

Dreadful Dawn for True20 Adventure Roleplaying

By Robert J. Schwalb

This web enhancement includes all the notes and statistics for running *Dreadful Dawn* using *True20 Adventure Roleplaying*. Adapting this adventure should be relatively simple, though a fair portion of the plot rests of assumptions found in the d20 system. As a result, you will need to modify certain sections and effects to conform to the *True20* rules or describe them in a narrative fashion to keep the game moving forward. Also note some of the skills referenced in the adventure may not appear in *True20* and therefore fall under one of the skills described in that book. For instance, when the text calls for a Knowledge (local) check, have the character make a Gather Information check instead. Use your best judgment when converting these adventures, but above all, make it fun.

General Changes

Here are some general conversion notes.

Ability damage expressed by a die type (such as the 1d4 points of Intelligence damage a failed save nets you when swilling Grandma's Secret Recipe), take the Damage Dice to Damage Bonus table on page 215 and convert the value to ability damage. Thus, 1d4 points of Intelligence damage reduces the character's Intelligence score by 1 point.

Where penalties apply to AC, it applies to the character's Defense.

100 gp worth of treasure increases a character's Wealth score by +1.

Treat all dread skeletons as ordinary skeletons (*True20* 138)

Replace dread allip with standard allip (*Bestiary* 32)

Converted Statistics

Creatures found in this adventure that reference the *MM* are converted either in the *True20 Bestiary* or *True20 Adventure Roleplaying*.

AMERIL

Male human ordinary farmer 1
Medium humanoid

Init +0; **Senses** Notice +4

Languages Common

Defense Dodge +0, Parry +0

Toughness +0 (+0 Con)

Fort +0, **Ref** +0, **Will** +0

Spd 30 ft.

Melee unarmed strike +0 (+0; 20/+3)

Atk +0; **Grp** +0

Abilities Str 0, Dex 0, Con 0, Int 0, Wis 0, Cha 0

Skills Diplomacy 4 (+4), Gather Information 4 (+4), Knowledge (earth sciences) 4 (+4), Notice 4 (+4)

Possessions nightshirt

Wealth +5; **Reputation** +0

AVRIL

Female halfling adept (priestess) 2
Small humanoid

Init +0; **Senses** Notice +3

Conviction 3

Languages Common, Elven, Halfling

Defense Dodge +2, Parry +1

(+1 base, +1 size, 0 Dex or -1 Str)

Toughness +0 (-1 size, -1 Con, +2 armor)

Fort +0, **Ref** +1, **Will** +5

Spd 20 ft.

Melee quarterstaff +2 (+1; 20/+3)

Ranged dagger +2 (+0; 19-20/+3)

Atk +1; **Grp** -4

Powers (PR 5; PB +6; Difficulty 12):

Cure, Second Sight, Water Shaping

Abilities Str -1, Dex 0, Con -1, Int 0, Wis +1, Cha +1

SQ the talent

Feats Armor Training (Light), Cure, Lucky^B, Second Sight, Talented (Climb and Jump), Talented (Notice and Stealth), Talented (Medicine and Survival), Water Shaping

Skills Climb 0 (+0), Concentration 5 (+4), Diplomacy 5 (+6), Jump 0 (+0), Knowledge (supernatural) 5 (+5), Knowledge (theology and philosophy) 5 (+5), Medicine 0 (+3), Notice 0 (+3), Stealth 0 (+5), Survival 0 (+3)

Possessions masterwork studded leather

Wealth +8; **Reputation** +1

BAEDDAN

Male half-orc warrior 3
Medium humanoid

Init +0; **Senses** Night Vision; Notice +5

Conviction 4

Languages Common, Orc

Defense Dodge +4, Parry +5; Uncanny

Dodge

(3 base, +0 Dex and +1 feat or +2 Str)

Toughness +3 (+1 Con, +2 armor)

Fort +4, **Ref** +1, **Will** +0

Spd 30 ft.

Melee unarmed strike +3 (+2; 20/+3)

Melee mwk battleaxe +4 (+5; 20/+4)

Melee sap +3 (+4; 20/+3)

Ranged mwk bow +4 (+5; 20/+4)

Atk +3; **Grp** +5

Atk Options Improved Grab, Improved Strike, Improved Throw

Abilities Str +2, Dex 0, Con +1, Int -1, Wis -1, Cha -2

SQ determination

Feats Armor Training, Dodge Focus, Improved Grab, Improved Strike, Improved Throw, Night Vision^B, Uncanny Dodge, Weapon Training^B

Skills Acrobatics 6 (+5), Intimidate 6 (+4), Jump 6 (+7), Notice 6 (+5)

Possessions masterwork studded leather, medium shield, masterwork battleaxe, masterwork bow

Wealth +5; **Reputation** +1

BRUTE

Male 3rd Level undead (Goblinoid)

Init +0; **Senses** darkvision 60 ft.; Notice +6

Defense Dodge +1, Parry +4

(1 base, +0 Dex or +3 Str)

Toughness +4 (+1 armor, +2 natural, +1 feat)

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, non-lethal damage, ability damage or drain, effects requiring a Fort save

Fort +1, **Ref** +1, **Will** +3

Spd 30 ft.

Melee morningstar +1 (+6/20; +3)

Melee slam +1 (+5/20; +3)

Ranged javelin +1 (+5/20; +3)

Atk +1; **Grp** +5

Atk Options

Special Actions

Abilities Str +3, Dex 0, Con —, Int —, Wis 0, Cha -1

SQ slow

Feats Tough, Weapon Training^B,

Possessions leather, morningstar

Wealth —; **Reputation** —

Slow: Brute can perform only a single move or standard action each round.

DARK CULTIST

Male or female human warrior 1

Medium humanoid (minion)

Init +0; **Senses** Notice +3

Languages Common

Defense Dodge +4, Parry +5

(1 base, 0 Dex and +3 shield or +1 Str and +4 shield)

Toughness +4 (+1 Con, +3 armor)

Fort +3, **Ref** +0, **Will** -1

Spd 30 ft.

Melee battleaxe +2 (+3; 20/+4)

Atk +1; **Grp** +2

Abilities Str +1, Dex 0, Con +1, Int 0, Wis -1, Cha -1

Feats Attack Focus (battleaxe), Blind-Fight, Heavy Armor Training, Light Armor Training, Shield Training, Weapon Training^B

Skills Climb 4 (+3), Intimidate 4 (+3), Jump 4 (+3), Notice 4 (+3), Stealth 4 (+2)

Possessions chainmail, large shield, battleaxe, wooden holy symbol of the slaughter god, heavy cloak

Wealth +4; **Reputation** +0

DORJAN

Male tiefling warrior 1, expert 3

Medium outsider (Native)

Init +8; **Senses** Darkvision 60 ft.; Notice +5

Conviction 4

Languages Common, Draconic, Elven

Defense Dodge +7, Parry +4

(3 base, +4 Dex or +1 Str)

Toughness +3 (+1 Con, +2 armor)

Resist cold 2, electricity 2, fire 2, Evasion

Fort +4, **Ref** +7, **Will** +0

Spd 30 ft.

Melee mwk rapier +9 (+3; 18-20/+3)

Ranged mwk dagger +8 (+2; 19-20/+3)

Atk +3; **Grp** +4

Atk Options sneak attack

Powers (PR 4; PB +3; Difficulty 11):

Shadow Shaping

Abilities Str +1, Dex +4, Con +1, Int +1, Wis -1, Cha 0

SQ determination

Feats Attack Focus (rapier), Evasion

Improved Initiative, Light Armor Training, Shadow Shaping^B, Skill Focus (Stealth), Sneak Attack, Weapon Training

Skills Acrobatics 2 (+5), Bluff 6 (+6), Craft (trapmaking) 2 (+3), Disable Device 2 (+3), Escape Artist 2 (+5), Intimidate 2 (+2), Notice 6 (+5), Search 2 (+3), Sleight of Hand 4 (+7), Stealth 6 (+12)

Possessions masterwork studded leather, masterwork rapier, 2 masterwork throwing daggers, grappling hook, masterwork thieves' tools, 50 feet of rope, wooden holy symbol of the slaughter god

Wealth +7; **Reputation** +1

FANG

Female skeletal medusa

Medium 6th Level Undead

Init +7; **Senses** Darkvision 60 ft.; Notice +0

Defense Dodge +9, Parry +6

(6 base, +3 Dex or +0 Str)

Toughness +4 (+4 natural); **DR**

2/Bludgeoning

Immune cold, poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, non-lethal damage, ability damage or drain, effects requiring a Fort save

Fort +2, **Ref** +5, **Will** +5

Spd 30 ft.

Melee knife +9 (+1; 19-20/+3) or

Melee snakes +9 (+1; 20/+3)

Ranged bow +9 (+3; 20/+4)

Atk +6; **Grp** +6

Abilities Str +0, Dex +3, Con —, Int —, Wis +0, Cha -5

Feats Improved Initiative^B, Weapon Training^B

Skills Notice 0 (+0)

Possessions knife, bow

Wealth —; **Reputation** —

GAVRIL

Male human adept 5

Medium humanoid

Init +3; **Senses** Notice +3

Conviction 5

Languages Common

Defense Dodge +4, Parry +7

(2 base, -1 Dex and +3 shield or +1 Str and +4 shield)

Toughness +8 (+2 Con, +6 armor)

Fort +1, **Ref** +1, **Will** +4

Spd 30 ft.

Melee mwk morningstar +3 (+4; 20/+3)

Ranged javelin +1 (+3; 20/+3)

Atk +2; **Grp** +3

Powers (PR 8; PB +11; Difficulty 15):

Cure, Imbue Unlife, Second Sight

Abilities Str +1, Dex -1, Con +2, Int 0, Wis +3, Cha +1

SQ the talent

Feats Attack Focus (morningstar), Cure, Harm, Heavy Armor Training, Imbue Unlife, Improved Initiative, Light Armor Training, Second Sight, Shield Training

Skills Concentration 8 (+10), Intimidate 8 (+9), Knowledge (philosophy and theology) 8 (+8), Knowledge (supernatural) 8 (+8), Notice 0 (+3)

Possessions full plate, large shield, masterwork morningstar, 3 javelins, silver unholy symbol of the God of Slaughter, gold amulet of the Tylus family

Wealth +8; **Reputation** +2

JUNEBELLE MACGEE

Female halfling warrior 2 (minion)

Small humanoid

Init +6; **Senses** sense; Notice +7

Languages Common, Halfling

Defense Dodge +5, Parry +3

(2 base, +1 size, +2 Dex or +0 Str)

Toughness +1 (-1 size, +0 Con, +2 armor)

Fort +3, **Ref** +2, **Will** +0

Spd 20 ft.

Melee sword +4 (+3; 20/+3)

Ranged mwk knife +6 (+2; 19-20/+3)

Atk +2; **Grp** -4

Abilities Str 0, Dex +2, Con 0, Int -1, Wis 0, Cha -1

SQ determination

Feats Attack Focus (dagger), Attack Specialization (dagger), Improved Initiative, Light Armor Training, Lucky^B, Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Weapon Training

Skills Climb 0 (+0), Intimidate 5 (+4), Jump 0 (+0), Notice 5 (+7), Stealth 5 (+9)

Possessions studded leather, sword, 3 masterwork daggers

Wealth +6; **Reputation** +0

KOLYA

Male half-orc warrior 4

Medium humanoid

Init +1; **Senses** Night Vision; Notice +9

Conviction 5

Languages Common, Orc

Defense Dodge +6, Parry +9; Uncanny Dodge

(5 base, +1 Dex or +4 Str)

Toughness +6 (+2 Con, +4 armor)

Fort +6, **Ref** +2, **Will** +2

Spd 40 ft.

Melee mwk greataxe +6 (+9; 20/+3)

Ranged weapon +6 (+7; 20/+4)

Atk +5; **Grp** +9

Atk Options All-out Attack, Improved Sunder, Rage ×2

Abilities Str +4, Dex +1, Con +2, Int -1, Wis +1, Cha -2

SQ determination

Feats All-out Attack, Heavy Armor Training, Improved Speed, Improved Sunder, Light Armor Training, Night Vision^B, Rage ×2, Uncanny Dodge, Weapon Training^B

Skills Climb 8 (+12), Intimidate 8 (+6), Jump 8 (+12), Notice 8 (+9)

Possessions masterwork breastplate, masterwork greataxe, masterwork bow, wooden holy symbol of the slaughter god

Wealth +5; **Reputation** +1

MADDOCK

Male human ordinary 4

Medium humanoid

Init -1; **Senses** Notice +9

Languages Common

Defense Dodge -1, Parry +1

(0 base, -1 Dex or +1 Str)

Toughness +3 (+1 Con, +2 armor)

Fort +1, **Ref** -1, **Will** +2

Spd 30 ft.

Melee club -1 (+3; 20/+3)

Ranged mwk crossbow +0 (+3; 20/+3)

Atk +0; **Grp** +1

Abilities Str +1, Dex -1, Con +1, Int 0, Wis +2, Cha +2

Skills Diplomacy 7 (+9), Gather Information 7 (+9), Knowledge (streetwise) 7 (+7), Notice 7 (+9), Sense Motive 7 (+9)

Possessions leather armor, club, masterwork crossbow

Wealth +9; **Reputation** +0

NELPHEN THE MAGNIFICENT

Male gnome expert 3/adept 2

Small humanoid

Init +2; **Senses** Night Vision; Notice +3

Conviction 5

Languages Common, Gnome

Defense Dodge +6, Parry +4

(3 base, +1 size, +2 Dex or +0 Str)

Toughness +3 (-1 size, +2 Con, +2 armor)

Fort +3, **Ref** +5, **Will** +2

Spd 20 ft.

Melee mwk sword +7 (+3; 20/+3)

Ranged mwk crossbow +7 (+3; 19–20/+3)

Atk +3; **Grp** –1

Special Actions Fascinate, Inspire

Powers (PR 2; PB +5; Difficulty 12):

Dominate, Illusion, Mind Touch, Sleep

Abilities Str 0, Dex +2, Con +2, Int 0, Wis –1, Cha +3

SQ expertise

Feats Dominate, Fascinate, Illusion, Inspire, Iron Will^B, Light Armor Training, Mind Touch, Night Vision^B, Sleep, Talented (Craft: chemical and Notice)^B, Weapon Training

Skills Acrobatics 6 (+7), Bluff 6 (+9), Concentration 6 (+8), Craft (chemical) 0 (+2), Diplomacy 6 (+9), Knowledge (supernatural) 8 (+8), Notice 2 (+3), Perform (comedy) 8 (+11), Perform (sing) 8 (+11), Stealth 6 (+9)

Possessions masterwork studded leather, masterwork sword, masterwork crossbow, backpack, waterskin, one day of trail rations, bedroll, sack

Wealth +9; **Reputation** +1

RATTLEBONES

Skeletal gnoll

Medium 2nd-level undead

Init +5; **Senses** darkvision 60 ft.; Notice +0

Defense Dodge +2, Parry +3

(1 base, +1 Dex or +2 Str)

Toughness +4 (+0 Con, +2 armor, +2 natural); **DR** 5/bludgeoning

Immune cold, poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, non-lethal damage, ability damage or drain, effects requiring a Fort save

Fort +0, **Ref** +1, **Will** +3

Spd 30 ft.

Melee battleaxe +2 (+5; 20/+4) or

Melee claws +2 (+3; 20/+3)

Atk +1; **Grp** +3

Abilities Str +2, Dex +1, Con –, Int –, Wis 0, Cha –5

Feats Improved Initiative^B, Weapon Training^B

Skills Notice 0 (+0)

Possessions battleaxe

Wealth –; **Reputation** –

STASIA

Female human adept 4

Medium humanoid

Init +2; **Senses** Notice +10

Conviction 4

Languages Abyssal, Common, Draconic, Orc, empathic link

Defense Dodge +4, Parry +1

(2 base, +2 Dex or –1 Str)

Toughness +1 (+1 Con)

Fort +2, **Ref** +3, **Will** +4

Spd 30 ft.

Melee knife +4 (+0; 19–20/+3)

Ranged mwk crossbow +5 (+3; 19–20/+3)

Atk +2; **Grp** +1

Powers (PR 7; PB +10; Difficulty 14):

Fire Shaping, Heart Shaping, Imbue Unlife, Mind Touch, Second Sight

Abilities Str –1, Dex +2, Con +1, Int +3, Wis 0, Cha +1

SQ the talent

Feats Familiar, Fire Shaping, Heart Shaping, Imbue Unlife, Mind Touch, Point Blank Shot, Second Sight, Skill Focus (Notice)^B

Skills Bluff 7 (+8), Concentration 7 (+8), Intimidate 7 (+8), Knowledge (supernatural) 7 (+10), Medicine 7 (+7), Notice 7 (+10), Search 7 (+10), Stealth 7 (+9)

Possessions knife, masterwork light crossbow, master key to the Laughing Badger, wooden unholy symbol of the slaughter god

Wealth +10; **Reputation** +2

PALE

Female owl

Tiny 1st Level Animal

Init +3; **Senses** Night Vision; Notice +14

Languages link

Defense Dodge +5, Parry –1

(0 base, +2 size, +3 Dex or –3 Str)

Toughness –2 (–2 size, +0 Con)

Resist Evasion

Fort +2, **Ref** +5, **Will** +2

Spd 10 ft., fly 40 ft. (average)

Melee talons +6 (–2; 20/+3)

Atk +0; **Grp** –11

Abilities Str –3, Dex +3, Con +0, Int –4, Wis +2, Cha –3

SQ 2 bonus tricks, share powers

Feats Attack Focus (talons), Evasion^B, Night Vision^B

Skills Notice 4 (+14), Stealth 0 (+14)

VEESHLU

Male human warrior 5

Medium humanoid

Init +1; **Senses** Notice –1

Conviction 5

Languages Common

Defense Dodge +6, Parry +8

(5 base, +1 Dex or +3 Str)

Toughness +8 (+2 Con, +4 armor, +2 feat)

Fort +6, **Ref** +2, **Will** +2

Spd 30 ft.

Melee mwk greatsword +8 (+8; 19–20/+3)
or

Melee dagger +6 (+4; 19–20/+3)

Ranged mwk bow +6 (+6; 20/+4)

Atk +5; **Grp** +8

Atk Options All-out Attack, Cleave, Great Cleave

Abilities Str +3, Dex +1, Con +2, Int 0, Wis –1, Cha +1

SQ determination

Feats All-out Attack, Attack Focus (greatsword), Attack Specialization (greatsword), Cleave, Dodge Focus, Great Cleave, Heavy Armor Training, Iron Will, Light Armor Training, Tough ×2, Weapon Training^B

Skills Handle Animal 8 (+9), Intimidate 8 (+9), Knowledge (streetwise) 8 (+8), Ride 8 (+9), Survival 8 (+7)

Possessions masterwork breastplate, masterwork greatsword, dagger, masterwork bow

Wealth +9; **Reputation** +1

VIDOR

Male halfling adept 6

Small humanoid

Init +2; **Senses** Notice +5

Conviction 5

Languages Abyssal, Common, Halfling

Defense Dodge +6, Parry +4

(3 base, +1 size, +2 Dex or +0 Str)

Toughness +6 (–1 size, +1 Con, +6 armor)

Fort +5, **Ref** +6, **Will** +10

Spd 20 ft.

Melee mwk morningstar +8 (+3; 20/+3)

Ranged javelin +6 (+2; 20/+3)

Atk +3; **Grp** –1

Powers (PR 9; PB +12; Difficulty 16):

Cure, Heart Shaping, Illusion, Imbue Unlife, Light Shaping, Mind Touch

Abilities Str 0, Dex +2, Con +1, Int +1, Wis +3, Cha +2

Feats Attack Focus (morningstar), Cure, Heart Shaping, Heavy Armor Training, Illusion, Imbue Unlife, Light Armor Training, Light Shaping, Lucky^B, Mind Touch, Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B

Skills Bluff 9 (+11), Climb 0 (–3), Concentration 9 (+10), Jump 0 (–3), Knowledge (philosophy and theology) 9 (+10), Knowledge (supernatural) 9 (+10), Notice 0 (+5), Stealth 9 (+12)

Possessions masterwork full plate, masterwork morningstar, 3 javelins, silver unholy symbol

Wealth +12; **Reputation** +2

ZELFITH

Male quasit expert 1

Tiny 4th-level outsider (extraplanar, shapechanger, vice)

Init +9; **Senses** darkvision 60 ft.; Notice +8

Languages Abyssal, Common

Defense Dodge +10, Parry +5

(3 base, +2 size, +5 Dex or +0 Str)

Toughness +0 (–2 size, +1 Con, +1 natural);

Fast Healing 2; **DR** 2/cold iron or virtue

Immune poison

Resist fire 4

Fort +4, **Ref** +10, **Will** +4

Spd 20 ft., fly 50 ft. (perfect)

Melee claws +10 (+0 plus poison) or

Melee bite +10 (+0)

Atk +3; **Grp** –5

Atk Options poison, sneak attack

Special Actions alternate form

Powers (PR 6; PB +8; Difficulty 13):

Heart Reading, Heart Shaping, Light Shaping, Second Sight

Abilities Str 0, Dex +5, Con +1, Int 0, Wis +1, Cha +2

SQ expertise

Feats Heart Reading^B, Heart Shaping^B, Improved Initiative, Improved Strike^B, Light Shaping^B, Second Sight, Sneak Attack

Skills Bluff 7 (+9), Escape Artist 1 (+6), Knowledge (philosophy and theology) 7 (+6), Notice 7 (+8), Search 6 (+6), Sense Motive 6 (+7), Sleight of Hand 4 (+9), Stealth 7 (+20)

Possessions bloodstone (+1)

Alternate Form: Zelfith can assume the form of a centipede or wolf. If so, he loses his poison ability.

Fast Healing: Zelfith gets an extra recovery check with a +2 bonus.

Poison: Sting; Fortitude Difficulty 15; initial Damage 1 Dex, secondary Damage 2 Dex. The save Difficulty is Constitution-based and includes a +2 racial bonus.