ONE SESSION KITS©

K3: TO BRING DOWN THE SKY

An adventure for level 4 characters
Pathfinder/5e compatible with conversion notes for OSR

Ben Gibson
With maps by Dyson Logos

The overcast sky and dusty road are working in concert to make for a truly dismal day. It's almost a relief to hear something out of the ordinary, like a wailing cry of panic and a harsh, coughing roar. Looking up to the clouds, a thin human figure hurtles down, chased by a savage beast with reptilian wings. But looking up past the two is an even stranger sight...three mighty isles loom out of clouds, impossible and yet somehow real.

Adventure Introduction

To Bring Down the Sky is a site-base adventure built for characters of 4th level, where the players roam three small islands in the sky formerly owned by powerful wizard, Gerlia of the Winds. As the players travel they are witness to a wyvern savaging the wizard's apprentice as he falls. Either talking to the apprentice Hugo or looting his corpse brings the players up to the sky. The islands there are slowly coming down, panicking the servants of the wizard as her machines and former allies run rampant.

If the players want to get down from the sky islands safely, they will need to recharge the artifact that has come into their possession, the *Sky Feather*. To do so, they will first have to uncover the secrets of the islands and how to unlock the full powers of the artifact. However, while they explore the falling isles the players must not only dodge the Wizard Gerlia's traps and constructs and an angry pack of wyverns, but also deal with the emergence of one of Gerlia's worst enemies, the two-headed ogre sorcerer Pogwog, who has long been trapped in a horrifying state of unreality.

Pogwog the Quantum Ogre will offer the players advice on how to empower the Sky Feather while keeping back the fact that each time the players drain energies from the sky islands' arcane machinery the isles further destabilize and Pogwog himself comes closer to freedom. Upon fully charging the Sky Feather the mad ogre breaks free and will attempt to slay the players for the artifact. This final battle takes place while the land beneath everyone's feet begins to shred to bits and fall to the ground.

Although designed as a one-shot this adventure is setting-agnostic and can be added to almost any campaign in the midpoint of some travel. Granting the players a powerful artifact that allows party-wide flight can open up the world, and rather than make the hook coincidental the sky isles can be used as a foreshadowed place within the world specifically sought out as the Sky Feather's location.

Regardless of the outcome of the final battle the islands' break-up should be a spectacular set-piece at the end of the session, as glowing crystals shatter out of the ground and players desperately attempt to survive their downfall. The last few servants of the wizard will seek rescue from the players as everything falls, giving the party a chance for heroism.

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.

The Sky Islands

The adventure begins with the players in cavalcade on a cloudy day when Hugo the apprentice makes his appearance, hurtling down to the earth holding on to the Sky Feather while a brutal **wyvern** toys with him. The players are to be put into initiative order immediately; Hugo is 240ft up and descends at a rate of 60ft per round. The wyvern will just seek to sting the apprentice at first but if the players challenge it the wyvern will turn to hunt the players with swift flyby attacks at first, only landing to full attack if it is confident of killing one. The wyvern will seek to flee at 20% health, leaving to warn the pack. Hugo, if he survives, begs the players' aid with his master's realm, currently falling from the sky and overrun by his enemies. With the Sky Feather, players are transported to the entry hole in the sky...

> **Wyvern:**
> **7HD Dragon 19AC, 72hp**
> **20ft move, 60ft fly** (poor, +5 Fly)
> **sting tail +10 (1d6+4 plus poison)**
> **bite +10 (2d6+4 plus grab)**
> **2 wings +5 (1d6+2)**
> **Special: rake (2 talons +10, 1d6+4)**
> **Poison: Fortitude DC17, 1d4 Con**
> **Flyby Attack:** Can make standard attack in the middle of a move.

> **The Sky Feather:**
> This pinion feather from a phoenix is enchanted; a single creature holding on to it can fall from any height taking no more damage than a 10ft fall. Fully charged, it can cast mass *Air Walk*.

—100ft—

E.2

E.1

A

Farm Isle

B

C

E

Entry Hole

D

Main Isle

F

G

E.3

F

I.3

I.2

I.1

I

H

Least Isle

E.4

G.2

G.1
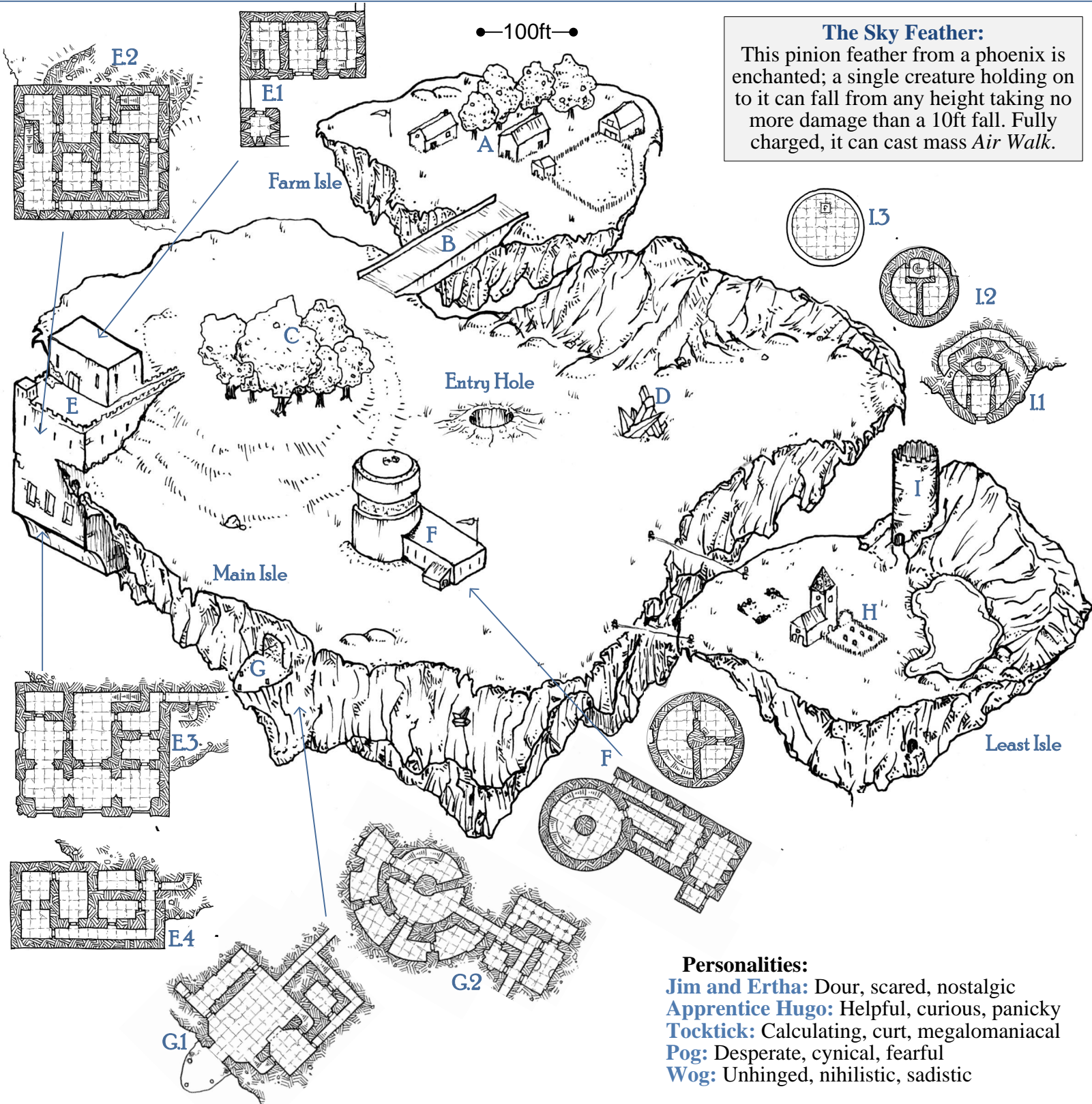
Personalities:
Jim and Ertha: Dour, scared, nostalgic
Apprentice Hugo: Helpful, curious, panicky
Tocktick: Calculating, curt, megalomaniacal
Pog: Desperate, cynical, fearful
Wog: Unhinged, nihilistic, sadistic

Disk Swarm:
Swarm (tiny); 18AC, 18hp
hardness 5. 30ft fly (perfect, +8 fly)
swarm (2d6)
This swarm of magically animated disks bashes intruders without the command words "Tali bless you."

Clockwork Servant:
Medium Construct; 15AC, 12hp
Hardness 5
slam: +4 (1d6+4)

Tocktick, Clockwork Familiar
Tiny Construct; 18AC, 33hp
DR5/adamantine, Resist 10 cold, fire
Slam: +9 (1d3+1d6 electric)
Cantrips:
Detect Magic: Can see magic in 30ft
Mending: Repairs object 1d4 hp
Scrolls (treasure and cast):
Make Whole: Repairs object 5d6 hp
Control Construct: Can control a construct or disk swarm once.
Admonishing Ray: Two rays of nonlethal force, 30ft range, 4d6 each.
Stoneskin: Gain DR10/adamantine.

Pogwog, the Quantum Ogre
Sorcerer 4; 14AC 98hp
+1 scythe (medium): +9 (1d6+3)
wand of acid splash: +5 (1d4+1)
2nd level spells (3/day):
Mirror Image: Creates 1d4+1 decoy duplicates of self.
Create Pit: A 20ft deep, 10ft wide interdimensional pit forms, DC16 Reflex to avoid. Lasts 4 rounds.
1st level spells (5/day):
Glue Seal: 5ft square or one object. DC15 Reflex or become stuck.
Shield: +4 AC for 4 minutes.
Quantum Escape: React to an attack by phasing, gaining DR10/-
Supernatural Ability:
Displacement: As a swift action, Pogwog can set himself up to displace into one of three locations, which show as shimmering ghostly images. A swift action teleports to an image.
Two headed:
Pog and Wog, the two heads of the ogre, each get an initiative count.

Hugo, Lost Apprentice
Wizard 2; 12AC, 18hp (9 temporary)
Ray of Frost: +3 (1d3 cold)
1st level spells:
Burning Hands: 15ft cone does 2d4 fire damage. DC12 Reflex halves.
Magic Missile: Missile does 14+1 force damage.
False Life: Already cast*
Cantrips:
Read Magic: Can read magic scrolls
Mage Hand: Telekinetic hand

Key:

Farm Isle: This isle is reached by the bridge, but is drifting slowly away.
A. The Farm -This is the most stable of the isles, occupied by the kindly old halfling couple, Jim and Ertha Kneebles. They're barricaded within their farmhouse as **two wyverns** sleep in the barn, gorged on four cows. A terrified and adorable calf, Bessie, hides in the corner. The Kneebles won't want to leave without Bessie.
B. Bridge -The stone bridge here is windy and cracking. Within half an hour of the players' arrival the bridge begins to fall, leading to the farm island spinning away.
Main Isle: This isle is slowly descending through the clouds, taking the others down with it. Clouds cover the place (as *fog cloud*) for a few minutes each hour.
C. Copse of Trees -This peaceful little copse of thick trees protects from large flyers like wyverns, the only such safe place outdoors.
D. Levitation Crystals -Erupting from the ground, these crystals hold up the isles, and are pulsing in slow time. The Sky Feather will take energy from the crystals to become empowered, but once it draws it in the isles will begin regular shaking.
E. Gerlia's Keep -This big stone keep was the main residence of the Skymage.
 E1. Entry -The little gatehouse is wrecked. The door is locked with a good-quality lock and the entryway is empty. Two malfunctioning **clockwork servants** twitch within the waiting room to the right while a **disk swarm** sits on the stairway.
 E2. Quarters -These tastefully appointed rooms have velvet and silk carpets and tapestries, bulky but worth 2d100gp per room larger than 10ft^2.
 E3. Wrecked Roost -This level is filled with a reptilian stench; a massive pile of shiny loot, covered in wyvern urine, sits in the central room. Most of it is worthless bits of glass and frippery, but searching through pile yields 1,000 gp in various coins and gems. The searcher(s), covered in stink, enrage any wyverns who smell them. Each minute spent in this level, there is a 5% chance a **wyvern** flies in.
 E4. Prison -Each door has an arcane lock that the Sky Feather fits in like a key, and locked within are ghostly captives trapped in quantum states. The captives are human and make ghostly whisper sounds, not understandable. Draining the locks makes each captive disappear with peaceful looks on their faces.
F. Skymage's Watch -This tower here has vivid splashes of blood visible outside of the windows. A **disk swarm** and a hostile **clockwork servant** patrol from door to door. Within the tower itself two **disk swarms** guards the stair, while **Tocktick**, Gerlia's old clockwork familiar, is assisted by two more **clockwork servants** in the upstairs room trying to reconstruct the Skymage's old cloak of featherfall. The familiar knows the command words for the disk swarms.
G. Docks -The Skymage's flying allies and visitors arrived and stayed here.
 G1. Skydock -**Two wyverns** have claimed the main dock as their roost. Three gryphon skeletons lie scattered; a wand of cat's grace (14) lies amidst the bones.
 G2. Quarters -These abandoned guest quarters are echoing and cold. Each room has a 10% chance of containing an active **disk swarm**.
Least Isle: Reaching this island requires climb checks on the ropes, DC varies between 5-15 as this island goes up and down relative to the other two.
H. High Church -This crumbling chapel is at the confluence of a minor ley line. The church is empty, formerly dedicated to Tali, minor god of air. Murals show a dying phoenix shedding a single feather, the Sky Feather, which is then blessed by the god Tali. Texts in the chapel indicate the graveyard is the confluence; planting the Sky Feather will drain the ley line, which stops this isle from floating entirely.
I. Old Tower -This old tower has two paranoid and glitchy **clockwork servants** guarding it's door. The middle level was Hugo's own lab, where two scrolls of infernal healing and a scroll of scorching ray are stowed. A very gravid **wyvern** in the top level working on making herself a nest using two smashed clockwork servants (her eggs worth 1,000gp). Pass to second isle exit is behind secret door.

Venturing in the Sky

Hugo's Request

The poor apprentice Hugo is hapless and desperate. It's been the worst day. First his mistress dies. Then his home begins to fall. Finally, as the sky islands descend to the level of the clouds a rowdy pack of wyverns investigate the strange intrusion into their hunting territory.

If Hugo survives his introduction to the players, he'll implore them to return to the sky isles to rescue the Skymage's servants, Jim and Ertha Kneebles. He'll promise more mercenary characters the impressive magical possessions of the wizard if their rend aid.

If Hugo is slain by the wyvern, upon his corpse along with the Sky Feather there is a hastily scrawled note:
"My mistress, Gerlia of the Winds, has died, and her home is slowly falling. Please use this feather to reach her home and rescue her faithful servants; help yourself to her magics by all means but please help them."
-Hugo, Apprentice to Gerlia

Touching the Sky Feather manifests powerful winds that transport all creatures up to the sky islands; players should be given the map handout as they see all of the three isles. Upon arriving at the Entry Hole the winds dissipate and the players are free to move around. Noisy or colorful displayed out in the open on the isles have a 5% chance of attracting the attention of a wandering wyvern.

Where do we go from here?
As this adventure is designed to be played as a one shot, the players can leave afterward without any lasting repercussions. But if the players wanted further adventures to follow up:
- The Sky Feather is from a fallen phoenix. Now reborn, and the vast fiery bird will hunt down those who possess its lost plumage.
- More subtle than Pogwog, the fallen wizard Geverlosh the Sanguine was also freed from his ethereal entrapment. He's been impressed watching the heroes, and now he wants them to help him plunder other caches of the dead Skymage.
- Hugo isn't very magical, but that may change if he can retrieve the Skymage's backup spellbook, hidden in a vault within the Iron Bank of Cairnvale. As rumors of the Skymage's death spread, however, other parties race to retrieve the fabled book.

Once the Sky Feather is repowered, the levitating energies that hold of the islands together begin to fail. The isles shake and slew as they each begin crumbling; every round standing on the isles requires acrobatics or other justifiable skill checks to maintain balance and not fall prone, with a DC beginning at 5 but incrementing by 1 more per round. After two minutes, the islands shatter.

Charging the Sky Feather

The Sky Feather after transporting the party to the sky isles is completely drained, appearing dull and faded. To empower the Sky Feather the players will need to bring the artifact to several different locations; draining power from each will further destabilize things on the isles but bringing it back to full is the ticket to getting off the isles safely. Four of the potential charges must be drained to re-empower the feather:
- The crystals naturally running through the isles levitate by their nature, and the biggest outcropping (**D**) can be drained for power.
- The bottom level of the keep (**E4**) has the prison locks heavily enchanted; four of them channeled into the Sky Feather will count as one of the power-ups.
- Going to the upper room of the tower (**F**) grants players access to the *cloak of featherfall*. The Sky Feather can be wrapped within the cloak to be further empowered.
- The ley-line alongside the chapel (**H**) can empower the feather if the artifact is buried in the ground.
- Draining <u>three</u> of the four releases **Pogwog**, who assaults the players for the Sky Feather. If he is slain, his corpse twists and warps; bathing Sky Feather in his energetic blood empowers it.

The methods of charging the artifact are not supposed to be hidden from the players. Hugo should know about the methods, if he survives he can guide them. Pogwog, appears as a ghostly specter and will also advise the players, growing more substantial each time they empower the artifact, confusing Hugo, who has never seen the orge. Of the NPCs that the players will meet:

Interaction Map
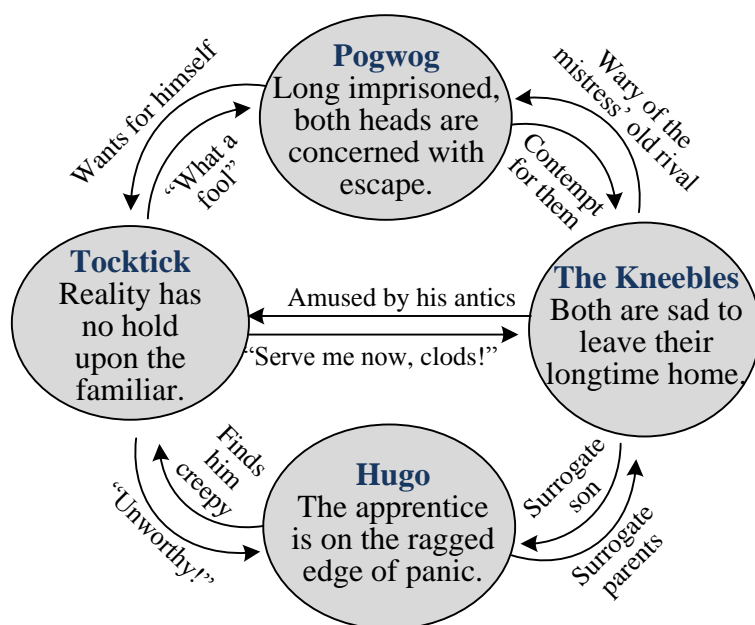
CONVERSION NOTES, 5e

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:

Tocktick, Clockwork Familiar
Tiny Construct; 14AC, 50hp
Resists cold, fire, piercing
Slam: +9 (1d3+1d6 electric)
Cantrips:
Detect Magic: Can see magic in 30ft
Mending: Repairs object 1d4 hp
Scrolls (treasure and cast):
Make Whole: Repairs object 5d8 hp
Control Construct: Control a construct.
Admonishing Ray: Two rays of nonlethal force, 30ft range, 4d8 each.
Stoneskin: Gain resistance to all physical damage.

Wyvern:
7 HD Dragon 16AC, 110hp
20ft move, 60ft fly (poor, +5 Fly)
sting tail +8 (1d6+4 plus poison)
bite +8 (2d6+4 plus grab)
2 wings +5 (1d6+2)
Poison: DC13 CON or poisoned
Flyby Attack: Can make sting or bite attack in the middle of a move.

Clockwork Servant:
Medium Construct; 13AC, 20hp
Resists piercing, cold
slam: +4 (1d6+4)

Pogwog, the Quantum Ogre
Sorcerer 4; 12AC 150hp
scythe (medium)**: +7 (1d6+3)**
wand of acid splash: +7 (1d4+1)
2nd level spells (3/day):
Mirror Image: Creates 1d4 decoy duplicates of self.
Create Pit: A 20ft deep, 10ft wide interdimensional pit forms, DC13 DEX to avoid. Lasts 4 rounds.
1st level spells (5/day):
Glue Seal: 5ft square or one object. DC12 DEX or become stuck.
Shield: +4 AC for 4 minutes.
Quantum Escape: React to an attack by phasing, gaining resistance to physical damage
Supernatural Ability:
Displacement: As a bonus action, Pogwog can set himself up to displace into one of three locations, which show as shimmering ghostly images. A bonus action teleports to an image.
Two headed:
Pog and Wog, the two heads of the ogre, each get an initiative count.

Disk Swarm:
Swarm (tiny); 14AC, 30hp
30ft fly (perfect, +8 fly)
swarm damage (2d6)

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:

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

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

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

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

Pogwog - 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 – pages 11, 13**
- **Character Sheets – pages 15-16**
- **Pre-generated Characters – pages 17-24**

Isles in the Sky

100ft

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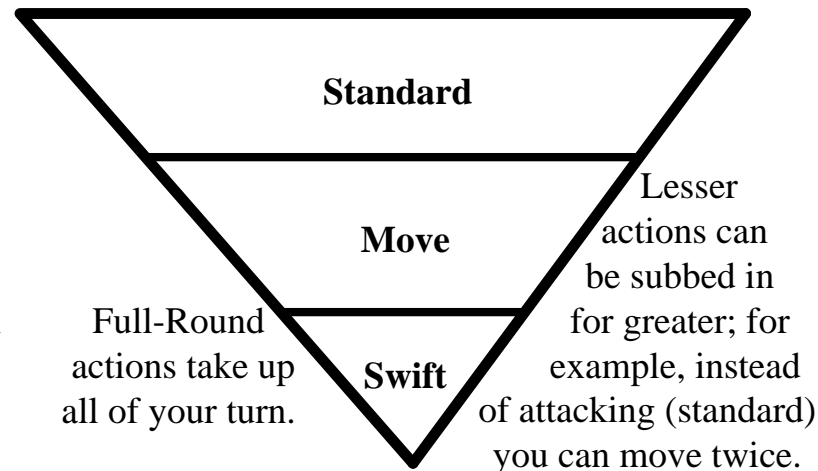
Flanking and Conditions: In combat both sides will maneuver to gain advantage. Although there is no facing in d20 combats when a participant is flanked (enemies on both sides) the flankers gain advantages on their attack rolls to hit the victim. Numerous spells and conditions also impose penalties or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

Tocktick

Hugo

Jim Kneebles

Ertha Kneebles

Clockwork Servant

Clockwork Servant

Clockwork Servant
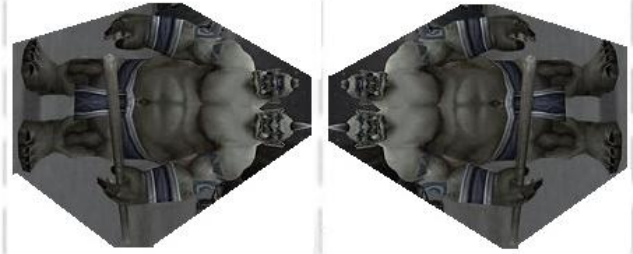
Pogwog

Wyvern

Wyvern
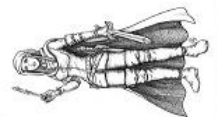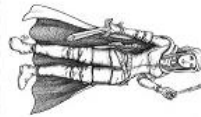
Bianca

Jorge

Han

The Shepherd

20ft
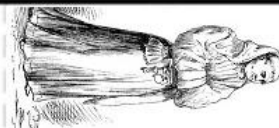
Name _____

Occupation _____

Alignment _____

Player Name _____

Race _____

Class _____

Hit Die		
Max HP		Current

Hit Points

AC

Armor	Shield	Agility	Other

Armor Worn

Level _____   XP _____

Age _____

Portrait

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

Reflex — Base

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 _____

Occupation _____

Alignment _____

Player Name _____

Race _____

Class _____

Hit Points

Hit Die ☐

Max HP ☐

☐ Current

AC

Armor	Shield	Agility	Other
☐	☐	☐	☐

Armor Worn

Level _____ XP _____

Age _____

Portrait

	Bonus	Score	Save
STR	☐	☐	☐
DEX	☐	☐	☐
CON	☐	☐	☐
WIS	☐	☐	☐
INT	☐	☐	☐
CHA	☐	☐	☐

Combat

Speed	Initiative	Profiency
☐	☐	☐

SUCCESSES ◯—◯—◯

FAILURES ◯—◯—◯

DEATH SAVES

5e Sheet

Weapons

Melee Weapon _____

Attack Bonus ☐ Damage ☐

Ranged Weapon _____

Attack Bonus ☐ Damage ☐

Range (S/M/L) ___ / ___ / ___   Ammo ☐ Total ___

Used ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

Special Abilities & Spells

SKILLS

Treasure

cp ___ sp ___ gp ___

ep ___ pp ___ gems ___

Other Gear

Bianca Wellsong
Name

Folk Hero (self appointed)
Occupation

Chaotic Good
Alignment

Player Name

Halfling
Race

Bard
Class

Hit Die	d8		
Max HP	29	Current	

Hit Points

18
AC

4	4	
Armor	Shield	Agility	Other

Chain Shirt
Armor Worn

4
Level

XP

29
Age

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

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

CMD
15

Weapons

		Attack Bonus	Damage
+1 Scorpion Whip (10ft)	Melee Weapon	+8	1d3+1
+1 Light Crossbow	Ranged Weapon	+8	1d6+1

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

Combat

30ft	+10	~2
Speed	Initiative	Check Penalty
+2	+3	20
CMB	Attack Bonus	Crit Range

SKILLS

Acrobatics +10
Perform (Comedy) +10 (Bluff, Intimidate)
Perform (Oratory) +10 (Diplomacy, Sense Motive)
Knowledge (all) +2
Perception +6
Stealth +12
Use Magic Device +10

Special Abilities & Spells

Bardic Performance (18/day): Begin, standard action, maintained free.
Countersong: Use perform check to save against sound effects.
Distraction: Use perform check to save against illusion attacks.
Inspire Competence: +2 on a skill check (that makes sense).
Inspire Courage: +1 vs. fear and on attack rolls for all allies.
Fascinate: Two creatures fascinated (DC16 Will). Danger negates.
Cantrips (at will):
Dancing Lights: Makes 4 torchlike lights.
Ghost Sounds: Make illusory sounds at chosen area.
Message: Can hold a silent conversation at a distance with one target.
Prestidigitation: Minor magic cleans, makes faint smells, or small illusions.
Detect/Read Magic: Can detect magic in 60ft, and read scrolls.
Level One Spells (4/day):
Ear-Piercing Scream: Silent scream does 4d6 sonic and dazed. DC15 Will
Hideous Laughter: Laughing, target loses all actions 4 rounds. DC15 Will neg
Vanish: Touched target invisible for 4 rounds.
Cure Light Wounds: Touch heals 1d8+4 hit points.
Level Two Spells (2/day):
Glitterdust: 10ft burst outlines targets and blinds them, DC16 Will negates blind
Silence: Sound negated in a 20ft radius, stopping spellcasting.

Treasure

cp 101	sp 8	gp 92

Other Gear
Scroll of Charm Person: Target humanoid considers you an ally. DC15 Will negates.
Potion of Expeditious Retreat: +30ft speed.

Motto
"Listen a while, and I'll tell you a tale. It's a tale of heroism, of sacrifice, and of glory. Stay to the end, and you'll hear the grand twist...the hero of my tale can be you."

Bianca Wellsong
Name

Folk Hero (self appointed)
Occupation

Chaotic Good
Alignment

Player Name

Halfling
Race

Bard
Class

4
Level

XP

29
Age

Hit Die	d8	
Max HP	27	Current

Hit Points

17
AC

4		3	
Armor	Shield	Agility	Other

Chain Shirt
Armor Worn

	Bonus	Score	Save
STR	-1	8	-1
DEX	+3	16	+5
CON	+1	13	+1
WIS	0	10	0
INT	+1	12	+1
CHA	+4	18	+6

Combat

25	+3	+2
Speed	Initiative	Proficiency

Weapons

Rapier		+5	1d6+3
Melee Weapon		Attack Bonus	Damage

Longbow		+5	1d8+3
Ranged Weapon		Attack Bonus	Damage

80 / 600	Ammo	24	
Range (S/M/L)		Total	Used

Special Abilities & Spells

Lucky: If you roll a 1 on a d20, can reroll once.

☐☐☐☐ **Bardic Inspiration:** Spend a bonus action to inspire ally, granting a d6 to add to any d20 within the next ten minutes. Short rest recharges

Mantle of Inspiration: As a bonus action, spend inspiration to grant allies in 60ft 2d6 temporary HP.

Cantrips (At will):
Dancing Lights: Four candle-like lights maintained.
Mage Hand: Can manipulate up to five pounds with a ghostly hand.
Minor Illusion: Make a silent image or ghostly sound.
Spells (3 level two per day, 4 level one per day, DC14):
Silence (level 2): All is silent in a 20ft radius, verbal spells impossible.
Invisibility (level 2): Target is invisible until it attacks.
Calm Emotions (level 2): 20ft radius people calmed, non-hostile.
Sleep: 5d8 hp of creatures in 20ft radius asleep. 7d8 if cast 2nd level.
Bane: Up to three targets subtract 1d4 to attack rolls and saves.
Heroism: Target gains +4 temporary hp each round, fear immune.
Detect Magic (ritual): Detect magic within 30ft of self.

SKILLS

Persuasion +6
Insight +3
History +3
Stealth +5
Arcana +3

Jack of All Trades: +1 other skills

Treasure

cp 46	sp 102	gp 33

Other Gear
Pan-pipes, zither, mandolin.
Potion of Cure Wounds (1d8+3 hp)
Scroll of Sleep (5d8 hp to sleep, DC13)
Cloak of the Entertainer (1 per long rest, can boost DC of enchantment by 2)

Motto
"Listen a while, and I'll tell you a tale. It's a tale of heroism, of sacrifice, and of glory. Stay to the end, and you'll hear the grand twist...the hero of my tale can be you."

Jorge Withers	Itinerant Philosopher	Neutral Good
Name	Occupation	Alignment

Human
Race

Wizard
Class

Player Name

Hit Die	d6		
Max HP	20	Current	

Hit Points

12
AC

1	1	1	
Armor	Shield	Agility	Other

Silk Armor (Robe)
Armor Worn

4
Level

XP

71
Age

	Max	Mod.	Current	Mod.
STR	6	-2		
DEX	12	+1		
CON	10	0		
WIS	12	+1		
INT	22	+6		
CHA	10	0		

		Base
+2	Reflex	1
+1	Fortitude	1
+5	Willpower	4

CMD
11

Weapons

Staff (masterwork)	+1	1d6-2
Melee Weapon	Attack Bonus	Damage

Acid Splash (touch)	+3	1d3+1
Ranged Weapon	Attack Bonus	Damage

30
Range (S/M/L)

Combat

30	1	0
Speed	Initiative	Check Penalty
0	2	20
CMB	Attack Bonus	Crit Range

SKILLS
+13 Appraise
+13 Craft (Alchemy)
+10 Knowledge (all)
+13 Knowledge (arcana)
+13 Spellcraft
+5 Perception
+10 Linguistics
+5 Sense Motive

Special Abilities & Spells
Shift (9/day): Can teleport 10ft as a swift action; does not provoke.
Arcane Bond: Can use staff 1/day to cast one spell known for free.
Cantrips (at will):
Mage Hand: Telekinetic hand can hold or manipulate up to 5lb.
Read/Detect Magic: Can detect and read magic within 30ft.
Spells:
Grease: Make 10ft square or item slick. DC18 Reflex or fall/drop item.
Mage Armor: +4AC on self for 4hours.
Burning Hands: 4d4 fire damage in a 15ft cone. DC17 Reflex halves.
Enlarge Person: Humanoid target doubles in size 4 minutes, gaining reach, +2 Strength, -2 Dex, -1 AC/attack, increasing weapon dice.
Create Pit: 20ft deep 10x10 extradimensional pit. DC19 Reflex avoids.
Glitterdust: 10ft burst dust outlines and blinds. DC18 Will avoids blind.
Summon Monster I: Summons a monster. Common:
-**Celestial Eagle:** Small, flying (80ft) AC14, HP7, SR5
  Melee: Bite +3 (1d4+2), 2 claws +3 (1d4+2) Smite Evil(1/day) +1 damage
Summon Monster II: Summons a monster or 1d3 SM1.
Summon Monster II: Summons a monster or 1d3 SM1. Common:
-**Celestial Wolf:** Medium, land (40ft) AC14, HP17, SR6
  Melee: Bite +4 (1d6+3) plus trip. Smite Evil (1/day) +2 damage

Summoning is a full-round action, and summons last 6 rounds.

Treasure
cp 5   sp 1   gp 21

Other Gear
Scroll of Shield: +4AC, 4 minutes.
Scroll of Invisibility: Invisible for 4 minutes.

Motto
"The veil between the planes is thin; the enlightened can see through it. In the end, we'll all pass through it as well."

Jorge Withers
Name

ItinerantPhilosopher
Occupation

Neutral Good
Alignment

Human
Race

Wizard
Class

Hit Die	d6		Current
Max HP	22		

Hit Points

AC 12 ^{15}

Armor	Shield	2	
Armor	Shield	Agility	Other

Level 4   XP

Age 71

None
Armor Worn

	Bonus	Score	Save
STR	-1	8	-1
DEX	+2	14	+2
CON	+1	12	+1
WIS	+2	14	+4
INT	+4	18	+6
CHA	0	10	0

Combat

30	+2	+2
Speed	Initiative	Profiency

Weapons

Staff	+1	1d6-1
Melee Weapon	Attack Bonus	Damage

Fire Bolt (cantrip)	+6	1d10
Ranged Weapon	Attack Bonus	Damage

120
Range (S/M/L)

SKILLS
Arcana +6
History +6
Insight +4
Investigation +6

Special Abilities & Spells
Arcane Recovery: Once per day, short rest recovers two levels of spell slots (so 1 level 2 or 2 level 1)
Cantrips (at will):
Mage Hand: Telekinetic hand can hold up to 5lbs.
Message: Can pass a telepathic message within 30ft.
Minor Illusion: Make illusion of sound or small image.
Spells Level 1 (4 slots per day) Save DC14:
Mage Armor: Touch makes AC base 13+dex for 8hr.
Burning Hands: 3d6 damage in a 15cone, DEX halves.
Ice Knife: Attack +6, 1d10 damage. Either way, all within 5ft make DEX save or take 2d6 cold damage.
Fog Cloud: Obscuring cloud 20ft radius in 120ft range.
Spells Level 2 (3 slots per day):
Mirror Image: 3 copies appear that take attacks. 1 min.
Burning Sphere: 5ft sphere, adjoining targets make DEX save or take 2d6 fire. As bonus can move it 30ft.
Gust of Wind: 60x10 blast of wind, STR or be pushed 15 back. Doubles movement cost to move against.
Sculpt Spells: Can exclude allies in your evocation spells.

Treasure

cp	sp	gp

Other Gear
Scroll of Charm Person: Target makes CHA save or is your ally.
Scroll of Spider Climb: Target can climb horizontal or vertical surface.

Motto
"The veil between the planes is thin; the enlightened can see through it. In the end, we'll all pass through it as well."

The Shepherd
Name

Returner of the Sinning
Occupation

Lawful Good
Alignment

Human
Race

Paladin
Class

Player Name

Hit Die	d10			
Max HP	34		Current	

Hit Points

22
AC

+9	+2	+1	
Armor	Shield	Agility	Other

4
Level   XP

34
Age

Full Plate
Armor Worn

Portrait

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

		Base
+4	Reflex	1
+8	Fortitude	4
+7	Willpower	4

CMD
19

Weapons

+1 Longsword		+9	1d8+5
Melee Weapon		Attack Bonus	Damage

+1 Adaptive Longbow		+6	1d8+5
Ranged Weapon		Attack Bonus	Damage

120 / 240 / 360	Ammo	24	⊞⊞⊞ ⊞⊞⊞ ⊞⊞⊞
Range (S/M/L)		Total	Used

Combat

20ft	+1	-6
Speed	Initiative	Check Penalty
+8	+4	19-20
CMB	Attack Bonus	Crit Range

SKILLS
+9 Diplomacy
+7 Heal
+10 Intimidate
+5 Knowledge (Religion)
+6 Sense Motive

Special Abilities & Spells
Detect Evil: Move action to detect evil item or creature in 60ft.
Smite Evil (2/day): As a swift action, can smite an evil target, ignoring DR, gaining +2 attack, +4 damage (+8 vs undead or dragons), and +2AC against the smitten target. Lasts until target dies.
Lay on Hands (6/day): Touch heals 2d6 (swift action on self, standard on others), removes the fatigued condition.
Channel Energy: Burn two uses of *Lay on Hands* to generate a wave of positive energy that heals all within 30ft for 2d6 hit points.
Spell (1/day):
Compel Hostility: Force target to attack you only. DC13 Will negates.
Feats:
Power Attack: Take -2 to attack, gain +4 damage.
Cleave: Take -2 to AC, can hit a second target if first attack is successful.

Treasure

cp 4	sp	gp

Other
Scroll of Bless: +1 attack and saves vs. fear for all nearby allies within 30ft.
Everburning Lantern, hooded
Healer's Kit (20 uses): +2 to Heal checks.

MOTTO
"Come my child, back into the fold. Near me none need fear dangers or weariness... or confusion. Freedom is found within walls."

The Shepherd
Name

Returner of the Sinning
Occupation

Lawful Good
Alignment

Player Name

Human
Race

Paladin
Class

Hit Points

Hit Die	d10	
Max HP	36	Current

4
Level — XP

34
Age

AC
20

18	+2		
Armor	Shield	Agility	Other

Full Plate
Armor Worn

Portrait

	Bonus	Score	Save
STR	+4	18	+4
DEX	–1	8	–1
CON	+2	14	+2
WIS	+1	12	+3
INT	0	10	0
CHA	+2	14	+4

Combat

30ft	0	+2
Speed	Initiative	Profiency

Weapons

Longsword		+6	1d8+6
Melee Weapon		Attack Bonus	Damage

Javelin		+6	1d6+4
Ranged Weapon		Attack Bonus	Damage

20 / 80	Ammo	6					
Range (S/M/L)		Total	Used				

SKILLS

+6 Athletics
+4 Intimidate
+2 Medicine
+4 Persuasion
+2 Religion

Special Abilities & Spells

Oath of Devotion: Can Channel Divinity one per short or long rest:
Turn Undead: Undead within 30ft: DC12 WIS save or flee for 1 minute.
Sacred Weapon: Standard action to add +2 to attacks with the weapon.
☐☐☐☐ ☐☐☐☐☐ **Lay on Hands:** Touch heals from one to maximum
☐☐☐☐ ☐☐☐☐☐ available hitpoints, up to twenty per day.
Spells (3/day):
Sanctuary: Enemies must make DC12 WIS save or cannot attack you.
Bless: Up to 3 targets gain +1d4 to attacks and saving throws. 1 mintue.
Command: Order target within 30ft to do one of: Halt, Approach, Drop,
Flee, Grovel (fall prone). DC12 WIS save negates.
Divine Favor: Weapon gains additional 1d4 radiant damage. 1 minute.
Divine Smite: When hitting a creature, burn a spell slot to add 2d8
radiant damage to that single strike.
Shield Master: As a bonus action if making an attack, can use shield to
shove target; winning opposed Athletics check can drive target back 5ft
or to prone.

Treasure

cp 4	sp	gp

Other

Scroll of Bless: +1d4 to attack and saves for 3 nearby allies within 30ft.
Everburning Lantern, hooded
Healer's Kit (20 uses): +2 to Heal checks.

MOTTO
"Come my child, back into the fold. Near me none need fear dangers or weariness... or confusion. Freedom is found within walls."

Han
Name

_____
Player Name

Balancer of Scales
Occupation

Human
Race

Lawful Neutral
Alignment

Monk (Zen Archer)
Class

4
Level

_____
XP

54
Age

Hit Die	d8	
Max HP	25	Current

Hit Points

17
AC

Armor	Shield	Agility	Other
		+1	+6

Robes
Armor Worn

Portrait

	Max	Mod.	Current	Mod.
STR	14	+2		
DEX	12	+1		
CON	10	0		
WIS	20	+5		
INT	14	+2		
CHA	8	-1		

		Base
+5	Reflex	4
+4	Fortitude	4
+9	Willpower	4

CMD

22

Weapons

Unarmed Strike	+5	1d8+2
Melee Weapon	Attack Bonus	Damage

Masterwork Longbow (2)	+10	1d8+2
Ranged Weapon	Attack Bonus	Damage

120 / 240 / 360	Ammo	40					
Range (S/M/L)		Total	Used				

Combat

40ft	+2	0
Speed	Initiative	Check Penalty
+5	+3	x3
CMB	Attack Bonus	Crit Range

SKILLS
+8 Accrobatics
+9 Climb
+8 Escape Artist
+6 Intimidate
+9 Knowledge (history)
+12 Perception
+10 Sense Motive
+8 Stealth

Special Abilities & Spells

Flurry of Blows: As a full attack the zen archer can shoot twice at -1 for each shot.

Ki Pool: Spend 1 ki point to:
-Add 50ft to your bow's ranged increment
-Make an extra shot during a flurry of blows
-Increase speed by 20ft for a round
-Gain +4 AC dodge bonus for a round

Perfect Strike (4/day): Can roll twice to attack and take the better of the two rolls.

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

Point Blank Master: Bow shots in melee do not provoke.

Precise Shot: Shoot into melee without penalty.

Deadly Aim: Can take -1 to ranged attacks to gain +2 damage.

Far Shot: Only take -1 per extra range increment.

Slowfall: Can slow a fall up to 20ft if touching a wall.

Treasure

cp   sp   gp

50ft of silk rope

MOTTO
"Live life respecting the scales of justice, accepting action unto reaction, life to death, winter to spring. The scales do not respect your acceptance either way."

Han
Name

Servant of the Scales
Occupation

Lawful Neutral
Alignment

Player Name

Human
Race

Monk
Class

4
Level

XP

54
Age

Hit Points

Hit Die	**d8**		Current
Max HP	**31**		

16
AC

10		**4**	**2**
Armor	Shield	Agility	Other

Robes
Armor Worn

	Bonus	Score	Save
STR	-1	8	+1
DEX	+4	18	+6
CON	+2	14	+2
WIS	+2	14	+2
INT	+1	12	+1
CHA	0	10	0

Combat

40ft	**+4**	**+2**
Speed	Initiative	Profiency

Portrait

Weapons

Shortsword		**+6**	**1d6+4**
Melee Weapon		Attack Bonus	Damage

Dart		**+6**	**1d4+4**
Ranged Weapon		Attack Bonus	Damage

20 / 80	Ammo	**6**	☐ ☐ ☐ ☐ ☐
Range (S/M/L)		Total	Used

SKILLS

+6 Accrobatics
+2 History
+4 Insight
+4 Perception
+6 Stealth

Special Abilities & Spells

Lucky: 3/day, you may spend a luck point to roll a second d20 for an attack, save, or check, or force disadvantage.

Martial Arts: As a bonus action, can make an unarmed strike (1d4) when making an attack.

Ki Pool: 4/day, you may spend a ki point to do one of:
-**Flurry of Blows:** Make two unarmed strikes after an attack.
-**Patient Defense:** Can take Dodge action as bonus action.
-**Step of Wind:** Can Dash or Disengage as a bonus action.

Deflect Missiles: As a reaction, can deflect a missile aimed at self, reducing damage by 1d10+8; if damage is 0 the missile is caught and can be thrown back for 1 ki point.

Tradition of Tranquility:
Can cast Sanctuary on self; foes must make a DC12 WIS save to be able to attack. Last 8 hours, 1 minute to cast.

☐☐☐☐☐☐☐☐ **Healing Hands:** Touch heals 1 to maximum available hit points from the pool, up to 40 per day. Can be part of a flurry of blows.

Slowfall: Use reaction to reduce fall damge by 20 hit points.

Treasure

cp **107**	sp	gp

Other

50ft silk rope
Ki Mat: Over 1 hour of meditation, make DC10 WIS check to regain 1 ki point.

MOTTO

"Live life respecting the scales of justice, accepting action unto reaction, life to death, winter to spring. The scales do not respect your acceptance either way."

Coldlight Press

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> 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.

K1: Assault on Mistrunner Village 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"
-Bryce Lynch, Tenfootpole.