ONE SESSION KITS©

K4: March Of The Windmills

An adventure for level 2 characters
Pathfinder/5e compatible with conversion notes for OSR

Ben Gibson

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Coldlight Press

Special thanks to play testers:
Adam, Jason, Karen, and Shaylyn

This module is compliant with the Open Game License (OGL) and is suitable for use with The Pathfinder Roleplaying Game, with conversion notes for using it with the 5th edition of the world's oldest fantasy roleplaying game.
The OGL can be found below.

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Warm autumn sunshine filters through the harvest's dust. The singing of the women threshing grain and the lowing of cattle makes it hard to hear the muffled thumps at first, but the screams of alarm clue you in before long. Coming around the hill...is that Old Leuro's windmill? Why is it groaning? And...moving?

Adventure Introduction

March of the Windmills is a social and traveling adventure built for characters of 2ᵗʰ level, where the players work to thwart the mad schemes of Dolceo the Miller, who has begun a rampage upon the countryside using his animated windmill. The players will need to discover why the crazed miller is on his rampage and how he's animating the windmill. Then, the players will have to race to reach the mobile building and rescue the miller's victims before he reaches the next village in his path.

Dolceo the Miller has been cheated by the guilders for the last time. The greedy masters of the of town of Além pay him less and less each month for his milled grain, and their violent enforcers beat the miller when he tried to sell to the next town. Gouging the farmers left Dolceo without friends, and when his windmill broke none would aid him in its repair. So the miller turned to a wandering tinker's book, the *Esoteric Writings of Paulo the Artificer*. The windmill could be repaired, but at cost. The ruined miller decided he'd pay...and make the whole town of Além pay as well.

The players are alerted to the looming threat to the town by the desperate pleas of a peasant woman who's little boy, Alonso, has been captured by the mad miller. The young boy is the miller's insurance; he will be used as a battery for the windmill if the animated gears of the mill are destroyed.

As straightforward as the proposed hook is, the scenario is also something that can be integrated into a longer campaign; proposed long-term seeds are given on page 6, along with possible directions to go after the module's conclusion.

Assuming the players answer the call to adventure, they will race towards the dangerous animated building, encountering a fleeing set of bandits who can warn the party about the miller's hirelings and provide more information about the windmill. Continuing on, the party will encounter the windmill itself as it marches on towards Além.

Directly fighting the windmill will probably be beyond the abilities of characters at this level, but they will be able to climb directly aboard the moving mill and fight their way within, eventually reaching the miller himself and halting the rampage; they'll need to be swift, however, as the windmill continues its inexorable march with the players inside.

About ONE SESSION© kits

Sometimes, you just need an instant adventure.

Perhaps your usual GM got sick. Perhaps you are introducing new friends to the game. Perhaps you want to try out a new system, to shake things up a bit, or maybe just blow off some steam. That calls for a one shot; a self-contained adventure where people can sit down at the table with no prior knowledge of the setting or plot, and wrap up after four hours satisfied with the ending of their story. That's what the adventures in the ONE SESSION series are designed for; insert them into your ongoing game or play them with strangers at a con. Bring your own ideas, equipment, and props into them and mix and match all you like. But ONE SESSION kits are designed to give you not just an adventure, but also everything you need to *run* the adventure besides the dice.

The map(s) where the adventure takes place are provided at the end of this PDF broken up into 11x8.5 sections designed to fit into the PF/5e 1 inch=5ft scale, either pre-gridded or with handy 30/20ft rulers provided for tactical maneuvers. Pregenerated characters are given on printable sheets with all their abilities and spells outlined, while another sheet is provided with print-and-play miniatures for characters and monsters appearing in the adventure. Handouts, notes, and item cards are printed as player aids. An optional sheet holds quick-reference rules explaining the basics of d20 resolution, action economy, and other common play terms, designed for the new player or GM's convenience at a home table or at a con, or even online imported to your virtual tabletop of choice.

Even if you intend to use your own aids or just run a game entirely theatre-of-mind, Coldlight Press is committed to designing adventures that are easy to run at the table; the game master should never have to have more than two pages open at a time, with everything needed to run the game seen on those two pages. Character sheets and stats are likewise designed so that either in combat or while just having tea, all the role player needs to look at is a single piece of paper. Naturally, given the amount of rules even the simplest versions of the world's oldest roleplaying game has, we're not about to attempt to replace a core rulebook, but as long as one person at the table has a good handle on the game being played, printouts of the ONE SESSION kit should be all you need for the session.

A Windmill's Rampage

"Help! Please help! It's Dolceo, he's gone mad! My boy, my baby boy… someone must help me, oh the monster!"

The players begin within the market square of Além when a hysterical peasant woman, Elena, rides into the square. She has a desperate and fantastical tale; she claims that Dolceo the Miller has gone mad and has kidnapped her little boy Alonso. She gabbles something strange about "the mill, the walking mill" and intermittently breaks down into weeping. If players are of the heroic type, this may be enough to motivate them immediately; if not, a representative from the Merchants' Guild will offer 1,000 gp for the head of Dolceo. The guild has been receiving threats from the ruined miller for weeks at this point.

The thumps and groans are nearly deafening as you see a great stone windmill appearing over the ridge. It moves among the trees and rocks, and you feel that even a casual bump from the mill would reduce a tree to splinters.

3

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A

B

f

●–10ft–●

d

d

c

d
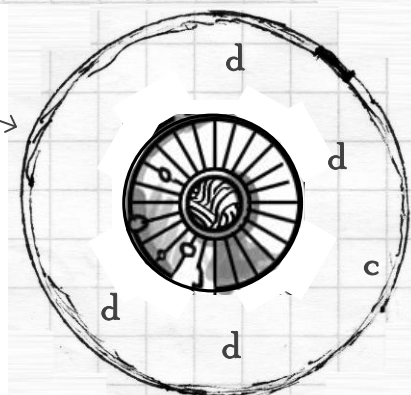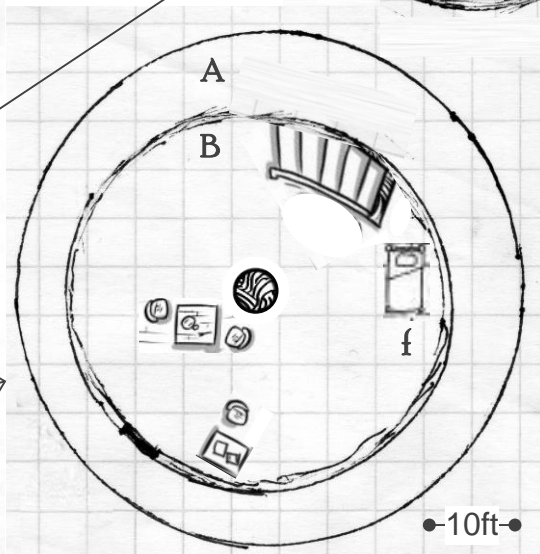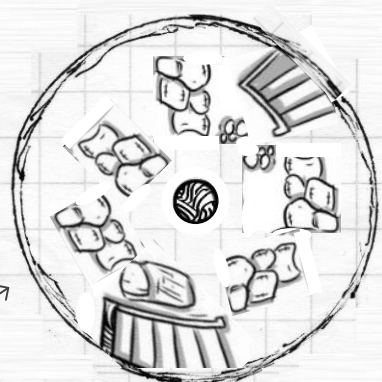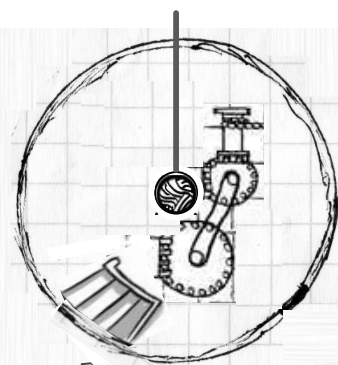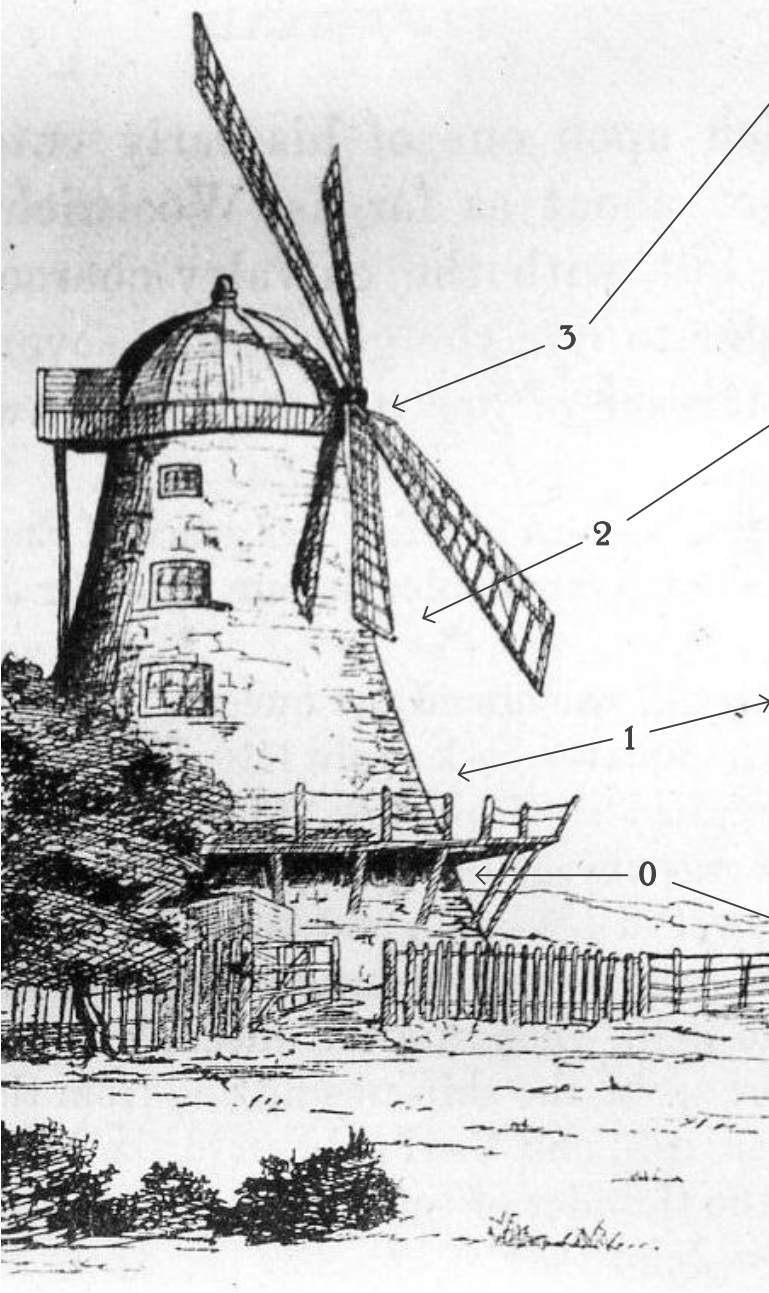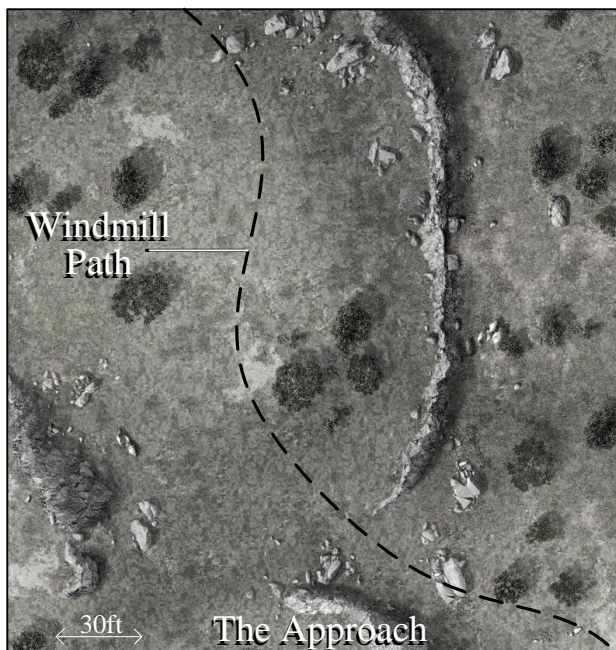
Traveling to the Mill

Leaving Town: The commotion in the market square spreads throughout the town. As the players leave emphasize the chaos and worry among the townsfolk.

Fleeing Bandits: Some of the bandits hired by Dolceo fled when his windmill broke forth from the ground and began to lumber forward, and now **four bandits**, laden with loot from a few smashed peasant hovels, flee towards Além. The players will encounter the furtive bandits as they near the windmill; the bandits just want to escape but they'll fight if the players press them for information.

Approaching the Windmill: The players will come upon the windmill as it attempts to navigate through a scrubby ridgeline, shown to the left. The players will have multiple chances to enter the windmill as it walks by trees and the ridges. The bandits on the platform (see key) will attempt to thwart characters from coming aboard but by default the windmill itself will ignore the potential hitchhikers.

Windmill Path

30ft   The Approach

TIMELINE

Alonso kidnapped, windmill begins to move

Alonso's mother arrives, players called to adventure

Windmill reaches the valley, players can attack

Town is largely razed without players' success

MORNING — NOON — EVENING

Some of the bandits leave the windmill, scared

Players encounter bandits avoiding the windmill

The windmill reaches town, begins to attack

Key:

Windmill: The windmill has a movement speed of 5ft and typically double-moves, ignoring nearby peasants. It isn't likely to be destroyed or defeated by low-level adventurers, but if it is it will topple over, turning all rooms below on their sides.

1. Entry Level: As the windmill walks into view, there are **four bandits** evenly spaced along the outer platform (1A., 20ft above the ground), with **one more bandit** cleaning his weapons inside. The bandits will attempt to block people from getting on the platform. Within (1B), the simple living quarters of the miller look to be swept clean. Beneath his bed there is a hidden trapdoor leading to the Gristroom (0), a DC25 perception check sees it, or DC10 with the bed moved. His work desk has ledgers still upon it, showing increasingly spare profits from his grain sales over the last year.

2. Flammable Chaff: This storage room is filled empty grain sacks and choking, swirling, chaff. The windows are boarded up and no light filters through; any open flame sets off the entire room, doing 5d6 fire damage (DC 12 reflex halves), and breaking the windows' clasps with a metal weapon has a 50% chance per strike of making a spark. One of the grain sacks on the floor is still full of grain and has 500gp hidden in its middle.

3. Top Level: A deafening din fills this room from the whirling gears. **Four** discarded wooden **animate gears** react to any intruders with violence, and will give chase back down the stairs. Wrecking the main shaft will stop the windmill's moving, although if the miller still has his captive (0) a thin, reedy, wail of agony sounds below and the windmill begins to move slowly once again, powered by the boy's heartbeat.

0. Gristroom: The trapdoor (0c) leads down a ladder into this room. The roar of the rapidly spinning grindstone drowns out anything quieter than a shout. **Dolceo the Miller** stands on the opposite side of the room from the ladder, taking cover behind the tied up boy Alonso. Four sacks of cloying dust (d) are placed around the room as indicated; as a move action Dolceo can pull a string to release the dust in a 10ft burst, blinding those within the effect for five rounds (DC14 reflex negates). If Dolceo is defeated before the top level is cleared, the windmill will continue to lurch forward until the animate gears are destroyed.

Animated Gear (Wood)
Medium Construct;
18AC, 33hp
DR5/adamantine
Resist 10 cold
Vulnerable to fire
Slam: +9 (1d6+4)

Bandit
Fighter 1; 14AC 7hp
rapier: +3 (1d6+2)
musket: +2 (1d12, 50ft)

Dolceo the Miller
Expert 5; 15AC, 29hp
Dagger: +5 (1d4+1)
Pistol: +6 (1d8+1, 20ft)
Gear:
Potion of *Cure Light Wounds*
Scroll of *Make Whole*
Scroll of *Shatter*

Tilting at the Mill

Fighting Mills

The windmill in the adventure is meant to be more of a mobile adventure location than an active opponent; if players do want to attempt to destroy it through raw hit point damage that should be extremely difficult. Clever players might attempt novel plans to thwart the marching windmill.

If the players do successfully bring the windmill to a halt, either by reducing it to 0 hit points or by trapping/tripping/wrecking the mill, Dolceo the Miller will attempt to reanimate the mill by draining the young Alonso's life; the boy will begin to scream in agony as the ritual tries and fails to reanimate the large building. The bandits on the entry level of the mill, if they are somehow still alive, will flee at this point, thoroughly unnerved.

Animated Windmill
Colossal Construct; 20AC, 171hp
Hardness 10, Immune construct traits
Speed 40ft, clunky (always staggered)
Windmill Slam: +23 (3d8+27, grab)
Trample: (3d8+13, DC 30)
This animated windmill slowly wanders between the local hills, making its careful way towards the town. It prioritizes moving over attacking (staggered) normally, but if attackers do enough damage to it to bypass its hardness then Dolceo, within, will direct it to attack.

An interesting obstacle for players if the tower is toppled over can run the tower on its side, with the floors shifted to imposing walls and confused, cracked animate gears wandering among the rubble. The traps set by Dolceo will still work in the turned-over room. If the players fail to reach the trapped boy within five minutes, he will die, but his sacrifice is not sufficient to raise the mill again; the town has been saved.

By stopping windmill one way or another, the players will be hailed as heroes by the panicked townsfolk. Além can become a home base for the heroes, a place of free room and board, discounted wine, and friendly smiles. The Merchants' Guild will reward the players with gold if it had been promised, and will further attempt to hire the "Protectors of Além" for further troubleshooting.

If Alonso is rescued, his grateful mother will thank the players profusely, and offer her entire life's savings (30sp) as a reward. The young boy, traumatized by his experience, will vow to become a hero like the players when he grows up. He will have his vengeance upon artificers and all windmills, this he swears upon his name: Alonso Quixote.

Early seeds
Going beyond the scope of the one-shot, the adventure can be seeded beforehand in a longer campaign. Some suggested seeds:
- The city of Além has a rapacious merchants' guild; the players can witness them defrauding suppliers.
- If there are players interested in magical arts, the *Esoteric Writings* are famous among some circles, and have been rumored to be in the region.
- Subtle inquiries from Dolceo have been sent to the players as he seeks cheap mercenaries.

Arts of Artifice

Dolceo the Miller is a common man, literate and good with sums, but not in any way familiar with the arcane or occult arts. His rage was impotent until a hooded old tinker sold him an ancient book, the *Esoteric Writings of Paulo the Artificer*. The uncanny and whispering book was still avoided by Dolceo, however, until his windmill's main drive shaft snapped, and, ruined and desperate, the miller at last began to chalk the symbols and snap the lines to turn his windmill into an instrument of vengeance.

Although the *Esoteric Writings* had the rituals needed to awaken his mill, Dolceo took inspiration not just from the book's techniques but also from the book's own ensouled existence. The miller, assisted by four of his animated gears, took little Alonso and tied him up in the gristroom. The boy's own life essence is Dolceo's backup plan, should the initial artifice fail.

The *Esoteric Writings of Paulo the Artificer*
This modest, leather-bound tome is written in the Old Script and describes ancient artificers' secret rituals for awakening the Machine Spirits within structures and devices, animating them into obedient constructs. The compiler, Paulo the Artificer, poured his own spirit into the book; the tome whispers secrets into its owner's mind. A character holding the *Esoteric Writings* must make a Will save (DC15) or be Confused by the whispers. Listening to the book for a full day, or reading the entire thing, will grant the owner knowledge of the mathematical rituals required to animate objects (as the spell). The ritual takes two hours for a tiny object, with the time doubled for each size category larger then tiny.

Players who succeed in thwarting the mad miller find themselves in possession of the *Esoteric Writings*, a powerful artifact...and a plot seed. Artificers are a secretive, acquisitive bunch, and Dolceo has made his possession of the book spectacularly clear. Shady masters of artifice and lore will want the book...

CONVERSION NOTES, 5e

Generally at the low levels seen here, Pathfinder monsters can be directly put in to 5e without things completely breaking. A rule of thumb would be to drop the Pathfinder AC by -1 per 2x challenge rating, upping the HP by 50% at the same time; this brings combat in line with the "hit more, more hits" shift between versions. Saves should be assumed to drop at about -1 per 2 CR, with Fortitude, Will, and Reflex going to roughly Con, Wis, and Dex. Common sense can be used, and given the levels covered here, not changing the numbers at all for DCs should be perfectly fine.

Example quick-converted statblocks:

Animated Gear (Wood)
Medium Construct; 16AC, 50hp
Resistant to cold, piercing
Vulnerable to fire
Slam: +5 (1d8+2)

Bandit
Human Fighter; 13AC 11hp
rapier: +3 (1d6+3)
musket: +2 (1d12, 50ft)

Dolceo the Miller
Expert 5; 13AC, 45hp
Dagger: +4 (1d4+1)
Pistol: +4 (1d8+1, 20ft)
Gear:
Potion of *Cure Light Wounds*
Scroll of *Make Whole*
Scroll of *Thunderwave*

CONVERSION NOTES, OSR

Confident game masters versed in the old school should have little difficulty converting hit boni and AC numbers to THAC0 and descending AC; hit die totals for most of the monsters included in this adventure correspond to class levels. So for example:

Miller Dolceo - AC 8 (12), HD 4, #AT 1, D 2-5

Bandit - AC 6 (13), HD 1, #AT 1, D 1-6

Animated Gear - AC 3 (16), HD 3, #AT 1, D 2-7

Printouts and Aides

- **Rules Reference – page 9**
- **Printable Minis – page 11**
- **Character Sheets – pages 13-14**
- **Pre-generated Characters – pages 15-22**

Quick Rules Reference

D20 Resolution: The basic resolution mechanic for Pathfinder and all modern editions of D&D is the d20 mechanic; basically, to perform any action that has a chance of both success and failure, the player rolls a twenty-sided die (d20) against a given number. If the roll matches the number, the action succeeds, and if it is less than the number, the action fails. Various bonuses and negatives apply to each roll based on the character's skill and abilities, and the target number changes based on how difficult the action is. Thus, to climb a ladder the difficulty class (DC) is 5, while to hit a knight in plate armor his armor class (AC) is 20. In both cases, having a higher strength adds to the roll to climb or to attack. All skill checks, saving throws, and attacks resolve using this single mechanic.

Ability Scores: From the first edition of D&D and onward characters have been defined by six main "ability scores", numbers that represent the character's innate capabilities. In all cases, a score of ten is considered to be "average". For every two points lower or higher than ten, the character gains a penalty or and bonus while performing an action related to the score. The scores are described typically as follows:

- **Strength:** The character's muscular might; strength is what you use to lift a giant tomato.
- **Dexterity:** The character's agility and fine control; dexterity is used to accurately throw a tomato.
- **Constitution:** The character's toughness and ability to resist damage and disease; constitution is how to survive eating a rotten tomato.
- **Intelligence:** The character's knowledgeable-ness; intelligence is knowing a tomato is a fruit.
- **Wisdom:** The character's good sense and perception; wisdom is knowing a tomato doesn't belong in a fruit salad.
- **Charisma:** The character's force of personality and attractiveness: charisma is the ability to sell a tomato-based fruit salad.

Initiative and Combat Rounds: When combat or other conflicts are begun, the game master will call for an initiative roll; all actors in the combat will roll a d20 and add their modifier(s); highest result goes first, then the next highest, and so on until the lowest result plays. Then the next round begins and the highest initiative result takes another turn. This continues until there is no longer a conflict at hand, typically when one side is defeated or flees.

Rounds of Combat: Timekeeping in d20 games is generally performed by the game master, who decides how long a given action should take. In combat, though, the game is broken into **rounds**; each round is assumed to be about six seconds. In each round, every individual involved goes in turn and gets single a **standard** action, a **move** action, and a **swift** action (action, move, and bonus action in 5e parlance) each.

- **Standard Actions (5e, action)** are things like casting a spell or making an attack.
- **Move Actions (5e, move)** are things like moving up to your speed in feet or standing up from prone.
- **Swift Actions (5e, bonus)** are typically called out as character skills or abilities done quickly.

Each individual also has a single **reaction**, typically used for things like making an attack of opportunity against an adjacent enemy casting a spell. Finally, some actions are so minor as to be considered free actions, like making a 5-foot step (PF) or reloading a bow (PF, 5e)

TURN ACTIONS

Standard

Move

Full-Round actions take up all of your turn.

Swift

Lesser actions can be subbed in for greater; for example, instead of attacking (standard) you can move twice.
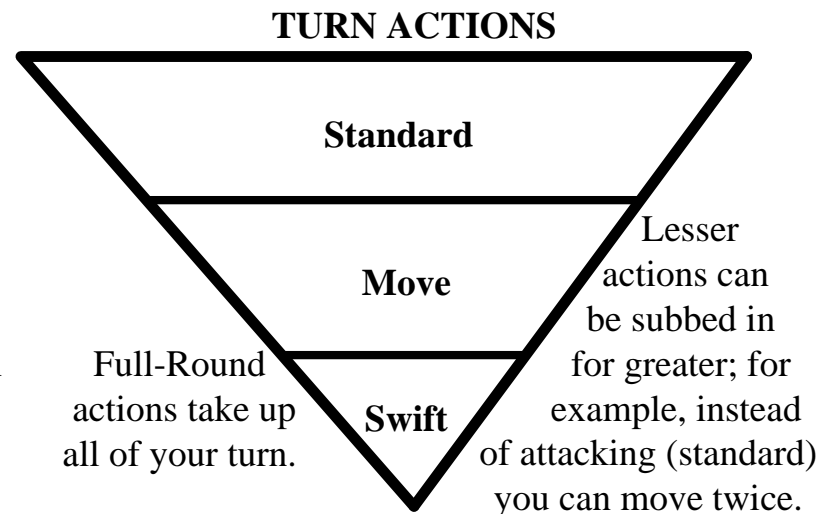
Flanking and Conditions: In combat both sides will maneuver to gain advantage. Although there is no facing in d20 combats when a participant is flanked (enemies on both sides) the flankers gain advantages on their attack rolls to hit the victim. Numerous spells and conditions also impose penalties or boons upon combatants.

Combat Maneuvers: Combatants will often attempt to grapple, trip, or otherwise impede one another during combat. To attempt a maneuver, roll a check adding combat maneuver bonus against a defense number (PF) or an opposed strength roll (5e). Success means the winner inflicts the chosen condition upon the loser.

30ft
30ft
30ft

Ines
Pereira

Joao
Escriba

animate
gears

animate
gears

animate
gears

animate
gears

Dolceo
the Miller

bandit

bandit

bandit

bandit

bandit

Horace
Comstock

Sir Come
Gaston

Name _____

Occupation _____

Alignment _____

Player Name _____

Race _____

Class _____

Hit Die			
Max HP		Current	

Hit Points

AC

Armor	Shield	Agility	Other

Armor Worn

Level _____ XP _____

Age _____

Portrait

	Max	Mod.	Current	Mod.
STR				
DEX				
CON				
WIS				
INT				
CHA				

Base

Reflex

Fortitude

Willpower

CMD

PF Sheet

Weapons

Melee Weapon	Attack Bonus	Damage

Ranged Weapon	Attack Bonus	Damage

/	/	Ammo	
Range (S/M/L)		Total	Used

Combat

Speed	Initiative	Check Penalty
CMB	Attack Bonus	Crit Range

Special Abilities & Spells

SKILLS

Treasure

cp	sp	gp
ep	pp	gems

Other

Name

Occupation

Alignment

Player Name

Race

Class

Hit Points

Hit Die

Max HP

Current

AC

Armor	Shield	Agility	Other

Armor Worn

Level

XP

Age

Portrait

	Bonus	Score	Save
STR			
DEX			
CON			
WIS			
INT			
CHA			

Combat

Speed	Initiative	Profiency

SUCCESSES ○—○—○

FAILURES ○—○—○

DEATH SAVES

5e Sheet

Weapons

Melee Weapon

Attack Bonus   Damage

Ranged Weapon

Attack Bonus   Damage

Range (S/M/L)   /   /   Ammo   Total   Used

SKILLS

Special Abilities & Spells

Treasure

cp   sp   gp

ep   pp   gems

Other Gear

Horace Comstock
Name

Mercenary
Occupation

Human
Race

Lawful Neutral
Alignment

Gunslinger (Pistolero)
Class

Player Name

4		**4**	**1**
Armor	Shield	Agility	Other

2
Level

XP

34
Age

Hit Die	**d10**	
Max HP	**20**	Current

Hit Points

19
AC

Chain Shirt
Armor Worn

	Max	Mod.	Current	Mod.
STR	10	0		
DEX	18	+4		
CON	12	+1		
WIS	16	+3		
INT	12	+1		
CHA	7	-2		

		Base
+7	Reflex	3
+4	Fortitude	3
+3	Willpower	0

CMD
16

Weapons

Dagger	+2	1d4
Melee Weapon	Attack Bonus	Damage

Double-barreled Pistol	+6	1d8	1-2
Ranged Weapon	Attack Bonus	Damage	Misfire

20 / 40 / 60	Ammo		
Range (S/M/L)		Total	Used

Dragon Pistol	+6	1d6	1-2
Ranged Weapon	Attack Bonus	Damage	Misfire

20 (cone)	Ammo		
Range (S/M/L)		Total	Used

Combat

30ft	+4	-2
Speed	Initiative	Check Penalty
+2	+2	20/x4
CMB	Attack Bonus	Crit Range

SKILLS
Acrobatics +9
Climb +4
Heal +7
Knowledge (engineering) +5
Knowledge (local) +5
Perception +8
Ride +8
Sleight of Hand +8
Survival +8

Special Abilities
Feat: Point Blank Shot. +1 on attack and damage within 30ft.
Feat: Quick Draw. Can draw a weapon as a swift action.
☐ ☐ ☐ **Grit:** Can draw on grit to accomplish deed.
Landing a killing blow or a critical hit regains a grit point.
Up Close and Deadly: Spending a grit point, can make a shot up close and deadly, adding 1d6 to damage. If the shot misses, still graze the target for half.
Quick Clear: If at least one grit point remains, can fix a gun broken from a misfire as a standard action, or a move action by spending the point.
Gunslinger's Dodge: Can spend a grit point as a reaction to being targetted by a ranged attack to add +2AC by sidestepping, or +4AC by dropping prone.
Double Shot: Can shoot with both barrels, both rolls at -4 to hit.

Treasure
cp 76   sp 1   gp 34

Other
Brace of Pistols:
3 double-barreled pistols
2 dragon pistols
Powder horn
28 bullets, 16 pellet loads
Bullet-making kit

Horace Comstock
Name

Hired Bowman
Occupation

Human
Race

Lawful Neutral
Alignment

Ranger
Class

Player Name

2
Level   XP

41
Age

Hit Die	d10		
Max HP	20		Current

Hit Points

15
AC

12		3	
Armor	Shield	Agility	Other

Studded Leather

Armor Worn

Combat

30ft	+3	+2
Speed	Initiative	Proficency

	Bonus	Score	Save
STR	+1	12	+3
DEX	+3	16	+5
CON	+2	14	+2
WIS	+2	14	+2
INT	0	10	0
CHA	-1	8	-1

SUCCESSES ○—○—○
FAILURES ○—○—○
DEATH SAVES

Weapons

Short Swords (x2)	+5	1d6+3
Melee Weapon	Attack Bonus	Damage

Heavy Crossbow	+7	1d10+3
Ranged Weapon	Attack Bonus	Damage

100 / 400	Ammo	24			
Range (S/M/L)		Total	Used		

SKILLS

Animal Handling +1
Nature +2
Perception +4
Stealth +5
Survival +4

Special Abilities & Spells

Sharpshooter: Ignore disadvantage at range, ignore half and three-quarters cover, and can take -5 on attack to gain +10 damage if it hits.
Combat Style: Archery
Favored Enemy; humans, orcs: Advantage on tracking and information checks with favored enemies.
Natural Explorer; grassland: doubled proficiency on checks related to your terrain, and never get lost there.
Spells 2/day
Animal Friendship: Charm a beast. DC12 WIS negates.
Hunter's Mark: Mark a target, gaining advantage on tracking rolls and getting +1d6 on all damage rolls.

Treasure

cp	sp	gp

Other Gear

Explorer's Pack
200ft of rope
Steel knife
Flint and steel
Potion of Cure (1d8+2 hp)
Scroll of Speak with Animals

Name: Sir Côme Gaston

Player Name:

Occupation: Charmer/Hero

Race: Human

Alignment: Lawful Neutral

Class: Cavalier

Level: 2

XP:

Age: 32

Hit Die	d10		Current
Max HP	22		

Hit Points

AC 20

Armor	Shield	Agility	Other
8	2		

Half Plate
Armor Worn

	Max	Mod.	Current	Mod.
STR	18	+4		
DEX	10	0		
CON	14	+2		
WIS	8	-1		
INT	10	0		
CHA	12	+1		

		Base
0	Reflex	0
+5	Fortitude	3
-1	Willpower	0

CMD 16

Portrait

Weapons

		Attack Bonus	Damage
Lance (doubled charge) — Melee Weapon		+6	1d8+4
Longsword — Melee Weapon		+6	1d8+4
Composite Shortbow — Ranged Weapon		+2	1d6+4

Range (S/M/L)	Ammo	Total	Used
60 / 120 / 180	24		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Combat

Speed	Initiative	Check Penalty
20ft	+0	-6
CMB +6	**Attack Bonus** +2	**Crit Range** 19-20

SKILLS
Bluff +5
Climb +8
Diplomacy +5
Handle Animal +5
Intimidate +7
Ride +5
Perception +2

Special Abilities

Power Attack: Take -1 to attacks to get +2 damage.

Mounted Combat: If hit while mounted, can make a ride check to avoid the hit once per round.

Tactician: Can share Shake it Off (Feat) with all allies as a standard action for 4 rounds, gaining +1 on saves for all allies within 30ft who have the feat.

Glorious Challenge: 1/day can challenge a target, gaining +1 attack and +2 damage but taking -2 AC. If challenge target dies, can issue another and gain +2 more damage and -2 AC less each time.

Mount: Lefu the Horse (Large animal)
Speed 50ft, AC 17, HP 26, Fort +5, Ref +4, Will +1
Attacks: Bite +6 (1d4+3), 2 Hooves +1 (1d6+1)
Perception +6 (scent) Feat: Power Attack, Tough

Treasure

cp 2   sp 121   gp 3

Other

☐☐☐ 3 Vials of Dragon's Blood (heal 1d4hp each)
Heavy Steel Shield
Riding Crop
Mirror
Wineskin (full)
Oil of Magic Weapon, +1 (lasts 10 minutes)

Sir Gavalious
Name

Errant Knight
Occupation

Neutral Good
Alignment

Player Name

Human
Race

Paladin
Class

2
Level   XP

34
Age

Hit Die	d10			
Max HP	20	Current		

Hit Points

18
AC

	15	2	1	
	Armor	Shield	Agility	Other

Half Plate

Armor Worn
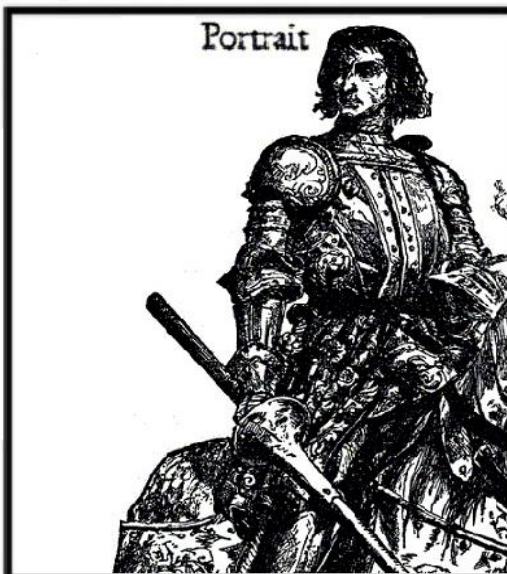
	Bonus	Score	Save
STR	+3	16	+3
DEX	+1	12	+1
CON	+2	14	+2
WIS	0	10	+2
INT	-1	8	-1
CHA	+2	14	+4

Combat

30ft	+1	+2
Speed	Initiative	Profiency

SUCCESSES ○─○─○
FAILURES ○─○─○
DEATH SAVES

Portrait

Weapons

Longsword	+5	1d8+5
Melee Weapon	Attack Bonus	Damage

Javelin	+5	1d6+5
Ranged Weapon	Attack Bonus	Damage

20 / 60	Ammo	3			
Range (S/M/L)		Total	Used		

Special Abilities & Spells

☐☐☐☐☐
☐☐☐☐☐   **Lay on Hands**: Touch heals your choice of hit points. Up to 10 a day. Can spend 5 points to heal disease.

Spells (2/day):
Bless: For up to a minute, up to three chosen targets add 1d4 to attack rolls and saves.
Shield of Faith: A shield surrounds the chosen target for up to 10 minutes, adding +2AC.

Divine Smite: On hit, can spend a spell slot to add 1d8 radiant damage.

Shield Master: If you take the attack action, can use a bonus action to shove a nearby creature. If you aren't incapacitated, add your shield bonus to DEX saves, and if you save for half you may take your reaction to avoid all damage by using your shield.

SKILLS
Athletics +5
Intimidate +4
Medicine +2
Persuasion +4

Treasure

cp 15   sp 3   gp 42

Other Gear
Coin Purse
Dagger
Warhorse, Nermal:
AC 13, HP 19, Saves +2
Melee (hooves): +6 (2d6+4)
Trampling Charge: If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Ines Pereira

Name: Ines Pereira
Occupation: Healer
Race: Human
Alignment: Neutral
Class: Witch
Level: 2
XP:
Age: 51

Hit Die	d6		Current
Max HP	14		

Hit Points

AC: 13

1	1	1	1
Armor	Shield	Agility	Other

Armor Worn: LinenDress

	Max	Mod.	Current	Mod.
STR	6	-2		
DEX	12	+1		
CON	12	+1		
WIS	12	+1		
INT	20	+5		
CHA	11	0		

			Base
1	Reflex		0
1	Fortitude		0
4	Willpower		3

CMD: 12

Weapons

Light Crossbow			+2	1d8
Ranged Weapon			Attack Bonus	Damage
80 / 160 / 240	Ammo	24		
Range (S/M/L)		Total	Used	

Combat

30ft	+1	0
Speed	Initiative	Check Penalty
-1	+1	19-20
CMB	Attack Bonus	Crit Range

Special Abilities & Spells

Hex (at will, supernatural): Each hex once per target per day.
Fortune: Grant a creature within 30ft with luck for a round. Target can call on this once per round, rerolling a check, attack, or save, deciding before rolling.
Misfortune: Target must roll twice and take the worse result on checks, saves, and attacks for 1 round. DC16 Will negates.
Healing: Target gets 1d8+2 healing.
Cackle: As a move action cackle, extending the hexes effecting all targets by one more round.
Cantrips (at will):
Detect Magic: Can detect magical auras in a 60ft cone.
Read Magic: Can read magical scrolls.
Mending: Can repair damaged items (1d4) in 10 minutes.
Daze: Cloud the mind of a humanoid under 5HD. DC15 Will.
Spells (once each):
Burning Hands: 2d4 fire damage in a 15ft cone. DC16 Reflex.
Enlarge Person: Person becomes Large, gaining +2 Strength, gaining reach and more weapon damage, -2 Dexterity, and -1 to hit and AC. Lasts for 2 minutes.
Sleep: Up to 4HD of creatures within a 10ft radius put to sleep for 2 minutes. DC16 Will.

SKILLS

Craft (Alchemy) +10
Heal +6
Intimidate +5
Knowledge (arcana) +10
Knowledge (nature) +10
Spellcraft +10
Use Magic Device +5

Treasure

cp 112	sp 21	gp 6

Other
Potion of Cure Light Wounds (1d8+1)
Scroll of Obscuring Mist (30ft radius)
Scroll of Silent Image (DC16 Will)
Scroll of Chill Touch (1d6 damage and 1 strength drain, can use twice)
Wand of Touch of Fatigue (11 charges, touch attack, lasts 2 rounds)
Familiar:
Gormly the Finch
40 fly, AC14, 7HP, Alert (+5 Perception)

Ines Pereira
Name

Healer
Occupation

Neutral
Alignment

Human
Race

Sorceror (Divine Soul)
Class

Player Name

2
Level

XP

51
Age

Hit Points
Hit Die	d6	
Max HP	14	Current

12
AC

			2	
Armor	Shield	Agility		Other

Dress
Armor Worn

	Bonus	Score	Save
STR	-1	8	-1
DEX	+2	14	+2
CON	+2	14	+4
WIS	0	10	0
INT	+1	12	+1
CHA	+3	16	+5

Combat
30	+2	+2
Speed	Initiative	Profiency

SUCCESSES ⊙–⊙–⊙
FAILURES ⊙–⊙–⊙
DEATH SAVES

Weapons

Dagger	+1	1d4-1
Melee Weapon	Attack Bonus	Damage

Light Crossbow	+4	1d8
Ranged Weapon	Attack Bonus	Damage

80 / 360	Ammo	24	
Range (S/M/L)		Total	Used

SKILLS
Insight +2
Investigation +3
Persuade +5
Deception +5

Special Abilities & Spells

Cantrips (at will):

Friends: Concentration, gain advantage on charisma checks against a non-hostile target.

Mage Hand: Can manipulate up to 5lbs up to 30ft away.

Message: Whispered conversation up to 120ft away.

Minor Illusion: Create illusion of a sound or 5ft wide image.

Eldritch Blast: Make a force attack at +5, does 1d10 damage.

Spells (4 slots per day):

Burning Hands: 3d6 fire damage in a 15ft cone, DC14 Dex save halves.

Healing Word: As a bonus action, target within 60ft regains 1d4+3 hit points.

Sleep: 5d8 hit points of creatures put to sleep within 20ft

Spell Sniper: Ignore 1/2 or 3/4 cover with spells.

Treasure
cp 212	sp 32	gp 2

Other Gear
Scroll of Color Spray: Blind creatures in a 15ft cone, up to 6d10 hit points.

Scroll of False Life: Gain 1d4+4 temporary hit points.

João Escriba
Name

Player Name

Assistant
Occupation

Human
Race

Neutral
Alignment

Alchemist (Chirurgeon)
Class

2
Level   XP

17
Age

Hit Die	d8			Current
Max HP	16			

Hit Points

17
AC

4	3		
Armor	Shield	Agility	Other

Chain Shirt
Armor Worn

	Max	Mod.	Current	Mod.
STR	12	+1		
DEX	16	+3		
CON	12	+1		
WIS	7	~2		
INT	18	+4		
CHA	10	0		

		Base
+6	Reflex	3
+4	Fortitude	3
~2	Willpower	0

CMD
15

Weapons

Dagger	+4	1d4+1
Melee Weapon	Attack Bonus	Damage

Bomb	+4	1d6+4
Ranged Weapon	Attack Bonus	Damage

20 / 40 / 60	Ammo	6			
Range (S/M/L)		Total	Used		

Combat

30ft	+5	~2
Speed	Initiative	Check Penalty
+2	+1	20
CMB	Attack Bonus	Crit Range

SKILLS
+9 Appraise
+8 Craft (Alchemy)
+3 Heal
+9 Knowledge (arcana)
+9 Knowledge (nature)
+2 Perception
+8 Sleight of Hand
+9 Spellcraft
+5 Use Magic Device

Special Abilities & Spells

Discovery: Force Bomb: Can make bomb that does force damage (dice now d4s), and upon a direct strike knocks the target prone (DC15).

Feat: Point Blank Shot: Ranged within 30ft get +1 attack and damage.

Feat: Weapon Finesse: Deterity for attack with light melee weapons.

Extracts (3 per day) ☐ ☐ ☐ Extracts take 1 minute to
(can only be used by self)   mix per dose.

Formula List:

Adhesive Spittle: Spit a Tanglefoot Bag (DC15 reflex) at target.

Bomber's Eye: Thrown weapons gain +10ft range and +1 attack.

Cure Light Wounds: Heals 1d8+2 hit points. Can share (infusion).

Enlarge Person: Become large for 2 minutes, gaining size bonii.

Monkeyfish: Gain 10ft swim and climb speeds for 2 minutes.

Shield: Gain +4AC for 2 minutes.

Targeted Bomb Admixture: For 2 minutes, bombs don't splash but do deal twice Intelligence bonus to target.

Experimented on: Alchemist La Paz granted you +4 acid resistance.

Treasure

cp	sp	gp
ep	pp	gems

Other

Gunni Smirt
Name

Windmaster
Occupation

Neutral Good
Alignment

Gnome
Race

Sorceror
Class

Player Name

2
Level _____ XP

93
Age

Hit Die	**d6**		
Max HP	**14**	Current	

Hit Points

15
AC

13		**2**	
Armor	Shield	Agility	Other

Heritage Scale
Armor Worn

	Bonus	Score	Save
STR	-1	8	-1
DEX	+2	14	+2
CON	+2	14	+4
WIS	0	10	0
INT	+2	14	+2
CHA	+2	15	+4

Combat

25	**+2**	**+2**
Speed	Initiative	Profiency

SUCCESSES ☐—☐—☐
FAILURES ☐—☐—☐
DEATH SAVES

Weapons

Dagger	**+4**	**d4+2**
Melee Weapon	Attack Bonus	Damage

Light Crossbow	**+4**	**d8+2**
Ranged Weapon	Attack Bonus	Damage

80 / 320	Ammo	**24**	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Range (S/M/L)		Total	Used

SKILLS
+4 Arcana

+4 Deception

+4 Persuasion

+4 Stealth

Special Abilities & Spells

Cantrips:

Shocking Grasp: Make a touch attack at +4 (at advantage if metal-clad) dealing 1d8 lightning that stops target from making reactions.

Minor Illusion: Create sound or <5ft image that lasts for a minute. DC12 INT to disbelieve.

Mage Hand: Hand of force works up to 30ft away.

Ray of Frost: Make a ranged attack at +4 to do 1d8 cold damage, halving target speed if it hits.

Speak with Small Animals: Can speak with small animals.

True Strike: Point at a target, advantage next round attacking.

Spells (4/day):

Thunderwave: 15ft cube from you, enemies take 2d8 damage and are pushed. DC13 DEX save halves damage.

Charm Person: Charms target, DC13 WIS saves.

Magic Missile: Three darts do 1d4+1 damage each, no save.

Treasure

cp **111**	sp **11**	gp **22**
ep	pp	gems

Other Gear

Scroll of Sleep (5d8 hp put to sleep in 20ft radius)

Bronze claw (arcane focus)

Coldlight Press

It is the year of our Lord 1452 and the world is changing. But here in Village Sujeira, time seems to have stopped. From misty sunrise to dusty sunset, the ebb and flow of life remains the same. Although the animated gossiping of the women seems a little tense today. And are there perhaps a few more dirty travelers upon their burros than normal? And here is Father Olavo…does the priest look shifty?

**1452:
To Save Sujeira's Soul**

A renaissance adventure for levels 1–2
Pathfinder/5e compatible with conversion notes for OSR

Ben Gibson