

# Party of BB3 One



# ALOSAR EMANLI

## AND THE CREATURES FROM THE FALLEN STAR

Written by **Matthew J. Hanson**

Edited by **Kate Berens**

Art & Layout by **Rick Hershey**

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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 d20), 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.

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# 1

Your name is Alosar Emanli. For as long as you can remember, you've been drawn to the beauty and power of nature, and at a young age you were apprenticed to a master druid named Silandral. He has taught you many things, from reading the stars, and channeling the divine power of nature, to the art of combat.

Tonight, as dusk falls, Silandral calls you to a small clearing in the forest. The moon has waned to a sliver, but the stars provide all the light your keen elven eyes need to see.

"Alosar," he begins, "you have learned much, and soon you will venture out on your own. But to ensure you are ready, I have prepared a series of tests for you. First, a test of combat. The world can be a harsh place, and at times you will need to fight."

Silandral waves his hands and offers a series of prayers in the secret language of druids. Before you appears a large badger. You know it's not a real badger, but a magical conjuration that will fade away once the spell has broken.

"Prepare yourself," Silandral says, and you grab your sickle as the badger lunges towards you.

**You must now fight the badger. In each round you attack, and then the badger attacks. To attack, roll your 20-sided die (d20) and add your attack bonus (+5). The attack hits if the total is equal to or higher than the badger's armor class (AC). If the attack hits, you deal damage: roll your 6-sided die and subtract the result from the badger's hit points, noting the new hit point total on your paper. Now make an attack for the badger, using a d20 and the badger's attack bonus. If the attack hits, roll your 4-sided die for damage and subtract this from your hit point total.**

<b>Your Attack Bonus</b>	+5
<b>Sickle Damage</b>	1d6
<b>Your Armor Class</b>	17
<b>Your Hit Points</b>	15

<b>Badger's Attack Bonus</b>	+1
<b>Bite Damage</b>	1d4
<b>Badger's Armor Class</b>	13
<b>Badger's Hit Points</b>	9

*If you reduce the badger to 0 hp, read 49.*

*If the badger reduces you to 0 hp, read 55.*

# 2

The bear cub licks your hand, then looks up at you in expectation. You realize that with its natural family gone, you are now its only hope for survival. You scratch it behind the ear, then continue your journey. The cub follows.

**The bear cub will assist you throughout the rest of your adventure. Any time you make an attack or cast a spell in combat, the bear cub also attacks. It can attack the same target or a different one. The bear has a +4 attack bonus, and its bite deals 1d4+2 points of damage. Your enemies will always attack you instead of the cub. Note this on your paper.**

*Now read 27.*

# 3

You drop nimbly to the ground, and the shards of stone whiz past your head.

*Now read 23.*

# 4

"I will dance for you," you say to the nixie.

She giggles. "Excellent! And I shall accompany you."

She begins to sing a lively song, and the babbling of the spring seems to follow her tune. You know only a simple children's dance, but you hope it will suffice.

**You are attempting to use the skill Perform (dance). Unfortunately, you are not trained in this skill, so you have only a +1 bonus. Roll your d20 and add 1 to the result.**

*If the total is 15 or higher, read 33.*

*If the total is 14 or lower, read 36.*

# 5

Search as you might, you cannot find any sign of who lives in the cave. You meekly admit this to Silandral. He shakes his head.

"So be it. One should not meddle in affairs that one does not understand," he says. "Come, the third test awaits."

*Now read 7.*

## 6

The mother bear roars at you. You know better than to challenge her, but you have one last chance to turn this around. Silandral has trained you to use body language to communicate with animals.

**You are attempting to use wild empathy on the bear. Wild empathy is a druid class feature that functions similarly to a skill check. You have a +3 bonus with wild empathy, so roll your d20 and add 3.**

*If the total is 20 or higher, read 38.*

*If the total is 19 or lower, read 54.*

## 7

You follow Silandral again, and soon guess at your destination: the tallest hill within a day's travel of your home. Silandral often brought you here to gaze at the stars. He taught you the names of the planets and constellations, and tried to school you on divining meaning from their movements, but alas this last skill is probably your weakest.

"Look up," Silandral commands you, when you reach the top of the hill. "Tell me what you see. Take your time."

You know, of course, that he wants you to scour the sky for any omens, not simply to name the constellations. For an hour you try, but can see only stars.

Then you spot movement. "A shooting star," you say. You know this is an omen, but what kind?

"I see it." Silandral's tone signals you that something is wrong. As you watch the star, you realize that it is not fizzling to nothing as they so often do. It seems to grow brighter and brighter still as it approaches the horizon.

Then you hear it crash to the earth. A bright glow erupts not far off, as if there were a fire in the forest. But just as quickly as the blaze started, it fades again.

"This is not what I expected," Silandral says. "Come."

*Now read 9.*

## 8

The bear cub rears up on its hind legs, then it backs up, turns, and runs away.

*Now read 27.*

## 9

Silandral leads you back to the home you share with him. He quickly gathers some belongings, including several tattered books, and some of the pungent herbs used in magic.

"I must speak to others in my order," he tells you.

"You aren't going to investigate the falling star?" you ask.

"Not yet," he says. "Stars may bring things not of this world, and may hold secrets unknown in nature. It may pose no danger at all, but I ask that while I am gone you remain here and do not leave the hut."

With those words, Silandral steps outside, transforms into an eagle and flies away in the opposite direction to the fallen star.

You prepare yourself to rest the night, when a thought wriggles its way into your mind. What if this is still part of the test? What if the test is not to read the stars, but to make this choice? Should you follow the will of your master, or should you make your own path? Did not Silandral say that you will soon need to venture out on your own?

*If you decide to venture into the forest to investigate the fallen star, read 14.*

*If you remain for the night in your cabin, read 30.*

## 10

Silandral leads you through the forest, stopping at the entrance to a small cave you don't remember seeing before. "Tell me," he says, "whose cave is this?"

You carefully examine the area surrounding the cave, searching for signs of who may live here.

**You are making a skill check, in this case a Survival check. To make a skill check, roll your d20 and add your skill bonus. You have a +7 bonus to your Survival skill, so roll your d20 and add 7.**

*If the total is 10 or higher, read 35.*

*If the total is 9 or lower, read 5.*

## 11

Try as you might, the bear cub's wounds are too severe, and its life slips away.

*Now read 27.*

## 12

The mother bear and one of her young are dead. The other cub's life is slipping away. You think you can save it, but you must act swiftly. If you have not yet cast *cure light wounds*, this, you are sure, will heal the bear's injuries and give it the strength it needs to survive. You can also try to save the bear's life by dressing the wounds and applying salves. This requires no magic, but it runs the risk of failure.

*If you cast cure light wounds on the bear, read 15.*

*If you attempt to heal it without magic, read 17.*

## 13

Green blood continues to ooze from the corpses of the strange creatures. With your knowledge of nature, you are confident that they are not of this world. You have heard rumors about the existence of creatures on other worlds, and that sometimes falling stars bring them to earth. You believe that these monsters must be such star creatures. These two may have been all that fell from the sky, but you fear there may be more.

Despite your master's words, you no longer believe it safe to remain in your cabin. You see two courses of action. Either you should pursue Silandral to tell him of your discovery, or you should venture into the forest to find out more. You do not know exactly where the falling star landed, nor do you know exactly where Silandral went. However, years ago, you once traveled with him to a druids' moot around a day's travel away, and as he flew off he was heading in that general direction.

*If you head towards the fallen star, read 52.*

*If you travel after Silandral, read 41.*

## 14

You gather your belongings and make your way into the forest, heading towards where you think the star fell. As you travel, you notice that the forest is unusually quiet. No birds chirp, no rodents scurry, and even the insects seem to be in hiding.

Then you hear a painful roar that you recognize as the cry of a large wounded animal. You rush towards the sound, and soon come upon a horrific sight. A grizzly bear and its two young lie on the ground surrounded by a host of giant, multi-segmented worms. Their orange skin is covered with thousands of tiny ridges. You can tell the "head" of these worms only by the gaping maw ringed by rows of needle-

like teeth. Many of the creatures lie dead, but others feast on the flesh of the largest bear.

You draw your sickle and rush towards the battle.

**You must now fight three star worms. Run this battle as you did previous ones, and remember that you can cast spells by referencing 64. Check your notes for any other advantages you may have. In addition, you will need to keep track of how many total rounds you complete. Note this on your paper.**

Your Attack Bonus	+5
Sickle Damage	1d6
Your Armor Class	17
Your Hit Points	15

Star Worm's Attack Bonus	+1
Bite Damage	1d4
Star Worm's Armor Class	12
Star Worm's Reflex Save	+0
Star Worm's Hit Points	4

*If the star worms reduce you to 0 hp, read 65.*

*If you reduce all three star worms to 0 hp, read 16.*

## 15

You place your hand upon the cub and draw upon the power of magic to heal its wounds. The cub's eyes open. Its nostrils flare and it sniffs you.

**Make a note that you cast *cure light wounds*.**

*If you succeeded in Silandral's second test, read 18.*

*Otherwise, read 32.*

## 16

The final worm falls, with a splatter of green blood erupting from its body. You quickly examine the bodies of the three fallen bears.

*If the previous battle took five rounds or fewer, read 12.*

*If the battle took six rounds or more, read 47.*

## 17

You bind the bear's wounds and smear healing salves upon them.

**You are making another skill check, this time a Heal check. You have a +7 bonus to your Heal skill, so roll your d20 and add 7.**

*If the total is 15 or higher, read 24.*

*If the total is 14 or lower, read 11.*

## 18

The cub nuzzles you, then burrows into your pack and gingerly lifts out the child's toy bear.

*Now read 2.*

## 19

The bandit who spoke before scoffs at your story, but the bearded one pipes up. "What if he's right, Crow? That was some weird omen last night."

The bandit called Crow speaks to you. "I believe you as far as I can kick you, but you've got gumption. I'll give you this one for free, but you'd better have coin on the way back."

True to his word, the bandits let you pass over the bridge, and you hurry onwards.

*Now read 44.*

## 20

You use your eyes and your body posture to attempt to communicate to the cub that you mean it no harm.

**Wild empathy is a class feature that functions similarly to a skill check. You have a +3 bonus with wild empathy, so roll your d20 and add 3.**

*If the total is 20 or higher, read 2.*

*If the total is 19 or lower, read 8.*

## 21

You cannot find the right way in the woods without the nixie's help, so your only option is to return home.

*If you know Secret A, read 56.*

*If you know Secret B, read 46.*

*Otherwise, when you return home, you must try to stop the threat yourself. Read 52.*

## 22

"Master," you say, "Strange creatures have come with the star fall. I do not know how many."

"It is as I feared," says another of the druids, this one wearing a pair of stag horns on his head.

"I believe this settles us," says a third, an old woman in a green cloak. "Let us away."

Then, before you can say any more, all five druids shift into the forms of birds and fly off in the direction of your home. Not being able to change shape, you must begin the long return journey on foot. It is well after nightfall when you arrive, and Silandral is the only one there. He explains that he and the other

druids found the site of the fallen star, defeated the strange creatures and destroyed the star stone.

*Now read 61.*

## 23

The remnants of the stone fade to black and crumble into ash. The strange magic that you had detected fades away. You are confident that the stone is no longer a threat.

You head back to your cabin to wait for Silandral, who returns several hours later.

"What has transpired?" he asks, upon seeing you. You realize the signs of your struggle must be obvious. You explain what happened and your role in it.

*Now read 61.*

## 24

You deftly stop any loss of blood and the bear cub's breathing eases. You think that you have prevented it from dying, but it is still weak and will need plenty of rest to recover. It is also more vulnerable to any further attack. You are now more determined than ever to find the source of these strange creatures and put an end to them.

*Now read 27.*

## 25

You weave the divine power as Silandral taught you, and a peaceful look overtakes the she-bear's face. She laps your hand with her massive leathery tongue. You step carefully towards the cubs, then gently remove the stuffed toy from the young bear's grip.

You walk slowly from the cave and hand the bear to Silandral.

He nods. "I see you were successful. You may keep the plaything. Let us go to our third task."

**Make a note that you passed Silandral's second test.**

*Now read 7.*

## 26

You cast your spell and the bear cub gives off a soft whimper.

**The bear must make a saving throw to resist your spell. It has a +1 bonus to its Will saving throw, so roll d20 and add 1.**

*If the total is 13 or higher, read 8.*

*If the total is 12 or lower, read 2.*

## 27

You continue along your chosen path towards where you believe the star fell to earth. You soon see signs that you are on the right track. Trees and bushes bear strange claw-marks. Flecks of green blood occasionally dot the landscape.

At last, you come to the impact site. The woods open into an unnatural clearing caused by a stand of trees being knocked down with sudden force. At the center of the scorched clearing, a bloated multi-limbed creature extrudes fist-sized spheroids that you think must be eggs. Two smaller versions of this alien-looking monster attend their queen.

Judging by the number of violet pulsating eggs, if they hatch, the entire forest and surrounding area would quickly be overwhelmed. These creatures must be stopped, but you worry that you cannot do it alone.

*If you attack the creatures, read 59.*

*If you decide that you will try to find Silandral after all, write that you know **Secret A**, then read 41.*

## 28

The second human falls before you. You drag their bodies away from the bridge and leave them to nourish the carrion birds.

*Now read 44.*

## 29

The bandit who spoke earlier scoffs, “You trying to scare us? For that, you’ll pay twice. First in blood, and then with everything else you carry.”

The two bandits heft their spears and charge you.

*Read 43.*

## 30

You decide that the greater wisdom lies in listening to your elders. You bed down for the night. Sleep comes quickly, but it is not easy. You have strange visions of creatures with far too many eyes.

A crash awakens you just before dawn. At the door of the cabin you see two hideous creatures. They look like giant insects, but a species that you have never seen before. The front pair of their six legs ends in terrible claws. Their heads are ringed with dozens of eyes.

The terrifying creatures see you and release a scream like stone grinding against stone. They rush towards you. You grab your sickle and face the monstrous bugs.

**You must now fight the two star crawlers. Run this battle as you did earlier, but each round both star crawlers get to attack you (as long as they live). Because your sleep was interrupted you do not regain any spells.**

<b>Your Attack Bonus</b>	+5
<b>Sickle Damage</b>	1d6
<b>Your Armor Class</b>	17
<b>Your Hit Points</b>	15

<b>Star Crawler’s Attack Bonus</b>	+2
<b>Bite Damage</b>	1d6
<b>Star Crawler’s Armor Class</b>	14
<b>Star Crawler’s Reflex Save</b>	+2
<b>Star Crawler’s Hit Points</b>	5

*If the star crawlers reduce you to 0 hp, read 65.*

*If you reduce both star crawlers to 0 hp, read 13.*

## 31

You are fortunate that the tree’s many limbs provide adequate hand- and footholds. You soon find a nest. It is covered with tiny feathers, but you see no birds.

“Oh that’s right,” the nixie says. “A sneaky weasel ate the little darlings this morning—poor things. Oh, well. You have proven yourself capable, so I will tell you where your friends are.”

*Now read 60.*

## 32

The bear growls at you. Even so young, it might pose a threat, but the cub might also prove useful if you can befriend it.

**If you have not cast *charm animal*, you may attempt to do that. Otherwise, you may attempt to use your training in wild empathy to calm the bear’s fears and show it you are an ally. Finally, you may simply leave the bear in peace.**

*If you cast charm animal, read 26.*

*If you attempt to use wild empathy to befriend the bear, read 20.*

*If you leave the bear alone, read 27.*

## 33

You hurriedly perform the children's dance all the way through, but the nixie continues to sing, so you repeat it again and again. Her song grows faster and faster, and you struggle to keep up. At last, just as you think you are about to collapse with exhaustion, the nixie ends her song and bursts into a fit of laughter.

When she finally recovers, she says, "You lack in skill, chickadee, but you make up for it with spirit. You have brought me a sliver of joy this day, so I will help you."

*Now read 60.*

## 34

The last of the strange creatures collapses, its carapace oozing green blood. You take your sickle and slice open each of the violet eggs. They make a squelching sound and release a thick yellow mucus.

Then your attention turns to a strange craggy rock, no bigger than a man's head, at the center of the burned clearing. It pulsates with a sickly, pale light and radiates an unfamiliar magic. You can tell that it comes from a world beyond your own.

You don't think it wise to leave the stone where it is, but you're not sure exactly what to do with it.

*If you try to destroy the stone, read 39.*

*If you take the stone back to your cabin, read 46.*

*If you take the stone and try to find Silandral, write down that you know **Secret B**, then read 41.*

## 35

Searching the ground near the cave, you notice shallow footprints in the dirt. A four-toed predator. Claws show, so it's not a cat. And it's too large to be a wolf.

"Grizzly bear," you say.

"Indeed," Silandral replies. "A female bear with cubs. I have placed a child's toy within the den. Your second test is to retrieve it."

This is a test of magic, then. You know it is foolish to challenge a mother bear in her own den. And while you might best a badger, you suspect fighting a grizzly bear will lead to a grizzly end.

Fortunately, you have learned and prepared a spell that might let you pass unhindered: *charm monster*.

You step into the cave and call forth a magical light, no brighter than a candle. You can now see the grizzly bear, huddled over her two cubs. One of the young has its arms around a stuffed rag doll, with ears and nose shaped to resemble a bear. As you approach, the mother stirs. Now is the time for your spell.

*As a druid, you can prepare and cast a number of spells each day. You are now casting a spell called *charm animal*. Once you have cast it, you will not be able to use it again until the next day. To find out what other spells you can cast, read the descriptions at 64. Note this on your paper. You can cast your spells at any time by referencing 64, but each spell is only available once per day. Once you have cast a spell, you cannot use it again until the next day.*

*When you cast a spell on another creature, the target gets a chance to resist its effects by rolling a saving throw. Since *charm animal* affects the mind, the target uses its Will saving throw bonus. Roll a saving throw for the bear by rolling your d20 and adding the bear's bonus of +2.*

*If the result is 13 or higher, read 6.*

*If the result is 12 or lower, read 25.*

## 36

You begin to dance, but before you can finish, you slip on a wet rock and tumble headlong into the spring.

"Silly chickadee," the nixie chortles, "I said dancing, not swimming! But I do not think this is your strong suit. I must say, you need to do better.

*If you have not failed a feat of derring-do, you may attempt that by reading 40.*

*Otherwise, read 58.*

## 37

Splinters of the star stone pepper your skin and cut into your flesh.

*You take 1d6 points of damage from the explosion.*

*If you are reduced to 0 hit points, read 51.*

*Otherwise, read 23.*

## 38

You signal that you are not a threat. The mother bear stands down, though she remains wary. You cautiously retrieve the doll from the bear cub and leave the cave.

“Satisfactory,” Silandral says. “Follow me.”

*Make a note that you passed Silandral’s second test, and read 7.*

## 39

You bring your sickle down upon the otherworldly stone, and it explodes in a burst of light and splintered rock.

**You need to make a saving throw to avoid taking damage from this explosion. You have a +3 bonus to your Reflex save, so roll your d20 and add 3.**

*If the total is 13 or higher, read 3.*

*If the total is 12 or lower, read 37.*

## 40

“I will attempt a feat of derring-do,” you say.

“How fortunate. Just yesterday, a mama robin—poor things—was eaten up by a lucky hawk. Her babies, like you, are not yet ready to fly, and without their mama will surely die. Unless, of course, you can climb that tree,” she points, “and save them.”

You know that if you rescue the robins, they will become your responsibility, but this seems the only way to please the nixie, so you begin to climb the tree she indicated.

**To get up the tree, you must make a skill check using the Climb skill. You are not trained in the Climb skill, so you are not very good at it, but fortunately the tree is not hard to climb. Roll your d20. You get no bonus to your roll.**

*If the result is 10 or more, read 31.*

*If the result is 9 or less, read 57.*

## 41

Your home in the forest is several miles from the nearest road, and once you reach the dirt path, you can begin making your way towards where you think Silandral may have gone.

After two hours’ travel, the road comes to a narrow wooden bridge. Here stand two humans leaning on spears and wearing studded leather armor. One has slick black hair and a clean-shaven face, while the other boasts a curly red beard and

hair. They wear neither official emblems nor coats of arms. You suspect they are nothing more than common highwaymen.

“Anybody passing this way has to pay a toll,” the black-haired bandit says.

Though outnumbered, it’s possible that with your knowledge of magic you might defeat these criminals. On the other hand, you may be able to talk them out if it, and while you carry no money, you might have something they would accept as payment.

*If you attack the brigands, read 42.*

*If you try to reason with them, read 45.*

*If you try to pay them, read 48.*

## 42

“You have tried to extort money from your last traveler,” you say to the highwaymen, and you attack.

*Now read 43.*

## 43

You must now fight two human brigands.

**Run this fight as you did previous battles, and don’t forget to check 64 for any available spells. As long as they survive, both brigands get to attack during your enemies’ turn.**

Your Attack Bonus	+5
Sickle Damage	1d6
Your Armor Class	17
Your Hit Points	15

Human Brigand’s Attack Bonus	+5
Spear Damage	1d6+2
Human Brigand’s Armor Class	15
Human Brigand’s Reflex Save	+2
Human Brigand’s Hit Points	8

*If the brigands reduce you to 0 hp, read 65.*

*If you reduce both brigands to 0 hp, read 28.*

## 44

You leave the bridge behind and continue your journey. You travel several more hours without seeing another living soul. Then you come to another bridge spanning a small creek.

You remember this spot from your previous journey with Silandral. Here you left the road and followed the creek upstream until you came to a spring, and at that point you were nearly at the druids' moot.

You follow the creek and soon come to the babbling spring. You stop to survey the forest. It has been many years since you traveled here, and the trees do not look how you remember them. You struggle to decide which direction to take.

Then you hear a noise coming from within the spring.

*Now read 53.*

## 45

"I have nothing of value," you say to the brigands, "except for information. There are terrible creatures not far from here. If you let me pass, I will bring help that can stop them. If I am unable to do so, these creatures will soon find their way to this bridge."

**You are attempting to use the Diplomacy skill. You have a +3 bonus to this skill, so roll your d20 and add 3.**

*If the total is 15 or higher, read 19.*

*If the total is 14 or lower, read 29.*

## 46

You make your way back to your cabin, still carrying the strange glowing stone. Its pulsing light makes you nervous, but no ill befalls you while you wait for Silandral. He eventually returns some hours later. You quickly explain what you have done, then Silandral takes the stone outside, and with a magic ritual destroys it.

*Now read 61.*

## 47

You check the bears, listening for any signs of breathing, but all three are dead.

*Now read 27.*

## 48

"I have no coin," you say. "But perhaps I've something else of value that I can give you in exchange for passage."

"Let's see what you've got," the black-haired bandit replies.

*If you currently possess the oil of magic weapon, read 63.*

*Otherwise, read 50.*

## 49

With a final slash of your blade, the badger vanishes, transported back to whence it came. "Satisfactory," Silandral says. He weaves another magic spell, and then gently touches your forehead. Your feel your cuts and bruises melt away.

"You have passed the test of combat. For your competence, a reward." He hands you a vial containing a viscous liquid. Focusing on it, you sense a magical aura. "Douse your sickle in this, and it will strike true for one battle."

You have gained an *oil of magic weapon*. Note this on your paper.

**Oil of magic weapon:** You may apply this oil at the start of a battle. Until the end of that combat, your bonus to attack increases to +6 and you deal 1d6+1 points of damage with your sickle (roll d6 and add 1 to the result). Once you use this oil, it is destroyed.

You have also been magically healed of any damage you sustained during the fight with the badger. This restores your hit points to your maximum of 15.

*Now read 10.*

## 50

You offer up your meager belongings, but nothing impresses the bandits. "Is that all you've got?" the smooth-faced bandit asks. "I'm afraid we're going to have to teach you a lesson. Always bring coin when you're traveling the road."

At this, the two highwaymen raise their spears and attack.

*Now read 43.*

## 51

You collapse to the ground and your blood grows cold. You know the end has come, but you can die satisfied that you have saved the forest from the terrible alien invaders.

*You have completed this adventure. If you would like to try for a different outcome, return to 1 and begin again.*

## 52

You realize that all you can do is guess, as you don't really know where Silandral has gone. You decide the better course of action is to test your luck entering the forest and trying to find, and possibly destroy, the fallen star.

*Now read 14.*

## 53

The sound of laughter comes from the spring. You turn and see a blue-tinted face emerge from the water. You recognize the creature as a nixie, a fey water spirit. They are seldom truly dangerous but enjoy playing tricks on mortals.

"Look at that," the nixie says. "Another one. But this little chickadee seems to have lost his way."

"Another one? Have others like me arrived recently?" you ask.

"Indeed. Last night a man flew in, wearing the shape of an eagle. It is quite silly how poorly you men fly, even when you have wings. He met with one who lives here. Then three more today, gussied up as a hawk, an albatross, and a vulture."

You realize that you were right. The eagle must be Silandral, and the other birds are other druids who have mastered shifting into animal form.

"It is important that I speak with them," you say. "Can you tell me where they are?"

"Of course I can tell you," the nixie replies.

You wait for her to continue, then realize she is not going to elaborate on her own.

"Will you tell me, then?"

"That's another matter. I might, and I might not."

Again you pause, but this time more briefly. "Please tell me where the others are."

"First, I require some entertainment. I find two things most entertaining in this world: dances, and feats of derring-do. Which will you perform for me?"

You realize the nixie is not going to give up her precious information unless you agree to entertain her.

*If you answer dances, read 4.*

*If you answer feats of derring-do, read 40.*

## 54

The mother grizzly roars again, and you are certain that it is time to leave.

Silandral sees you emerge empty-handed and sighs. "There is one final test. Let us see if you can do better on that."

*Now read 7.*

## 55

The badger latches its teeth into your neck, and the world around you fades to black.

It is still dark when you awaken, but you are not sure how much time has passed. You grasp at your throat and find no sign of any wound. Silandral has, of course, used his healing magic to cure your injuries.

"I thought you would have bested this challenge easily," he says. "I am disappointed, but we shall still proceed with the other tests."

**Silandral has healed your hit points up to their maximum of 15. Note this on your paper.**

*Now read 10.*

## 56

When you arrive home, you discover that the forest has been overrun by the alien creatures. You realize the eggs must have hatched. The threat is too large for you to face alone, and you do not know where Silandral is. You flee into hiding, and hope somebody else cleans up your mess.

*You have completed this adventure. If you would like to try for a different ending, return to 1 and begin again.*

## 57

You make good progress up the lower part of the tree, but halfway to your goal, you lose your grip and fall. As you hit the ground, the nixie comments, "Ouch, that looks like it hurt. Have you tried not falling?"

**You suffer 1d6 points of damage from the fall. If this reduces you to 0 hp, read 65.**

**If you live and have not yet failed at dancing, you may attempt that by reading 4.**

**Otherwise, read 58.**

## 58

The nixie rolls her eyes. “You cannot dance, and you are not heroic. But I suppose those robins must be saved. I will give you another chance.”

You may try as many times as you want to climb the tree. For each attempt, roll your d20. Each time you fail (9 or less), you take 1d6 points of damage.

*If you are reduced to 0 hp, read 65.*

*If you succeed (rolling 10 or greater), read 31.*

*If you decide to give up and go home, read 21.*

## 59

You draw your sickle and attack the strange creatures.

In this battle you must fight one star queen and two star crawlers. Remember that you can cast spells (see 64), and check your notes to look for any other advantages that you might have acquired.

Your Attack Bonus	+5
Sickle Damage	1d6
Your Armor Class	17
Your Hit Points	15

Star Crawler's Attack Bonus	+2
Bite Damage	1d6
Star Crawler's Armor Class	14
Star Crawler's Reflex Save	+2
Star Crawler's Hit Points	5

Star Queen's Attack Bonus	+3
Bite Damage	1d6+1
Star Queen's Armor Class	15
Star Queen's Reflex Save	+4
Star Queen's Hit Points	13

*If the creatures reduce you to 0 hp, read 65.*

*If you reduce all your opponents to 0 hp, read 34.*

## 60

The nixie gives you clear directions through the forest. You follow them exactly, including the part about standing on your head. Before long, you come upon five people standing in a circle. You recognize Silandral, of course, and know from their vestment that the others are also druids.

“Alosar,” Silandral says, “Why have you come?”

*If you know Secret B, read 62.*

*Otherwise, read 22.*

## 61

“It is a brave thing you did,” Silandral says. “Foolish, of course, but the two generally go hand in hand. I believe this confirms what I have long suspected. I have taught you all that I can. The world will now be your tutor. Walk the many roads it has to offer.”

The next morning, you pack your few belongings and set off on your journey into the world beyond.

*You have completed this adventure. If you would like to try for a different outcome, return to 1 and begin again.*

## 62

You quickly explain how you battled the creatures and obtained the star stone, which you hand over to Silandral. The other druids look at each other with stern glances. They exchange a few words, then perform a ritual that reduces the stone to a pile of ash and destroys all trace of its former magic.

*Congratulations, you have completed the most difficult version of this adventure.*

*Now read 61.*

## 63

You produce your *oil of magic weapon* and the bandit examines it. He dips a finger into the vial and licks it. “Tastes like magic,” he says. “Useful and worth some gold. All right, Woodsy, this’ll do.”

The two brigands part and let you cross the bridge.

*Now read 44.*

## 64

You begin the adventure with the following spells prepared: *burning hands*, *charm animal*, and *cure light wounds*. You can cast these spells at any time, but if you cast them during combat, you cannot attack that round.

**Burning hands:** A wave of fire bursts from your hands. Each enemy in the battle suffers 2d4 points of damage. Each enemy may attempt a

Reflex save. If the total (d20 roll plus the creature's Reflex save bonus) is 13 or higher, it takes half the damage you rolled.

**Charm animal:** This spell causes a single animal to treat you as a trusted friend. The target may make a Will save when you cast the spell. If the total (d20 roll plus the creature's Will save bonus) is 13 or higher, it resists the magic and acts normally. (Note that you may have cast this spell already during the adventure).

**Cure light wounds:** When you cast this spell you regain 1d8+2 hit points. You cannot go above your maximum of 15.

*Now return to the passage you were reading.*

## 65

Silandral long taught you that death is a natural and essential part of life. Still, it fills you with terror. Not just for yourself, but for all those at risk from the terrifying monsters from another world.

*You have died. To attempt a different outcome, return to 1 to begin again.*



# Party of BB3 One

## ALOSAR EMANLI

Alignment Neutral Good  
Gender and Race Male Elf  
Class and Level Druid 1

HIT POINTS 8

### ARMOR / DEFENSE

Armor	+ Shield	+ Dex Mod	+ Magic	= AC
+4	+0	+4	0	= 18

### ATTACKS / WEAPONS

Initiative +4 Speed 30 ft.

Weapon: **sickle**

Attack Bonus	Damage
+4	d6

### CLASS FEATURES

Attack Bonus +0

Saving Throws	=	Class	+ Ability Mod	+ Misc
Fortitude Save	2	+2	+0	+0
Reflex Save	4	+0	+4	+0
Will Save	5	+2	+2	+1

Nature Sense +2 to Knowledge Nature and Survival checks.  
Wild Empathy +1 to Diplomacy checks with animals.

### Elf TRAITS

**Lowlight Vision:** You see twice as far in dim light as a human does.

**Sleep Immunity:** You are immune to magical sleep effects.

**Keen Senses:** You notice things more readily than humans. Gain a +2 bonus to the Perception skill.

**Elvish Weapons:** You know how to use longbows, longswords, rapiers, and shortbows.

### ABILITY SCORES / MODIFIERS

Scores	Modifiers
Strength 10	+0 Str Modifier
Dexterity 18	+4 Dex Modifier
Constitution 10	+0 Con Modifier
Intelligence 10	+0 Int Modifier
Wisdom 15	+2 Wis Modifier
Charisma 13	+1 Cha Modifier

### FEATS

**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

	Ranks	Ability Mod	Misc. Mod	Total
Diplomacy	+1	+1 Cha		+2
Heal	+1	+2 Wis	+3 class	+6
Know: Nature	+1	+2 Wis	+3 class, +2 sense	+8
Perception	+0	+2 Wis	+2 racial	+4
Survival	+1	+2 Wis	+3 class, +2 sense	+8

### EQUIPMENT

Masterwork sickle, hide armor

### ORISONS

*May be used repeatedly without being expended*

**Create Water:** Creates 2 gallons of pure water.

**Flare:** Dazzles one creature (-1 penalty on attack rolls, DC 12 Will save).

**Spark:** Ignites flammable objects.

**Stabilize:** Cause a dying creature to stabilize.

### SPELLS

**Cure Light Wounds:** You touch and heal a living creature of 1d8 hit points + 1 point for each druid level you have. Alternately, you can attack an undead creature for the same amount.

# Party of One

## BB3

# ALOSAR EMANLI

Alignment Neutral Good  
Gender and Race Male Elf  
Class and Level Druid 2

HIT POINTS 15

### ARMOR / DEFENSE

Armor	+ Shield	+ Dex Mod	+ Magic	= AC
+4	+0	+3	0	= 17

### ATTACKS / WEAPONS

Initiative +4 Speed 30 ft.

Weapon: sickle

Attack Bonus	Damage
+6	d6

### CLASS FEATURES

Attack Bonus +1

Saving Throws	=	Class	+ Ability Mod	+ Misc
Fortitude Save	2	+2	+0	+0
Reflex Save	4	+0	+4	+0
Will Save	5	+2	+2	+1

Nature Sense +2 to Knowledge Nature and Survival checks.  
Wild Empathy +3 to Diplomacy checks with animals.

### Elf TRAITS

**Lowlight Vision:** You see twice as far in dim light as a human does.

**Sleep Immunity:** You are immune to magical sleep effects.

**Keen Senses:** You notice things more readily than humans. Gain a +2 bonus to the Perception skill.

**Elvish Weapons:** You know how to use longbows, longswords, rapiers, and shortbows.

### ABILITY SCORES / MODIFIERS

Scores	Modifiers
Strength 10	+0 Str Modifier
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Constitution 10	+0 Con Modifier
Intelligence 10	+0 Int Modifier
Wisdom 15	+2 Wis Modifier
Charisma 13	+1 Cha Modifier

### FEATS

**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

	Ranks	Ability Mod	Misc. Mod	Total
Diplomacy	+1	+1 Cha		+2
Heal	+2	+2 Wis	+3 class	+7
Know: Nature	+1	+2 Wis	+3 class, +2 sense	+8
Perception	+2	+2 Wis	+3 class, +2 racial	+4
Survival	+2	+2 Wis	+3 class, +2 sense	+9

### EQUIPMENT

Masterwork sickle, hide armor

### ORISONS

*May be used repeatedly without being expended*

**Create Water:** Creates 2 gallons of pure water.

**Flare:** Dazzles one creature (-1 penalty on attack rolls, DC 12 Will save).

**Spark:** Ignites flammable objects.

**Stabilize:** Cause a dying creature to stabilize.

### SPELLS

**Charm Animal:** This spell makes an animal consider you a true friend and companion for 1 hour for each level you have. It is entitled to a Will saving throw (DC 13) to avoid the spell.

**Cure Light Wounds:** You touch and heal a living creature of 1d8 hit points + 1 point for each druid level you have. Alternatively, you can attack an undead creature for the same amount.

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