The floor has given way in a couple of places here where a small amount of water pooled and loosened the limestone over time. This hints at the level below this one. The room is dedicated to the Gods of the Dead and protectors of the souls which were meant to guard Queen Esmerelda, so long ago. The experience for this room should only be awarded if the characters seek to make their way through the Blade Barrier area. CR 0 This shaft is where the players come in. However, the shaft drops a further 25 feet and opens into a set of natural caverns below the elevator that is not covered by this adventure. Antechamber for preparation of meeting dead with collapsed ceiling portion: CR 1 Inside this voluminous chamber there is a massive amount of debris. The mongrelman remains largely out of sight in the rubble of the Northern corner unless an individual seeks to pass through this room in possession of one of the gems that makes up the Hand of the Lich. He is known as Dendrick and was once a much more placid individual but he found his way into the Tomb and was cursed by the Ghast Queen and used to cause trouble for those that Run the Gauntlet. Priest Robing Room that has been used as a campsite: Togs also holds a pouch with 17 CP and a small glass vial holding the nail clippings of a sea hag. Door to this room is wooden and unlocked. DC 15 break, 30 HP. Crypt for less important burials with pool of water: The pair are also carriers of disease and with any successful attack must make a Fort save DC 12 or contract the Filth Fever. They carry 28 silver pieces otherwise. Tomb of the wealthiest nobles: Their worldly goods are in the chests that lay with them and they are looked over by the statue of Set on the south eastern wall. Treasure in the chests of the room all locked with DC 15 to unlock is: Distribute this treasure amongst the five real chests as you wish. In total there are five traps in this room. Experience should be awarded only to those traps that the characters interact with. In the northern most room if a character passes through this archway it triggers a Swinging Axe trap CR 1; Archway in the north east has a pressure plate just inside the door that breaks the floor and drops into a Spiked Pit Trap CR 2; On the pillar next to the entrance of the north eastern archway there is a glyph of warding present which triggers a sleep spell when read. CR 2 This room has been totally destroyed in previous gauntlets. A backpack with 12 gold in it lays in the southern corner and where a brown mold has taken root in the upper corner of the room directly above the pack. Gallery

with the ceiling collapse: There is nothing of interest in this area. It used to house oil paintings and statues but they are all rubble now. CR 1 The furniture in this room has been smashed by the many battles it has seen and the table and chairs that once housed human guards lays as debris on the ground. Three skeletons Bestiary 1 exist in this room and attack anyone that attempts to enter it. There is a skeleton at the entrance to the Gallery to the north, and a skeleton to the entrance to the southern gallery. The final skeleton stands in the center of the room facing the entrances to the east. Gallery reduced to ashes: This room has been destroyed by a major fire that burnt away all of the paintings and sculpture. There are three bases to statues left and with a successful perception check DC 15, the characters can locate a tin container that holds one of the gems of the Hand of the Lich. The Grand Crypt and camp site: Inside the coals of the campfire is one of the gems of the Hand of the Lich which can be found with a perception check DC Embalming chamber with partial collapse: Inside here is the final and most dangerous of the guardians in the Gauntlet. This is obviously geared toward a group of five or less players due to the number of gems that make up the Hand of the Lich. There are plenty of spaces that can be used for placing the gems and increasing the number that can be freed of the Gauntlet. The only place really not suitable is with the Mongrelman in room 4 due to his curse. They are only mentioned in room 1 but there may be heaps of them around. They are an invaluable resource for you as the GM. You could also introduce some side quests that lead on from this when the players are free of the Tomb with them. They are a brilliant resource. The end of the adventure requires the five that have the gems to congregate in the temple of Set. There must be only five living creatures left and they will find that the Blade Barrier spell has been lifted and the elevator has been lowered to lift them to their freedom or doom? That part is up to you.

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### Chapter 2 : [blog.quintoapp.com](http://blog.quintoapp.com) - Expeditious Retreat Press - 1 On 1 Adventures - The Leading Source for

*The adventures were packaged as Pathfinder "One on One," a single player, single DM and purpose based series of modules meant to run solo. It was pretty intriguing. The One On One Adventures Compendium, available on Paizo's website, had options for almost any character class but we chose to start with the Rogue adventures and move on.*

Colorado I spent GG and all I got was this stupid overtext If you want to just skip to the question at heart look below, but I thought some background might help. None of us had ever played tabletop RPGs no one else in my group had ever even heard of them in fact , but I had always thought they sounded neat. However, not knowing anyone who played them, I was intimidated to actually try playing one. Enter Warhammer Fantasy Roleplay 3rd Edition. With lots of bright shiny components, it looked like the perfect thing to introduce tabletop RPGs to a bunch of board gamers. I bought it, we played it, and we had a lot of fun. After a couple of sessions one group quit, but I took up GMing it for another group and also am participating as a player in a different campaign. I love that system, and not just because it is what got me to try tabletop RPGs. However, the original group I tried it with the Descent gamers quit. They said that they liked the "you can do whatever you want" aspect of an RPG and the ability to customize your character to be exactly what you wanted. Now cue me deciding to try Pathfinder with them. My plan is to use all my Descent bits Hero and Monster Figures, Dungeon Tiles, maybe even coins and wound markers , but play using the Pathfinder rules. My plan is to create characters for the players ahead of time, then just sit them down to show off the game. Ideally the adventure will: Be for low level characters 2. Make good use of a grid map either provided in the adventure or one I could make up using Descent components or a flip-mat 3. Have plenty of fun combats 4. Show off the strengths of the Pathfinder system Naturally being an RPG, having multiple approaches to situations and non-combat scenes are certainly important to. Anyone have any suggestions on what to get?

### Chapter 3 : 1 on 1 Adventures? : Pathfinder\_RPG

*Second: as told before, a one on one is less about full on combat and more of character development. Depending on what class she/he chooses you should change. Third: also, as mention before, you aka NPCs will be all the interaction the character will have, so make one ore two stable NPC for the character to grow with.*

### Chapter 4 : Trollish Delver: Finally, you can play Pathfinder solo with Party of One {Pathfinder}

*1 on 1 Adventures # The Lost City of Bransik is a Pathfinder adventure designed for one GM and one player. A reclusive mage desires to recover the spellbook of the powerful wizard, Herinack Dersuni.*

### Chapter 5 : [blog.quintoapp.com](http://blog.quintoapp.com): Customer reviews: 1 on 1 Adventures Compendium: Pathfinder (Pathfinder)

*1 on 1 Adventures # Cipactli's Maw is designed for a Wizard, level , powered by the Pathfinder Roleplaying Game. The Wizards of the Four Winds have enlisted the PC to find the legendary vault of the great Queen Huehaatl hidden deep in the jungle.*

### Chapter 6 : One on One Adventures Compendium - Expeditious Retreat Press | 1 On 1 Adventures | [blog.c](http://blog.c)

*1 on 1 Adventures are modules designed for 1 player and 1 GM. They are perfect for the smallest gaming groups and easily scaled to accommodate more players. #1-#11 were originally released as OGL products, but the One on One Adventure Compendium has converted #1-#10 to Pathfinder RPG.*

### Chapter 7 : PF [Pathfinder] 1on1 Adventures Compendium in PDF

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*One on One Adventures are for one player and one GM. However, they are easily modified for a traditional Pathfinder Roleplaying Game from Paizo Publishing, LLC.*

### Chapter 8 : Good Pathfinder one-shot for newbies? | Pathfinder Roleplaying Game | RPGGeek

*Thank you for all the information and writing this all up!:) I actually found some adventures for 1 on 1 play in Pathfinder - One on One Adventures Compendium (still haven't run them though).*

### Chapter 9 : Portal:Adventures - PathfinderWiki

*Pathfinder one-off adventures submitted 4 years ago by Kragnoth\_the\_uncouth Some friends and I are looking to start a Pathfinder campaign, i'm looking for good one-off scenarios to get us going.*