# ONE SESSION KITS©

# K2: ASSAULT ON MISTRUNNER VILLAGE

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

Ben Gibson
With maps by Dyson Logos

*The thunder of the falls is nearly deafening; the mist is nearly blinding. Even so, your mules seem cheerful as they pick their way up the narrow stone path. Another turn around the canyon, and before you stretch the great Mistrun Falls. It's a breathtaking sight. But out of the houses' windows, there is smoke curling. And over the roar of the falls suddenly you hear screams.*

## Adventure Introduction

Assault on Mistrunner Village is a stealth or combat mission designed for player characters around 2nd level. In it, the players are thrown into a tumultuous conflict in a remote cliffside dwarf village, arriving at Mistrunner Village as an unscrupulous band of raiders led by an obsessive magician enact their assault. The players are offered the village's treasures if they aid against the bandits, but there is an second threat up at the top of the village falls; a desperate shaman is scrambling to awaken the ancient guardians of the falls, little knowing that the gargoyles he'll bring forth will try to kill villager and raider alike.

Jon Till, a young wizard desperate to be called "the great",  has spent his life determined to live as his master lived, ensconced in a dark tower, commanding undead servants, and ruling a small region utterly dominated by his will. He's managed a few things; he has a tower, he has hired a coterie of bandits, and he's acquired a staff that can animate dead. Looking for a fresh supply of corpses and curious about rumored arcane monsters, he targeted the isolated Mistrunner Village. His plan has thus far gone...well enough. He charmed his way in to the village and murdered at least some potential fodder. The dwarves have proven resilient, though. Now Till has fortified himself in the village's lower reach and is waiting for the death toll to rise. He'll then be able to raise both villagers and his own bandits to finish off the rest of the Mistrunners.

The elders of the Mistrunner clan, to their chagrin, let in Till and his men as traders. Half of the elder council are now dead and three of those that remain are desperate to get the children of the village out. They're also worried about the fourth surviving elder's plan:

Thurgrim, shaman of the Mistrunners, has gone to the old chambers in the great cavern above the falls. The stone statues within are guardians of the falls, but they'll seek to kill everyone, both bandit and dwarf.

The players will need to deal with both threats to safeguard the village in the end. They should know that dealing with one of the active threats won't solve the other, and there is a ticking clock for both. As they move through the village they'll have chances to rescue Mistrunner warriors who will aid them.

As a final option, if the players fail to thwart both the looming threats, the players may be drafted as protectors for the villagers' escape.

## 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.

# MISTRUNNER VILLAGE

Beginning the adventure in initiative order; archers from **I** and **J₂** shoot the players. Dwarves open the door (**A**) and invite the players in. If players shoot back the bandits have partial cover but one may be hit, making the rest go into full cover.

**Shatterwand:**
This stone wand is made of half-melted shards of obsidian and can be used to cast *shatter* (as spell) doing 3d6 against stone or bone creatures (DC14).

**Cavern**

30ft
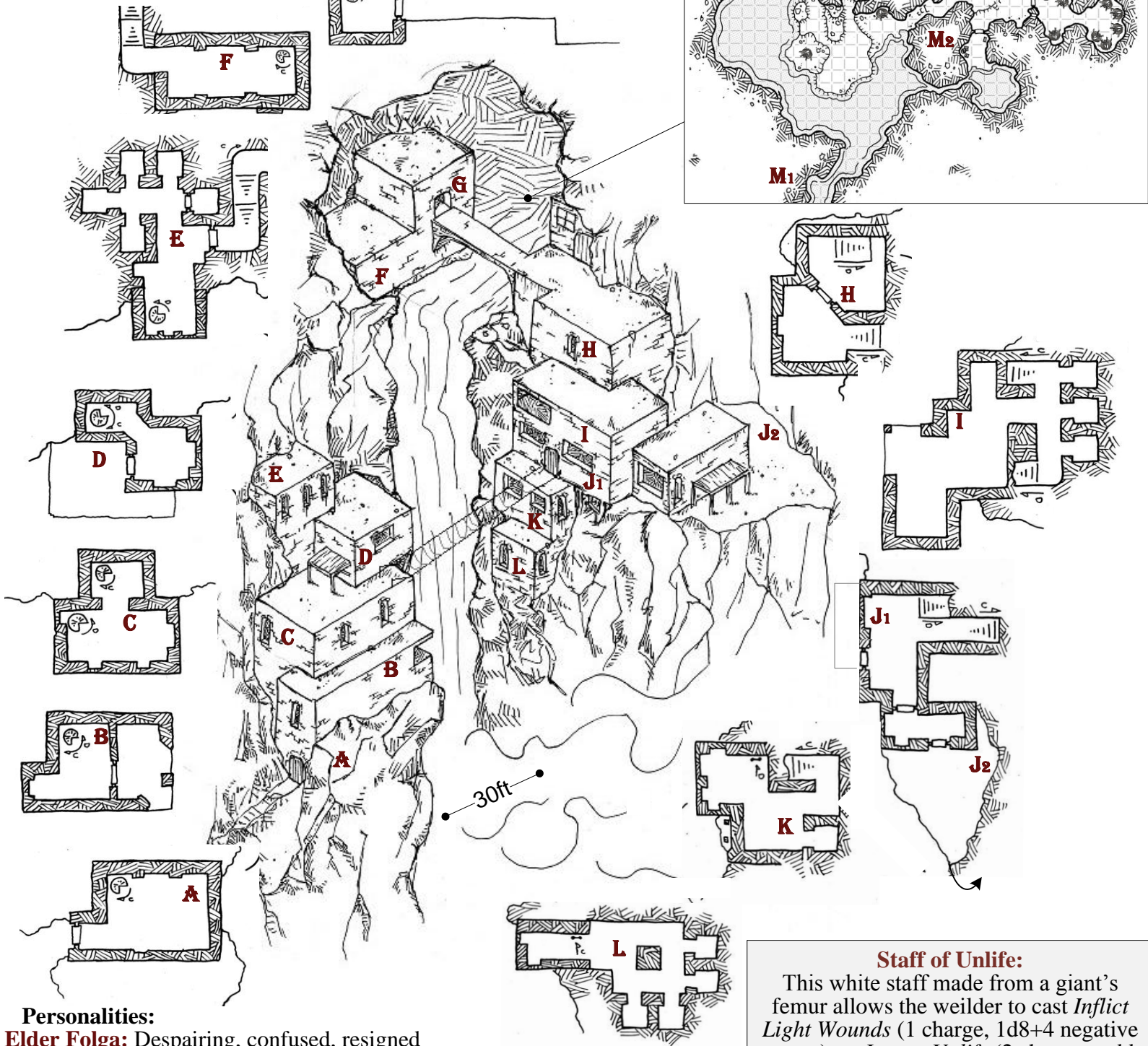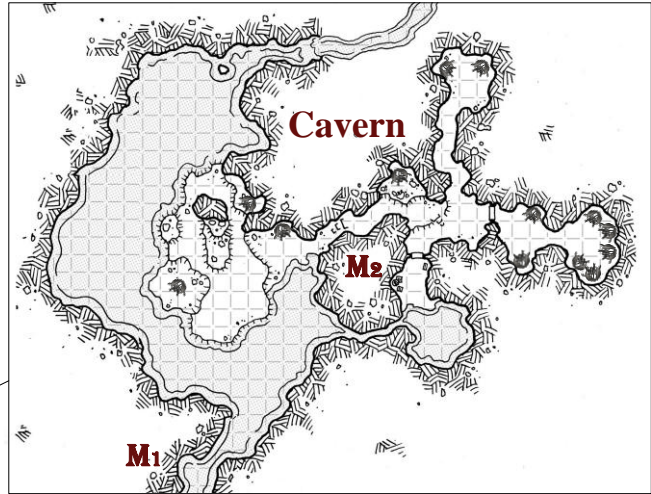
**Personalities:**
**Elder Folga:** Despairing, confused, resigned
**Elder Wystle:** Sharp, greedy, calculating
**Elder Varngos:** Gruff, ashamed, aggressive
**Jon Till:** Megalomaniacal, fumbling, cowardly
**Shaman Thurgrim:** Heartbroken, determined
**Villagers:** Scared, angry
**Bandits:** Mercenary, confident

**Staff of Unlife:**
This white staff made from a giant's femur allows the weilder to cast *Inflict Light Wounds* (1 charge, 1d8+4 negative energy), or *Lesser Unlife* (2 charges, adds skeletal template to dead creature).
**Skeletal template**: Dead creature becomes an animated skeletal version of itself, gaining +2AC, ¾ BAB and 5hp per hit die, and DR5/bludgeoning.

## Jon Till the Magician
**Wizard (exploiter) 4; 16AC\* 22hp**
**Mwk staff: +2 (1d6-1)**
**2nd level spells:**
*Acid Arrow:* Ranged touch does 2d4 acid damage at 1 round per 3 levels.
*Glitterdust:* 10ft radius burst of glittering dust blinds and outlines for 4 rounds, DC16 Will save avoids.
*Mirror Image:* Makes 1d4+1 images.
**1st level spells:**
*Grease:* 10ft square slicked. DC15 Reflex or fall prone.
*Sleep:* 4HD in a 20ft radius fall asleep for 4 minutes.
*Shield:* +4 AC for 4 minutes.
*Mage Armor\*:* Already cast, +4AC
**Cantrips:**
*Detect/Read Magic, Mage Hand*
*Daze:* DC13 Will or lose turn
**Exploit (4):**
*Potent Magic:* Spend point to boost caster level or save DC by +2

## Bandit:
**Warrior 1; 17AC, 7hp,**
**short sword: +2 (1d6+1)**
**composite shortbow: +3 (1d6+1)**

## Shaman Thurgrim
**Shaman 4; 17AC 30hp**
**+1 longspear: +5 (1d6+3)**
**2nd level spells:**
*Hold Person (2):* Paralyzes target for 4 rounds, DC16 Will negates.
*Summon Nature's Ally II (2):* As a full round, summon a Small Earth Elemental: 20ft burrow speed, 17AC, 12hp, melee slam +6 (1d6+4).
**1st level spells:**
*Rocky Entangle (2):* 40ft radius. DC15 Reflex or *entangled* (-4 Dex).
*Bane:* 20ft burst inflicts -1 on attacks and fear saves. DC15 Will negates
*Doom:* -2 on attacks, saves, checks.
*Cause Fear:* Target flees 1d4 rounds.
**Orsions:**
*Read/Detect Magic, Stabilize, Bleed*
**Hexes:**
*Misfortune:* Target rolls 2d20, takes worst for 1 round. DC15 Will negates.

## Village Warrior:
**Fighter 1; 15AC, 8hp,**
**dwarven waraxe: +3 (1d10+2)**
**atlatl: +2 (1d4+1)**

## Falls Gargoyle:
**6HD Beast 16AC, 36hp, DR8/magic**
**2 claws +6 (1d6+2 plus lift)**
**bite +6 (1d4+2)**
**Hooked Lift:**
A Falls Gargoyle has powerful hooked claws; if both claws hit in a single round he can grab the target as a free action with a CMB +10

## Village Key:

**A. West Entry** This humid little room is packed with mules, women, and children, they would flee if they could but the archers stop them. Weeping, some of the adults beg the players for help.

**B. Community Room and Balcony** -The storeroom has a few more scared children and piled leather sacks of goods. On the slick stone balcony **two warriors** watch, one may escort the players up to the elders (C).

**C. Elders' Post** -Smelling of sweat and fear, the remaining village elders (Folga, Wystle, Varngos) gather here. They'll offer crafts worth 300gp per player, most of the village's reserves, if the players can save them.

**D. West Ropes** -Two wounded **warriors** recover here (1d3-1 hp left each); if healed they will help retake the stairs above (E) but they're loath to travel on the slick rope bridge given the half dozen bows on the other side (I, J, K).

**E. Warrior Dorm** -Three abandoned **bandits** from the first wave of attackers have barricaded the spiral stair with a loom and various chairs, but they have run out of arrows. Each dorm has a 25% chance of holding an enchanted +1 *club*, and the room with the door has an unconscious **bandit** who has locked himself inside.

**F. Battle Site** -Till was injured here, two dead bandits and two dead warriors lie twitching due to necromantic energies but otherwise this is a safe place to rest.

**G. Bridge of Mists** -The western house has a directionless **skeletal template bandit**. Atop the roof a wounded **warrior** lies; he'll aid with atlatl dart fire. **Four bandits** man the eastern side, two with bows, two ready with short swords. Drawn by sounds of battle, a recently awakened **gargoyle** will come hurtling out of the cavern and attempt to kill any target(s) visible, starting with a bandit.

**H. Trapped Apartments** -The door between the two levels has been trapped by Jon Till; he's made the latch invisible and on the opposite side of the door is an illusory latch that hides a small patch of *sovereign glue*.

**I. Balcony and Ransacked Apartments** -The three sub-apartments are looted and wrecked, but a wounded **warrior** hides in the middle one beneath tattered blankets. A pair of archer **bandits** and a wounded swordsman **bandit** stand at the open area to cover the ropes below. If engaged they will begin to shout, which brings up the bandits from below and a frenzied pair of **gargoyles** flying in from the falls side.

**J1. Village Kitchens and Stores** -Two **bandits** who guard the rope bridge with their bows avoid the pair of **skeletal bandits** closed in the adjoining outer room.

**J2. East Highpath** -Rope lines lead off to a winding path up to the cliff tops.

**K. Bloody Room** -Casualties are pilled in the rear cell; three have been animated as two **skeletal bandits** and a **skeletal warrior** cover the westward path to prevent any escape for the villagers.

**L. The Lower Dorm** -The ladder leading down has been *greased* as a simple trap; at the bottom of the ladder is a patch of *sovereign glue*. At the window waits a single increasingly uncomfortable **bandit**. The four small musty dorms are each painted with bloody runes, and **Jon Till** walks between them calculating the mystic geometries while holding his Staff of Unlife. He's been ignoring sound of conflict above but will immediately cast *mirror image*, *shield*, and then move to fight when disturbed by intruders.

**M1. Cavern Entry** -This expansive upstream cave echoes with the thunder of the falls a hundred feet south; slimy ropes on the east wall provide a dangerous path inward; the cold river's current is swift. Going through the narrowest point prompts a **gargoyle** to attack and attempt to toss players into the river.

**M2. Cavern of the Guardians** -Shaman **Thurgrim**, grief-stricken, sings a deep-voiced song of mourning as he walks from guardian to guardian. He's preparing to open the eastern door, awakening seven gargoyles at once. If the players come within thirty feet of solid ground he'll summon a pair of small earth elementals and retreat toward the door while *entangling* intruders. It takes him four rounds to open the door (using the Shatterwand) when he reaches it if not interrupted.

# Within Mistrunner Village

## Meet the Mistrunners

Isolationist and tough, the hardy goatherds of Mistrunner Village have lived for centuries on the cliffs abutting the Mistrun Falls. They are simple and poor for dwarves, but over the years their canny trading and skillful craftsmanship have left them with some carefully husbanded reserves. Life for the Mistrunners has been good. Good enough that even dwarves could let down their guard a bit.

The Mistrunner clan consisted of 43 adults and 22 children, with 12 of the adults weapon-sworn warriors, the rest working in tight family units. 4 warriors and 3 elders died in the initial explosion of violence when Jon Till and his men turned on the village; a hard enough blow for the clan to sustain as it is. The shocked noncombatants just want to flee now.

Of the four elders that remain, three are with their people and negotiate with the players:

- <u>Wystle</u>, canny spinster weaver, isn't able to stop herself from trying to talk down the price of the players' aid.
- <u>Varngos</u>, retired one-legged warrior, wants to go fight the invaders himself along with the players.
- <u>Folga</u>, an ancient and frail dwarf, is resigned to dying this day but hopes her clan will live on.

The shaman, <u>Thurgrim</u>, is broken-hearted; his wife Orla and his son Gribol were among the first casualties. The thin rope line that leads upstream to the guardian cavern wasn't found by the bandits, and so Thurgrim was able to slip away to unleash the legendary stone guardians. He doesn't care who he hurts anymore.

Mistrunner warriors found throughout the village (see key page 5), if healed up and inspired, will join the players in the fight against bandits or gargoyles but they won't aid in fighting Thurgrim unless his unbalanced nature is made completely obvious.

## Assault Sequence

The timeline of Jon Till's attack goes as follows:

**1.** Till, disguised as a trader and using illusion magic to mask his team, is welcomed to Mistrunner Village, coming down the high path (J).

**2.** The elder Orla, wife of Thurgrim, notices the distinctive shapes of weapons hidden in the "traders'" sacks and calls out a warning.

**3.** Till and his initial team begin killing; Orla and two village warriors are killed, villagers retreat.

**4.** Battle rages for a while longer, Till gets slightly injured. Deprived of his support, forward bandits are cut off. Second wave of bandits arrive.

**5**. Shaman Thurgrim kills several bandits leading warriors at the upper falls bridge (G), loses his son to arrows, retreats upstream to the cavern.

**Present**. As the players arrive, things have calmed into a bit of a lull as bandits trade arrows with atlatlists in (C) and wait for Jon Till to complete his ritual to raise all of the dead in the area. Meanwhile, Thurgrim works to wake up gargoyles above the falls.

As the players proceed through the village in a counter-assault, they'll have the choice to head down towards Till first, or instead up to Thurgrim.

- Thwarting Jon Till first is what the dwarves expect the players to do. Overcoming the magician leaves them in possession of his <u>Staff of Unlife</u> with 7 charges remaining. The villagers will object to raising dead dwarves but bandits are fine.
- Going first upriver to Thurgrim grants the victorious players his carried <u>Shatterwand</u> with 11 charges remaining. The villagers want nothing to do with the item, believing it to be cursed.

Foreshadowing the imminent danger of either threat can be done by showing dead bodies twitching or rocks cracking. Retreating or stopping to rest should prompt knowledge checks to see how much longer they have.

## Further Adventures

- The players may track the magician Jon Till back to his tower, now taken over by his experiments.
- The guardian gargoyles' stirrings have awoken darker creatures further upriver in dark passages.

# 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:

**Bandit:**
**Humanoid (human); 15AC, 11hp,**
**Short sword: +2 (1d6+1)**
**Short bow: +3 (1d6+2)** 80/320ft

**Mistrunner Warrior:**
**Humanoid (dwarf); 14AC, 12hp,**
**Waraxe: +3 (1d10+2)**
**Atlatl: +3 (1d4+2)** 30/120ft

**Shaman Thurgrim**
**Humanoid (dwaf); 14AC 45hp**
**Longspear: +4 (1d6+3)**
**Spells:**
*Hold Person:* Paralyzes target for 4 rounds, DC13 WIS negates. Concentration.
*Summon Stone Elemental:* Can summon a Small Earth Elemental: 25ft earth glide, 13AC, 20hp, melee slam +6 (1d8+4).
*Stony Entangle:* 40ft radius. DC13 DEX or get entangled.
*Bane:* Burst inflicts -1d4 on attacks to three targets. DC13 CHA negates. Concentration.
*Doom:* -2 on target's attacks, saves, checks. DC13 WIS negates.
**At Will:**
*Misfortune:* Target rolls at disadvantage for 1 round. DC13 CHA negates.
*Acid Splash:* One or two targets within 5ft take 1d6 poison damage, DC13 WIS negates.

**Jon Till the Magician**
**Humanoid (human); 12AC 33hp**
**Staff: +3 (1d6-1)**
**Spells:**
*Acid Arrow:* +6 ranged attack does 4d4 acid damage and 2d4 on next turn. Miss does 2d4 damage once, no save.
*Blindness/Deafness:* Target is blinded or deafened. DC13 CON negates, new save allowed at end of each turn.
*Mirror Image:* Makes 1d4+1 images of self.
*Grease:* 10ft square slicked. DC13 DEX or fall prone.
*Sleep:* 5d8hp in a 20ft radius fall asleep.
*Shield:* As reaction, gain +5 AC till next turn.
**At Will:**
*Mage Hand:* Hand made of force lifts <10lbs
*Ray of Frost:* +6 ranged attack does 1d8 cold damage and slows target.

**Falls Gargoyle:**
**Monstrosity; 15AC, 62hp**
**claws +5 (1d6+2)**
**bite +5 (1d6+2)**
**Resists:** bludgeoning, piercing, slashing
**Multiattack:** Can attack with claws and bite.
**Hooked Lift:** A Falls Gargoyle has powerful hooked claws; claws hit in a single round he can grab the target as a bonus action with a strength check +5

**Skeletal template**: Skeletal version of dead creature: immune poison, vulnerable bludgeoning.

# 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:

Bandit - AC 4 (15), HD 1, #AT 1, D 1-6

Warrior - AC 5 (14), HD 1, #AT 1, D 1-6

Gargoyle - AC 2 (17), HD 5, #AT 2, D 2-7 / D 1-4

Thurgrim - AC 6 (13), HD 4, #AT 1, D 1-6, Spells

Jon Till - AC 8 (12), HD 4, #AT 2, D 1-4, Spells

# 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**

# MISTRUNNER VILLAGE
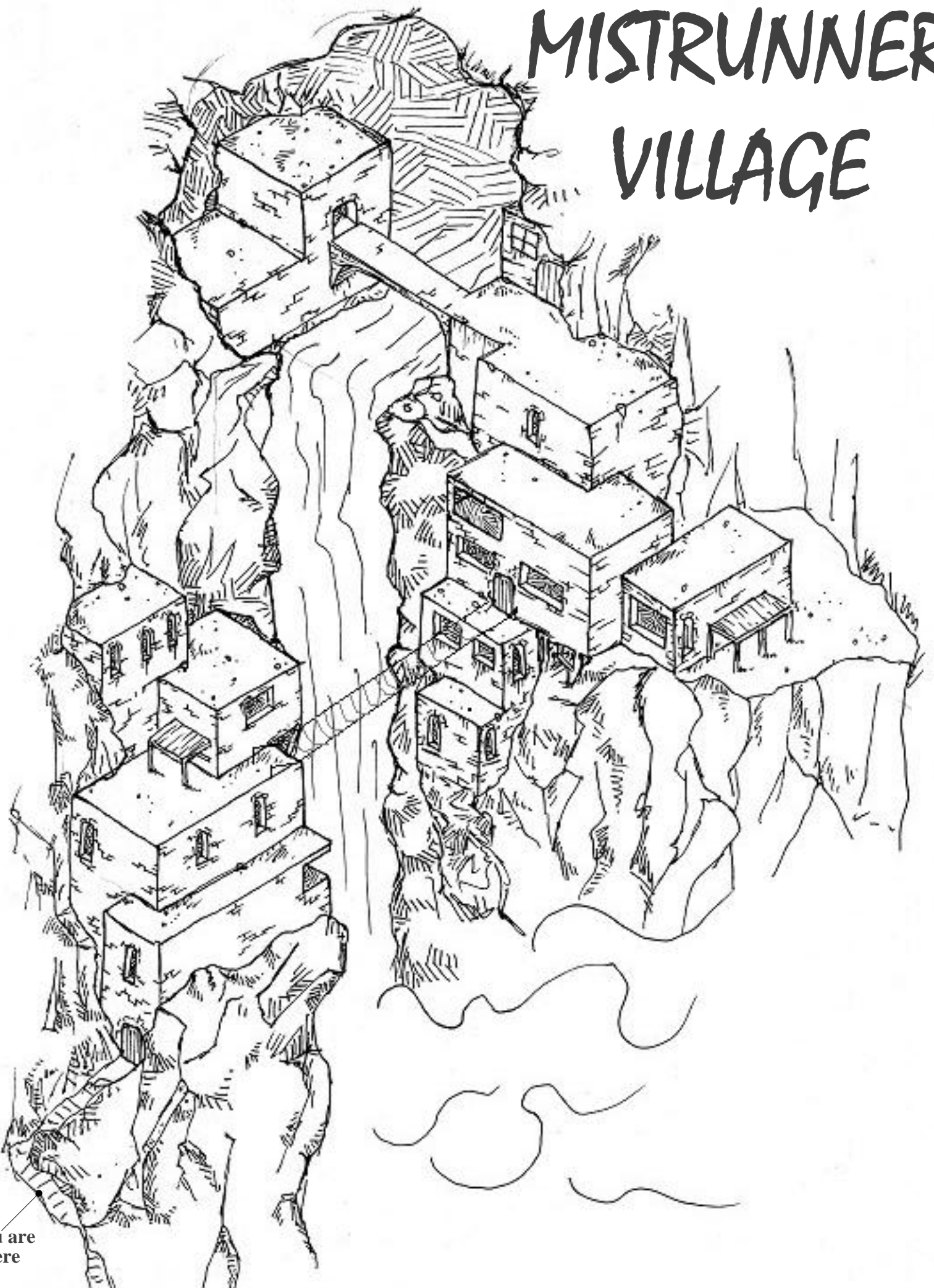
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# Quick Rules Reference

**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.
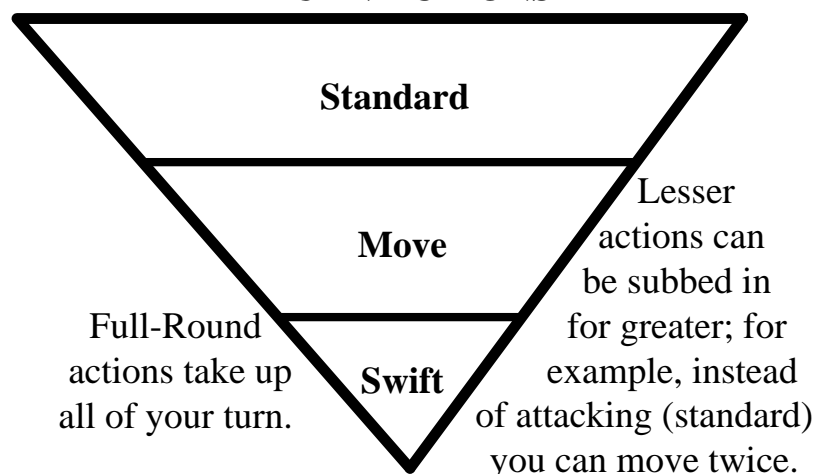
**Flanking and Conditions:** In combat both sides will maneuver to gain advantage. Although there is no facing in d20 combats when a participant is flanked (enemies on both sides) the flankers gain advantages on their attack rolls to hit the victim. Numerous spells and conditions also impose penalties 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.
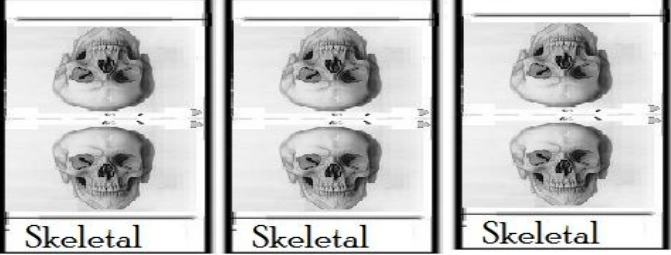
Skeletal

Skeletal

Skeletal

bandit

bandit

bandit

30ft

village
warrior

village
warrior

village
warrior

20ft

Corm

Gunni

Boris

Warguk

Thurgrim

Jon Till

Gargoyle

Gargoyle
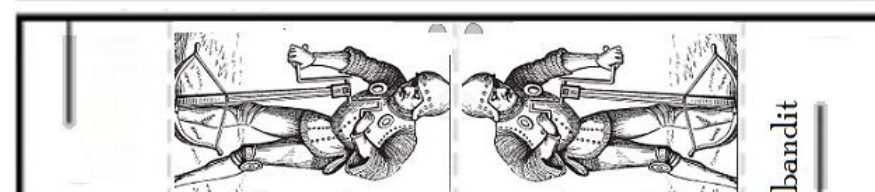
bandit

Name _____

Occupation _____

Alignment _____

Player Name _____

Race _____

Class _____

## Hit Points

Hit Die ☐

Max HP ☐

Current ☐

Level _____   XP _____

Age _____

## AC

Armor ☐   Shield ☐   Agility ☐   Other ☐

Armor Worn ☐

## 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 ☐

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

## 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

| | Hit Die | | |
|---|---|---|---|

Max HP

Current

## Hit Points

Occupation

Race

| Armor | Shield | Agility | Other |
|---|---|---|---|

Armor Worn

AC

Alignment

Class

Level                    XP

Age

## Portrait

|  | Bonus | Score | Save |
|---|---|---|---|
| **STR** | | | |
| **DEX** | | | |
| **CON** | | | |
| **WIS** | | | |
| **INT** | | | |
| **CHA** | | | |

### Combat

| Speed | Initiative | Profiency |
|---|---|---|

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

# Corm Macarthee
Name

# Woundbinder
Occupation

# Lawful Neutral
Alignment

Player Name

## Dwarf
Race

## Cleric
Class

| Hit Die | d8 | | |
|---|---|---|---|
| Max HP | 14 | Current | |

**Hit Points**

**18**
AC

**2**
Level    XP

**74**
Age

| | | | |
|---|---|---|---|
| 6 | 2 | | |
| Armor | Shield | Agility | Other |

### Breastplate
Armor Worn



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

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

**CMD**
13

## Weapons

| Dwarven Waraxe | +4 | 1d10+2 |
|---|---|---|
| Melee Weapon | Attack Bonus | Damage |

| Sling | +1 | 1d4+2 |
|---|---|---|
| Ranged Weapon | Attack Bonus | Damage |

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

### Combat

| 20ft | 0 | -4 |
|---|---|---|
| Speed | Initiative | Check Penalty |
| +3 | +1 | x3 |
| CMB | Attack Bonus | Crit Range |

### SKILLS
+3 Diplomacy
+9 Heal
+4 Knowledge (religion)
+8 Sense Motive
+4 Spellcraft

## Special Abilities & Spells

**Domain Powers:**
**Deflection Aura:** Once per day, emit a 20ft radius aura to give all allies +2 AC and CMD bonus.
**Acid Dart:** 7 times a day, can release a dart; make a ranged touch attack (+1) at 30ft range doing 1d6+1 acid damage.
☐☐☐☐ **Channel Energy:** 1d6 hit points of healing in 30ft radius. 4x per day. Can instead do damage to undead.
**Cantrips (at will):**
**Detect Magic:** Detect magic within 60ft.
**Read Magic:** Can read magical scrolls and spells.
**Guidance:** +1 on a single attack roll, save, or skill check.
**Stabilize:** Makes a dying creature go stable.
**Spells (one each per day; can burn each as a cure (1d8+2 hp)):**
**Shield:** +4 AC deflection bonus on one target for 2 minutes.
**Bless:** Allies in a 30ft radius gain +1 on attack and fear saves.
**Cause Fear:** A creature flees in fear for 1d4 rounds. DC15 Will.
**Doom:** Target shaken for 2 minutes, -2 on rolls to attack, damage, save, and check. DC15 Will negates.
**Darkvision:** Can see in the dark up to 60ft.
**Hardy:** +2 on saves against poison, spells, or spell-like-abilities.

### Treasure

| cp | sp | gp |
|---|---|---|

**Other** *Scroll of Admonishing Ray:*
Ranged touch (30ft) does 4d6 nonlethal.
**Scroll of Silence:**
In 20ft radius around object all is quiet.
**Scroll of Protection from Chaos:**
+2 AC and saves vs. chaotic creatures.

### Motto
"Earth and stone grant me and my allies strength and succor. Be wary where you tread, friend, because the dirt itself tells me your tale."

**Name:** Corm Macarthee

**Player Name:**

**Occupation:** Woundbinder

**Race:** Dwarf

**Alignment:** Lawful Neutral

**Class:** Cleric

**Level:** 2

**XP:**

**Age:** 74

## Hit Points
| Hit Die | d8 | |
|---|---|---|
| Max HP | 20 | Current |

**AC:** 18

| 15 | 2 | 1 | |
|---|---|---|---|
| Armor | Shield | Agility | Other |

**Armor Worn:** Half Plate

### Ability Scores
| | Bonus | Score | Save |
|---|---|---|---|
| STR | +2 | 14 | +2 |
| DEX | +1 | 12 | +1 |
| CON | +2 | 15 | +2 |
| WIS | +3 | 16 | +5 |
| INT | -1 | 8 | -1 |
| CHA | 0 | 10 | +2 |

### Combat
| Speed | Initiative | Profiency |
|---|---|---|
| 25 | +1 | +2 |

## Weapons

| Warhammer | +4 | 1d8+2 |
|---|---|---|
| Melee Weapon | Attack Bonus | Damage |

| Light Crossbow | +3 | 1d8+1 |
|---|---|---|
| Ranged Weapon | Attack Bonus | Damage |

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

## Special Abilities & Spells

**Cantrips:**

*Guidance:* Concentration (1 minute), add 1d4 to a skill check.

*Resistance:* As Guidance, but with saving throws.

*Sacred Flame:* Target takes 1d8 damage. DC13 DEX advoids.

**Spells (3 per day):**

*Cure Wounds:* Touched creature gains 1d8+3 hit points.

*Shield of Faith:* Concentration (10 minutes), as bonus action gain +2AC

*Bless:* Concentration (1 minute), three targets add 1d4 to all attack rolls and saving throws for the duration.

*Guiding Bolt:* Ranged attack +5 does 4d6 and illuminates the target, allowing all other attackers advantage.

**Channel Divinity:** Protection given to ally, next time ally is attacked the enemy takes 2d10+2 damage. Once per rest.

**Shield of the Faithful:** As reaction, can impose disadvantage on attack made against an ally within 5ft.

## SKILLS
+5 Medicine
+5 Perception
+1 Religion
+5 Insight

Darkvision: 60ft

## Treasure
| cp 1 | sp 32 | gp 34 |
|---|---|---|
| ep | pp | gems |

### Other Gear
Healer's kit
Holy symbol on shield
Knife
20ft of silk rope

**Gunni Smirt**
Name

**Windmaster**
Occupation

**Neutral Good**
Alignment

Player Name

**Gnome**
Race

**Sorcerer**
Class

| Hit Die | d6 | | | | **14** |
|---|---|---|---|---|---|
| Max HP | 13 | | Current | | AC |

Hit Points

**2**
Level

XP

**93**
Age

| | 1 | 2 | 1 |
|---|---|---|---|
| | Armor | Shield | Agility | Other |

**Silken Ceremonial**
Armor Worn



|  | Max | Mod. | Current | Mod. |
|---|---|---|---|---|
| STR | 6 | -2 | | |
| DEX | 14 | +2 | | |
| CON | 14 | +2 | | |
| WIS | 10 | 0 | | |
| INT | 10 | 0 | | |
| CHA | 18 | +4 | | |

| | | Base |
|---|---|---|
| +2 | Reflex | 0 |
| +2 | Fortitude | 0 |
| +3 | Willpower | 3 |

**CMD**
**10**

## Weapons

| Dagger | | 0 | 1d3-2 |
|---|---|---|---|
| Melee Weapon | | Attack Bonus | Damage |

| Light Crossbow | | +4 | 1d6 |
|---|---|---|---|
| Ranged Weapon | | Attack Bonus | Damage |

| 80 / 160 / 240 | Ammo | 24 | ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ |
|---|---|---|---|
| Range (S/M/L) | | Total | Used |

### Combat

| 20ft | +6 | 0 |
|---|---|---|
| Speed | Initiative | Check Penalty |
| -2 | +1 | 20 |
| CMB | Attack Bonus | Crit Range |

## SKILLS
+9 Bluff
+5 Diplomacy
+8 Intimidate
+4 Knowledge (arcana)
+4 Spellcraft
+8 Use Magic Device

## Special Abilities & Spells

☐☐☐☐☐☐☐**Lightning Blast:** Ranged touch attack (30ft range) does 1d6+1 electrical damage. Seven times per day.

**Cantrips (at will):**

**Resistance:** Lasts for 1 minute; gain +1 on all saving throws.

**Detect Magic:** Detect magic effects within 60ft.

**Read Magic:** Can read scrolls and spellbooks.

**Daze:** One humanoid <5HD loses a turn.

**Mage Hand:** Can lift up to 5lbs with a telekinetic hand.

☐☐☐☐☐ **Spells (five per day in any combination):**

**Monkeyfish:** Touch grants 10ft per round swim and climb speed.

**Color Spray:** 15ft cone blinds and stuns (DC16 Will negates). At 2HD or less, creature unconcious blind and stunned 2d4 rounds plus, at 3-4HD, creature blind and stunned 1d4 rounds plus, at 5+HD stunned for a round.

**Faerie Dragon Magic (one each per day as a spell-like abillity):**

**Ghost Sound:** Make auditory illusions at conversational volumes.

**Grease:** Make object or 10ft square slick, DC15 Reflex or drop item/fall.

**Silent Image:** Make a visual illusion, DC16 to disbelieve.

### Treasure

| cp | sp | gp |
|---|---|---|

Other **Scroll of Gust of Wind:**
60ft line, 1 round, buffets foes, -4 range attacks.

☐☐ **2 Scrolls of Mage Armor:**
Adds +4 AC armor bonus for an hour.

☐☐☐ **3 Scrolls of Gusting Sphere:**
Wind bull rushes (+6) target, 1d6 nonlethal.

### Motto
"The air is full of whimsy and joy; I shape that into purpose. Stand aside or be blown away."

# Gunni Smirt
Name

Player Name

## Windmaster
Occupation

## Gnome
Race

## Neutral Good
Alignment

## Sorceror
Class

**2**
Level      XP

**93**
Age

### Hit Points
Hit Die: **d6**

Max HP: **14**

Current

### AC
**15**

| Armor | Shield | Agility | Other |
|-------|--------|---------|-------|
| 13 | | 2 | |

### 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

| Speed | Initiative | Profiency |
|-------|-----------|-----------|
| 25 | +2 | +2 |



## Weapons

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

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

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

| | | |
|---|---|---|
| Warguk Hornthew | Guidesman | True Neutral |
| Name | Occupation | Alignment |
| | Half-Orc | Ranger (Freebooter) |
| Player Name | Race | Class |

**Hit Die:** d10
**Max HP:** 19
Current
**Hit Points**

**19 AC**

| 6 | | 3 | |
|---|---|---|---|
| Armor | Shield | Agility | Other |

**2** Level — XP
**16** Age

## Breastplate
Armor Worn



| | Max | Mod. | Current | Mod. | | | Base |
|---|---|---|---|---|---|---|---|
| STR | 16 | +3 | | | | | |
| DEX | 16 | +3 | | | +7 | Reflex | 3 |
| CON | 12 | +1 | | | +5 | Fortitude | 3 |
| WIS | 12 | +1 | | | +2 | Willpower | 0 |
| INT | 10 | 0 | | | | CMD | |
| CHA | 7 | -2 | | | | 18 | |

## Weapons

| Masterwork Greataxe | +6 | 1d12+4 |
|---|---|---|
| Melee Weapon | Attack Bonus | Damage |

| Orc Hornbow (+3 strength) | +5 | 2d6+3 |
|---|---|---|
| Ranged Weapon | Attack Bonus | Damage |

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

## Special Abilities & Spells

**Freebooter's Bane:** As a move action you may designate a target for allies within 30ft; all allies (and self) get +1 to attack and damage rolls against the target. Only one target can be designated at a time.

**Power Attack:** Can take -1 to the attack roll to gain +3 damage with the greataxe.

**Rapid Shot:** As a full-attack, can take -2 to both attack rolls to shoot the bow twice.

**Wild Empathy:** Can use diplomacy with animals at +2.

**Darkvision:** Can see in darkness up to 60ft.

### Combat

| 20ft | +3 | -4 |
|---|---|---|
| Speed | Initiative | Check Penalty |
| +5 | +2 | 20/x3 |
| CMB | Attack Bonus | Crit Range |

## SKILLS
+7 Climb
+5 Heal
+5 Intimidate
+5 Knowledge (nature)
+6 Perception
+8 Stealth
+5 Survival
+7 Swim

### Treasure

| cp | sp | gp |
|---|---|---|

Other
**3 Daggers:** Each +5 to hit, 1d4+3 damage, first range increment 10ft.
**Healer's Kit (20):** Use grant +2 to heal check.

### Motto
"To the left. Now to the right. Follow my instructions strictly and you will live. Our foes will die."

**Name:** Warguk Hornthew

**Player Name:**

**Occupation:** Guidesman

**Race:** Half~Orc

**Alignment:** True Neutral

**Class:** Ranger

**Level:** 2

**XP:**

**Age:** 16

## Hit Points
- **Hit Die:** d10
- **Max HP:** 20
- **Current:**

## AC
16

## Armor Worn
| Armor | Shield | Agility | Other |
|-------|--------|---------|-------|
| 14    |        | 2       |       |

**Breastplate**



| | Bonus | Score | Save |
|------|------|------|------|
| STR | +3 | 17 | +5 |
| DEX | +2 | 14 | +4 |
| CON | +2 | 14 | +2 |
| WIS | +1 | 12 | +1 |
| INT | 0 | 10 | 0 |
| CHA | ~1 | 8 | ~1 |

## Combat
| Speed | Initiative | Proficency |
|-------|-----------|-----------|
| 30ft | +2 | +2 |

## Weapons

| Melee Weapon | Attack Bonus | Damage |
|--------------|--------------|--------|
| Greataxe | +5 | d12+3 |

| Ranged Weapon | Attack Bonus | Damage |
|---------------|--------------|--------|
| Longbow | +6 | d8+2 |

**Range (S/M/L):** 150 / 600    **Ammo Total:** 24    **Used:** ☐☐☐ ☐☐☐ ☐☐☐

## SKILLS
+5 Athletics
+1 Intimidate
+2 Nature
+3 Perception
+4 Stealth

## Special Abilities & Spells

**Favored Enemy (Monstrosities):** Gain advantage tracking or recalling information on enemy type.

**Natural Explorer (Mountains):** Double proficiency bonus on all checks about chosen terrain.

**Spells (2/day):**
*Hunter's Mark:* Mark target, gaining 1d6 on damage. If target expires, can shift mark as bonus action.
*Fog Cloud:* 20ft radius cloud apears, obscuring vision.

**Darkvision:** Can see in darkness up to 60ft.

**Relentless Endurance:** Once per long rest, if reduced to 0 hp but not dead, drop to just 1 hp instead.

**Savage Attacks:** Add another roll of the die upon a critical hit in melee.

## Treasure
| cp 8 | sp 51 | gp 13 |
|------|-------|-------|
| ep | pp | gems |

### Other Gear
Explorer's Pack
Bear trap
Deformed bear skull

| Name | Occupation | Alignment |
|---|---|---|
| Boris the Red Thunder | Hitter of Stuff | Chaotic Good |

| Player Name | Race | Class |
|---|---|---|
| | Human | Unchained Barbarian |

**Hit Die:** d12
**Max HP:** 24
**Current:** 
### Hit Points

**AC:** 17 (15)

| +6 | +1 | | |
|---|---|---|---|
| Armor | Shield | Agility | Other |
| | | +1 | |

**Armor Worn:** Breastplate

**Level:** 2
**XP:**
**Age:** 21

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

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

**CMD:** 17

### Weapons

| Melee Weapon | Attack Bonus | Damage |
|---|---|---|
| Masterwork Lucerne Hammer (10ft reach) | +7 +9 | 1d12+6 +8 |

| Ranged Weapon | Attack Bonus | Damage |
|---|---|---|
| Pilum (can be used as a shorter spear) | +3 | 1d8+4 +6 |

**Range (S/M/L):** 20 / 40 / 60
**Ammo Total:** 5
**Used:**

### Combat

| Speed | Initiative | Check Penalty |
|---|---|---|
| 30ft | +1 | -4 |

| CMB | Attack Bonus | Crit Range |
|---|---|---|
| +6 +8 | +2 | 20 |

### Special Abilities & Spells

☐☐☐☐
☐☐☐☐ **Rage:** As a free action, can enter a rage, gaining a +2 bonus on melee attacks and damage, thrown damage, and will saves, getting one extra attack of opportunity, losing -2AC. Leaving rage causes fatigue. Eight rounds a day.

**Power Attack:** Can take -1 on melee attack to gain +3 damage.

**Cleave:** Can opt to cleave, losing -2AC; if you hit your first target, can attack a second target adjacent to the first.

**Alchemical Items:**

☐☐ **Alchemist's Fire:** Thrown flask deals 1d6 fire damage
☐☐ and 1d6 burn next round, plus 1 damage in a 5ft radius.

☐ **Tanglefoot Bag:** Thrown bag makes a ranged touch attack,
☐ entangling (-2 attack, -4 Dex) target, who must make a DC15 Reflex save or be stuck. Stuck targets need DC17 Strength check to break free.

☐ **Thunderstone:** Thrown stone makes a loud bang, deafening
☐ all creatures within 10ft for an hour. DC15 Fortitude negates.

### SKILLS

+6 Acrobatics
+9 Climb
+5 Intimidate
+5 Perception
+4 Survival

### Treasure

| cp | sp | gp |
|---|---|---|

Other ☐☐☐ **3xPotion of Cure Light Wounds** Heals 1d8+1 hit points
☐☐☐ **3xOils of Magic Weapon** Oil gives +1 magical enhancement to a weapon.

### Motto
"EVIL BEWARE THE RED THUNDER'S GAZE! SMASH FOR VINDICATION!"

# Boris the Red Thunder
Name

## Hitter of Stuff
Occupation

### Human
Race

## Chaotic Good
Alignment

### Barbarian
Class

Player Name

| | |
|---|---|
| **2** | |
| Level | XP |

**21**
Age

## Hit Points
| | |
|---|---|
| Hit Die | **d12** |
| Max HP | **23** |

Current

## AC
**17**

| **15** | | **2** | |
|---|---|---|---|
| Armor | Shield | Agility | Other |

### Half Plate
Armor Worn

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

## Combat
| **30** | **+2** | **+2** |
|---|---|---|
| Speed | Initiative | Profiency |

## Weapons

| Twin Warhammers | +5/+5 | d8+3/d8 |
|---|---|---|
| Melee Weapon | Attack Bonus | Damage |

| Handaxes | +5 | d6+3 |
|---|---|---|
| Ranged Weapon | Attack Bonus | Damage |

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

## Special Abilities & Spells

**Rage (2/day):** As a bonus action, enter a rage, gaining advantage on STR checks/saves, +2 added to all melee damage, and resistance to slashing, piercing, and bludgeoning damage.

**Reckless Attack:** Can attack at advantage, but attacks against self gain advantage as well.

**Danger Sense:** Advantage on DEX saving throws against threats you can see.

**Feat:** Two-Weapon Fighting (no disadvantage using non-light weapons two-weapon fighting)

## SKILLS
+5 Athletics
+3 Intimidate
+2 Insight
+4 Accrobatics

## Treasure
| cp 87 | sp 91 | gp |
|---|---|---|
| ep | pp | gems |

### Other Gear
Hide bag
Hemp rope, 100ft
Thieves' tools

# Coldlight Press

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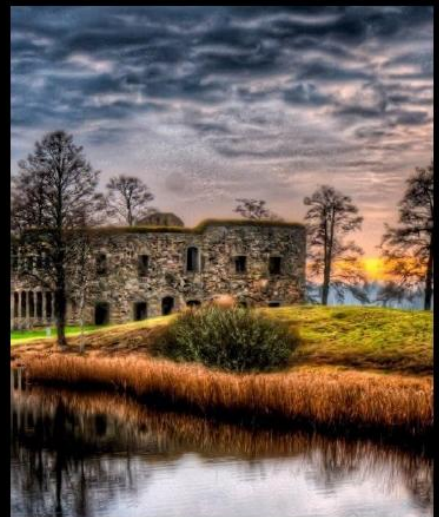## like Night at Fausen's Manor

> 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 one from lingering long. In the lengthening shadows, birdsong seems oddly muted. As the forest clears up ahead, a small manor upon a little pond comes into view. The birds have gone completely still.

**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

K1: Night at Fausen's Manor is a One Session Kit © designed to be all you need for a single night of play, with a dark adventure set in a remote manor and a complete set of printable maps, tokens, pregens, and handouts ideal for a game at the con or at home with your friends.

*"Everything for a night of fun, again, but this time it might be accurate…"*
-Bryce Lynch, Tenfootpole.