ONE SESSION KITS ©

K1: NIGHT AT FAUSEN'S MANOR

An adventure for level 3 characters
Pathfinder/5e compatible with conversion notes for OSR

Ben Gibson
With maps by Dyson Logos

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Coldlight Press

With Cartography by Dyson Logos

Special thanks to play testers:
Adam, Chris, Karen, Michael, Shay, and Tryston

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The OGL can be found below.

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Up here in the mountains, the sun sets fast. The path has narrowed yet again as it diverts into this small slot valley. A gentle stream parallels the path; it's pretty, but the smell of rotting vegetation dissuades from lingering long. In the lengthening shadows, birdsong seems oddly muted. As the forest clears a bit up ahead, a small manor upon a little pond comes into view. The birds have gone completely still.

Adventure Introduction

Night at Fausen's Manor is an investigative adventure designed for player characters around 3rd level. In it, the players will be wined, dined, then sent to investigate a heinous crime. The players have been invited (see handout page 9) by the reclusive Lord Fausen to dine with him and discuss a job; Fausen is troubled by odd bumps and sounds in the night, something has been interfering with his mail, and recently his butler, Grimly, has disappeared. Arriving at his manor by a small lake, the players will be swiftly introduced to the foreboding old noble, his fetching daughter, and the two remaining servants of the house.

The lord is a man of refined manners and odd tastes; he'll prefer to have a formal dinner with the players and inveigh upon them for their services afterward over whiskies. His daughter Izzy is something of an ingénue, posing as a curious and wide-eyed innocent, and will beg to join the players on their adventure, seeking to kill them as they go around the manor...for she is secretly responsible for the deaths of six people and has summoned a devil, whom she is madly in love with (much to the helplessly bound devil's dismay). The players must uncover the first the how, then the who, and at last, perhaps, the why of the murder of Grimly in a tense night at the claustrophobic manor on the pond.

Although this adventure is configured as a site-based investigation, players have several directions they can go; the module provides a crime-and-clues background page for ease of explanation of the various clues and scene-to-scene transitions. A social interaction map is also provided for quick reference as players talk to the Fausens and their servants. The game master is provided notes designed to help play up the very distinctive personalities involved and the small map should allow the party to split up while still being near enough to coordinate efforts. It is up to the game master whether the adventure tilts towards horror or comedy; either tone can be supported, by respectively emphasizing the isolation of the setting and fear of the victims, or by focusing on the absurdity of a devil bound by a silly romance-addled girl who just wants to keep him for snuggles and kissing.

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 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 at least 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 to look at for the session.

FAUSEN'S MANOR

To begin the session, the players receive the **handout** (page 9). If the party would like to roleplay finding the Lord Fausen's manor that can be up to the game master but the read aloud seen before (page 3) assumes the players are arriving at the manor from the south near sunset. As they approach the manor, read or adapt the following:

The manor ahead is made of mossy grey stone, its shingles looking rusty in sunset's last gleam.

Players should be encouraged to knock on the front door (**A**), where they will be left waiting an uncomfortable amount of time due to the lack of butler. Agatha the housekeeper will usher them in silently to the dining room (**C**) where Lord Fausen waits stiffly and his daughter twitches impatiently at the table. The dinner is a chance to play up the four personalities of the manor's residents (see interaction map page 5). Assuming the party accepts the lord's job, set them loose upon the house and its grounds.

Evening events, if allowed:

- After the meal, **Izzy** will attempt to join the party while they investigate. Pouts in room (I) if denied.
- **Lord Fausen** retires to his room (F) while the party moves around; late at night he'll pray in his wife's shrine (L).
- **Agatha** busies herself with cleaning, sniffing disdainfully at the party. Goes to sleep hour later (single skull in bed).
- After clearing his meal, **Huggins** will bother the party with his theories of conspiracies around here, then retire (D).
- After all the others are asleep, **Jailisco** flies to balcony (G) and is ordered by Izzy to murder the party.

> **Skulls of Slumber:**
> These tiny skulls are enchanted, putting anyone nearby to *sleep* (as spell). No save; continuous effect as long as one is within the aura. Aura extends half a foot per skull.
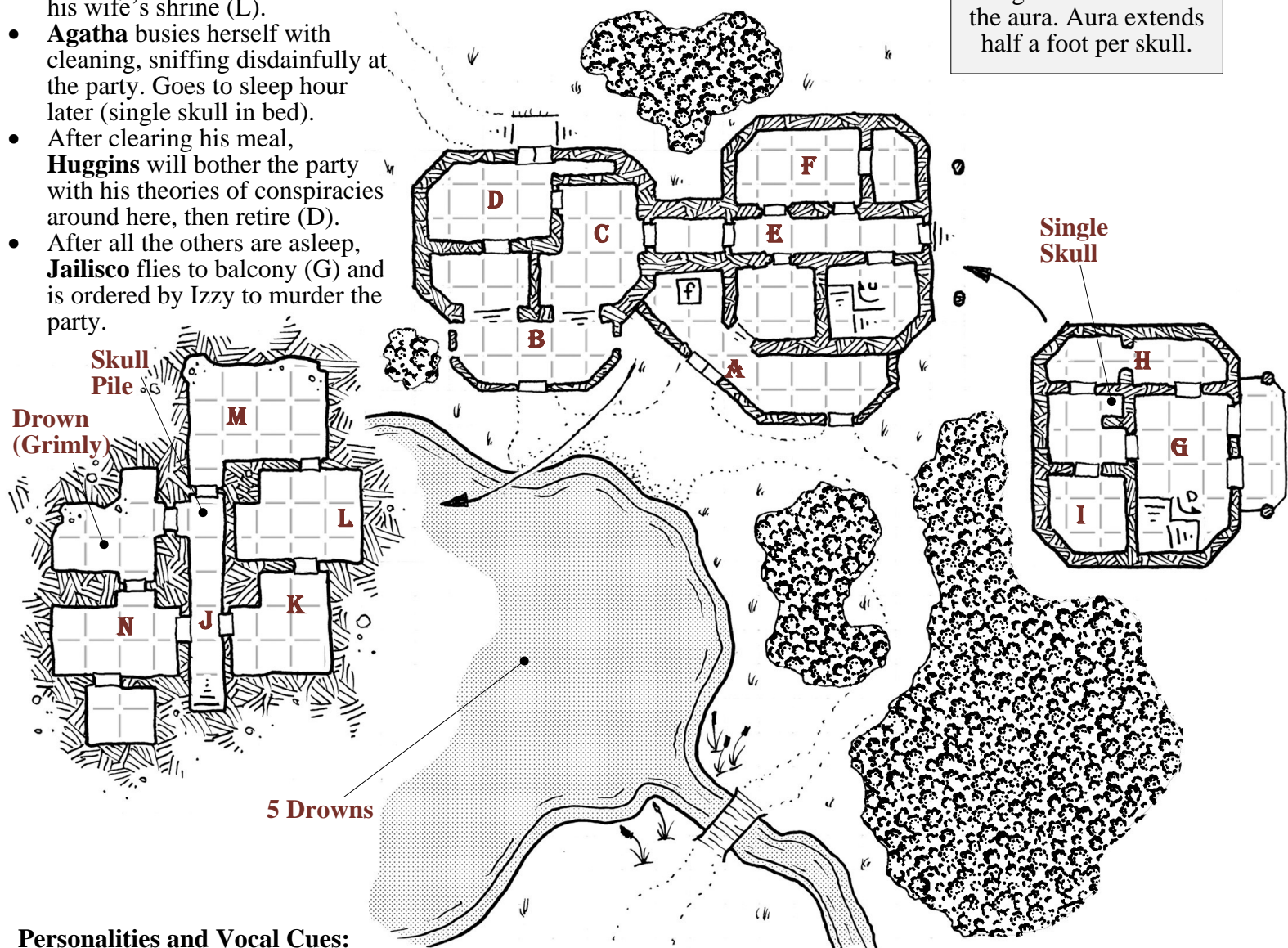
Personalities and Vocal Cues:
Lord Fausen: Morose, formal, menacing. Deep, refined voice.
Izzy Fausen: Curious, moody, idealistic. Breathy voice.
Huggins: Gruff, proud, conspiratorial. Growling voice.
Agatha: Irritable, prim, standoffish. Sharp, high voice.
Jailisco the Devil: Dour, self-loathing. Speaks in monotone.
Drowns: Rage-filled, confused. Pained and weeping moans.

Pond and Woods:
Anyone trying to flee the manor will be attacked by Drowns within the pond. If Izzy can isolate a player, she'll attempt to bring him or her down to the pond.

Drown:
16AC, 19hp, DR5/s or b
slam +6 (1d10+4)
Nauseating Slam:
If a drown's slam hits, the victim must make DC12 Fortitude save or be *nauseated* 1 round

Jailisco
6HD Devil; 17AC 40hp DR8/silver
+1 Scorpion Whip: +9 (1d4+3+1d6
fire, plus 15ft reach, disarm, trip)
Spell Combat: As a full round action take -2 on attacks to also cast a spell.
2nd level spells:
Glitterdust: 10ft radius burst of glittering dust blinds target. DC15 Will negates, lasts 4 rounds.
Darkness: Darkens a 20ft radius.
1st level spells:
3x Shocking Grasp: Touch deals 2d6 shock damage.
Shock Shield: Adds +2AC, free action to dismiss, 1d6 shock in 5ft radius.
Cantrips:
Brand: DC13 Fortitude or take a brand, taking 1hp of damage
Hexes:
Misfortune: Target rolls 2d20, takes worst 1 round. DC15 Will to negate.

Izzy Fausen
Witch3; 16AC* 16hp
Mwk dagger: +1 (1d4)
2nd level spells:
Aboleth's Lung: All touched creatures can now breathe water but drown in air. DC15 Will negates, lasts 3 hours.
Web: Sticky webs manifest in a 20ft radius, DC15 Reflex to avoid becoming entangled.
1st level spells:
Burning Hands: 3d4 fire damage 15ft cone. DC14 Reflex halves damage.
Cure Light Wounds: Touch heals 1d8+3 hit points of damage.
Mage Armor:* Already cast, +4AC
Cantrips:
Detect/read magic, mage hand daze: DC13 Will or lose turn
Hexes:
Slumber: Puts target to sleep. DC15 Will to negate.
Evil Eye: Can put -2 on one of AC, saves, or attacks. DC15 Will to make last just 1 round.

Puffkins:
14AC, 3hp, Stealth +14
Puffkins is a tiny white cat belonging to Izzy, and her familiar. He is responsible for collecting the mouse skulls for *Skulls of Slumber*

Interaction Map
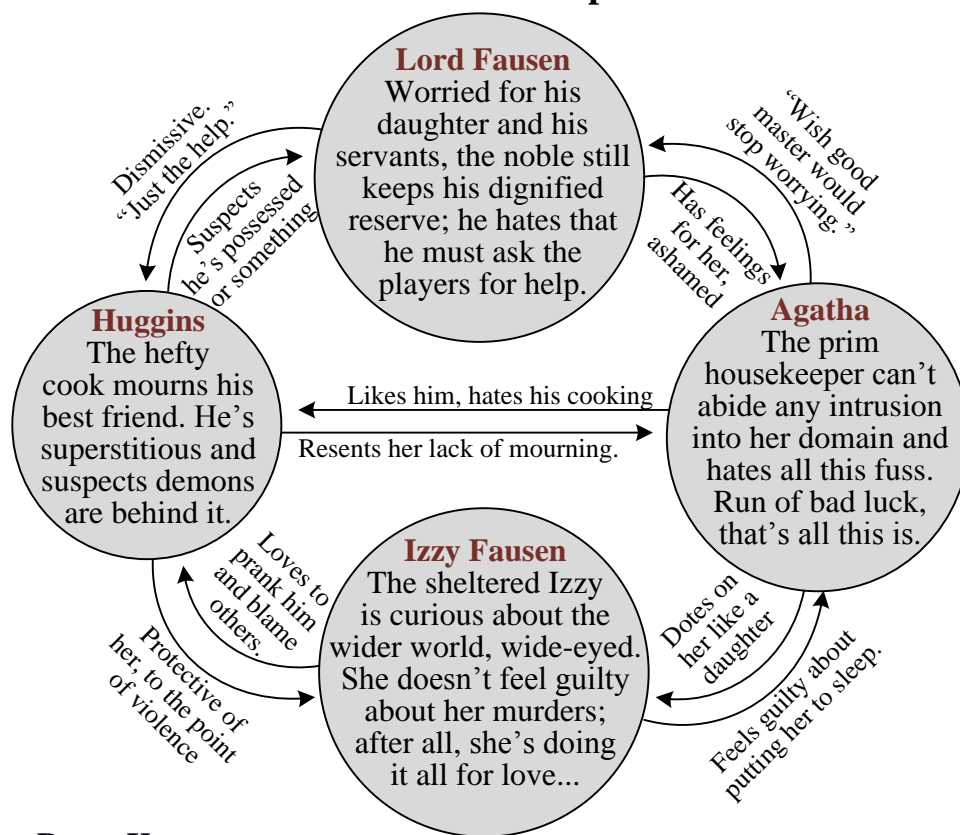
Room Key:
A. Entry Room -The double doors are carved with two large grim faces that resemble Lord Fausen; the door leading down to the basement is subtle but not hidden, Agatha has cleaned *pond scum* from there**.** Tapestries line the inner walls.
B. Greeting Room -Colored window glass makes this room go from cheery orange as the players arrive to a blood red just before nightfall.
C. Dining Room -Elegant and small, this dining room has wood paneling that muffles sound. Two masterwork **silver short swords** hang on the wall.
D. Kitchen -The cook, Huggins lives and works here; smells of exotic (and valuable) spices. Nothing untoward happened here.
E. Hallway -*Faint muddy footprints* go from stair room to outside. Busts of Fausen's ancestors (all look eerily like the current lord) line the walls. The oldest bust is hollow and cracked, scroll of **protection from evil** (+2AC vs. evil) within.
F. Lord Fausen's Room -The bed is abandoned and hasn't been slept in for a long time, the old man sleeps in an overstuffed chair.
G. Upper Sitting Room -Southern balcony door creaks loudly. Wall near the ceiling has *gouges* where devil wings slammed against it in a make out session.
H. Library -Many occult tomes in the lower shelves show a lack of dust; one book on summoning has *pages torn out* of it (by the devil, desperate to save more of his kind).
I. Izzy Fausen's Room -Smells of roses strongly, masking a blood scent. North alcove has the bed where Agatha sleeps, *single skull of sleep* hidden under pillow.
J. Basement -This dark hall smells of rot. A small pile of twenty mouse skulls sits where indicated; **aura of sleep** extends **10ft** around pile. All doors are locked.
K. Lord Fausen's Cellar -Wine and cheeses mostly here, on the wall a there is a shelf with crystal service and silver tableware (treat knives as silver daggers).
L. Shrine to Lady Fausen -Dried rose petals surround canvas portrait of a lovely woman. Urn in the middle of the shrine contains ashes that flutter slightly.
M. Stores and Circle -Boxes and chests are haphazardly scattered around the room to cover up an *eldritch circle written in blood. One of Izzy's hairs here.*
N. Makeshift Prison -Southern closet held messengers for days, as wastes and bloodied ropes show. "*Help me*" written in blood on wall. More hidden in a shadowed corner; "*It's her*" and *"She's mad."* North room has the *drowned Grimly cleaning things*; he'll not attack unless threatened but only obeys Izzy.

THE CASE: WHAT'S HAPPENED SO FAR

None of this was planned...

The morose Lord Fausen never really recovered from his lovely wife's death by drowning ten years ago. Leaving the lively city and most of his properties behind, Fausen took just his trusted butler Grimly, Agatha his housekeeper, a young cook named Huggins, and his six-year-old daughter Isbel up to the lonely manor of his family in the mountains. He's since moldered there, mourning his wife and collecting books about communing with the dead. Izzy has grown up neglected and ignored, raised by the help and a pile of books. As the girl grew into a young woman over the years, she began to supplement her steady diet of romances with some of her father's darker tomes. In a discarded book of occult rituals, she found a song written in a strange language, a song that promised to summon a friend. She sang the song in a lovely voice as she pricked her finger by the pond at midnight, pouring in all her loneliness and longing. The next morning, a little white kitten showed up at the door.

Unfortunately, the sweet little kitten, promptly dubbed Puffkins, had an eerie effect upon the young lady. When around the cat, Izzy found herself knowing things she shouldn't know, seeing things she shouldn't see...and where her father couldn't grasp the secrets in his books, she understood...everything. Over the next year as the kitten grew, so too did Izzy's powers. When a middle-aged messenger delivered her latest books water-damaged, in a sudden rage she lashed out and put him to sleep...and listening to her cat's whispers, she drowned him. The messenger died, but he didn't stop moving.

Izzy kept her new toy beneath the pond, but she realized now that she had the power to take and hold other mortals. Enough power, even, to sacrifice them and summon a handsome figure mention in her books; Jailisco, the Devil of Beauty. Thus it was that Jailisco found himself in the middle of a circle of blood, a wild-eyed girl smiling at him. He smiled back and stretched out a hand to take her life...only to find he could not. Helpless and frustrated, he is now bound to Izzy's every command. And her command? Be her boyfriend.

She never meant to harm anyone in the household, but when Grimly the butler stumbled onto a tryst on the balcony, she didn't think things through, she just told her new boyfriend to take care of it. The frustrated devil gleefully threw the frail old man off the balcony, and then brooded prettily while Izzy commanded him to cover up his crime. She was still scrambling two days later when Huggins was sent with the messenger out of the valley, bearing the summons the party received...

Clues and Crime Scenes

The players are assigned to investigate what is going on at the Fausen Manor. Lord Fausen will tell them the following information if asked:

- He's heard bumps and shuffles upstairs at night, although Agatha and Izzy both claim ignorance.
- He catches whiffs of rot from time to time at night.
- Until Huggins escorted the most recent messenger, all outgoing mail carriers seem to have disappeared.
- Grimly seemed to suspect someone, claimed to be investigating. Then he disappeared without a trace.

Huggins the cook and Agatha the housekeeper are both largely ignorant; nothing happens near the kitchen and Agatha sleeps enchanted. What they do know:

- Grimly slept beneath the stairs (leading to G) and complained of noise Agatha and Izzy didn't hear.
- Agatha appreciates Puffkins' keeping down mice, she's not had her sleep disturbed at all since the cat.
- Huggins suspects otherworldly powers, he had two pins pointing up on the side door (lower right A), one silver and one steel; the silver one was bloody the night Grimly died. He suspects Lord Fausen.

Izzy Fausen is a game liar. She will say anything to deflect suspicion. She watches who the players seem to suspect and tries to suggest oddity on the suspect's part.

> **Red Herrings:**
> As this adventure is designed to be played in a single session, there are not too many red herrings here among the clues. If the game master would like to draw things out, here are some examples of motives to play up pointing to each of the other household inhabitants:
> - **Lord Fausen:** Obsessed with his dead wife, has tried to speak to her beyond the veil.
> - **Huggins:** He resents his isolation out here in the manor, has been stealing silverware.
> - **Agatha:** Hates the messengers who come and intrude, has said she wants to get rid of them.
> Grimly himself, in his Drown form, can be shown to be loyal to any or all of the household, if his reaction needs to be less damningly obvious.

The manor itself will show physical clues. The room key calls them out *in italics*, but in summary:

- The hall (E) and entry (A) show footprints of the Drown who was Grimly moving into the basement.
- The library (H) has occult tomes used by Izzy; Lord Fausen hasn't perused them in years.
- The basement (J) has all the signs of Izzy's rituals; only safe path down there is the one Lord Fausen takes to pray at his wife's shrine.
- Izzy's room where Agatha sleeps has a skull to keep the housekeeper out.
- The outer deck leading to the upper sitting room (G) is where Jailisco lands at night by Izzy's command.

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 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:

Drown:
Undead; 14AC, 36hp,
Vulnerability to slashing
Melee: Slam +5 (1d10+3)
Nauseating Slam:
If a drown's slam hits, the victim must make DC10 CON save or be *poisoned* 1 round

Jailisco
Devil; 15AC 75hp
Vulnerability to silver
Scorpion Whip: +8 (1d4+2+1d6 fire, reach)
Spells:
Glitterdust: 10ft radius burst of glittering dust blinds target. DC14 CHA negates, lasts 4 rounds.
Darkness: Darkens a 20ft radius.
3x Shocking Grasp: Touch deals 3d6 shock damage.
Shock Shield: Adds +2AC, free action to dismiss, 2d6 shock in 5ft radius.
At Will:
Brand: DC13 CON or take a brand, taking 1hp of damage
Misfortune: Target's next round, all rolls at disadvantage. DC14 WIS to negate.

Izzy Fausen
Witch; 15AC* 24hp
Melee: Dagger: +1 (1d4)
Spells:
Aboleth's Lung: All touched creatures can now breathe water but drown in air. DC14 WIS negates, lasts 3 hours.
Web: Sticky webs manifest in a 20ft radius, DC15 DEX to avoid becoming trapped. Can break out with a DC15 STR check.
Burning Hands: 3d4 fire damage 15ft cone. DC13 DEX halves damage.
Cure Light Wounds: Touch heals 1d8+3 hit points of damage.
Mage Armor*: Already cast, +4AC
At Will:
Detect/read magic, mage hand
daze: DC11 CHA or lose turn
Slumber: Puts target to sleep. DC14 WIS to negate.
Evil Eye: Can put -2 on one of AC, saves, or attacks. DC14 WIS to make last just 1 round.

Puffkins:
Animal; 14AC, 3hp, Stealth +14
Melee: Claw +4 (1d2-4)

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:

Drown - AC 5 (14), HD 2, #AT 1, D 1-10

Izzy Fausen - AC 4 (15), HD 3, #AT 1, D 1-4

Jailisco - AC 4 (15), HD 6, #AT 2, D 1-6 / D 1-4

Printouts and Aides

- **Player Handout – page 9**
- **Rules Reference – page 10**
- **Assumed Gear List – page 11**
- **Printable Minis – page 11**
- **Character Sheets – pages 13-14**
- **Pre-generated Characters – pages 15-22**

Dear friends
I have heard of your reputation as
problem-solvers and I have a
problem. I have been troubled of
late by odd goings-on near my home
and most recently my dear butler
has gone missing. I stand ready to
contract your services if you would be
so kind as to join me at my manor
within the fortnight.
Best regards
~Lord Fauson

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:
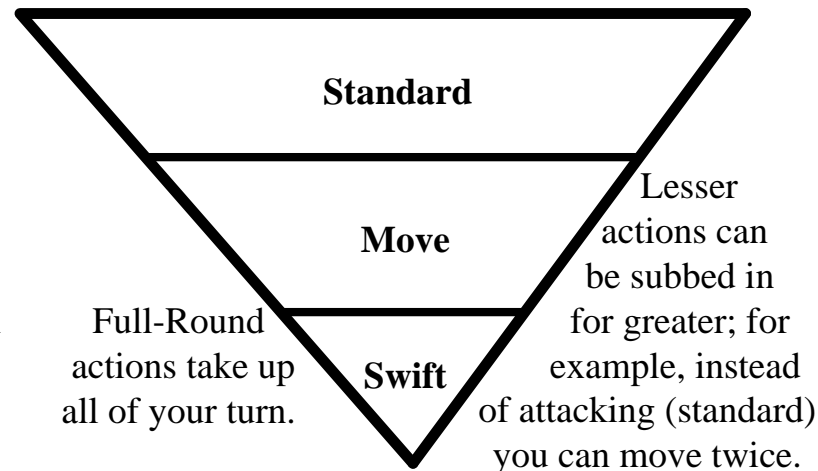
- **Strength:** The character's muscular might; strength is what you use to lift a giant tomato.
- **Dexterity:** The character's agility and fine control; dexterity is used to accurately throw a tomato.
- **Constitution:** The character's toughness and ability to resist damage and disease; constitution 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.

HEROES' KNAPSACK:
- 2X HEMP ROPE (20FT)
- BELL
- BALL OF TWINE (10FT)
- BLANKET
- STICK OF CHALK
- FLINT AND STEEL
- MIRROR (2" DIAMETER)
- 5X TALLOW CANDLE

Drown

Drown

Jalisco

Drown

Drown

Drown

30ft

20ft

Agatha

Huggins

Izzy

Fausen

Nemak

Sandro

Jubilee

Scrumble

Scuffy

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

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

Base

Reflex

Fortitude

Willpower

CMD

Weapons

Melee Weapon | Attack Bonus | Damage

Ranged Weapon | Attack Bonus | Damage

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

PF Sheet

Combat

Speed	Initiative	Check Penalty
CMB	Attack Bonus	Crit Range

SKILLS

Special Abilities & Spells

Treasure

cp ____   sp ____   gp ____

ep ____   pp ____   gems ____

Other ____

Name

Player Name

Occupation

Race

Alignment

Class

Level   XP

Age

Hit Points

Hit Die

Max HP

Current

AC

Armor	Shield	Agility	Other

Armor Worn

	Bonus	Score	Save
STR			
DEX			
CON			
WIS			
INT			
CHA			

Combat

Speed	Initiative	Profiency

Portrait

5e Sheet

Weapons

Melee Weapon

Attack Bonus   Damage

Ranged Weapon

Attack Bonus   Damage

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

Special Abilities & Spells

SKILLS

Treasure

cp   sp   gp

ep   pp   gems

Other Gear

Name	Occupation	Alignment
Sir Sandro Car	Knight Errant	Neutral Good

	Race	Class
	Human	Fighter

Player Name

Hit Points
Hit Die	3d10		
Max HP	27		Current

AC: 20

Armor	Shield	Agility	Other
9		1	

Full Plate
Armor Worn

Level	XP
3	

Age: 42

Portrait

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

		Base
+2	Reflex	1
+4	Fortitude	3
0	Willpower	1

CMD: 18

Weapons

Masterwork Greatsword	Attack Bonus +8	Damage 2d6+6
Melee Weapon		

Masterwork Light Crossbow	Attack Bonus +5	Damage 1d8
Ranged Weapon		

Range (S/M/L)	80 / 160 / 240	Ammo Total	24

Used: ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Combat
Speed	Initiative	Check Penalty
20ft	+2	-4
CMB	Attack Bonus	Crit Range
+7	+3	19-20

SKILLS
+7 Climb
+4 Handle Animal
+8 Initimidate
+2 Perception
+5 Survival
+7 Swim

Special Abilities & Spells

Power Attack (Furious Focus): Choose to power attack with a melee strike, adding +3 to the damage. If cleaving, second strike gets -2 on the attack roll.

Cleave: Choose to cleave on an attack, taking -2AC this round. If your first strike hits, you can attack a second adjacent target.

Combat Reflexes: Get a second attack of opportunity per round.

Stand Still: Rather than taking an attack of opportunity can make a combat manuver check to stop the provoker's movement.

Treasure
cp	sp	gp
ep	pp	gems

Other

Sir Sandro Carr	Knight Errant	Neutral Good
Name	Occupation	Alignment
	Human	Fighter (Banneret)
Player Name	Race	Class

Hit Points

Hit Die	3d10	
Max HP	25	Current

AC 20

18	2		
Armor	Shield	Agility	Other

Plate + Shield

Armor Worn

Level: 3 XP:

Age: 42

Portrait

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

Combat

30ft	-1	+2
Speed	Initiative	Profiency
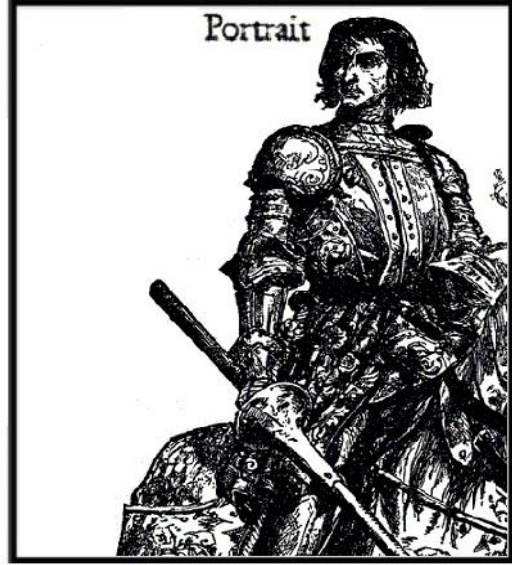
Weapons

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

Handaxes	+5	1d6+3
Ranged Weapon	Attack Bonus	Damage

Range (S/M/L): 5 / 20 / 60	Ammo	Total: 3	Used: ☐ ☐ ☐

SKILLS

Add proficiency bonus to:
Athletics (Strength)
History (Intellect)
Intimidation (Charisma)
Perception (Wisom)

Special Abilities & Spells

Second Wind: Once per rest, you can use your bonus action to draw upon your stamina to heal 1d10+3 hit points.

Rallying Cry: When using your Second Wind, you may inspire up to three allies, healing them 3 hit points each.

Action Surge: Once per rest, you may push yourself past your limits, gaining a second action in a single round.

Shield Master: You use shields for both protection and offense, gaining the following benefits while wielding a shield:

• If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.

• If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw, interposing your shield between yourself and the source of the effect.

Treasure

cp	sp	gp
ep	pp	gems

Other Gear

Jubilee Hopgarden
Name

Valuables Recoverer
Occupation

Halfling
Race

Chaotic Good
Alignment

Unchained Rogue
Class

Player Name

3 Level   XP

19 Age

Hit Points
Hit Die **3d8**

Max HP **23**

Current

19 AC

4		4	1
Armor	Shield	Agility	Other

Chain Shirt
Armor Worn

Portrait

	Max	Mod.	Current	Mod.
STR	10	0		
DEX	18	+4		
CON	13	+1		
WIS	10	0		
INT	8	-1		
CHA	14	+2		

		Base
+8	Reflex	3
+4	Fortitude	1
+2	Willpower	1

CMD 16
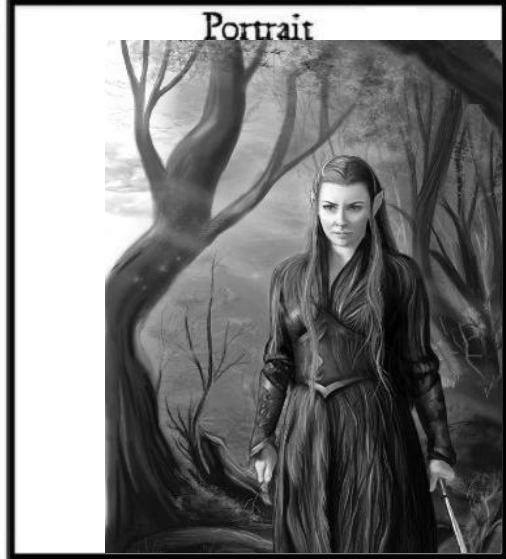
Weapons

Masterwork Short Sword	+8	1d4+4
Melee Weapon	Attack Bonus	Damage

Masterwork Shortbow	+8	1d4
Ranged Weapon	Attack Bonus	Damage

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

Used ▢▢▢▢▢▢ ▢▢▢▢▢▢ ▢▢▢▢▢▢

Combat

30ft	+6	-2
Speed	Initiative	Check Penalty

+2	+2	19-20
CMB	Attack Bonus	Crit Range

Special Abilities & Spells

Evasion: If a reflex save to halve damage succeeds, take no damage.

Sneak Attack: If a target within 30ft of you is flat-footed to you or flanked (in melee), add **2d6** damage.

Danger Sense: Gain +1 on perception checks to avoid surprise, and +1 on AC or Reflex against traps.

Combat Expertise: Can take -1 on attack rolls to gain +1 dodge AC.

Two-Weapon Fighting: Can attack with two swords as a full-round attack at -2 to both rolls (attack at +6/6).

Improved Feint: Can feint as a move action, making a bluff check to make your target flat-footed against your next attack.

SKILLS
+10 Acrobatics
+7 Bluff
+5 Climb
+6 Diplomacy
+8 Disable Device
+8 Escape Artist
+4 Knowledge (local)
+6 Perception
+5 Sense Motive
+10 Sleight of Hand
+12 Stealth

Treasure

cp	sp	gp
ep	pp	gems

Other

Jubilee Hopgarden
Name

Valuables Recoverer
Occupation

Chaotic Good
Alignment

_____
Player Name

Halfling
Race

Rogue
Class

3
_____
Level   XP

19
_____
Age

Hit Die	3d8		
Max HP	20	Current	

Hit Points

15
AC

+2		+3	
Armor	Shield	Agility	Other

Studded Leather
Armor Worn
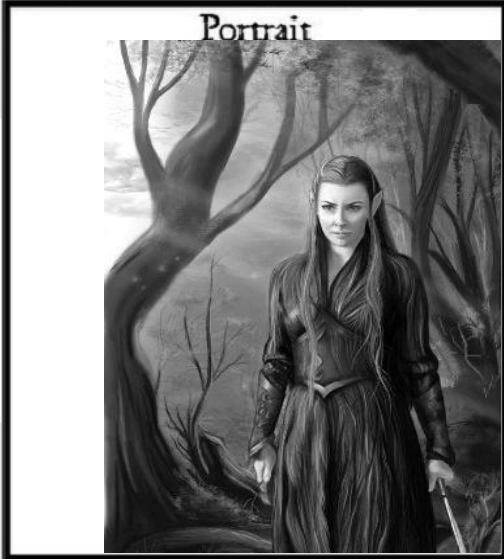
	Bonus	Score	Save
STR	~1	8	~1
DEX	+3	16	+5
CON	+1	12	+1
WIS	0	10	0
INT	+3	16	+5
CHA	+1	13	+1

Combat

25ft	+3	+2
Speed	Initiative	Profiency

Portrait

Weapons

Rapier	+5	1d8+3
Melee Weapon	Attack Bonus	Damage

Shortbow	+5	1d6+3
Ranged Weapon	Attack Bonus	Damage

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

Special Abilities & Spells

Sneak Attack: If you have advantage on an attage or the target is within 5ft of an ally, gain **+2d6** damage.

Cunning Action: In combat, may use your bonus action to take a Dash (+25ft move), Disengage (jump back without provoking attack), or Hide (use Stealth) action.

Lucky: When you roll "1" on a d20, can reroll the die once.

Fast Hands: Can take bonus action to make a DEX (Slight of Hand) check, disarm a trap, unlock a door, or use an object.

Second Story Work: Climbing doesn't cost extra movement, and can jump an extra square.

SKILLS
Add proficiency bonus to:
   Acrobatics (Dexterity)
   Investigation (Intelligence)
   Perception (Wisdom)
   Slight of Hand (Dexterity)
Add <u>double</u> proficiency bonus to:
   Deception (Charisma)
   Persuasion (Charisma)
   Stealth (Dexterity)

Treasure

cp	sp	gp
ep	pp	gems

Other Gear

Nemak Grunhald
Name

Keeper of Wilds
Occupation

Dwarf
Race

Lawful Neutral
Alignment

Druid
Class

Player Name

Hit Die	3d8	
Max HP	24	Current

Hit Points

15 AC

4	1	1	
Armor	Shield	Agility	Other

Hide Armor
Armor Worn

Level	3	XP	
Age	57		

Portrait

	Max	Mod.	Current	Mod.
STR	12	+1		
DEX	12	+1		
CON	14	+2		
WIS	18	+4		
INT	10	0		
CHA	7	-2		

		Base
+2	Reflex	1
+5	Fortitude	3
+9	Willpower	3

CMD
14
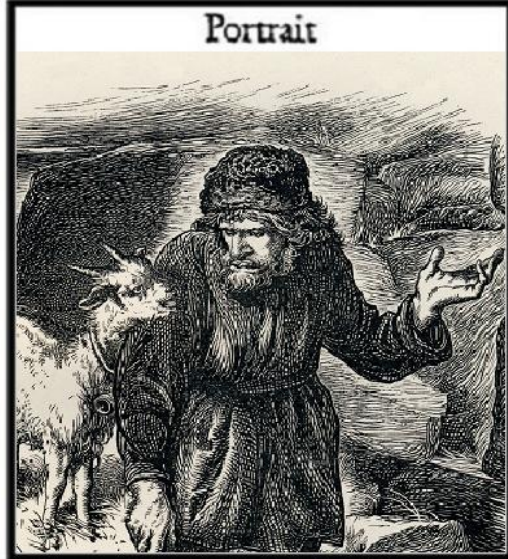
Weapons

Masterwork Warhammer	+4	1d10+1
Melee Weapon	Attack Bonus	Damage

Masterwork Sling	+4	1d4+1
Ranged Weapon	Attack Bonus	Damage

50 / 100 / 150	Ammo	24			
Range (S/M/L)	Total		Used		

Combat

20ft	+1	-3
Speed	Initiative	Check Penalty
+3	+2	20
CMB	Attack Bonus	Crit Range

Special Abilities & Spells

8/d ☐☐☐☐
Acid Dart: Shoot as 30ft range touch attack, doing 1d6+1.
7/d ☐☐☐☐
Place Magic: Tapping leylines as a free action, gain +1 to caster level (+1 damage on acid dart, etc)
Spirit Sense: Can detect the presence of undead or spirits.

Orisons (cast at will):
Guidance: +1 on a single check, attack roll, or save.
Detect Magic: Detects magic in a 30 area.
Stabilize: Can stabilize a dying character within 30ft.
Light: Object touched shines like a torch.

Spells (once for each one):
Magic Stone: Enhance three stones to gain +1 attack and 1d6+1 damage.
(2x) Cure Light Wounds: Touch heals 1d8+3 hit points.
Snowball: Ranged touch attack does 3d6 damage DC15 Fort avoid staggered.
Burst of Radiance: 10ft radius burst blinds targets 1d4 rounds (merely dazzled with a DC16 Reflex save. Damages evil creatures 3d4.
Create Pit: Make an extradimensional 10x10 pit 30ft deep. DC16 Reflex avoids.
Stone Call: Stones fall in a 40ft radius, doing 2d6 damage, terrain is difficult.

SKILLS
+5 Climb
+4 Handle Animal
+8 Heal
+4 Knowledge (nature)
+10 Perception
+5 Spellcraft
+9 Survival

Darkvision: Can see in the dark up to 30ft as if in daylight.

Treasure

cp	sp	gp
ep	pp	gems

Other

Nemak Grunhald
Name

Wilds Keeper
Occupation

Lawful Neutral
Alignment

Player Name

Dwarf
Race

Druid
Class

Hit Points

Hit Die	3d8	
Max HP	29	Current

14
AC

2	1	1	
Armor	Shield	Agility	Other

3
Level

XP

57
Age

Hide + Light Shield
Armor Worn

Portrait

	Bonus	Score	Save
STR	+1	12	+1
DEX	+1	13	+1
CON	+3	16	+3
WIS	+3	16	+5
INT	0	10	+2
CHA	-1	8	-1

Combat

25ft	+1	+2
Speed	Initiative	Profiency
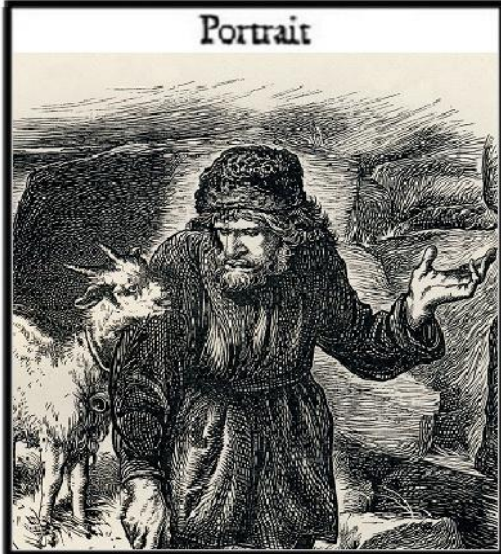
Weapons

Club (Shillelagh)	+3 (+5)	1d8+1 (3)
Melee Weapon	Attack Bonus	Damage

Sling	+3	1d4+1
Ranged Weapon	Attack Bonus	Damage

Range (S/L)		Ammo		Used
30 / 120	Ammo	Total	24	

SKILLS

Add Proficiency Bonus to:
- Animal Husbandry (Charisma)
- Insight (Wisdom)
- Nature (Intellect)
- Survival (Wisdom)

Natural Recovery: Once per day during a short rest, can recover one first-level spell slot.

Wild Shape: Transform into a CR1/4 animal (no fliers or swimers). Cannot cast spells or speak as an animal. If hit points are gone, revert back to druid form. Example animals:

Spider: Tiny, 1HP, 12AC, Bite +4 (1 plus DC9 CON save or take 1d4 poison)

Horse: Large, 13HP, 10AC, Hoof +5 (2d4+3)

Wolf: Medium, 12HP, 13AC, Bite +4 (2d4+2 plus DC11 STR save or be knocked prone)

Darkvision: Can see in darkness up to 30ft.

Special Abilities & Spells

Cantrips (Cast at will):

Shillelagh: As a bonus action, magically enhance club to do more damage.

Guidance: Touch a willing creature, granting 1d4 to add to a single die roll.

Poison Spray: Target makes a DC13 CON save or takes 1d12 poison damage.

Level 1 Spells (5 per day):

Spider Climb: Touched subject can climb on vertical surfaces or ceilings at 20ft per round. Lasts for 30 minutes.

Healing Word: Point at a creature to cure 1d4+3 hit points (cast as 2nd level add extra 1d4 of healing).

Thunderwave: Wave in a 15ft cube from you forces a DC14 CON save or it takes 2d8 damage and is pushed 10ft away (cast as 2nd level to add 1d8 damage).

Faerie Fire: Objects in a 20ft cube are outlined in light, as a creatures that fail a DC14 DEX save. Attacks against outlined creatures gain advantage.

Speak with Animals: You can speak with animals for 10 minutes.

Level 2 Spells (3 per day):

Spike Growth: In a 20ft radius centered on a point, ground sprouts hidden spikes and thorns. Creatures moving through the spikes take 2d4 damage per 5ft travelled.

Barkskin: Touch a target; skin hardens and its AC cannot be below 16.

Hold Person: Target humanoid in sight, it makes DC15 WIS save or is paralyzed.

Treasure

cp	sp	gp
ep	pp	gems

Other Gear

Scuffy Gooddog
Name

Harbinger of Death
Occupation

Lawful Evil
Alignment

Player Name

Bull Terrier
Race

Psychic
Class

Hit Die	3d6		14					4		3

Hit Points
Hit Die	3d6
Max HP	19

Current

14
AC

Armor | Shield | Agility | Other

Level

3

XP

9
Age

Fur
Armor Worn

	Max	Mod.	Current	Mod.
STR	12	+1		
DEX	10	0		
CON	12	+1		
WIS	14	+2		
INT	16	+3		
CHA	8	-1		

		Base
1	Reflex	1
2	Fortitude	1
5	Willpower	3

CMD
15 (17 vs trip)

Portrait

Weapons
Bite	+3	1d4+1
Melee Weapon	Attack Bonus	Damage

Combat
40	6	0
Speed	Initiative	Check Penalty
2	1	20
CMB	Attack Bonus	Crit Range

Special Abilities & Spells
☐☐☐
☐☐**Phrenic Pool:** A pool of supernatural mental energy used to modify spells:

Overpowering Mind: Spend 2 points to increase the DC of a spell by 1.

Will of the Dead: Spend 2 points, making a mind-effecting spell hit undead.

☐☐-**Physical Push:** Twice per day, add Wisdom bonus to a physical skill check. If the check succeeds, regain 1 phrenic pool point.

  Knacks (Cast at will)

Daze: Targeted humanoid loses a round. DC13 Will negates.

Detect Magic: Detects all active spells and magic items within 60ft.

Grave Words: Touch forces a corpse to babble, 10% chance of useful information.

Mage Hand: Ghostly force acts like hand within 30ft of you, can lift up to 5lbs.

Stabilize: Causes a dying creature to stabilize, no longer losing hit points.

  Spells (6 per day) ☐☐☐☐☐☐

Expeditious Retreat: Your base speed increases by 30ft for 3 rounds.

Mage Armor: You are protected by a magical field, granting +4AC for 3 hours.

Mind Thrust: Mental push causes 3d6 damage. DC14 Will save to halve damage.

Sleep: In a 10ft radius burst, 4HD of targets fall asleep for 3 minutes. DC14 Will to negate the effect.

Detect Thoughts: Once per day, can cast *detect thoughts* as a spell-like ability. DC14 Will check to avoid surface thoughts being read.

SKILLS
+5 Bluff
+3 Diplomacy
+3 Intimidate
+6 Knowledge (Religion)
+7 Knowledge (Arcana)
+8 Perception
+7 Sense Motive
+7 Spellcraft

Scent: Can detect targets within 30ft by sense of smell, and can track smells.

Treasure
cp	sp	gp
ep	pp	gems

Other Studded Leather collar with a *Runestone of Power*. Can be tapped once per day to regain a first-level spell slot.

Scrumbles the Limitless
Name

Curiousity Seeker
Occupation

True Neutral
Alignment

Human
Race

Warlock
Class

Hit Die	**3d8**			
Max HP	**23**		Current	

Hit Points

15

AC

2		**3**	
Armor	Shield	Agility	Other

Studded Leather
Armor Worn

3
Level   XP

26
Age

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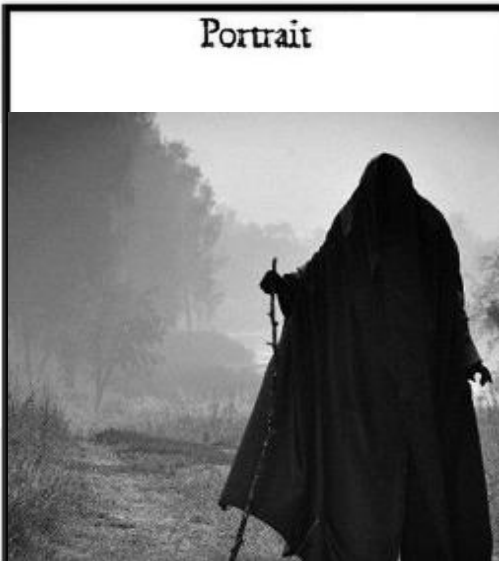
	Bonus	Score	Save
STR	0	10	0
DEX	+3	16	+3
CON	+2	14	+2
WIS	+1	12	+3
INT	-1	8	-1
CHA	+3	16	+5

Combat

30ft	**+3**	**+2**
Speed	Initiative	Profiency

Weapons

Dagger	**+5**	**1d4+3**
Melee Weapon	Attack Bonus	Damage

Eldritch Blast	**+5**	**1d10+3**
Ranged Weapon	Attack Bonus	Damage

120
Range

SKILLS
Add proficiency bonus to:
- Arcana (Intelligence)
- Deception (Charisma)
- History (Intelligence)
- Intimidate (Charisma)
- Religion (Intelligence)
- Stealth (Dexterity)

Telepathy: Can communicate telepathically with someone within 30ft.

Special Abilities & Spells

Cantrips (at will)

Mage Hand: A spectral hand appears near you (must remain within 30ft) and can manipulate up to 10lb (cannot attack).

Message: Whisper to a target 120ft away; only the target can hear you and can reply.

True Strike: Point at a target; the next turn you gain advantage on your first attack.

Vicious Mockery: Mock a target, who makes DC13 WIS save or take 1d4 psycic damage and be at disadvantage in next attack.

Spells (2 per short rest)

Detect Thoughts: Discern surface thoughts of a mind; if you concentrate, mind makes DC15 WIS save or reveals insights.

Suggestion: Suggest an actiton course. DC15 WIS to negate.

Hellish Rebuke: Point at a target, who takes 3d10 damage. DC15 DEX save to halve the damage.

Darkness: 15ft sphere of magical darkness emenates from point.

Additional Ability:
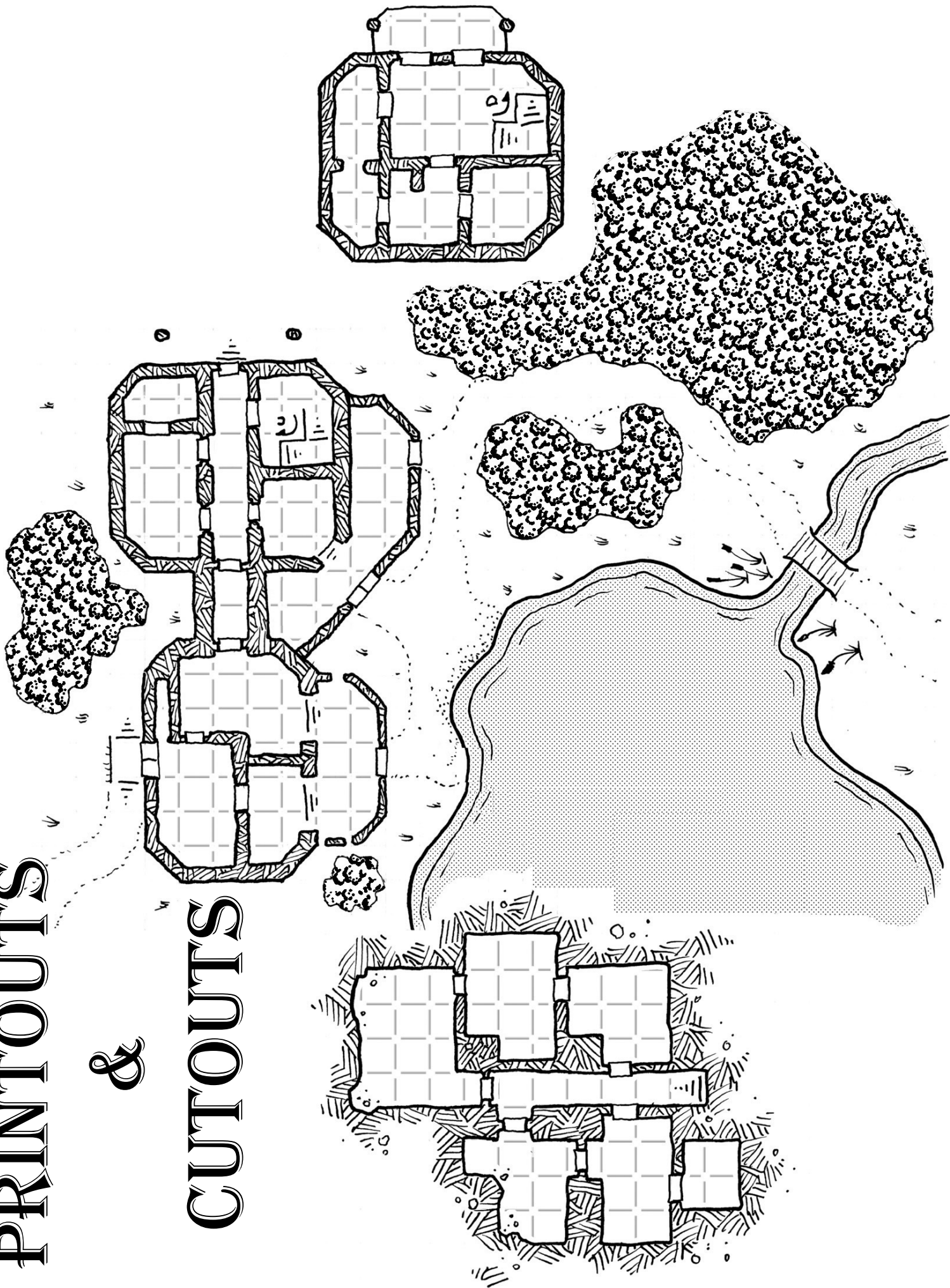**Repelling Blast:** Eldritch blasts can push target 10ft back.
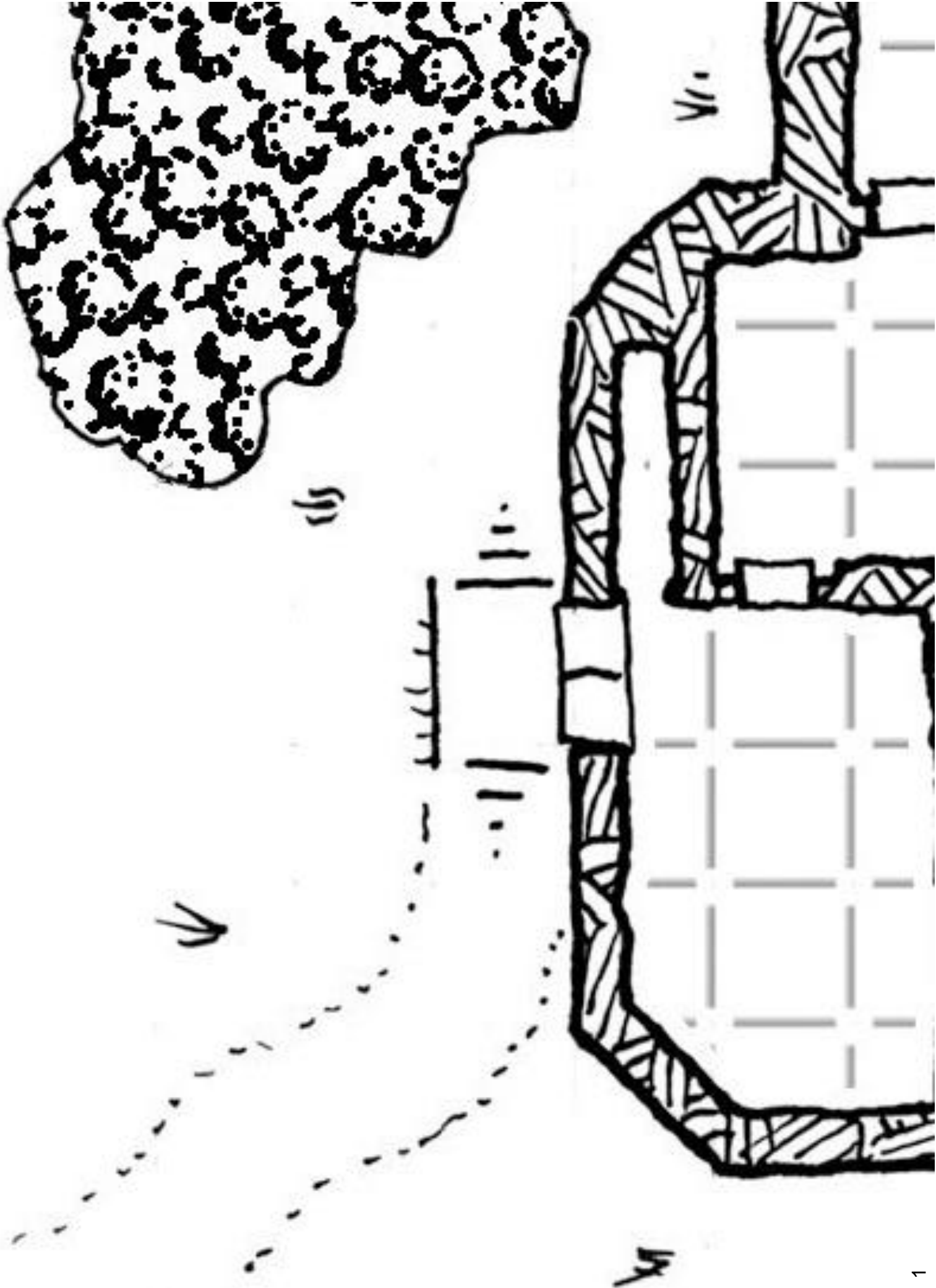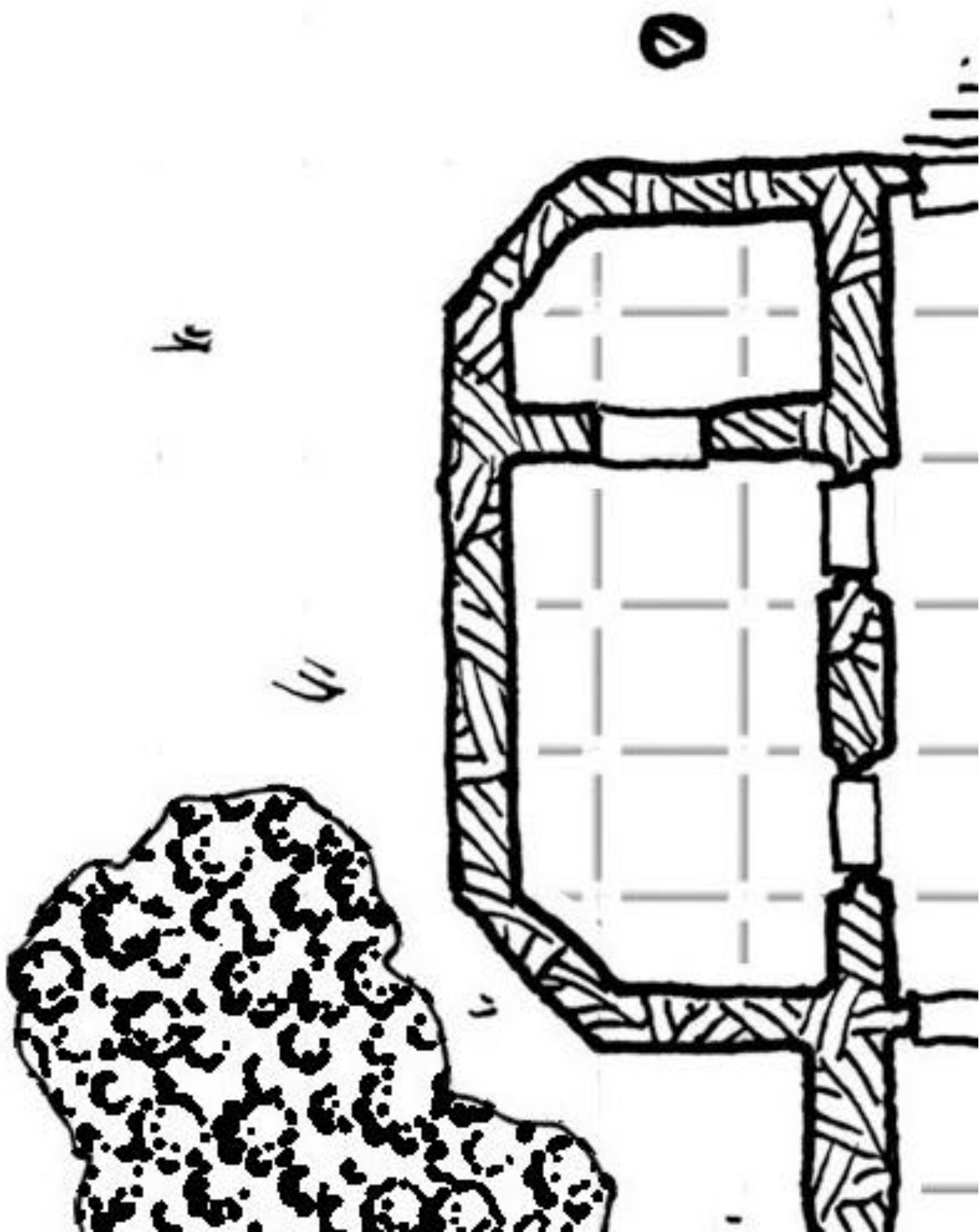
Treasure

cp	sp	gp
ep	pp	gems

Other Gear

PRINTOUTS & CUTOUTS

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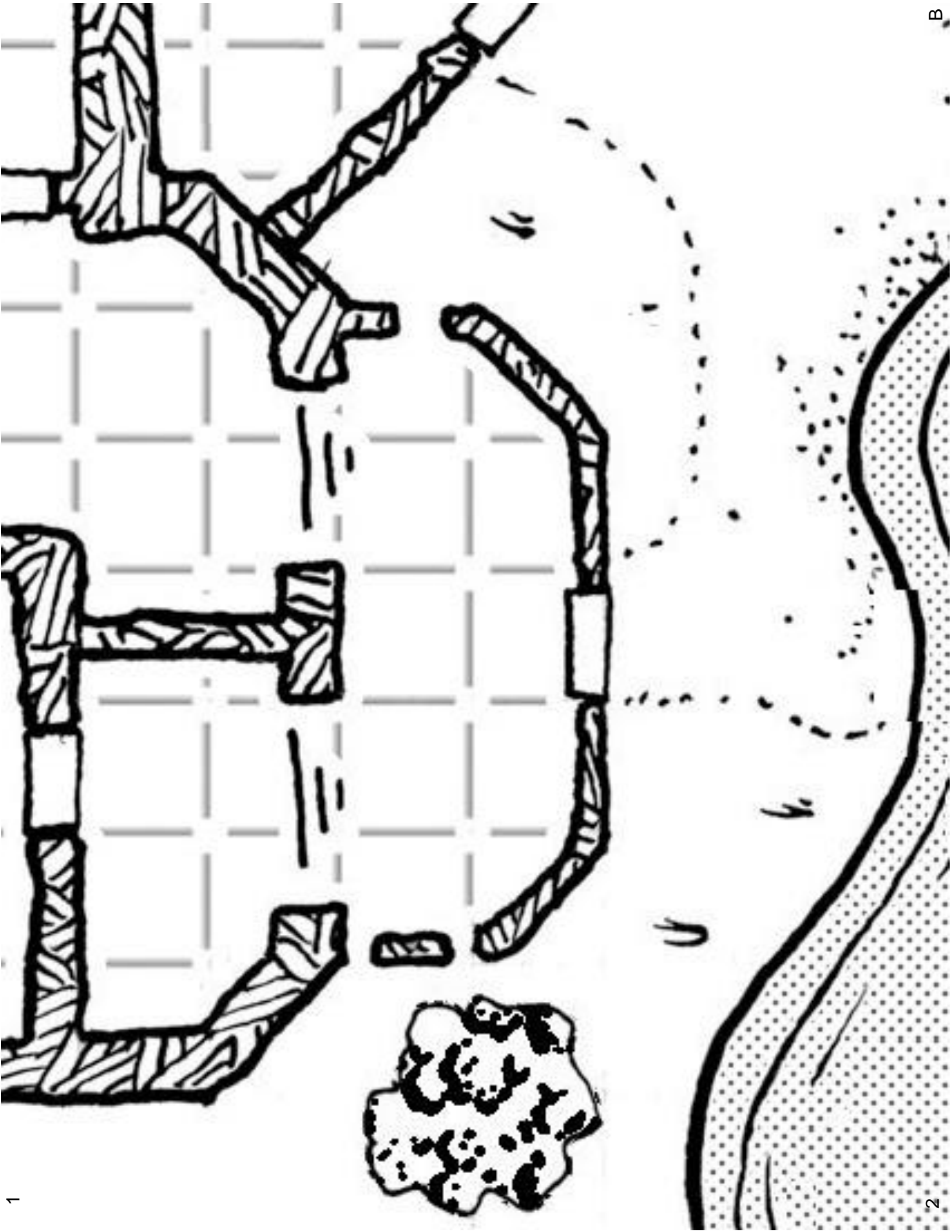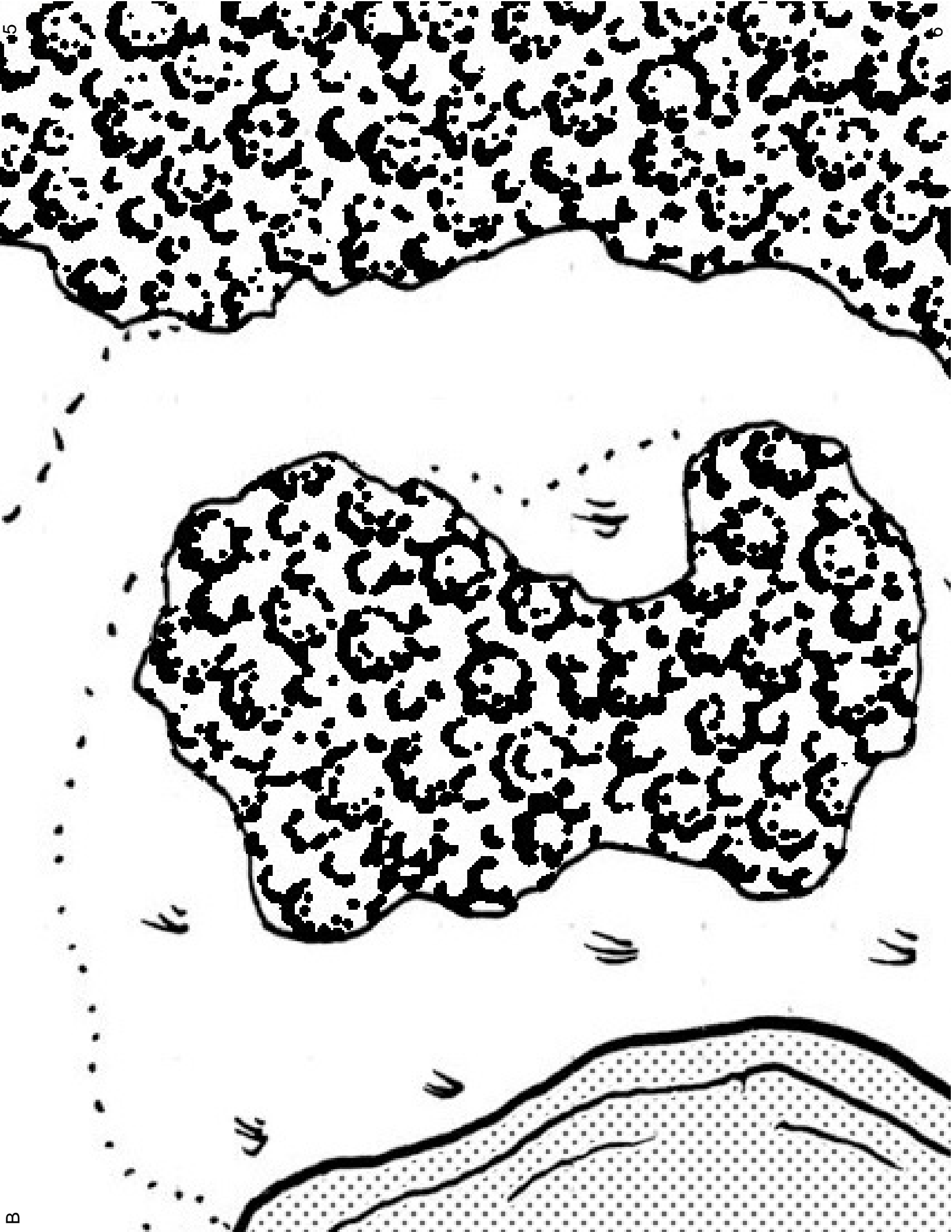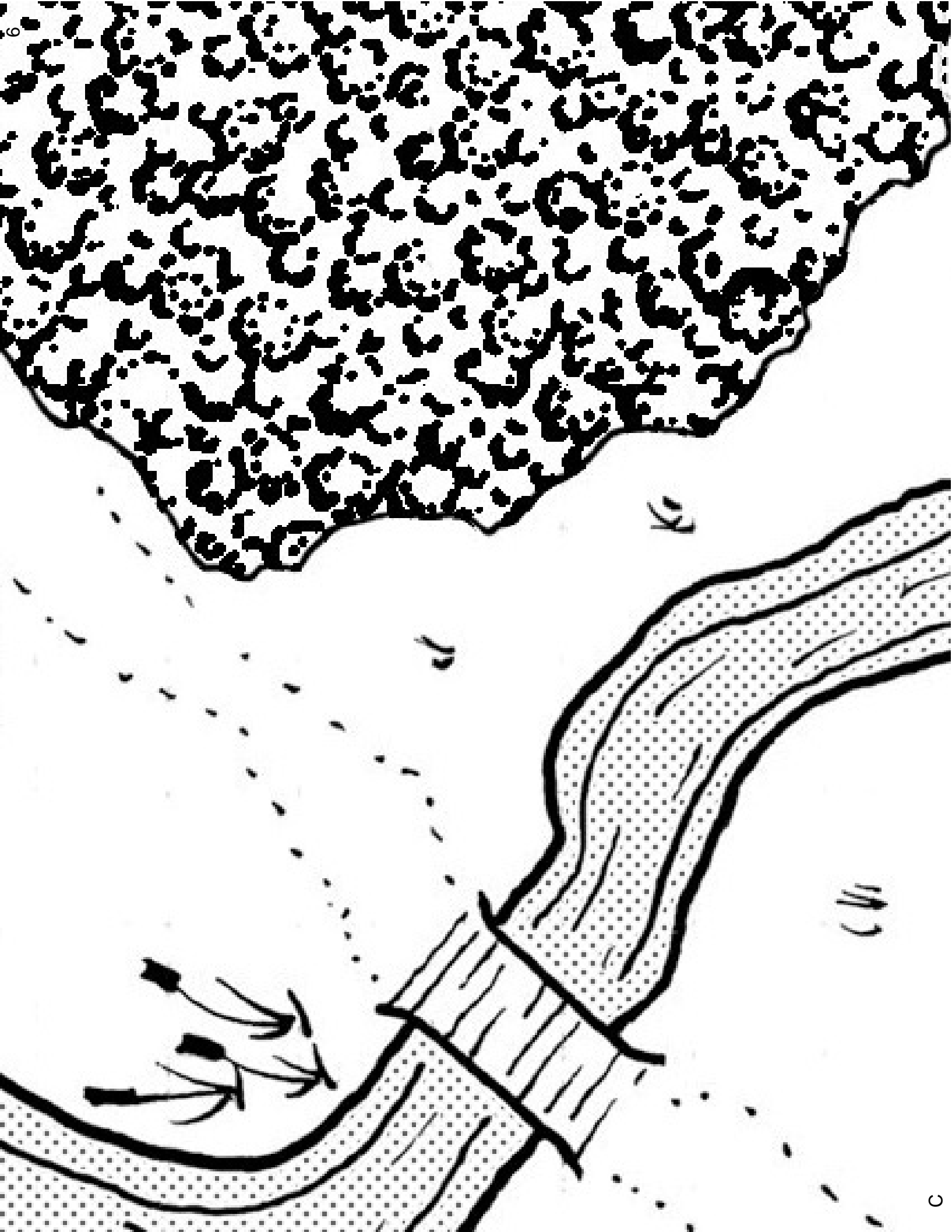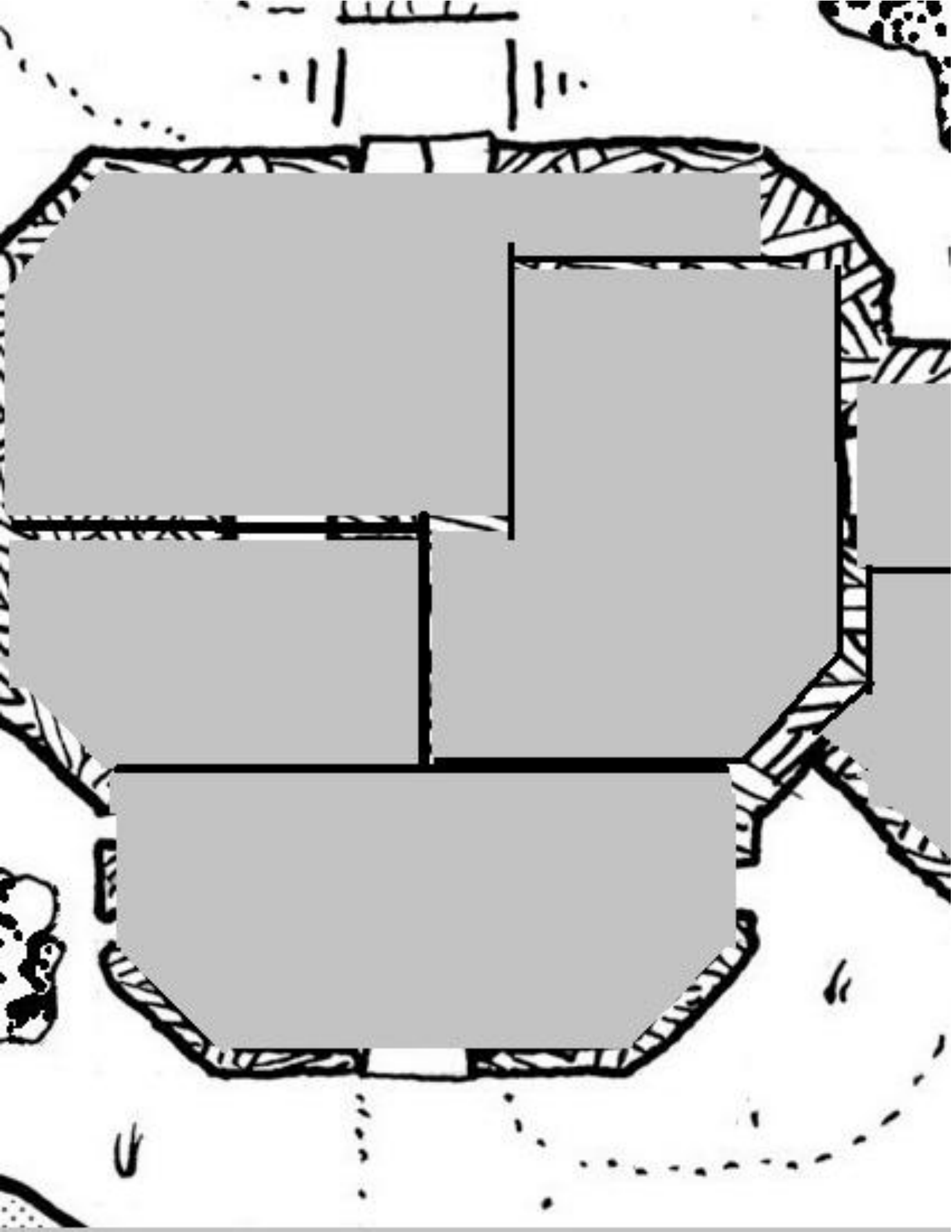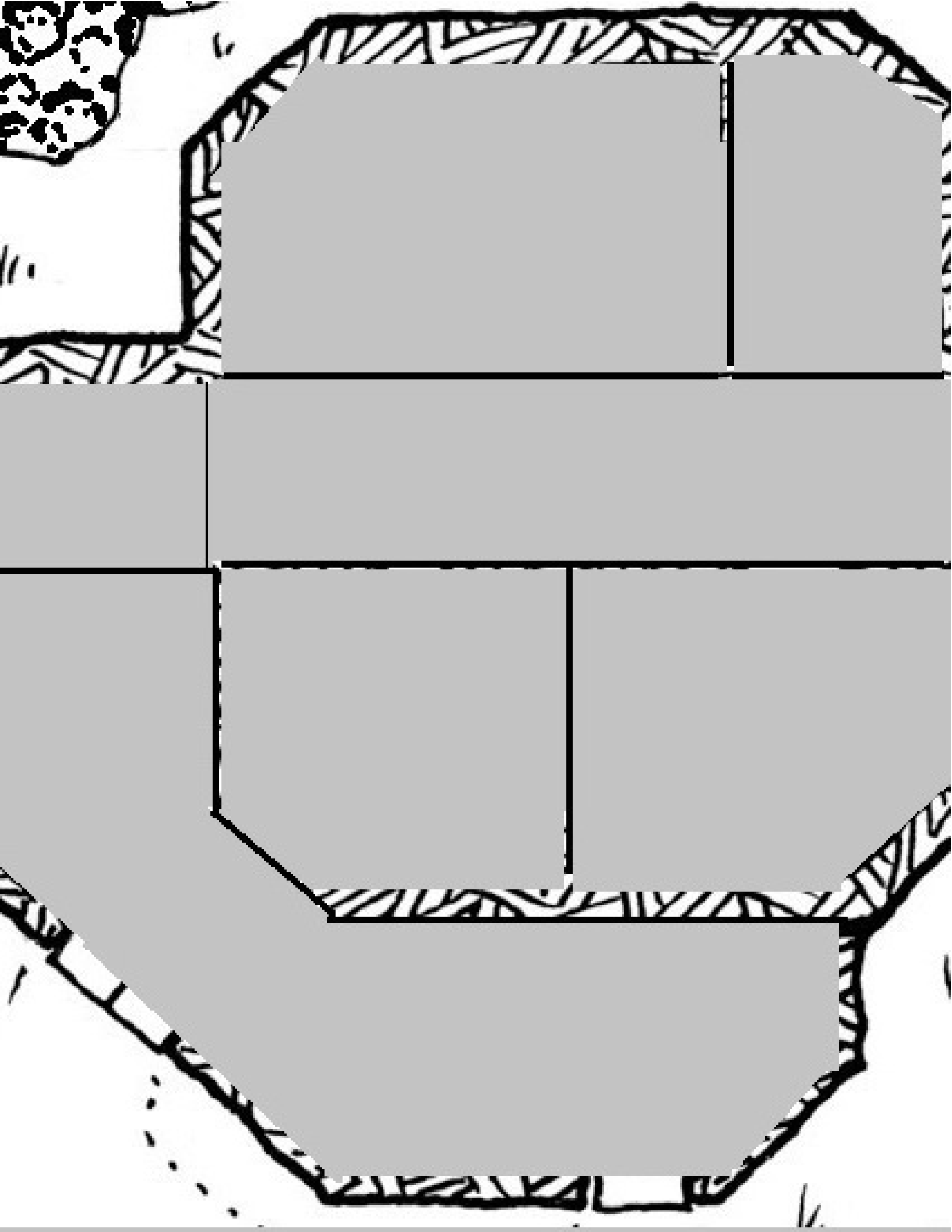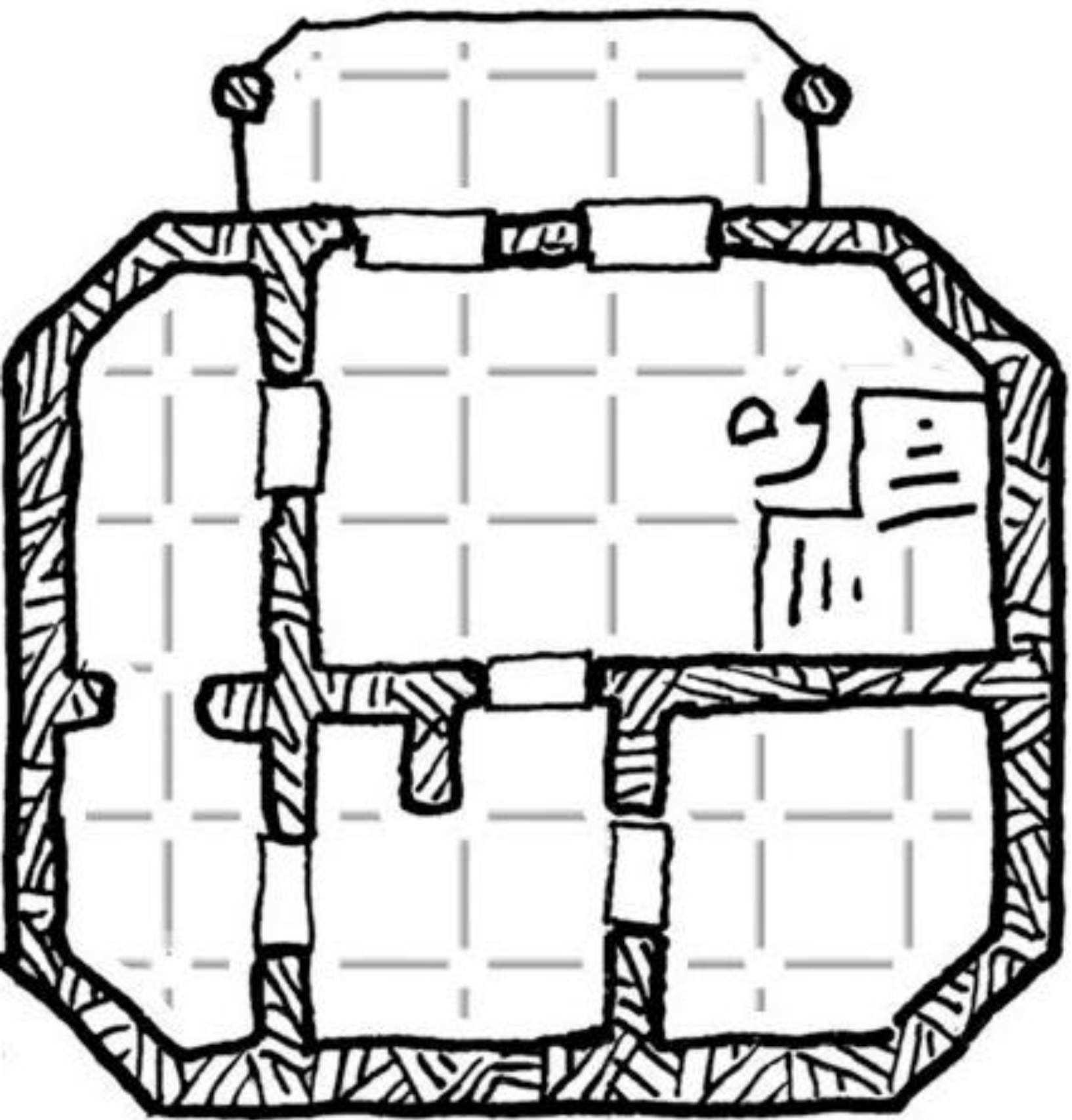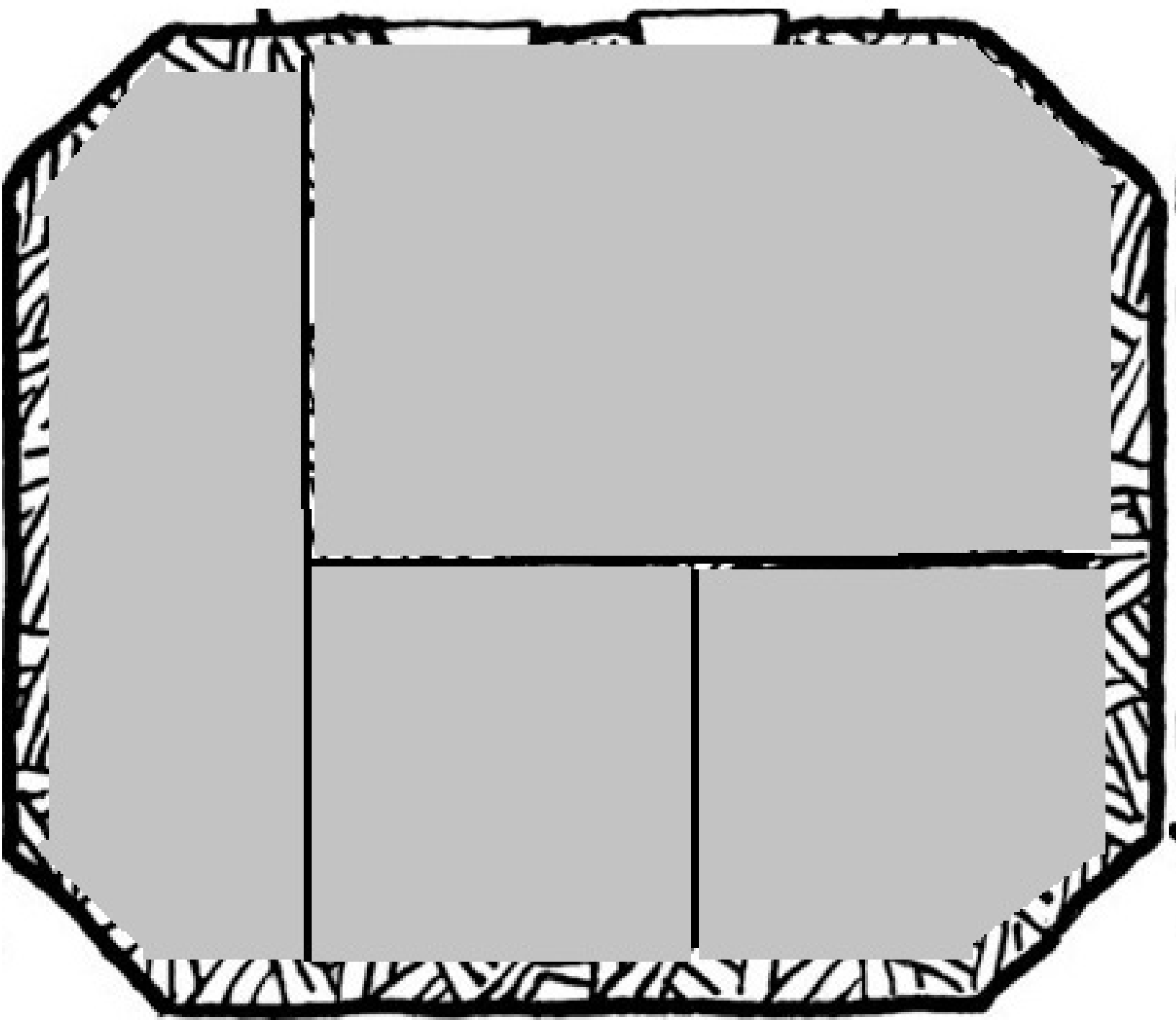
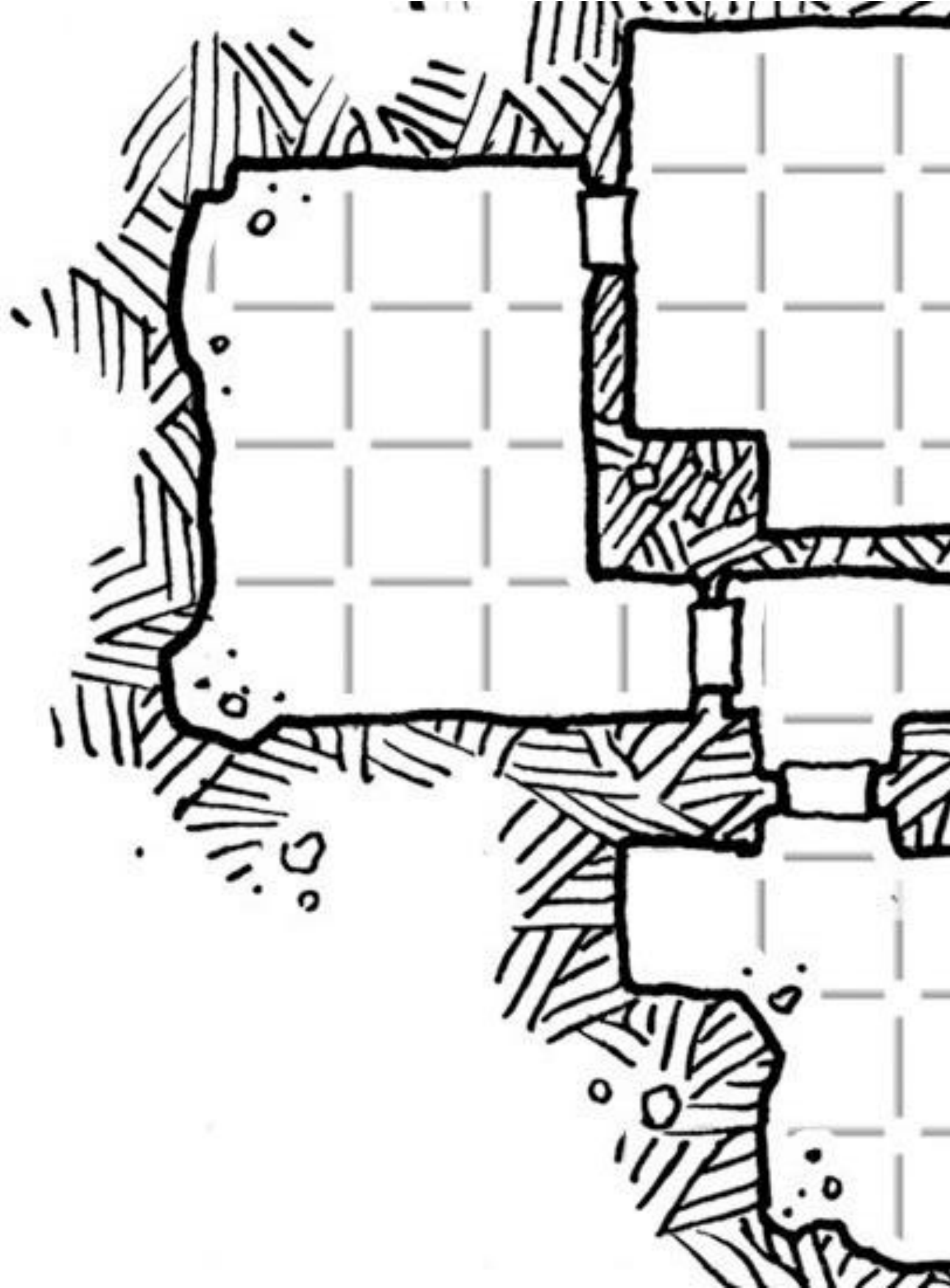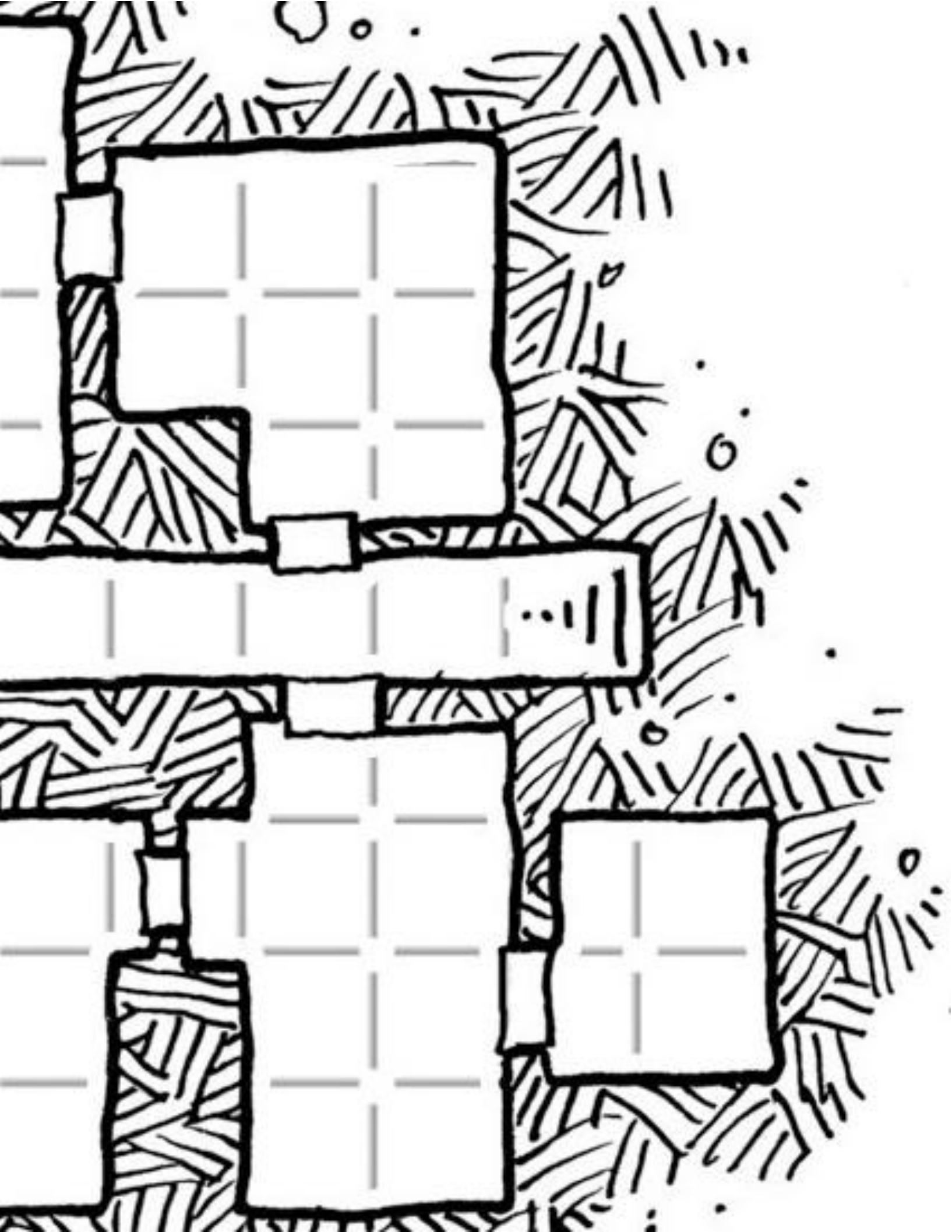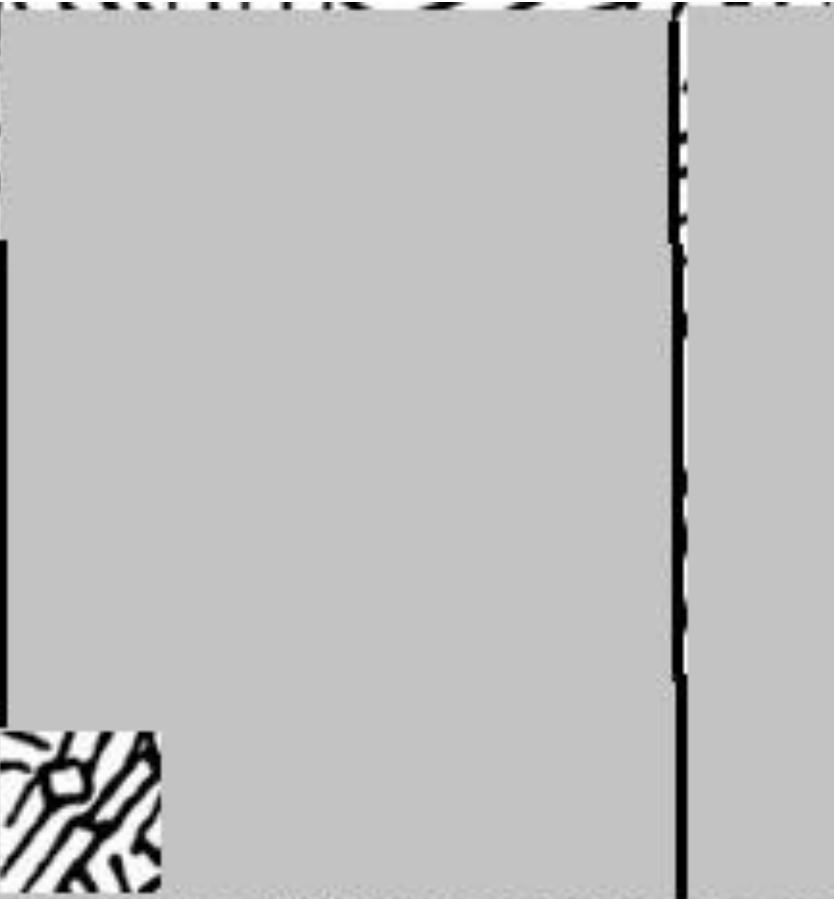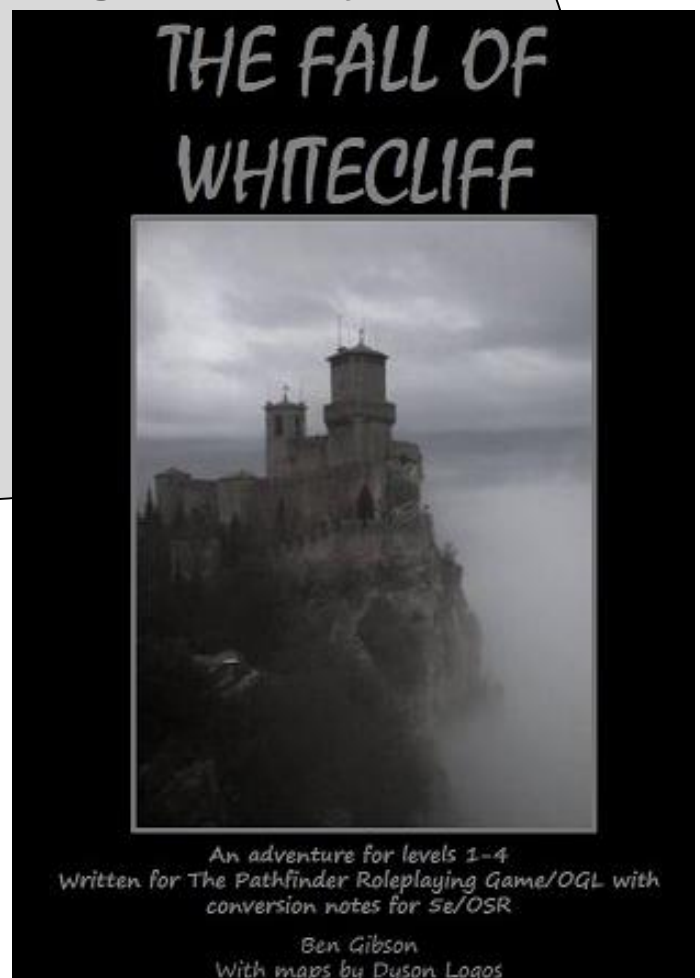# Coldlight Press

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Awakening in the dark
with splitting headache, you hear the curses
of other tight-packed prisoners. No screaming.
Must not be in the deep dungeons, not yet.

Damned castellan-he's as
paranoid as he is venial.
His keep is hard to crack
even when he's gone.
But you're inside now.
He'll regret this, if you
can just slip out
of this cage…

THE FALL OF WHITECLIFF

An adventure for levels 1-4
Written for The Pathfinder Roleplaying Game/OGL with
conversion notes for 5e/OSR

Ben Gibson
With maps by Dyson Logos

The Fall of Whitecliff
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levels 1-4, written for the Pathfinder system
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the vile Castellan of Whitecliff; they will begin
with a harrowing escape from his keep,
which leads to an exploration of the dark and
dusty peninsula, uncovering a dire threat to
the region and the world beyond...