



The Halfling Windmill

L David Gehrig

Preface

Copyright © 2024 Louis David Gehrig. All rights reserved.

This adventure is a work of fiction. Any resemblance to actual persons, places, events, or monsters is purely coincidental.

Images within this document have been created by Adobe Generative AI (Adobe Express). Some images may have been further modified.

Intro

Your party is sitting in the *The Drinking Mermaid*, one of the lower tiered inns and common rooms in Teersville, a city a few days south of the capital of the Twelve Duchies. You've gone over your finances again for the thirteenth time and have come to the same conclusion – tomorrow you find a cheaper inn.

A middle-aged halfling woman approaches your table. She has dressed nicely, but the flour still left in her hair and on the tip of her nose betray her occupation as a baker. In fact, you think you remember purchasing some delicious breads and scones from her shop when your finances were in a better state. She plucks nervously at her dress as she begins to speak.

“Please forgive me for intruding on your table. Your names were given to me as someone who could help ... who could help find my ... find my husband, Ander,” she starts. “We ... we purchased a windmill, the old windmill on Terrant's Hill, and he left two mornings ago to check things over and start it running. The arms are turning – you can see that – but Ander never returned that night. Or yesterday. Or this morning.”

She begins crying softly. “I don't know what's happened. They say it's haunted, and I can't leave my shop, and I'm not an explorer. And I'm very frightened.”

She places a small bag on the table. “I don't have much – we spent much of our savings on the windmill. There's 50 gold pieces in that bag. It's yours if you agree to go to the windmill and save my Ander.” Her tears begin flowing more freely. “Or tell me what happened.”

Additional Details

- The windmill was purchased from the city officials in a tax sale. The windmill had sat abandoned for several years before being seized by the city for failure to pay back taxes, and for failure to identify the previous owner
- Ms. Baker heard the rumors the tower was haunted. Everyone in town has heard the rumors – but these rumors have existed for decades, and nobody really believes it
- Ms. Baker has the paperwork from the city, but it's just the plain basic tax sale, “as-is” documentation one would expect to see
- If the party searches for rumors, choose a random rumor from the following table (or pick one appropriate for the party's search). Each member of the party may receive a rumor
- The previous owner of the tower was a human man with the name “Fraz Nethelwere”

Rumors

- The ghosts in the tower are only active when the arms turn. That's when you hear strange voices demanding people leave, see weird lights in the windows, and when the whole building shudders and shakes.
- The windmill has been abandoned for years. It was previously owned by some hedge wizard left one day on some adventure and never returned. He locked the mechanism before he left
- There is a children's rhyme from decades ago:
*On a hill where stands a mill
A monster sits on the window sill!
The bell it rings,
The monster sings,
And then your death to you it brings!*
- If you listen very closely to the wind blowing through the arms of the windmill, it sounds like a kind of song or poem
- The old hedge wizard that used to live in the tower summoned a demon or devil by accident, but was able to trap it in the windmill. Poor Ander – he's now demon chow
- Ander's bakery is up-and-coming in the city, and has drawn the ire of Blake Smithson, who runs the city's largest bakery. Smithson lost the bidding war for the windmill – and this windmill will allow Ander to mill his own flour and cut his production costs. Smithson probably hired goons or tipped off bandits to eliminate his competition

Going to the Windmill

You set off toward Terrant's Hill where the windmill is located. It is a short, easy journey out of the city and you soon reach your destination. A wooden post has been erected and a sign nailed to it - "Ander Baker Milling Company". An trail leads upward to the door to the windmill.

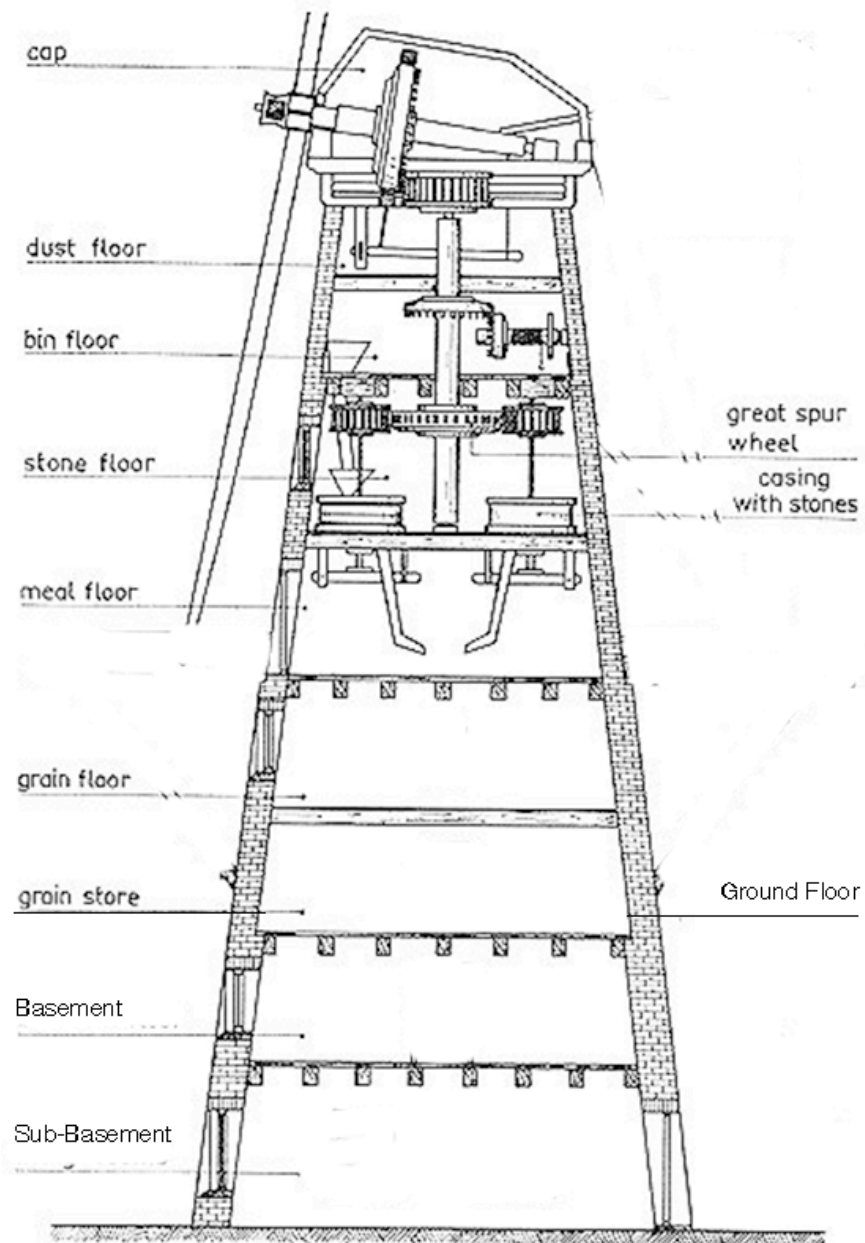
- DC 15 *Perception* (WIS) will reveal the old sign, "Willis Wizarding – Mills and Spells", broken and decaying in the underbrush where it was tossed

The arms of the windmill are rotating slowly in the light breeze atop the hill. The old gears, unused for quite some time, are creaking and squeaking in protest. The tower itself is in fairly good shape for having been abandoned for so long. Every few minutes, at the 60th rotation, there is a strange groan from somewhere deep within the windmill and the ground shakes slightly.

The door to the windmill is closed and locked. The base of the windmill is a circle about 50 feet across. There are several windows set for the floors above.

- DC 15 *Sleight of Hand* (DEX) to pick the lock to the door. Alternately, by causing 200 hp of damage to the door will stave it in and destroy it

Layout of the Windmill



Entering the Windmill – Ground Floor (Grain Store)

You cautiously enter the windmill, peering into the corners and nooks and crannies for clues and signs. Above you the gears grind with a loud squealing noise. Every few minutes, when the windmill shudders, dust and old grain kernels and flour shake themselves down onto the floor and into your hair and clothing. The floors above you have a large circular hole in their center, allowing you to see directly to the turning mechanisms.

Ancient wooden ladders, still strong and hearty, are placed at various points inside the circle, allowing you to climb to the grain store above, or higher to the meal floor, or the mechanisms on the stone floor.

Directly in front of you is a large desk – likely where customers came to place their orders. The rest of the floor is occupied by other tables and workbenches, storage racks for grain sacks, and the like. Further back is a trapdoor leading to the basement levels.

- The trapdoor requires either a *Sleight of Hand* (DEX) DC 15 to trigger the mechanism, or a combined strength of 25 to open

The Windmill – Grain Floor

The grain floor contains many storage racks each with a wooden arcane symbol. The storage racks are long empty – although a handful of old sacks for flour still lay around. The sacks are useless, though, having been chewed through by mice and other vermin. As below, ladders lead to the meal floor above.

- An *Arcana* (INT) check DC 10 translates the symbols into the alchemical symbols for “wheat”, “corn”, “wheat flour”, “corn flour”, etc.

The Windmill – Meal Floor

The meal floor is where the meal – the result of grinding the grains – is collected from chutes from the stone floor above. As before, ladders lead up to the stone floor above.

The Windmill – Stone Floor

The grinding noises are loudest here – the gears translating the wind power into the mechanical motion driving the millstones against each other. As the grains were ground together and crushed between the rolling stones it would fall into one or more chutes to the floor below, to be collected and bagged.

The larger of the turning stones appears to have an imperfection, a divot of sorts, and as it comes round the stone above it knocks into this hole and causes the mechanism to tremble and wobble. The components must be made of strong stuff indeed to survive this kind of treatment!

- A *History* (INT) DC 15 check will reveal that the mechanism is not purely mechanical in nature – there must be some sort of enchantment assisting the process. For the purposes of this roll, the rock gnome *Artificer's Lore*, or similar, will allow double the proficiency bonus to be added to the roll
- A *Detect Magic* will show the stones are imbued with *Transmutation* magic and the mechanisms themselves imbued with *Evocation* magics

The Windmill – Bin Floor

This floor was used to hold the grains in bins prior to their processing – the bins are long since emptied by time and hungry vermin. An odd gear sticks out over the center hole and rotates on the end of a long pole.

- A *History* (INT) DC 10 check reveals that a simple chain used to be attached to the gear – on the floors below sacks would be attached to the chain and raised by the wind power to the bin floor (thus alleviating the back-breaking work of carrying it!). As above, *Artificer's Lore* and similar allows double proficiency bonus

The Windmill – Dust Floor

This floor is the powerhouse for the mill. Large gears transfer the horizontal rotation of the shaft that connects to the blades to the large central shaft driving the grinding mills below. But more than just mechanical translation is taking place – your very hair stands on end from the eldritch energies extracted from the wind. The sharp tines of the gears occasionally give a burst of multi-colored sparks of fey light.

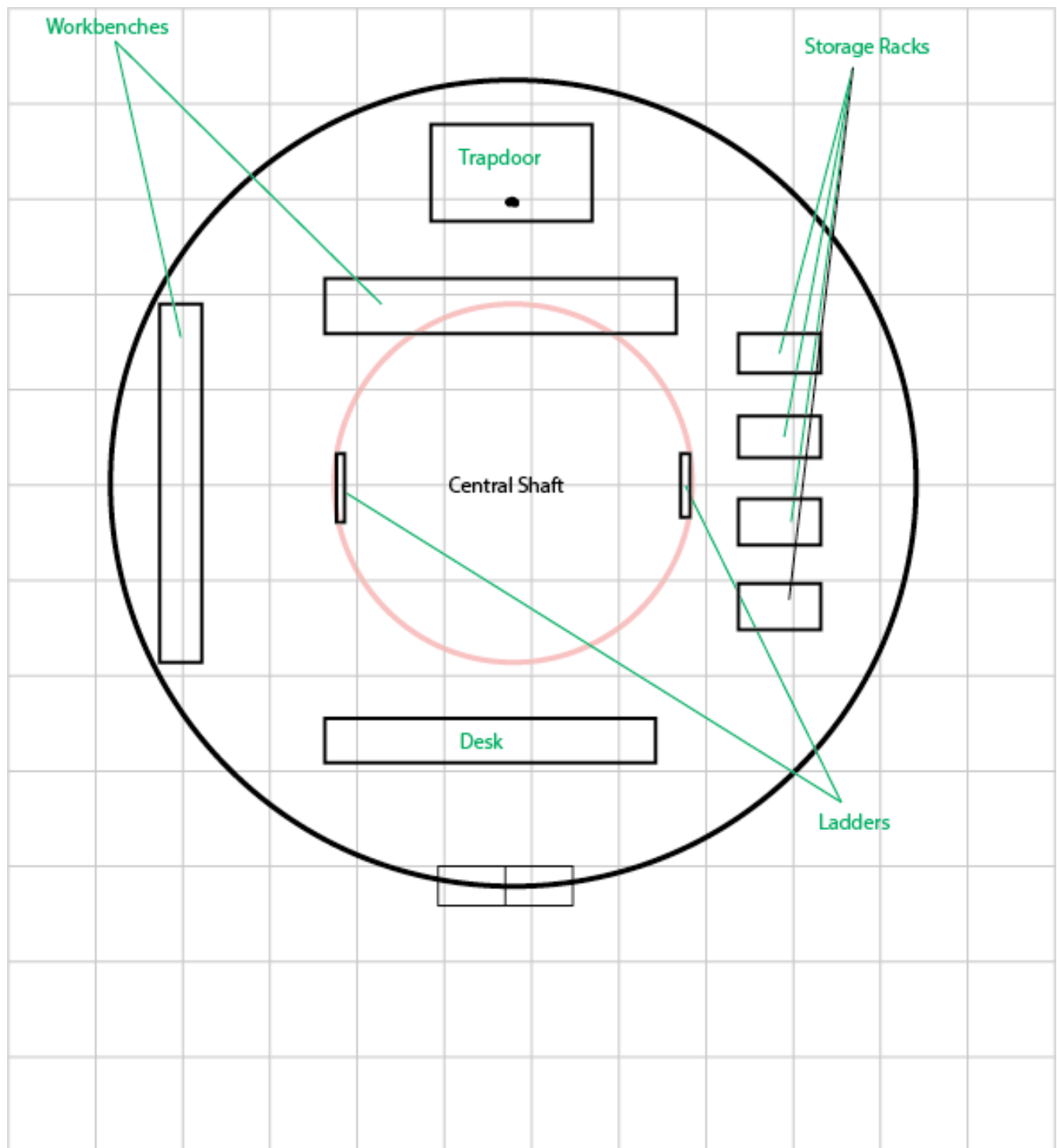
Above, you can see the windmill's cap. It is covered in canvas and wood timbers – again, still strangely intact after so many years.

A large wheel, looking like that of a ship's wheel, is connected to gears and chains that allow you to turn the top of the windmill and change the facing of the sails to better catch the wind. The wheel is currently locked.

- It will require a DC 20 *Investigation* (INT) to determine how to unlock the wheel, and a DC 15 *Sleight of Hand* (DEX) to actually unlock the wheel. Changing the facing of the windmill will have no appreciable effect
- The mechanism cannot be shutdown from here – the gears and axles are protected by strong magic. The mechanism must be shutdown from the sub-basement

The Windmill – Cap

- Players cannot gain entry here – the gears, axles, mechanisms, timbers, and canvas are too tight



The Windmill - Ground Floor

The Windmill – Basement Level – Room 1

The trapdoor opens to a simple wooden ladder leading down to the basement. The basement is a cluttered mess of crates, sacks, broken shelving, and other detritus. The floor is coated with a thick layer of dust, but a small set of footprints can be seen heading to the door in the south wall.



The Windmill – Basement Level – Room 1 (Continued)

- If the party does not explicitly indicate they were descending stealthily into the basement, Ander Baker will hear them and begin yelling for help
- Similarly, if the party begins searching through the crates and sacks, Ander Baker will hear and begin calling for help

You hear a muffled voice straining to be loud and heard. “Hello! Is there somebody there! I'm trapped – I've got a beam of some sort pinning me down. Be careful! The wizard's bloody pet is running loose!”

- Searching the crates will reveal, per turn of searching, one of the below items, chosen at random. Each turn requires a successful party *Investigation* (INT) check – starting at DC 8 and increasing by 3 DC until failed
 1. 1d6 copper pieces
 2. A hunk of turquoise worth about 10 gp
 3. A blue quartz worth about 20 gp
 4. A copper chalice with silver filigree worth about 20 gp (only once)
 5. A small silver mirror worth about 25 gp
 6. A gold locket with a painted portrait of an unknown woman inside worth 20 gp
 7. The spell components for a spell known by a party member – picked randomly
 8. A piece of parchment that appears to be a receipt for spell components
 9. A wanted poster of a bandit caught, tried, and executed years ago
 - 10.** A silk handkerchief embroidered with the initials *F.N.*
- The door is not locked but ...

The door leading south is of heavy wood construction, but something has pushed it hard into its frame – hard enough to crack and warp both the door and frame. There's no lock, but it's clearly going to take some brute force to push it open.

- The door will require a DC 15 *Strength* check, or 100 hp of damage to break through

The Windmill – Basement Level – Room 2

The door open, you can see a mess where the shelving that previously lined the walls has fallen over. From the door on the east you hear Ander calling out to you - “Be careful! Things are a little unstable! And watch out for whatever the hell that wizard set out!”

Pushing the debris back from the door you manage to make some headway into the room. This portion seems to have been used for storing spell components; the scents of the recently smashed bottles of herbs, preserved flowers, spices, and such make an interesting and confusing jumble of smell.

You can see two doors set into the walls – the one on the east especially jammed with shelving and crates. In fact, as you look and ponder, there is no possible way all of those shelves and crates could have fallen against the door in that manner. Someone, or something, very crudely barricaded that door with whatever was at hand!

Scanning the room more carefully, you note that the other door is secured with a chain and lock – which will need to be picked or broken before entry can be made. Against the walls of the two sub-rooms are three suits of armor – dented, rusted, and in obvious disrepair. Around the armor are broken potion bottles, destroyed crates, and torn and mice-eaten books.

The Windmill – Basement Level – Room 2 (continued)

- The suits of armor cannot be taken apart – the components are rusted together. If the party aggressively attempts to mess with a suit, however, it will animate and attack
- When a suit activates, a darkness spell automatically activates at the point marked **D** on the map. The darkness fills a 15 foot sphere and lasts 10 minutes. The animated suits, with *Blindsight*, are unaffected by the darkness
- A single suit will activate whenever anyone passes through the doors into rooms 3 or 4. The suit activated will be the least damaged suit, or a randomly selected suit if more than one suit shares the high hit point value
- At the end of 10 minutes the suit will cease movement. One round later, it will shimmer and teleport back to its original position and begin regenerating at 1 hp per round until back to full health. If attacked “at rest”, or activated by passage into rooms 3 or 4, it re-animates with however many hit points it has managed to regenerate (which could be no regeneration)
- The suits will not pursue up the ladder
- On de-activation (from the sub-basement), the suits of armor fall apart into pieces. There is no value to the pieces – the metal is too rusted
- On activation:

You hear a weird, tortured metal kind of screeching. Suddenly it becomes very dark in the basement – a darkness not even the most sensitive of elven eyes can penetrate. You hear a booming voice, as if through a metal trumpet, shouting, “Intruders! Intruders! Exterminate! Exterminate! Exterminate!”

The Windmill – Basement Level – Room 3

The door to this room is chained and padlocked to the nearest wall.

- DC 15 *Sleight of Hand* (DEX) with thieves' tools to pick the lock, or STR DC 23 to pry the chain from the wall (+5 with pry bar or similar tool)

The door opens to a fascinating storeroom. A globe hanging from the ceiling casts a soft white light allowing you to easily see the shelves filling the room. Most of the shelves are empty, but you can see some potions and possibly some other items in the room. There appear to be labels on the shelves.

- Note: A suit of armor will activate when someone enters the room!

The shelves have many labels on them – even the empty spaces. “Sword of Greater Sharpness” - empty. “Arrows of Unerring Accuracy” - empty. “Helm of Construct Control” - empty. But the ones that ARE present read:

- Potion of Healing (3 potions)
 - Horseshoes of Speed
 - Shield of the Will-O'-Wisp
- The potions and horseshoes are as described in the *Dungeon Masters' Guide*. The shield is a mostly normal shield, but grants resistance against the shock attack of the will-o'-wisp

The Windmill – Basement Level – Room 4

It takes you some time to clear the debris and detritus in front of the door. As you do so, Ander keeps nervously asking if you see the wizard's guard. Eventually you manage to make a path and force open the door. Inside the room you see a halfling trapped underneath a heavy shelf that has fallen atop him.

“Uh, hello! I'm Ander, and I'm very pleased to see you. Whatever that wizard's guardian is, they piled up all that garbage in front of the door. If you could lift this shelf just a little, I'm sure I could scoot right out.”

- Note: A suit of armor will activate when someone enters the room!
- It will take a combined strength of 30 to lift the shelf enough for Ander to scoot out

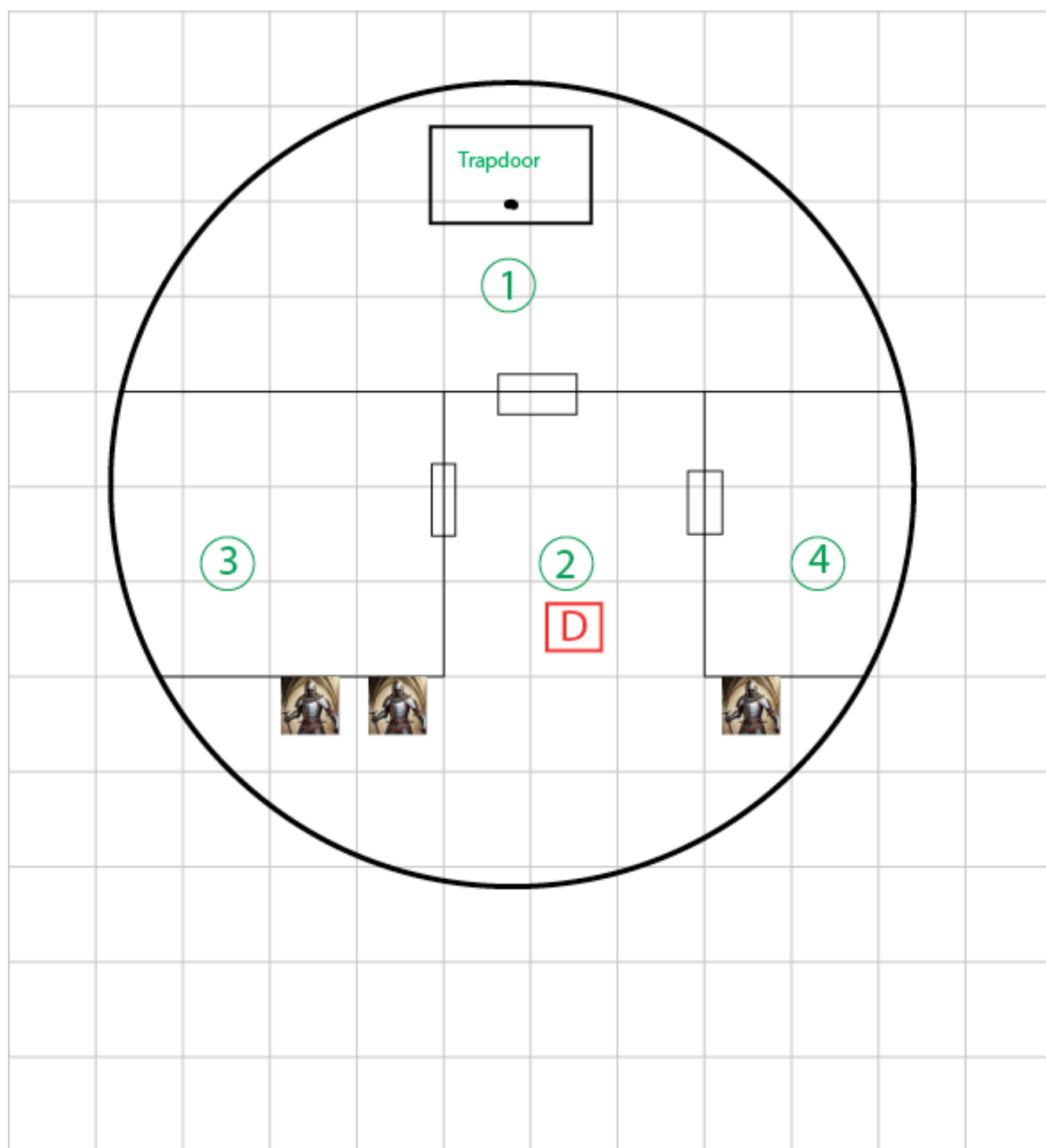
Success! Heaving mightily, you lift the incredibly heavy shelf far enough that Ander scoots and slides out. Brushing the dust and dirt from his wrinkled clothing, he looks you up and down and speaks.

“Well! I'm very much obliged that you came by. But ... why did you come by?”

- Ander will be relieved if he hears it was his wife who sent the party. Otherwise he will be quite suspicious of their motives and suspect they were sent by Blake Smithson, his rival
- Assuming the party has allayed Ander's fears:

“Well! Would you gentlefolk lend a hand securing that trapdoor for me – once we're out of this basement, of course! I don't think they can climb the ladder, but let's not risk it. I guess I'll have to hire a wizard or somebody to get those suits under control. Ha! They'd make excellent night watchmen, that's for sure!”

- Ander will allow the party to keep any treasures they've found



The Windmill - Basement

The Adventure – Conclusion

Emerging from the windmill, a little more rumpled than he went in, Ander turns and looks at the spinning blades. “Well! If this windmill is producing magical power it may be worth more than just flour! Ha! A sound investment indeed. A sound investment! Come, let us repair to my bakery and I shall treat you to the finest pastries and breads you've ever had, and you shall regale my family with the story of your heroism.”

Whistling a jaunty tune, he digs out a padlock from inside his coat and locks up the windmill. Twirling the keys on his fingers, he turns and heads down the path back to town, stopping briefly to level the sign “Ander Baker Milling Company”.

Bemused at his devil-may-care approach to death at the hands of a wizard's automatons, your party looks at each other and, shrugging your shoulders, follow the halfling Ander back to town, and back to his bakery.

And to a delicious reward.



Animated Armor

Medium construct, unaligned

STR 14 (+2)	DEX 11 (+0)	AC 18 (<i>natural</i>)
INT 1 (-5)	CON 13 (+1)	SPD 25
WIS 3 (-4)	CHR 1 (-5)	HP 24 , 34 , 33

Condition Immunities

Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Damage Immunities

Poison, Psychic

Senses

Blindsight 60 (blind beyond this radius), passive perception 6

Special

Antimagic Susceptibility

The armor is incapacitated while in the area of an *antimagic field*. If targeted by *Dispel Magic*, the armor must succeed on a CON saving throw against the spell caster's DC or fall unconscious for 1 minute

False Appearance

While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack

Two slam attacks

Slam

Melee, +4 to hit, 1d6+2 bludgeoning damage

Player Character Summary Sheet

Player	Character Name	Race	Class	Stat Block																								
		Half-Elf	Tempest Cleric	<table><tr><td>STR</td><td>16</td><td>(+3)</td><td>DEX</td><td>10</td><td>(+0)</td><td>AC</td><td>16 / 18</td></tr><tr><td>INT</td><td>10</td><td>(+0)</td><td>CON</td><td>12</td><td>(+1)</td><td>SPD</td><td>30</td></tr><tr><td>WIS</td><td>16</td><td>(+3)</td><td>CHR</td><td>11</td><td>(+0)</td><td>HP</td><td>9</td></tr></table>	STR	16	(+3)	DEX	10	(+0)	AC	16 / 18	INT	10	(+0)	CON	12	(+1)	SPD	30	WIS	16	(+3)	CHR	11	(+0)	HP	9
STR	16	(+3)	DEX	10	(+0)	AC	16 / 18																					
INT	10	(+0)	CON	12	(+1)	SPD	30																					
WIS	16	(+3)	CHR	11	(+0)	HP	9																					
		Half-Elf	Fighter	<table><tr><td>STR</td><td>14</td><td>(+2)</td><td>DEX</td><td>12</td><td>(+1)</td><td>AC</td><td>16 / 18</td></tr><tr><td>INT</td><td>12</td><td>(+1)</td><td>CON</td><td>14</td><td>(+2)</td><td>SPD</td><td>30</td></tr><tr><td>WIS</td><td>10</td><td>(+0)</td><td>CHR</td><td>14</td><td>(+2)</td><td>HP</td><td>12</td></tr></table>	STR	14	(+2)	DEX	12	(+1)	AC	16 / 18	INT	12	(+1)	CON	14	(+2)	SPD	30	WIS	10	(+0)	CHR	14	(+2)	HP	12
STR	14	(+2)	DEX	12	(+1)	AC	16 / 18																					
INT	12	(+1)	CON	14	(+2)	SPD	30																					
WIS	10	(+0)	CHR	14	(+2)	HP	12																					
		Half-Orc	Barbarian	<table><tr><td>STR</td><td>16</td><td>(+3)</td><td>DEX</td><td>14</td><td>(+2)</td><td>AC</td><td>14 / 16</td></tr><tr><td>INT</td><td>10</td><td>(+0)</td><td>CON</td><td>14</td><td>(+2)</td><td>SPD</td><td>30</td></tr><tr><td>WIS</td><td>10</td><td>(+0)</td><td>CHR</td><td>12</td><td>(+1)</td><td>HP</td><td>14</td></tr></table>	STR	16	(+3)	DEX	14	(+2)	AC	14 / 16	INT	10	(+0)	CON	14	(+2)	SPD	30	WIS	10	(+0)	CHR	12	(+1)	HP	14
STR	16	(+3)	DEX	14	(+2)	AC	14 / 16																					
INT	10	(+0)	CON	14	(+2)	SPD	30																					
WIS	10	(+0)	CHR	12	(+1)	HP	14																					
		Mountain Dwarf	Fighter	<table><tr><td>STR</td><td>16</td><td>(+3)</td><td>DEX</td><td>13</td><td>(+1)</td><td>AC</td><td>16 / 18</td></tr><tr><td>INT</td><td>10</td><td>(+0)</td><td>CON</td><td>16</td><td>(+3)</td><td>SPD</td><td>25</td></tr><tr><td>WIS</td><td>10</td><td>(+0)</td><td>CHR</td><td>12</td><td>(+1)</td><td>HP</td><td>13</td></tr></table>	STR	16	(+3)	DEX	13	(+1)	AC	16 / 18	INT	10	(+0)	CON	16	(+3)	SPD	25	WIS	10	(+0)	CHR	12	(+1)	HP	13
STR	16	(+3)	DEX	13	(+1)	AC	16 / 18																					
INT	10	(+0)	CON	16	(+3)	SPD	25																					
WIS	10	(+0)	CHR	12	(+1)	HP	13																					
		Rock Gnome	Rogue	<table><tr><td>STR</td><td>10</td><td>(+0)</td><td>DEX</td><td>15</td><td>(+2)</td><td>AC</td><td>13</td></tr><tr><td>INT</td><td>14</td><td>(+2)</td><td>CON</td><td>13</td><td>(+1)</td><td>SPD</td><td>25</td></tr><tr><td>WIS</td><td>12</td><td>(+1)</td><td>CHR</td><td>12</td><td>(+1)</td><td>HP</td><td>9</td></tr></table>	STR	10	(+0)	DEX	15	(+2)	AC	13	INT	14	(+2)	CON	13	(+1)	SPD	25	WIS	12	(+1)	CHR	12	(+1)	HP	9
STR	10	(+0)	DEX	15	(+2)	AC	13																					
INT	14	(+2)	CON	13	(+1)	SPD	25																					
WIS	12	(+1)	CHR	12	(+1)	HP	9																					

Level 1 Half-Elf Tempest Cleric

Size: Medium

STR	16	(+3)	DEX	10	(+0)	AC	16 / 18
INT	10	(+0)	CON	12	(+1)	SPD	30
WIS	16	(+3)	CHR	11	(+0)	HP	9

Proficiency *Spell Save* *Spell Attack*
Bonus: +2 *DC: 13* *Modifier: +5*

Languages

Common, Elvish, Orc

Senses

Darkvision 60 feet

Saving Throws

Bonuses

Strength: +3, Dexterity: +0, Intelligence: +0
Constitution: +1, Wisdom: +5, Charisma: +2

Fey Ancestry

Advantage on saving throws against being charmed
Cannot be magically put to sleep

Proficiencies

Armor

All armor, Shields

Weapons

Simple weapons, Martial weapons

Skills

Athletics: +5, Medicine: +5, Persuasion: +2, Religion: +5

Special Notes

Wrath of the Storm

When a creature within 5 feet of you that you can see hits you with an attack, you may thunderously rebuke the attacker as a reaction. The creature must make a *Dexterity* saving throw. On a failed save, the creature takes 2d8 lightning or thunder (your choice) damage - or half that on a save. This ability may be used up to 3 times between long rests

Equipment

Armor

Chain mail - disadvantage on *Stealth* checks

Shield - if using shield, AC is 18

Priests's Pack

- Alms box
- Blanket
- Candles - 10
- Censer
- Incense - 2 blocks
- Rations - 10 days
- Tinderbox
- Vestments
- Waterskin

Holy Symbol

Weapons

- **Warhammer** Melee (Versatile), +5 to hit, 1d8+3 bludgeoning damage (one-handed) or 1d10+3 bludgeoning damage (two-handed)

Spell Casting

Cantrips - Unlimited Casting

Guidance

1 action, touch, VS, Concentration, up to 1 minute

You touch one willing creature. Once, before the spell ends, the target can roll d4 and add the number to one ability check of its choice. It can roll the die before or after making the ability check

Resistance

1 action, touch, VSM, Concentration, up to 1 minute

You touch one willing creature. Once, before the spell ends, the target can roll a d4 and add the number rolled to one saving throw of its choice

Sacred Flame

1 action, range 60 feet, VS, Instantaneous

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a *Dexterity* saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw

Level 1 Spells - 2 spell slots

Bless

1 action, range 30 feet, VSM, Concentration, up to 1 minute

You bless up to 3 creatures of your choice within range. Whenever a target makes an attack roll or saving throw before the spell ends, the target can roll d4 and add the number rolled to the attack or saving roll.

Cure Wounds

1 action, touch, VS, Instantaneous

A creature you touch regains 1d8+5 hit points

Guiding Bolt

1 action, range 120 feet, VS, duration 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage and the next attack roll made against this target before the end of your next turn has advantage

Healing Word

1 bonus action, range 60 feet, V, Instantaneous

A creature of your choice that you can see within range regains 1d4+5 hit points.

This spell has no effect on constructs or the undead

Level 1 Half-Elf Fighter

Size: Medium

STR	14	(+2)	DEX	12	(+1)	AC	16 / 18
INT	12	(+1)	CON	14	(+2)	SPD	30
WIS	10	(+0)	CHR	14	(+2)	HP	12

Proficiency Bonus: +2

Languages

Common, Elvish, Goblin

Senses

Darkvision 60 feet

Saving Throws

Bonuses

Strength: +4, Dexterity: +1, Intelligence: +1
Constitution: +4, Wisdom: +0, Charisma: +2

Fey Ancestry

Advantage on saving throws against being charmed
Cannot be magically put to sleep

Proficiencies

Armor

All armor, Shields

Weapons

Simple weapons, Martial weapons

Skills

Athletics: +4, History: +3, Insight: +2, Perception: +2

Special Notes

Dueling

When wielding a melee weapon in one hand and no other weapons, gain +2 bonus to damage rolls with that weapon

Second Wind

On your turn, use a bonus action to regain 1d10+1 hit points. Once used, it cannot be used again until a short or long rest

Equipment

Armor

Chain mail - disadvantage on *Stealth* checks

Shield - if using shield, AC is 18

Explorer's Pack

- Bedroll
- Mess kit
- Candles - 5
- Rations - 10 days
- Rope - Hemp, 50 feet
- String - 10 feet
- Tinderbox
- Torches - 10
- Waterskin

Weapons

- **Longsword** Melee (Versatile), +4 to hit, 1d8+2 slashing damage (one-handed) or 1d10+2 slashing damage (two-handed)
- **2 x handaxe** Melee (Light, Throw 20/60), +4 to hit melee, +3 to hit thrown, 1d6+2 slashing damage melee, 1d6+1 slashing damage thrown

Level 1 Half-Orc Barbarian

Size: Medium

STR	16	(+3)	DEX	14	(+2)	AC	14 / 16
INT	10	(+0)	CON	14	(+2)	SPD	30
WIS	10	(+0)	CHR	12	(+1)	HP	14

Proficiency Bonus: +2 *Rages:* 2 *Rage Damage:* +2

Languages

Common, Orc

Senses

Darkvision 60 feet

Saving Throws

Bonuses

Strength: +5, Dexterity: +2, Intelligence: +0
Constitution: +4, Wisdom: +0, Charisma: +1

Proficiencies

Armor

Light armor, Medium armor, Shields

Weapons

Simple weapons, Martial weapons

Skills

Athletics: +5, Intimidation: +3, Perception: +2

Special Notes

Rage

On your turn, as a bonus action, you can enter *Rage*. This gives the following benefits:

- Advantage on *Strength* checks and *Strength* saving throws
- When making a melee weapon attack using *Strength*, gain a bonus to the damage roll (*Rage Damage* above)
- Resistance to bludgeoning, piercing, and slashing damage

The *Rage* lasts one minute, but ends early if knocked unconscious or if your turn ends and you have not attacked a hostile creature or taken damage. You may also end the rage as a bonus action. Once you have raged the maximum number of times shown (2) you must finish a long rest before you may rage again

Equipment

Armor

Shield - if using shield, AC is 16 but battleaxe must be used one handed

Explorer's Pack

- Bedroll
- Mess kit
- Candles - 5
- Rations - 10 days
- Rope - Hemp, 50 feet
- String - 10 feet
- Tinderbox
- Torches - 10
- Waterskin

Weapons

- **Battleaxe** Melee (Versatile), +5 to hit, 1d8+3 slashing damage (one-handed) or 1d10+3 slashing damage (two-handed)
- **2 x handaxe** Melee (Light, Throw 20/60), +5 to hit melee, +4 to hit thrown, 1d6+3 slashing damage melee, 1d6+2 slashing damage thrown
- **4 x javelin** Ranged 30/120, +4 to hit, 1d6+2 piercing damage

Level 1 Mountain Dwarf Fighter

Size: Medium

STR	16	(+3)	DEX	13	(+1)	AC	16 / 18
INT	10	(+0)	CON	16	(+3)	SPD	25
WIS	10	(+0)	CHR	12	(+1)	HP	13

Proficiency Bonus: +2

Languages

Common, Dwarvish

Senses

Darkvision 60 feet

Saving Throws

Bonuses

Strength: +5, Dexterity: +1, Intelligence: +0
Constitution: +5, Wisdom: +0, Charisma: +1

Dwarven Resilience

Advantage on saving throws against poison
Resistance to poison damage

Proficiencies

Armor

All armor, Shields

Tools

Smith's Tools - add proficiency bonus when working with weapons & armor

Weapons

Simple weapons, Martial weapons

Skills

Acrobatics: +3, Intimidation: +3

Special Notes

Protection

When a creature you can see attacks a target within 5 feet of you, use your reaction to impose disadvantage on the attack roll. You must be wielding a shield

Second Wind

On your turn, use a bonus action to regain 1d10+1 hit points. Once used, it cannot be used again until a short or long rest

Stonecunning

When making a *History* (INT) check related to the origin of stonework, you are considered proficient and add double the proficiency bonus

Equipment

Armor

Chain mail - disadvantage on *Stealth* checks

Shield - if using shield, AC is 18

Explorer's Pack

- Bedroll
- Mess kit
- Candles - 5
- Rations - 10 days
- Rope - Hemp, 50 feet
- String - 10 feet
- Tinderbox
- Torches - 10
- Waterskin

Weapons

- **Warhammer** Melee (Versatile), +5 to hit, 1d8+3 bludgeoning damage (one-handed) or 1d10+3 bludgeoning damage (two-handed)
- **2 x handaxe** Melee (Light, Throw 20/60), +4 to hit melee, +3 to hit thrown, 1d6+2 slashing damage melee, 1d6+1 slashing damage thrown

Level 1 Rock Gnome Rogue

Size: Small

STR	10	(+0)	DEX	15	(+2)	AC	13
INT	14	(+2)	CON	13	(+1)	SPD	25
WIS	12	(+1)	CHR	12	(+1)	HP	9

Proficiency Bonus: +2

Languages

Common, Gnomish, Thieves' Cant

Senses

Darkvision 60 feet

Saving Throws

Gnomish Cunning

Advantage on all *Intelligence*, *Wisdom*, and *Charisma* saving throws against magic

Bonuses

Strength: +0, Dexterity: +4, Intelligence: +4

Constitution: +1, Wisdom: +1, Charisma: +1

Artificer's Lore

When making a *History* (Intelligence) check related to magic items, alchemical objects, or technological devices, add twice the proficiency bonus

Proficiencies

Armor

Light armor

Weapons

Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools

Thieves' Tools (+4 proficiency bonus when using)

Skills

Acrobatics: +4, Investigation: +4, Sleight of Hand: +4, Stealth: +6

Special Notes

Sneak Attack

Once per turn, deal an extra 1d6 damage to one creature you hit with an attack when using a finesse or ranged weapon. The attack must have either advantage or if another active enemy of the target is within 5 feet of the target

Tinker

Using artisan's tools, 10 gp of materials, and 1 hour - create a Tiny clockwork device (AC 5, 1 hp). The device lasts for 24 hours unless you use an action to dismantle it (recovering the materials used). You can have up to 3 devices. The device can be one of the following:

- *Clockwork Toy* The device is a clockwork animal, monster, or person. When placed on the ground, the toy moves 5 feet on each of your turns in a random direction, making noises as appropriate to the creature it represents
- *Fire Starter* The device produces a miniature flame, which can be used as an action to light a candle, torch, or campfire
- *Music Box* The device is a music box that, when opened, plays a single song at moderate volume - stopping when it reaches the song's end or when it is closed

Equipment

Armor

Leather

Burglar's Pack

- Bag of 1,000 ball bearings
- Bell - small
- Candles - 5
- Crowbar
- Hammer
- Pitons - 10
- Lantern - Hooded
- Oil - 2 flasks
- Rations - 5 days
- Rope - Hemp, 50 feet
- String - 10 feet
- Tinderbox
- Waterskin

Weapons

- **2 x Dagger** Melee (Finesse, Light, Throw 20/60), +4 to hit, 1d4+2 piercing damage
- **Rapier** Melee (Finesse), +4 to hit, 1d8+2 piercing damage
- **Short bow** Ranged 80/320, Two handed, +4 to hit, 1d6+2 piercing damage