

ELGAR FLETCH AND THE DARK ARMU

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This stand-alone adventure is designed for a single player with no GM. All you need to play is some dice (d6, d8, d10, and 20), a pencil, some paper, and this adventure.

The rules are explained as you play. Begin at paragraph 1 and proceed from there, taking notes (including the paragraph path you've already followed) on your paper as you go.



Your name is Elgar, and the only home you've ever known is your small village, Elm Creek. Papa taught you how to hunt and trap, and that's provided you with plenty of food to eat and pelts to sell.

It's those pelts that brought you to Grabe's General Store. You've purchased all your basic supplies, and still have a pouch full of coins. "You know," Grabe says just as you are about to leave, "I got a couple things from a trader a few days ago that might interest you."

"What ya got?" you respond.

He first pulls out a fine grey cloak. The color seems to shift as you watch it. "Real elven work," Grabe says. "Keeps you warm and hides you in the forest." Then the shop owner produces a fine chain necklace. "This is said to be woven with dwarven magic. It gives you the strength to keep going when times get tough."

You look at the coins in your purse. You have enough to buy either the cloak or the dwarven chain, but not both. On the other hand, you don't need either, and you never know when extra gold will come in handy.

> "So," Grabe asks, "what'll it be?" If you decide to buy the elven cloak, read 14. If you decide to buy the dwarven chain, read 17. If you decide to save your money, read 52.

2

Pierced by many arrows, the ogre falls to the ground with a mighty thud.

Now read 60.

3

You look down and shuffle your feet. "Sorry, Annah. The time just got away from me."

"Sometimes I swear, Elgar, you are more forgetful than a fly on Tuesday."

"But as soon as I remembered," you say, "I ran here as fast as I could."

"As fast as you could?"

"Yeah, I didn't stop for nothing. I mean, there weren't much to stop for anyhow, but if there were, like a raging river or a thicket of brier, that wouldn't have stopped me either."

Annah furrows her brow. "Well, I suppose I'll forgive you just this once." Then Annah leans forward and gives you a quick peck on the lips. "Now sit down and eat your lunch."

Now read 9.

The wolf dodges your rushed attack. You missed the wolf, and she is undamaged.

Read **5***.*

The wolf leaps through the air, her fangs bared. Make an attack for the wolf by rolling your d20. If you roll a 15 or higher, read 76. If you roll a 14 or lower, read 19.

5

6

The pot holds a thick stew made mostly of meat and bones. You can identify deer, rabbit, and squirrel. There are also trace amounts of edible roots and mushrooms. Your stomach aches with hunger, and you realize you haven't eaten since leaving Old Gerdy's.

> If you eat the stere, read **15**. If you leave it alone, read **46**.

7

You move silently and pass the Dark warriors without them noticing you. You get by the Army with no other difficulties, and continue your journey towards the capital.

Now read 71.

8

You use the tree roots to pull yourself from the hole and onto the ground above.

Now read 30.

9

The meat pie is, or course, delicious. Annah's always been the greatest cook around. You and Annah eat quietly, and you listen to the rustle of the grass. As she eats, the tension drains from her body. When she finishes, she speaks to you again, "Father says he'll be heading out to the capital at the end of the month. I'm probably going to go with him. Would you like to come?"

"Nah. I'm not sure there's anything I need from the capital," you reply.

Annah rolls her eyes and flops onto the grass. Wrong answer, Fletch.

"I mean... not much I want. But if there were brigands on the road, you might want..."

"Elgar Fletch, don't you ever want to see what

the world's like outside of Elm Creek?"

"Of course I do," you say. "But... I don't know. There's a lot of nice stuff in Elm Creek, too."

"What's your biggest dream, Elgar?"

You're taken aback. You never really thought about it before. "Well, I guess... I mean..." You need to think fast. What's something that would impress Annah? "I thought about becoming a hero..."

"A hero?" Annah says, her eyebrow raised in skepticism.

"Yeah. You know, like the kind that slays monsters and saves the kingdom..."

Annah stands up abruptly. "I'm going home, Elgar. And before you ask, no, I don't need somebody to walk me home."

Then, before you can figure out what you said wrong, Annah's gone.

You know she'll need some time to cool off. You know it's probably best to bring your supplies back home. But your head is so confused, and at times like these a walk in the forest is the best way to clear your mind. Then you think it might be a good idea to visit Old Gerdy. She might know a bit about women, seeing as how she is one.

Now read 13.

10

You find a path in the underbrush that you think will keep you hidden from the ogre, and you use your hunter's training to tread lightly.

You must now make a Stealth check to sneak around the ogre. You have a +8 bonus to your Stealth roll. If you bought the elven cloak, you gain an additional +2 bonus (for a total of 10).

> If your total roll is 15 or higher, read **25**. If your total roll is 14 or lower, read **34**.

The second wolf falls to the ground. Looking at them closely, you see that these wolves share the same strange look as the one you fought in the forest, with black fur and red eves.

You rush through the debris, searching for signs of life, and then you see her.

Annah lies on green grass, her clothes soaked with blood. You rush to her side and clasp her hand. She bears several wounds, the deepest a slash across her belly. You see that she still breathes - just barely. Then her eyes flutter open.

"Elgar... is that you?"

"I'm here, Annah. Everything will be all right.

Gerdy gave me a salve..."

"No. No time," Annah wheezes, bloody foam forming on her lips. "You must listen..." she whispers, barely audible.

If you apply the salve against Annah's wishes, read **47**. If you focus on listening to what Annah says, read **40**.

12

"Hello," you call to the ogre.

It fixes its massive eyes on you. "A human in my woods! Why you here?"

"I'm just passing through."

"Mama say human good eatin'. You get in my pot!" the ogre commands.

"I don't want any trouble," you say.

"You get in pot or me stab you with stick," the ogre replies.

Though you are not a skilled liar, the ogre is slow-witted, so you may be able to trick him, or you could rely on your bow to defeat him.

> If you try to trick the ogre, read **33**. If you attack the ogre, read **69**.

13

You soon are on the familiar path that leads to Old Gerdy's shack in the woods. Then you stop. Something isn't right. You scan the woods, and see it. At first it just looks like a shadow that's too big, but then you know it for what it is: a wolf.

There're plenty of wolves around Elm Creek. Normally they stay away from humans... unless they're rabid.

This wolf doesn't look rabid, but she doesn't look right either. Her coat is black and almost looks burnt. Her eyes are red.

You lift your bow from your shoulder and nock an arrow, just as the wolf charges from the bushes.

Roll your 20-sided die (d20). If you roll a 7 or higher, read **58**. If you roll a 6 or lower, read **4**.

14

You run a finger over the fine cloak. "Looks good," you say. "I'll take it." You hand your money to Grabe and pick up the cloak.

Make a note on your paper that you bought the elven cloak.

The stew is foul, but you're very hungry. You quickly eat as much as you can stomach.

Make a note that you ate the ogre's stew.

If you search his cabin, read **39**. If you continue your journey, read **54**.

16

With a twang, your bow string launches an arrow that strikes the wolf squarely in its chest. She releases a soft whimper, then falls to the ground.

You are relieved that the wolf is dead, but deeply troubled by her aggression. Fortunately, Gerdy's hut is close by. You proceed again on your path.

Now read 21.

17

You pick up the dwarven chain and it seems almost weightless in your hand. "Looks good to me," you say and pass Grabe your money.

Make a note that you bought the dwarven chain. *Then read* **37**.

18

You fire your bow. The ogre is momentarily stunned, but then pulls a sharp stick from his belt and tries to skewer you.

Now read 36.

I9

You knock the wolf aside with your bow. The wolf missed you.

Now read 20.

20

You back-pedal to give yourself room to loose another arrow at the wolf.

You have just played a single round of combat. Each round you make an attack and then your foe (in this case the wolf) does. An attack hits if the total of the d20 roll plus the attacker's attack bonus is equal to or higher than the defender's armor class. If the attack hits, the attacker causes damage.

This adventure uses hit points to track how much punishment somebody can take. You started with 26 hit points and the wolf started with 13. If you hit her with an arrow, you do 1d8+3 damage: roll your 8-sided die and add 3 to the result, and then subtract it from the wolf's current hit point total as noted on your paper.

If she hits you with her bite, she does 1d6+1 damage: roll your 6-sided die, add 1 to the result, and

Your Attack Bonus	+7
Longbow Damage	1d8+3
Your Armor Class	17
Your Hit Points	26
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Wolf's Attack Bonus	+2
Bite Damage	1d6+1
Wolf's Armor Class	14
Wolf's Hit Points	13

If the wolf reduces you to 0 hp, read **80**. If you reduce the wolf to 0 hp, read **16**.

21

Gerdy's shack is a hodgepodge of various woods that she collected from the forest floor and assembled into a dilapidated shape. While it looks like it might collapse at any minute, it is surprisingly sturdy.

"Gerdy, it's Elgar," you call from outside the hanging buckskin that serves as her door.

"Enter," Gerdy's withered voice replies. "I thought I might have a visitor today."

You step inside and see Gerdy's aged frame hunched over a bubbling pot where she heats a foulsmelling concoction.

Gerdy looks up. "What happened to you?" she asks.

"A wolf in the forest. It didn't seem right. Its fur looked scorched, and it had..."

"Eyes like the devil."

You nod. "How did you know?"

"There's been a foul wind in the air these past few days. Death is on the march."

A shiver runs down your spine. "What's that mean for Elm Creek?"

Gerdy shrugs. "Maybe nothing. Maybe everything. Sometimes the signs are hard to read. But just because it might pass by Elm Creek don't unload your worries; somebody somewhere is in for trouble."

You think of the words you told Annah earlier that you wanted to be a hero. You didn't really mean it. You just thought it would impress Annah. Or did you?

"What should we do?"

"First things first: Did the wolf get her teeth in you?"

If you took any damage battling the wolf, read **29**. Otherwise, read **43**. You sleep deeply, but not well. You dream strange visions. You see the wolf you fought, risen again. Blood still drips from the wounds you inflicted as it snarls at you.

You try to raise your bow, but an unseen force strikes. Again and again blows from nowhere strike your side. You hear a croaking voice, say "Up... up... get up!"

You open your eyes and see Old Gerdy hovering above you. She hits your side with a gnarled staff, and shouts at you. "Get up, you lazy bones."

"What?" you groggily respond.

Gerdy opens the hide door flap and points to something in the distance. "Look there," she says.

Now read 32.

23

You think quickly, "Well, the thing is, Annah, I really wanted to be here, but I was attacked."

"Attacked?" Annah asks, raising one eyebrow. "Yeah. There were these brigands..." "Brigands?"

"Of course brigands. And they had swords. And they said they were heading towards town to rob us all. But I fought them, and they ran off, and promised they won't ever hurt another soul."

"Elgar Fletch," Annah stares at you with critical eyes, "that is the most ridiculous story I have ever heard. First of all, I don't think there's a thing in Elm Creek that brigands would waste their time on. And second of all, if there were, you would not be the one who'd chase them off."

"Well... I could, maybe."

"Maybe you could," Annah responds. "But you didn't. I'm not talking to you. I'm just going to sit here and eat my pasty."

Now read 9.

24

The battle is fierce, but at last the Dark warrior falls. You know that you have precious little time to reach the city before the rest of the Dark Army arrives.

Now read 65.

25

Your training serves you well. The ogre gives no sign of noticing you, and you're soon well away from his cabin.

Now read 54.

26

You know what you must do. Elm Creek is gone, but there are others you can still save. You must make your way to the capital and warn them.

But what route to travel?

Although you've never traveled it, there is only one road that runs through Elm Creek, and you know that if you follow it long enough, it'll take you to the capital. But you also know that the Dark Army that Annah spoke of is following the same road. At some point you'll overtake the Army, and will need to find your way around them.

You also know that the road curves around the forest, and that you may be able to save time if you cut directly through it. There's no marked path, but you're skilled at finding your way through the woods.

Unfortunately, there are other dangers that lurk in the forest. Normally you have little to fear from wild animals, but the wolf attacks have left you worried. Worse, rumor has it than a terrible ogre lives deep within the forest and eats any who stray to close to his lair.

Whatever path you take, you must decide quickly. *If you travel along the road, read* **50**.

If you travel through the forest, read 41.

27

The fall leaves you bruised, but after the initial shock you quickly stand and take in your situation. Fortunately, the pit is not deep, and many roots should provide ample handholds. You grab one and try to pull yourself free.

Trying to climb from the pit is a skill check using the Climb skill. You have a +2 bonus to your Climb skill, so roll 1d20 and add +2.

If the total is 10 or higher, read **8**. If the total is 9 or lower, read **56**.



You pull your foot back and steady yourself at the edge of the pit.

Now read 30.



You nod. "Just a little nip," you tell Gerdy. "Nothing to worry about."

"Better let me have a look" Gerdy says. Then before you can protest, she lifts your shirt to examine your wounds. "Tch, tch. Just a nip indeed. Well, I've got something for this, and I'll have you patched up in no time." Gerdy opens one of her jars of salves and spreads it on your wound. Then she wraps it in fine linen, and forces you to drink a bitter tea. "Better rest here for the night," Gerdy says. "It's getting dark. And besides, it's not a good idea to walk too far after what you've just drunk."

You begin to protest but already Gerdy's tea is muddling your head. You curl up on a blanket on Gerdy's floor, and are soon fast asleep.

Old Gerdy's herbs and the night's rest restore your hit points to the maximum of 26. Note this on your paper.

Then read **22**.

30

You walk away from the pit trap. Somebody obviously made it either to catch game or ward off intruders. Either way, whoever dug it is likely nearby. You proceed again with caution.

Before long, you find out who dug the trap. In a clearing in the forest, you see a primitive log cabin. Outside it is a small fire with a large castiron pot. Sitting on the stump is a massive vaguely human-like creature. It stands at least nine feet tall and is whittling a long stick with a crude stone knife. You've never seen such a creature before, but you recognize it as an ogre.

Ogres are said to be strong but often dullwitted. It hasn't seen you, so you might be able to sneak around his cabin, or you could try to get the drop on him and kill him before he strikes back. Though ogres are said to be wicked, it's also possible that you could reason with this one.

> If you try to sneak around the ogre, read **10**. If you try to talk to the ogre, read **12**. If you attack the ogre, read **49**.

31

The ogre ponders your idea for a moment, then finally says. "No. It like Mama tell me. One human in pot is better than two in hole. Me poke you with stick now."

It seems you have no choice but to fight the

ogre.

Now read 69.

32

Your body is heavy, but you drag yourself to your feet and stumble outside. You look where Gerdy points.

Smoke.

And lots of it. More than a bonfire. A forest fire, you think at first. Then you realize the direction the smoke comes from: That's Elm Creek.

"Tve gotta go," you say to Gerdy and quickly grab your possessions.

"Wait," Gerdy rushes inside the house and looks through her pots of odd concoctions. She finds what she was looking for and holds it out to you. "Take this salve. It will ease your wounds. I hope you won't need it, but..."

"Thank you," you say and take the clay pot. Then you turn and run towards Elm Creek.

You have received a Healing Salve. Make a note of this on your paper.

Healing Salve: You may only apply a Healing Salve while you are out of combat. When you use the Healing Salve some hit points you lost because of damage are restored to you. Add 8 to your current hit point total; this cannot bring you beyond your maximum of 26. Once you have used the Salve it is destroyed.

Now read 42.



"Humans are good eatin'," you tell the ogre. "And there's a bunch more trapped in that hole you dug. You better hurry and get them before they climb out."

You are attempting to bluff the ogre. You have a +0 bonus to your Bluff skill, so just roll your d20 and use the result.

If you roll a 10 or higher, read **51**. If you roll a 9 or lower, read **31**.

34

You misplace your foot and snap a dry twig. "Huh?" you hear the ogre say to himself. Then his massive head swivels in your direction. "A human in my woods!" he bellows.

If you attack the ogre, read **69**. If you try to reason with the ogre, read **12**.

35

It takes all your willpower, but you are able to keep traveling through the night. Just as dawn is breaking the next day, you climb to the top of a steep hill and see the capital city.

Now read 44.

Your advantage is soon lost, as the ogre sees you and charges with his sharpened stick. You nock an arrow to your bowstring and prepare for the ogre's onslaught.

You will run this combat similarly to how you fought the wolf. However, in this fight you may also try to flee the battle. If you try to flee, you will not attack on your turn, and if you fail, the ogre attacks you on its turn. You may attempt to flee as many times as you wish.

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Your Attack Bonus	+7
Longbow Damage	1d8+2
Your Armor Class	17
Your Hit Points	Check your paper
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Ogre's Attack Bonus	+7
Pointed Stick Damage	1d8+5
Ogre's Armor Class	13
Ogre's Hit Points	30
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If the ogre reduces you to 0 hp, read **83**. If you reduce the ogre to 0 hp, read **2**. If you try to flee, read **79**.

37

"Pleasure doing business with you," Grabe says. "Oh, and you if you see Annah, tell her..." but you don't wait for him finish.

Annah.

You're an idiot.

You race down the dirt road that leads through town, then cut through the grass. You climb a hill that overlooks Elm Creek.

Sitting at the top of the hill is the most beautiful woman in the world. Chestnut hair cascades over her silky shoulders. Her brown doe eyes look up at you as you draw near.

Then she slaps you.

Annah.

"Elgar Fletch. I slaved over a hot stove cooking these pasties for you. Pasties that have now gone cold. And why would that be?"

> If you tell Annah the truth, read **3**. If you try to make up an excuse, read **23**.

38

You pass between two large trees, and behind you, you hear a loud crackling sound as the bark flies off.

"Come back, human!" the ogre yells. "I put you in my pot!"

You turn to see that the ogre has become wedged between the two trees and will require some time to break free -- time enough for you to escape.

Now read 54.



Most of the objects in the ogre's home are of no value, but you do find three arrows enchanted to burst into flame when they strike a target.

Make a note on your paper that you found three Flaming Arrows.

Flaming Arrow: You must decide whether or not to use a Flaming Arrow before making your attack roll in a round. If you hit with a Flaming Arrow, the target takes an extra 1d6 points of fire damage. Whether you hit or miss, the arrow is destroyed after the attack.

> If you investigate the pot above the fire, read **6**. If you continue your journey, read **54**.



You lean in to Annah as she whispers. "They're headed to the capital. We were just... in the way. Army marching under black banners. Must warn them."

"We will, Annah. We'll go to the capital and warn them together."

"No... you... promise me you'll warn them.. promise..."

"I promise," you tell Annah. "Just hang in there."

But it's too late. The last breath flutters from Annah's perfect lips, "I love..." she says. Then she breathes no more.

Now read 82.

41

You make your way into the woods. The first part of your journey is easy, but as you travel deeper, you come to parts of the forest that you've never seen before, and navigating becomes more difficult.

You look at the position of the sun, take the lay of the land, and judge that you're on the right track. You continue your journey for several more hours. You know you should focus on the journey, but your thoughts drift to the events of the day: the strange wolves, the plume of smoke, the blood... Annah. Your foot comes down and keeps going beyond where the ground should be. In your carelessness you missed an obvious trap: a pit covered with a weak frame of reeds holding up a false floor of leaves.

To avoid falling into the pit, you must make a Reflex saving throw. This is similar to making an attack or skill check. You must make a d20 roll, and add your Reflex save bonus of +6.

If the total is 20 or higher, read **28**. If the total is 19 or lower, read **77**.

42

Your muscles ache as you force yourself to continue running far beyond your normal limit. You lose track of time as the landscape blurs past. At last the forest clears and you see Elm Creek.

In ruin.

Black smoke rises from the scorched remains of the dozen buildings that once made up the heart of the village. Bodies of people you knew lie motionless on the ground. Two black wolves feast on the carrion.

Before you realize what you are doing, you loose an arrow at the closest wolf.

You must now fight two wolves. This is similar to the battle you ran before with two exceptions. In this fight, you can only attack one wolf each turn, but each wolf gets to attack you each turn as long as it has any hit points left (when you reduce one to 0 hp, that wolf falls). Also, you begin this battle at range, and the wolves have no ranged attacks. This means that you get to attack twice on the first round of combat (and only the first) before the wolves attack at all.

Your Attack Bonus	+7
Longbow Damage	1d8+2
Your Armor Class	17
Your Hit Points	26
	1 Carl
Wolf's Attack Bonus	+2
Bite Damage	1d6+1
Wolf's Armor Class	14
Wolf's Hit Points	13

If the wolves reduce you to 0 hp, read **80**. If you reduce both wolves to 0 hp, read **11**.

43

You shake your head, "Nah, her teeth came close but I stayed clear."

You start to protest, but realize she is right. It's getting dark, and if there are more of those wolves about, it's best to wait till dawn to face them.

Now read 22.

44

The capital is still several miles away, but at last your destination is within your reach.

Check your paper to see if you have lost any time. If you never lost time or only lost time once, read **61**. If you lost time twice, read **48**. If you lost time three times or more, read **65**.

45

You stay close to the shadows and use your hunter's training to avoid the men in dark armor.

You must now make a Stealth check. You have a +8 bonus to your Stealth roll. If you bought the elven cloak, you gain an additional +2 bonus (for a total of ± 10).

If your total roll is 15 or higher, read **7**. If your total roll is 14 or lower, read **66**.

46

Despite your hunger, you don't trust anything the ogre prepared, and you leave the stew alone.

If you search his cabin, read **39**. If you continue your journey, read **54**.

47

You open the clay jar holding the healing salve, and apply it to Annah's wounds. She continues speaking, but you can't make out her words. As you bandage the gashes, Annah's eyes flutter closed, and she falls unconscious - but she's still alive!

Your thoughts now turn to whatever she was so desperately trying to tell you. It must've been tied to whoever destroyed Elm Creek. It should be easy to follow them, but that would mean leaving Annah here in a vulnerable state. You could move her to Old Gerdy's, but it would take some time, and you might not have time to waste.

Note on your paper that you used your healing salve, and that you learned **Secret A**.

If you decide to leave Annah and follow the Dark Army, read **50**. If you bring Annah to Old Gerdy's, read **53**.

You hustle along the path towards the capital. In your haste, you are less watchful than you probably should be.

"Where are you off to in such a hurry?" you hear a gruff voice say. You look to see a man clad in black armor. At his heel are two wolves with black fur and red eyes. You scan the land, and see no other trace of the Dark Army. This must be an advance scout, sent to gauge the defenses and the land.

And to stop anybody from warning the king.

"I'm just a simple traveler," you say. "I want no trouble."

"Well, trouble has found you, traveler. Attack!"

The warrior orders his wolves to attack you. Run this fight as you have done the others. You begin the battle at range, and can make two attacks during the first round of combat.

Your Attack Bonus	+7
Longbow Damage	1d8+2
Your Armor Class	17
Your Hit Points	Check your paper
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Wolf's Attack Bonus	+2
Bite Damage	1d6+1
Wolf's Armor Class	14
Wolf's Hit Points	13
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If the wolves reduce you to 0 hp, read **83**. If you reduce both wolves to 0 hp, read **63**.

49

You silently nock an arrow and fire it at the ogre before he even realizes you are there.

Because you are attacking with a ranged weapon and the ogre was not aware of you, you get to attack him three times on the first round of combat.

Now read 36.

50

You set off down the dirt road leading away from Elm Creek. All along the path you see signs that hundreds of men, horses, and wolves passed this way not long ago. Here and there you find scorched wood and splatters of blood. At one point you see a trio of men clad in blood-stained clothes who've been cast into the ditch. Doubtless, they were little more than simple travelers who walked down the wrong road at the wrong time. Night falls and you realize you haven't eaten since leaving Old Gerdy's. You've walked all day, and your muscles ache. You struggle to stay on your feet.

You must now make an Endurance check to keep moving. This is similar to making an attack roll, in that you roll your d20 and add your bonus. Your Endurance bonus is +7. If you bought the dwarven chain, you gain a +2 bonus to this check, for a total of +9.

> If your total is 15 or higher, read **72**. If your total is 14 or lower, read **67**.

51

"More humans!" the ogre shouts. "Okay. Me go get. You wait here until me get back." Then the ogre charges off through the forest.

Now read 60.

52

"They're nice," you say to Grabe, "but I've got all I need for today."

"If you change your mind, let me know. But don't wait too long, or I'll find somebody else who'll take them."

Make a note on your paper that you saved your money.

Then read 37.

53

You sling Annah across your back, and retrace the route to Old Gerdy's hut. This time it's even more difficult, because of Annah's weight and your own exhaustion.

Gerdy is at the door waiting for you. "It's bad, ain't it?" Gerdy asks as you approach.

"I used your salve," you say, as you enter and set Annah down on Gerdy's cot.

Gerdy examines Annah's wounds, "She'll live," Gerdy says, then forces a foul-smelling paste down Annah's throat.

After endless minutes Annah's eyes creak open. "Elgar... no time... Dark Army is headed towards the capital. Warn them." Then she lapses back into sleep.

You have lost time. Keep track of how many instances you lose time on your paper. Also note that you've learned **Secret B**.

Now read 26.

You make your way from the ogre's house and towards the capital. The sun soon sets, and you feel exhaustion creep into your bones. You know that time is urgent and that you can't afford to rest, but you struggle to keep your eyes open.

You must make an Endurance check to keep going. Your Endurance bonus is +7. If you purchased the dwarven chain, you gain a +2 bonus to this check. If you ate the ogre's stew you gain another +2 bonus. (So your maximum total bonus is +11). Roll your d20 and add your bonus.

> If your total is 15 or higher, read **35**. If your total is 14 or lower, read **81**.

55

You're not sure how long you remain in the pit, but at last a large hand plucks you out. You see that the hand is attached to a massive, vaguely human-like creature with a bloated head and misshapen features. As it talks, it carries you through the forest until you come to a crude cabin.

"A human! Mama say human good eatin'! Me put you in pot now, and eat you up real good!"

You can tell that this ogre is slow-witted, and although lying isn't your strong suit, you may be able to trick him. Otherwise, you still have your bow and could try to bring him down.

> If you try to trick the ogre, read **33**. If you attack the ogre, read **18**.

56

You struggle to pull yourself up, but the roots snap, and you fall again into the pit. After minutes of struggle, you collapse with exhaustion.

You have lost time. Keep track of how many instances you lose time on your paper.

Now read 55.

57

After the siege, the king himself proclaims you a hero, but you don't stay for the ceremony and celebrations. You race across the battlefields back to Elm Creek, but the ruins are abandoned. Frantic, you rush to Old Gerdy's shack; maybe she knows where Annah is.

The place looks untouched by the war and you rush inside to find Gerdy and the most beautiful woman in the world, Annah, alive and well.

"Annah! I've come back. I have so much to tell

you. I was in the capital and the king declared me a hero and..."

But she interrupts you. "I survived quite well on my own wounded and unconscious in the woods, thank you very much, Mr. Hero," and turns her attention back to the soup simmering over on the hearth. One war is over, but another has just begun.

This concludes the adventure. If you wish to explore other possibilities, return to I, and begin the adventure again.

58

Your arrow grazes the wolf's side. She yelps in pain, but doesn't turn away from her attack.

You just hit the wolf and caused her damage. Roll 1d8+3 (roll your 8-sided die and add 3 to the number rolled) to determine how much damage you dealt. This adventure uses hit points to track how much punishment somebody can take. The wolf started with 13 hit points. To find her current hit points, subtract your damage from her previous total of 13. Mark the wolf's current hit points on your piece of paper.

Then read 5.

59

The guards you vanquished seem to be the only Dark warriors nearby. You continue along your path and soon make your way past the Dark Army's encampment.

Now read 71.

60

Now that the threat is gone, there is more time to investigate the ogre's home. Something bubbles in the pot over the fire. If the ogre had anything of value, he likely kept it in his log cabin.

> If you investigate the pot over the fire, read **6**. If you search the ogre's cabin, read **39**. If you continue your journey, read **54**.

61

You reach the capital gates and tell your tale to the guards. In the next hour you repeat your story again to the captain of the guard and then to the general of the army. Though he has little reason to trust you, the general heeds your words. He orders his captains to prepare a defense, and, more importantly, he dispatches horsemen to contact the battalions that are deployed away from the capital and others to allies of the kingdom who might come to its aid.

The Dark Army arrives mere hours later, but your warning has bought the city much needed time. The civilians from the countryside flee into the safety of the city walls. The Dark Army lays siege to the city, but within a few days, reinforcements and allies arrive. After a heated battle, your kingdom is victorious, and the Dark Army flees.

> If you know Secret A, but NOT Secret B, read 57. If you know Secret B, read 78. Otherwise, read 64.

62

You didn't manage to escape the ogre this time. Now return to the fight in **36**. Remember that the ogre gets to attack you as his action in the round.

63

The second wolf falls, but the Dark warrior sneers at you. "Those devil-wolves cost me a pretty penny. You owe me. But from the looks of you, I'll have to take my payment out of your hide." He raises a long, jagged sword and attacks.

You must now fight the Dark warrior. Because the warrior came close while you fought the wolves, you only get one attack on the first round.

the second se	and the second se	
Your Attack Bonus	+7	
Longbow Damage	1d8+2	
Your Armor Class	17	
Your Hit Points	Check your paper	
and the second second		
Dark Warrior's Attack Bonus	+4	
Bastard Sword Damage	1d10+3	
Dark Warrior's Armor Class	17	
Dark Warrior's Hit Points	14	

If the Dark warrior reduces you to 0 hp, read **83**. If you reduce the Dark warrior to 0 hp, read **24**.

64

After the siege, the king himself proclaims you a hero. He offers you your choice of any reward you desire. Alas, the only thing you want is not within his power to give.

This concludes the adventure. If you wish to explore other possibilities, return to $\mathbf{1}$, and begin the adventure again.



As you look out at the capital, you see ribbons of black smoke rising into the sky, then you see dark shapes moving on the ground. You realize that you're too late. The Dark Army has arrived. They've laid waste to the countryside outside the city walls, and besieged the city.

Over the next few weeks, you assemble as many of the survivors as you can find and set up a camp in the forest. Some travel off to other cities to gather allies, while you and other able-bodied warriors form a small guerrilla force and make raids against the Dark Army.

> If you know Secret A OR Secret B, read 68. If you don't know Secret A OR Secret B, read 73.

66

Although you move quietly, the soldiers are on guard and have keen eyes.

"There's somebody in the brush," one calls, and points at you.

You must now fight the soldiers. Because you begin at range, you may make two attacks on the first round of combat.

Now read 74.

67

You struggle against it, but fatigue overcomes you. Your legs collapse and you crumple to the ground.

When you wake up, your body still aches, but you at least feel rested. Unfortunately, you can see the sun rising in the east, and you know you lost precious hours.

Make a note that you have lost time. *Then read* **70**.

68

Although it takes weeks, help eventually arrives. After much bloodshed, the Dark Army finally retreats. Although your kingdom is safe, many lives were lost in the process. But all you care about is finding Annah and starting over again.

This concludes the adventure. If you wish to explore other possibilities, return to $\mathbf{1}$, and begin the adventure again.

You lift your bow and fire a quick shot before the ogre raises his whittled stick and charges you.

Because you are making the first attack from range, you may make two attacks on the first round of battle.

Now read 36.

70

You walk over a rise, and see the Dark Army for the first time. Hundreds of men are camped in the valley below, black banners flying above them. Tall pikes bear severed heads, and more of the strange wolves you killed earlier gnaw on human corpses.

You know that you cannot possibly travel through the army, so you enter the brush around the road and hope to sneak by.

At first it goes well, but then you hear gruff voices up ahead. You see two men in black armor wielding enormous swords. These must be some kind of patrol.

Your first instinct is to unleash your arrows on them to make them pay for what they did to Elm Creek. You realize, however, that this may prevent you from reaching the capital. There isn't much room in the valley to maneuver without straying far from the path, but you could try to sneak by the warriors.

> If you attack the warriors, read **75**. If you try to sneak around them, read **45**.

71

You travel along the road for most of the rest of the day. At last you see the tall towers of the capital city rising in front of you.

Now read 44.

72

Though your muscles ache, you continue your march through the night, certain that you are gaining ground on the Dark Army.

Now read 70.

73

Although it takes weeks, help eventually arrives. After much bloodshed, the Dark Army finally retreats. Although your kingdom is safe, many lives were lost in the process, including everyone who had been precious to you.

This concludes the adventure. If you wish to explore other possibilities, return to \boldsymbol{I} , and begin the adventure again.

Your Attack Bonus	+7
Longbow Damage	1d8+2
Your Armor Class	17
Your Hit Points	Check your paper
Tel Tal Star Star	
Dark Warrior's Attack Bonus	+4
Bastard Sword Damage	1d10+3
Dark Warrior's Armor Class	17
Dark Warrior's Hit Points	14

The Dark warriors quickly close the distance between

If the Dark warriors reduce you to 0 hp, read **83**. If you reduce both Dark warriors to 0 hp, read **59**.

75

You nock your arrow and fire a shot before the Dark warriors even know you're there.

Because you begin at range, you gain an extra attack in the first round, and because you surprise the warriors, you gain another attack, for a total of three attacks in the first round of combat before the warriors get to attack you.

Now read 74.

76

You try to dodge away, but the wolf's teeth catch your side, leaving a nasty gash.

You suffered a wound from the wolf's attack. Her bite deals 1d6+1 (roll your 6-sided die and add 1 to the result) points of damage. You began with 26 hit points. Subtract the attack's damage from your starting hit points and note this on your paper.

Then read **20***.*

77

You lose your footing and stumble into the pit. You take 1d6 points of damage from the fall. If this reduces you to 0 hp, read **83**. Otherwise, read **27**.

78

After the siege, the king himself proclaims you a hero. But you hardly hear his words, as two faces in the crowd distract you. You rush from the podium to embrace Old Gerdy and the weak but smiling girl leaning on her. "I love you, too," she laughs, "But don't crush me... hero." This concludes the adventure. If you wish to explore other possibilities, return to $\mathbf{1}$, and begin the adventure again.

79

You turn to run, weaving through the trees and hoping to pass through openings that the ogre is too large to follow through.

In order to escape the ogre, you must make a skill check using the Acrobatics skill. You have a +5 bonus to Acrobatics, so roll 1d20 and add +5.

> If the total roll is 15 or higher, read **38**. If the total roll is 14 or lower, read **62**.

80

The wolf rips into your throat and all goes dark. This ends the adventure. To try again, return to **1**.

81

Your heart is still willing, but your body is weak. Your legs give way mid-stride, and you collapse on the forest floor. When you at last wake up, it's daylight again. You leap to your feet and continue your journey. Before long, you climb a steep hill and see the capital before you.

You have lost time. Keep track of how many instances you lose time on your paper.

Now read 44.



You don't know how long you kneel by Annah's body weeping, your mind filled with nothing but the wail of grief. Eventually a solid thought worms its way into your mind: Warn the capital -- Annah's last wish.

Now read 26.

83

Your wounds overcome you, and the world around you fades to black. You call out to Annah, and realize that you've failed her.

This ends the adventure. To try again, return to 1.







Gender and Race Male Human Class and Level Ranger 1

HIT POINTS 11

			State of the local division of the local div	WHEN .
ARMOR	/ DEFEN	ISE		
Armor	+ Shield	+ Dex Mod	+ Magic	= AC
+4	+0	+3	0	= 17
R. H.			4	
ATTACK	S / WEA	PONS		
Initiative +	-3	Speed 3	Oft.	and in
Weapon: sl	hortsword			
Atta	ick Bonus		Damage	
+4 d6+3				
Weapon: lo	ongbow		and the second	
Atta	ick Bonus		Damage	
+4			d8+3	
(this becomes +5	within 30ft of	f target)		
CLASS F	FEATUR	ES		
Attack Bon	nus +1		101111	1100
Saving Throws	=	Class	+ Ability Mod	+ Mis
Eastingle Care	2	. 2	.1	.0

Saving Throws	=	Class	+ Ability Mod	+ Misc
Fortitude Save	3	+2	+1	+0
Reflex Save	5	+2	+3	+0
Will Save	1	+0	+1	+0

Favored Terrain: In a forest you gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks.

Track: You add +1 to your Survival skill checking when tracking creatures.

Wild Empathy +1 to Diplomacy checks with animals.

HUMAN TRAITS

Speed 30 feet (6 squares)

Bonus Skill Ranks You get 1 extra skill point per level.

Bonus Feat Humans receive an extra feat at first level.

ABILITY SCORES / MODIFIERS

Scores	Modifiers
Strength 14	+2 Str Modifier
Dexterity 16	+3 Dex Modifier
Constitution 13	+1 Con Modifier
Intelligence 10	+0 Int Modifier
Wisdom 13	+1 Wis Modifier
Charisma 11	+0 Cha Modifier

FEATS

Point Blank Shot You get a +1 to attack and damage rolls as long as your target is not more than 30 feet away.

Weapon Finesse When attacking with a light weapon or rapier, you may add your Dex modifier rather than your Strength modifier to the roll.

SKILLS

			A DESCRIPTION OF	
	Ranks	Ability Mod	Misc. Mod	Total
Climb	+1	+2 Str	+3 class, -4 armor	+2
Diplomacy	+0	+0 Cha	+1 empathy	+1 (animals)
Handle Animal	+1	+0 Cha	+3 class	+4
Know: Nature	+1	+0 Int	+3 class	+4
Perception	+1	+1 Wis	+3 class	+5
Ride	+1	+3 Dex	+3 class, -4 armor	+3
Stealth	+1	+3 Dex	+3 class, +2 terrain, -4 armor	+5
Survivl	+1	+1Wis	+3 class	+5

EQUIPMENT

Composite longbow, 20 arrows, hide armor, shortsword



+ Shield

+0

ATTACKS / WEAPONS

Attack Bonus

+6

Attack Bonus

+6(this becomes +7 within 30ft of target)

Weapon: shortsword

Weapon: longbow

Armor

+4

Initiative +3

+ Dex Mod

+3

Speed 30 ft.

+ Magic

0

Damage

d6+3

Damage

d8+3



Alignment Chaotic Good Gender and Race Male Human **Class and Level** Ranger 3

HIT POINTS 31

= AC

= 17

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus to Swim checks against exhaustion; Constitution checks to keep running, on a forced march, against thirst and starvation, or to hold your breath. You also gain +4 on Fortitude saves against heat, cold, and suffocation. You may sleep in light or medium armor without becoming fatigued.

Point Blank Shot You get a +1 to attack and damage rolls as long as your target is not more than 30 feet away.

Precise Shot If you shoot or throw into combat, you do not take the usual -4 penalty for shooting into a fight.

Weapon Finesse When attacking with a light weapon or rapier, you may add your Dex modifier rather than your Strength modifier to the roll.

SKII	IS
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GITTELD						
	Ranks	Ability Mod	Misc. Mod	Total		
Climb	+3	+2 Str	+3 class, -4 armor	+4		
Diplomacy	+1	+0 Cha	+3 empathy	+4 (animals)		
Handle Animal	+3	+0 Cha	+3 class	+6		
Know: Nature	+3	+0 Int	+3 class	+6		
Perception	+3	+1 Wis	+3 class	+7		
Ride	+2	+3 Dex	+3 class, -4 armor	+4		
Stealth	+3	+3 Dex	+3 class, +2 terrain, -4 armor	+7		
Survivl	+3	+1Wis	+3 class, +2 terrain	+9		

EQUIPMENT

Composite longbow, 20 arrows, hide armor, shortsword

CLASS FE	ATURE	S		
Attack Bonus	s +1	Carlos .	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	
Saving Throws	=	Class	+ Ability Mod	+ Misc
Fortitude Save	4	+3	+1	+0
Reflex Save	6	+3	+3	+0
Will Save	2	+1	+1	+0
Favored Terrain	n: In a fore	est you gai	n a +2 bonus on	initiativ
checks and Kno	wledge (g	eography)	, Perception, Sto	ealth, and
Survival skill ch	ecks.			
Frack: You add	+1 to your	Survival s	skill checking wi	hen track
ing creatures.				
	1. D' 1		1 1	

Wild Empathy +1 to Diplomacy checks with animals.

HUMAN TRAITS

Speed 30 feet (6 squares)

Bonus Skill Ranks You get 1 extra skill point per level. Bonus Feat Humans receive an extra feat at first level.

ABILITY SCORES / MODIFIERS

Scores	Modifiers		
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Dexterity 16	+3 Dex Modifier		
Constitution 13	+1 Con Modifier		
Intelligence 10	+0 Int Modifier		
Wisdom 13	+1 Wis Modifier		
Charisma 11	+0 Cha Modifier		

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