

# ONE SESSION KITS©



## K4: March Of The Windmills

An adventure for level 2 characters

Pathfinder/5e compatible with conversion notes for OSR

Ben Gibson

© Ben Gibson 2018  
Coldlight Press

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

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

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

#### GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000. Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

**Pathfinder Roleplaying Game Core Rulebook.** Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

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

### Adventure Introduction

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

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

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

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

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

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

### About ONE SESSION© kits

Sometimes, you just need an instant adventure.

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

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

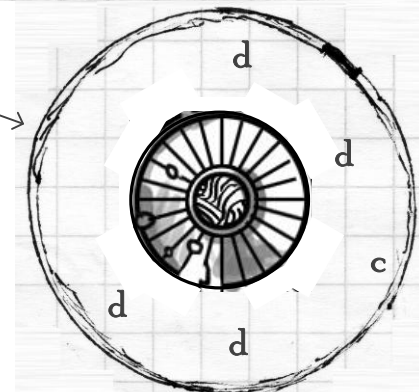
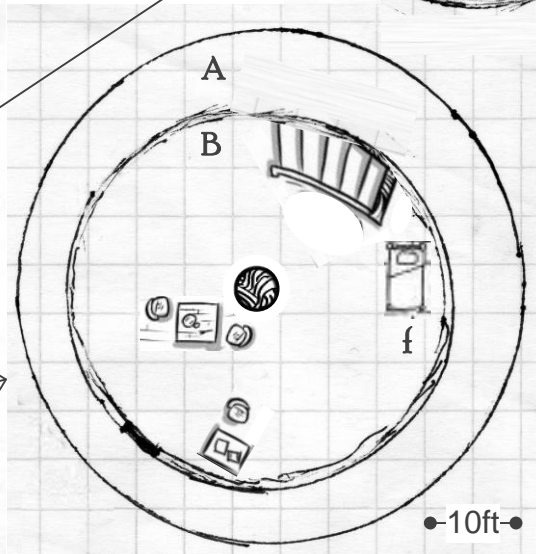
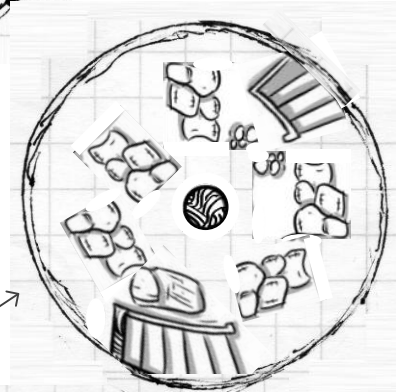
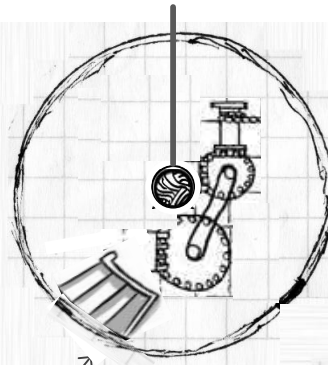
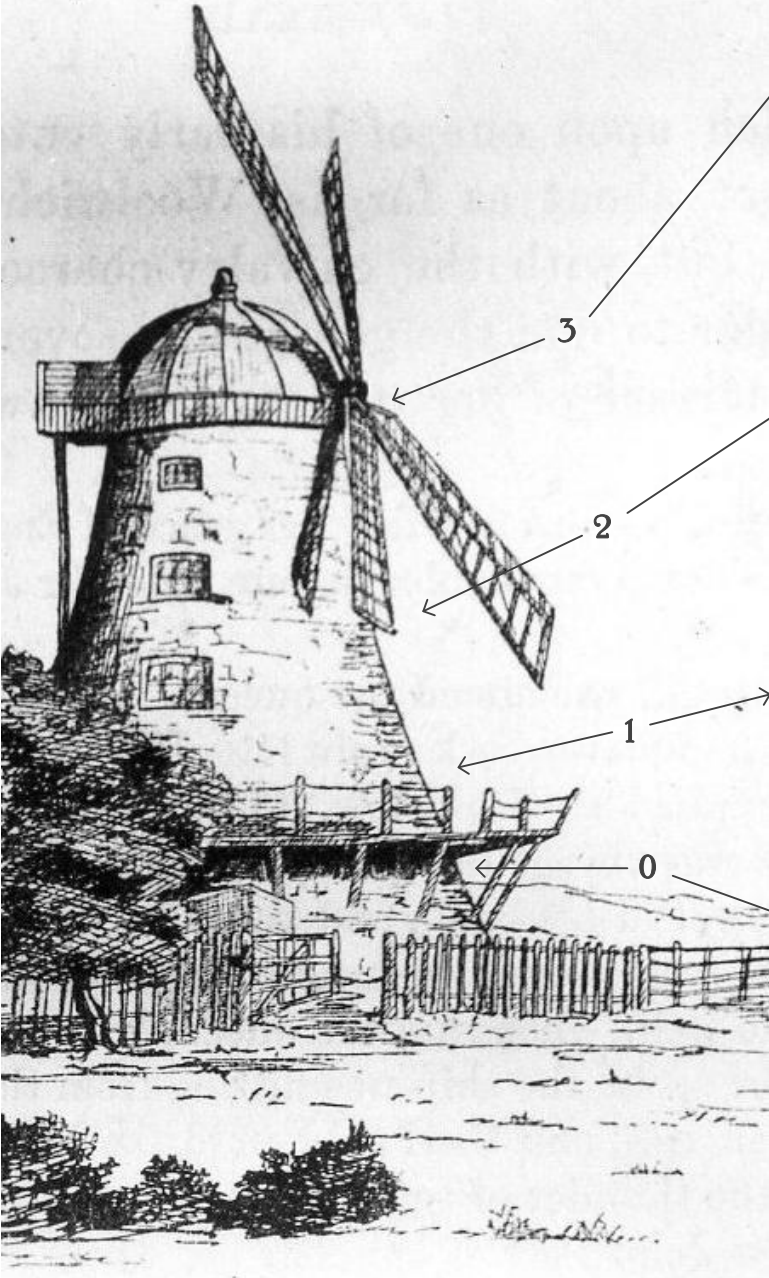
Even if you intend to use your own aids or just run a game entirely theatre-of-mind, Coldlight Press is committed to designing adventures that are easy to run at the table; the game master should never have to have more than two pages open at a time, with everything needed to run the game seen on those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

# A Windmill's Rampage

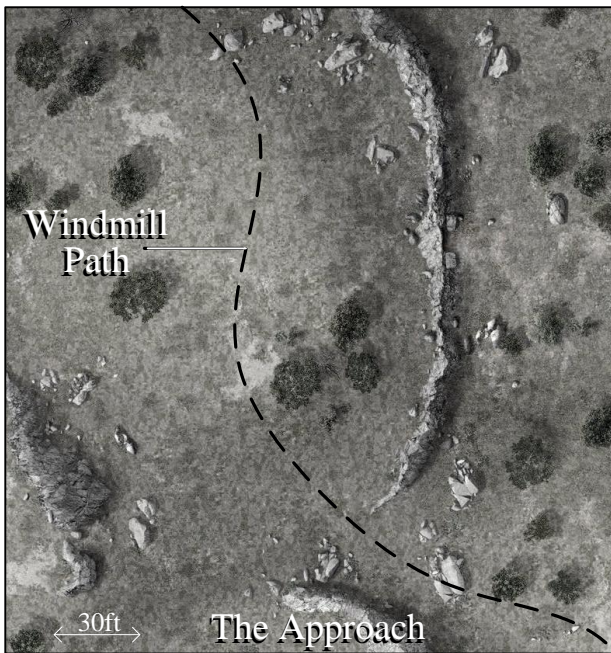
**“Help! Please help! It’s Dolceo, he’s gone mad! My boy, my baby boy... someone must help me, oh the monster!”**

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

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







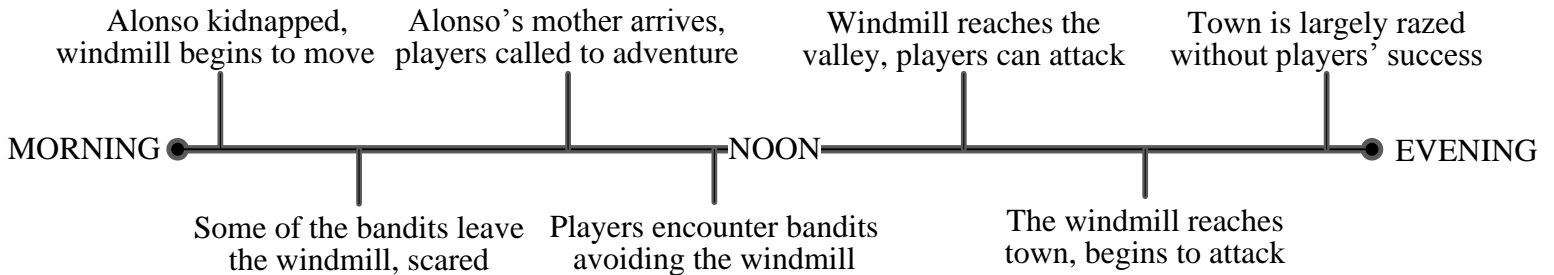
## Traveling to the Mill

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

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

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

### TIMELINE



### Key:

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

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

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

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

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

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

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

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

# Tilting at the Mill

## Fighting Mills

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

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

### Animated Windmill

**Colossal Construct; 20AC, 171hp**  
**Hardness 10, Immune** construct traits  
**Speed** 40ft, clunky (always staggered)  
**Windmill Slam:** +23 (3d8+27, grab)  
**Trample:** (3d8+13, DC 30)

This animated windmill slowly wanders between the local hills, making its careful way towards the town. It prioritizes moving over attacking (staggered) normally, but if attackers do enough damage to it to bypass its hardness then Dolceo, within, will direct it to attack.

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

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

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

## Early seeds

Going beyond the scope of the one-shot, the adventure can be seeded beforehand in a longer campaign. Some suggested seeds:

- The city of Além has a rapacious merchants' guild; the players can witness them defrauding suppliers.
- If there are players interested in magical arts, the *Esoteric Writings* are famous among some circles, and have been rumored to be in the region.
- Subtle inquiries from Dolceo have been sent to the players as he seeks cheap mercenaries.

## Arts of Artifice

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

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

### The *Esoteric Writings of Paulo the Artificer*

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



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

## CONVERSION NOTES, 5e

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

Example quick-converted statblocks:

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

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

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

## CONVERSION NOTES, OSR

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

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

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

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

# Printouts and Aides

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



# Quick Rules Reference

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

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

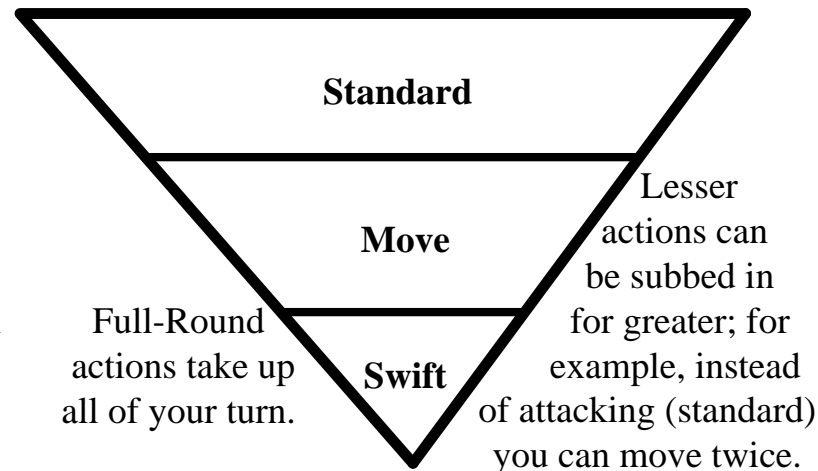
- **Strength:** The character's muscular might; strength is what you use to lift a giant tomato.
- **Dexterity:** The character's agility and fine control; dexterity is used to accurately throw a tomato.
- **Constitution:** The character's toughness and ability to resist damage and disease; constitution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

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

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

- **Standard Actions (5e, action)** are things like casting a spell or making an attack.
  - **Move Actions (5e, move)** are things like moving up to your speed in feet or standing up from prone.
  - **Swift Actions (5e, bonus)** are typically called out as character skills or abilities done quickly.
- Each individual also has a single **reaction**, typically used for things like making an attack of opportunity against an adjacent enemy casting a spell. Finally, some actions are so minor as to be considered free actions, like making a 5-foot step (PF) or reloading a bow (PF, 5e)

## TURN ACTIONS



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

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



30ft

30ft

30ft



Ines Pereira



Joao Escriba



animate gears



animate gears



animate gears



animate gears



Dolceo the Miller



bandit



bandit



bandit



bandit



bandit



Horace Comstock



Sir Come Gaston





Name \_\_\_\_\_ Occupation \_\_\_\_\_ Alignment \_\_\_\_\_

Player Name \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_

Hit Die	<input type="text"/>	<input type="text"/>
Max HP	<input type="text"/>	Current

**Hit Points**

**AC**

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Armor	Shield	Agility	Other

Level \_\_\_\_\_ XP \_\_\_\_\_

Age \_\_\_\_\_

Max Mod. Current Mod.

**STR**

**DEX**

**CON**

**WIS**

**INT**

**CHA**

**Reflex**  Base

**Fortitude**

**Willpower**

**CMD**

**Portrait**

**Weapons**

**PF Sheet**

<input type="text"/>	<input type="text"/>	<input type="text"/>
Melee Weapon	Attack Bonus	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>
Ranged Weapon	Attack Bonus	Damage
<input type="text"/> / <input type="text"/> / <input type="text"/>	Ammo <input type="text"/>	<input type="text"/>
Range (S/M/L)	Total	Used

**Combat**

<input type="text"/>	<input type="text"/>	<input type="text"/>
Speed	Initiative	Check Penalty
<input type="text"/>	<input type="text"/>	<input type="text"/>
CMB	Attack Bonus	Crit Range

**Special Abilities & Spells**

**SKILLS**

**Treasure**

cp	sp	gp
ep	pp	gems
Other		

Name \_\_\_\_\_ Occupation \_\_\_\_\_ Alignment \_\_\_\_\_

Player Name \_\_\_\_\_ Race \_\_\_\_\_ Class \_\_\_\_\_

Hit Die	<input type="text"/>	<input type="text"/>
Max HP	<input type="text"/>	Current

**Hit Points**

**AC**

<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Armor	Shield	Agility	Other

**Armor Worn**

Level \_\_\_\_\_ XP \_\_\_\_\_

Age \_\_\_\_\_

**Portrait**

	Bonus	Score	Save
<b>STR</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Combat**

<input type="text"/>	<input type="text"/>	<input type="text"/>
Speed	Initiative	Proficiency

SUCCESSES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FAILURES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEATH SAVES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5e Sheet

**Weapons**

<input type="text"/>	<input type="text"/>	<input type="text"/>
Melee Weapon	Attack Bonus	Damage
<input type="text"/>	<input type="text"/>	<input type="text"/>
Ranged Weapon	Attack Bonus	Damage
<input type="text"/> / <input type="text"/> / <input type="text"/>	Ammo <input type="text"/>	<input type="text"/>
Range (S/M/L)	Total	Used

**SKILLS**

**Special Abilities & Spells**

**Treasure**

cp	sp	gp
ep	pp	gems

**Other Gear**

**Horace Comstock**

Name

**Mercenary**

Occupation

**Lawful Neutral**

Alignment

**Human**

Race

**Gunslinger (Pistolero)**

Class

Player Name

Hit Die **d10**

Max HP **20**

Hit Points

Current

**19**

AC

**4** **4** **1**

Armor Shield Agility Other

**Chain Shirt**

Armor Worn

**2**

Level XP

**34**

Age

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

**+7** Reflex **3**

**+4** Fortitude **3**

**+3** Willpower **0**

**CMD**

**16**



**Weapons**

<b>Dagger</b> Melee Weapon	<b>+2</b> Attack Bonus	<b>1d4</b> Damage
<b>Double-barreled Pistol</b> Ranged Weapon	<b>+6</b> Attack Bonus	<b>1d8</b> <b>1-2</b> Damage Misfire
<b>Dragon Pistol</b> Ranged Weapon	<b>+6</b> Attack Bonus	<b>1d6</b> <b>1-2</b> Damage Misfire

20 / 40 / 60 Ammo Total Used

20 (cone) Ammo Total Used

**Combat**

**30ft** Speed

**+4** Initiative

**-2** Check Penalty

**+2** CMB

**+2** Attack Bonus

**20/x4** Crit Range

**SKILLS**

Acrobatics +9

Climb +4

Heal +7

Knowledge (engineering) +5

Knowledge (local) +5

Perception +8

Ride +8

Sleight of Hand +8

Survival +8

**Special Abilities**

**Feat: Point Blank Shot.** +1 on attack and damage within 30ft.

**Feat: Quick Draw.** Can draw a weapon as a swift action.

**Grit:** Can draw on grit to accomplish deed. Landing a killing blow or a critical hit regains a grit point.

**Up Close and Deadly:** Spending a grit point, can make a shot up close and deadly, adding 1d6 to damage. If the shot misses, still graze the target for half.

**Quick Clear:** If at least one grit point remains, can fix a gun broken from a misfire as a standard action, or a move action by spending the point.

**Gunslinger's Dodge:** Can spend a grit point as a reaction to being targetted by a ranged attack to add +2AC by sidestepping, or +4AC by dropping prone.

**Double Shot:** Can shoot with both barrels, both rolls at -4 to hit.

**Treasure**

gp **76** sp **1** cp **34**

Other

**Brace of Pistols:**

**3 double-barreled pistols**

**2 dragon pistols**

**Powder horn**

**28 bullets, 16 pellet loads**

**Bullet-making kit**



# Horace Comstock

Name

# Hired Bowman

Occupation

# Lawful Neutral

Alignment

Player Name

# Human

Race

# Ranger

Class

Hit Die **d10**

Max HP **20** Current

Hit Points

**15**

AC

**12** **3**

Armor Shield Agility Other

**Studded Leather**

Armor Worn

**2** **41**

Level XP Age

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

**Combat**

**30ft** **+3** **+2**

Speed Initiative Proficiency

SUCCESSES

FAILURES

DEATH SAVES



## Weapons

<b>Short Swords (x2)</b> Melee Weapon	<b>+5</b> Attack Bonus	<b>1d6+3</b> Damage
<b>Heavy Crossbow</b> Ranged Weapon	<b>+7</b> Attack Bonus	<b>1d10+3</b> Damage
<b>100 / 400</b> Range (S/M/L)	<b>24</b> Ammo Total	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### SKILLS

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

### Special Abilities & Spells

**Sharpshooter:** Ignore disadvantage at range, ignore half and three-quarters cover, and can take -5 on attack to gain +10 damage if it hits.

**Combat Style:** Archery

**Favored Enemy;** humans, orcs: Advantage on tracking and information checks with favored enemies.

**Natural Explorer;** grassland: doubled proficiency on checks related to your terrain, and never get lost there.

**Spells 2/day**

**Animal Friendship:** Charm a beast. DC12 WIS negates.

**Hunter's Mark:** Mark a target, gaining advantage on tracking rolls and getting +1d6 on all damage rolls.

### Treasure

cp sp gp

### Other Gear

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



# Sir Côme Gaston

Name

# Charmer/Hero

Occupation

# Lawful Neutral

Alignment

# Human

Race

# Cavalier

Class

Player Name

Hit Die	d10	Current
Max HP	22	Hit Points

AC	20
----	----

Armor	8	Shield	2	Agility		Other	
-------	---	--------	---	---------	--	-------	--

Armor Worn	Half Plate
------------	------------

Class	2	Level		XP	
Age	32				

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

Reflex	0	Base	0
Fortitude	+5		3
Willpower	-1		0
CMD	16		



## Weapons

Lance (doubled charge)	+6	1d8+4
Melee Weapon	Attack Bonus	Damage
Longsword	+6	1d8+4
Melee Weapon	Attack Bonus	Damage
Composite Shortbow	+2	1d6+4
Ranged Weapon	Attack Bonus	Damage
60 / 120 / 180	Ammo	24
Range (S/M/L)	Total	Used

## Combat

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

## SKILLS

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

## Special Abilities

**Power Attack:** Take -1 to attacks to get +2 damage.  
**Mounted Combat:** If hit while mounted, can make a ride check to avoid the hit once per round.  
**Tactician:** Can share Shake it Off (Feat) with all allies as a standard action for 4 rounds, gaining +1 on saves for all allies within 30ft who have the feat.  
**Glorious Challenge:** 1/day can challenge a target, gaining +1 attack and +2 damage but taking -2 AC. If challenge target dies, can issue another and gain +2 more damage and -2 AC less each time.  
**Mount:** Lefu the Horse (Large animal)  
 Speed 50ft, AC 17, HP 26, Fort +5, Ref +4, Will +1  
 Attacks: Bite +6 (1d4+3), 2 Hooves +1 (1d6+1)  
 Perception +6 (scent) Feat: Power Attack, Tough

## Treasure

gp 2      sp 121      cp 3

Other

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



# Sir Gavalious

Name

# Errant Knight

Occupation

# Neutral Good

Alignment

Player Name

# Human

Race

# Paladin

Class

Hit Die **d10**

Max HP **20**  Current

Hit Points

18

AC

15	2	1	
Armor	Shield	Agility	Other

Half Plate

Armor Worn

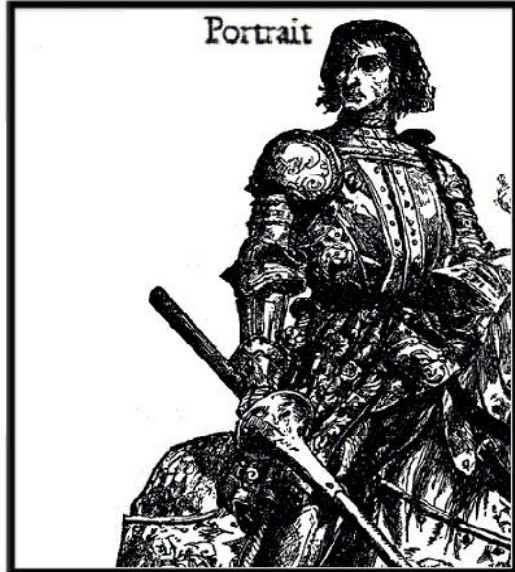
Level **2**  XP

Age **34**

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

Combat

30ft	+1	+2
Speed	Initiative	Proficiency



DEATH SAVES

SUCSESSES

FAILURES

## Weapons

<b>Longsword</b>	+5	1d8+5
Melee Weapon	Attack Bonus	Damage
<b>Javelin</b>	+5	1d6+5
Ranged Weapon	Attack Bonus	Damage
20 / 60	Ammo Total <b>3</b>	Used
Range (S/M/L)		

**SKILLS**

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

**Special Abilities & Spells**

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

**Spells (2/day):**

**Bless:** For up to a minute, up to three chosen targets add 1d4 to attack rolls and saves.

**Shield of Faith:** A shield surrounds the chosen target for up to 10 minutes, adding +2AC.

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

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

**Treasure**

cp 15      sp 3      gp 42

**Other Gear**

**Coin Purse**

**Dagger**

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



# Ines Pereira

Name

# Healer

Occupation

# Neutral

Alignment

# Human

Race

# Witch

Class

Player Name

Hit Die **d6**

Max HP **14**

Current

Hit Points

**13**

AC

**1** **1** **1**

Armor Shield Agility Other

**Linen Dress**

Armor Worn

**2**

Level XP

**51**

Age

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

Base

**1** Reflex **0**

**1** Fortitude **0**

**4** Willpower **3**

CMD

**12**



## Weapons

**Light Crossbow**

Ranged Weapon

**+2** **1d8**

Attack Bonus Damage

**80 / 160 / 240** Ammo **24**

Range (S/M/L) Total Used

Combat

**30ft** **+1** **0**

Speed Initiative Check Penalty

**-1** **+1** **19-20**

CMB Attack Bonus Crit Range

## Special Abilities & Spells

**Hex (at will, supernatural):** Each hex once per target per day.

**Fortune:** Grant a creature within 30ft with luck for a round. Target can call on this once per round, rerolling a check, attack, or save, deciding before rolling.

**Misfortune:** Target must roll twice and take the worse result on checks, saves, and attacks for 1 round. DC16 Will negates

**Healing:** Target gets 1d8+2 healing.

**Cackle:** As a move action cackle, extending the hexes effecting all targets by one more round.

**Cantrips (at will):**

**Detect Magic:** Can detect magical auras in a 60ft cone.

**Read Magic:** Can read magical scrolls.

**Mending:** Can repair damaged items (1d4) in 10 minutes.

**Daze:** Cloud the mind of a humanoid under 5HD. DC15 Will.

**Spells (once each):**

**Burning Hands:** 2d4 fire damage in a 15ft cone. DC16 Reflex.

**Enlarge Person:** Person becomes Large, gaining +2 Strength, gaining reach and more weapon damage, -2 Dexterity, and -1 to hit and AC. Lasts for 2 minutes.

**Sleep:** Up to 4HD of creatures within a 10ft radius put to sleep for 2 minutes. DC16 Will.

## SKILLS

**Craft (Alchemy) +10**

**Heal +6**

**Intimidate +5**

**Knowledge (arcana) +10**

**Knowledge (nature) +10**

**Spellcraft +10**

**Use Magic Device +5**

## Treasure

gp **112** sp **21** cp **6**

Other

**Potion of Cure Light Wounds (1d8+1)**

**Scroll of Obscuring Mist (30ft radius)**

**Scroll of Silent Image (DC16 Will)**

**Scroll of Chill Touch (1d6 damage and 1 strength drain, can use twice)**

**Wand of Touch of Fatigue (11 charges, touch attack, lasts 2 rounds)**

**Familiar:**

**Gormly the Finch**

**40 fly, AC14, 7HP, Alert (+5 Perception)**



# Ines Pereira

Name

# Healer

Occupation

# Neutral

Alignment

Player Name

# Human

Race

# Sorcerer (Divine Soul)

Class

Hit Die	d6	Current
Max HP	14	Hit Points

12	AC
----	----

Armor	Shield	2	Agility	Other
-------	--------	---	---------	-------

Dress	Armor Worn
-------	------------

2	Level	XP
51	Age	



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

Combat		
30	+2	+2
Speed	Initiative	Proficiency

SUCCESSES	● ● ● ●
FAILURES	● ● ● ●
DEATH SAVES	

## Weapons

<b>Dagger</b>	+1	1d4-1
Melee Weapon	Attack Bonus	Damage
<b>Light Crossbow</b>	+4	1d8
Ranged Weapon	Attack Bonus	Damage
80 / 360	Ammo	24
Range (S/M/L)	Total	Used

## SKILLS

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

## Special Abilities & Spells

### Cantrips (at will):

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

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

**Message:** Whispered conversation up to 120ft away.

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

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

### Spells (4 slots per day):

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

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

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

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

## Treasure

cp 212      sp 32      gp 2

### Other Gear

**Scroll of Color Spray:** Blind creatures in a 15ft cone, up to 6d10 hit points.  
**Scroll of False Life:** Gain 1d4+4 temporary hit points.



**João Escriba**

Name

**Assistant**

Occupation

**Neutral**

Alignment

Player Name

**Human**

Race

**Alchemist (Chirurgeon)**

Class

Hit Die	d8	
Max HP	16	Current
Hit Points		

AC	17
----	----

4		3	
Armor	Shield	Agility	Other

Chain Shirt
Armor Worn

2		
Level		XP
17		
Age		



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

+6	Reflex	3
+4	Fortitude	3
-2	Willpower	0
CMD		
15		

**Weapons**

<b>Dagger</b>	+4	1d4+1
Melee Weapon	Attack Bonus	Damage
<b>Bomb</b>	+4	1d6+4
Ranged Weapon	Attack Bonus	Damage
20 / 40 / 60	Ammo	6
Range (S/M/L)	Total	Used

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

**SKILLS**

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

**Special Abilities & Spells**

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

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

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

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

**Formula List:**

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

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

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

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

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

**Shield:** Gain +4AC for 2 minutes.

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

**Treasure**

gp	sp	gp
ep	pp	gems
Other		

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

# Gunni Smirt

Name

# Windmaster

Occupation

# Neutral Good

Alignment

Player Name

# Gnome

Race

# Sorcerer

Class

Hit Die	<b>d6</b>	Current
Max HP	<b>14</b>	Hit Points

<b>15</b>
AC

<b>13</b>		<b>2</b>	
Armor	Shield	Agility	Other

<b>Heritage Scale</b>
Armor Worn

<b>2</b>	Level	XP
<b>93</b>	Age	

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

Combat		
<b>25</b>	<b>+2</b>	<b>+2</b>
Speed	Initiative	Proficiency

SUCCESSSES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FAILURES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEATH SAVES			



## Weapons

<b>Dagger</b>	<b>+4</b>	<b>d4+2</b>
Melee Weapon	Attack Bonus	Damage
<b>Light Crossbow</b>	<b>+4</b>	<b>d8+2</b>
Ranged Weapon	Attack Bonus	Damage
<b>80 / 320</b>	Ammo <b>24</b>	<input type="checkbox"/>
Range (S/M/L)	Total	Used

SKILLS
<b>+4 Arcana</b>
<b>+4 Deception</b>
<b>+4 Persuasion</b>
<b>+4 Stealth</b>

## Special Abilities & Spells

**Cantripts:**

*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.

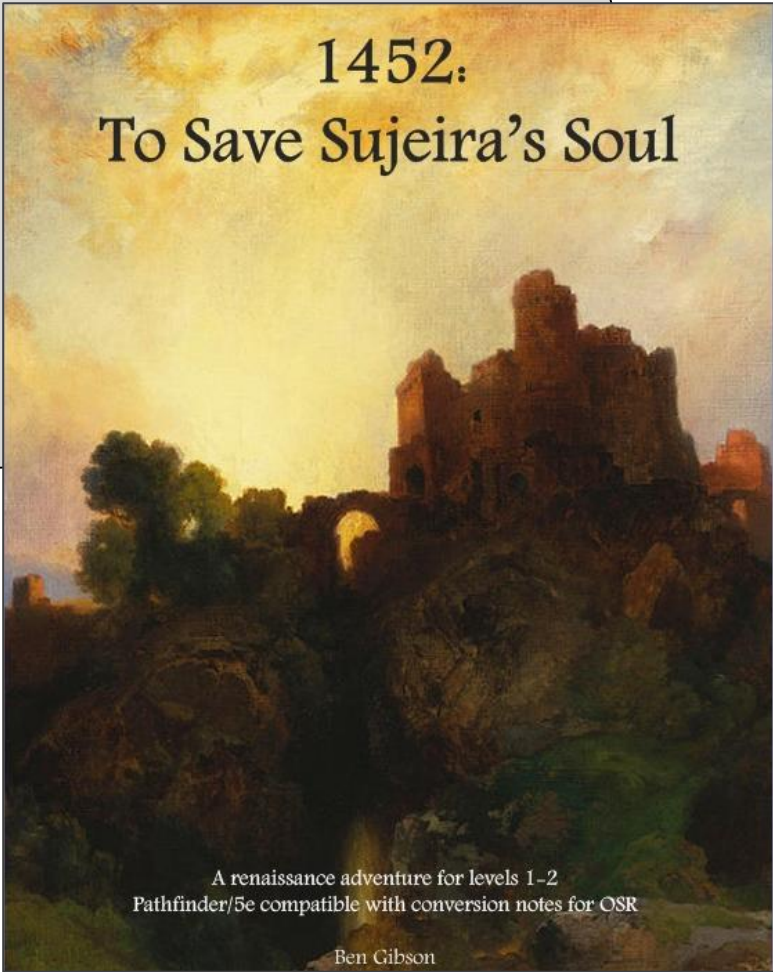
Treasure		
cp <b>111</b>	sp <b>11</b>	gp <b>22</b>
ep	pp	gems
Other Gear		
Scroll of Sleep (5d8 hp put to sleep in 20ft radius)		
Bronze claw (arcane focus)		



# Coldlight Press

**Enjoy what you've read?  
Try some of our other products,  
like Saving Sujeira's Soul**

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



## 1452: To Save Sujeira's Soul

1452: Saving Sujeira's Soul is an adventure set in an alternate magical Earth during the year 1452. In the dusty little town of Sujeira deep in rural Portugal, the local witch has disappeared. What begins as a simple search for the missing woman turns to a race for a holy relic of incredible power that in turn leads to an otherworldly realm where a dark power stirs, hungry for the village's souls.

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

Ben Gibson

