

Dirge of the Damned for True20 Adventure Roleplaying

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This web enhancement includes all the notes and statistics for running *Dirge of the Damned* using *True20 Adventure Roleplaying*. Adapting this adventure should be relatively simple, although 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 do 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

During **Event 4** of **Part Two**, the characters are at risk of taking damage from the fire. All debris that strikes characters deals +2 fire damage.

In **Part Three**, there are several traps to cause no shortage of trouble for the PCs. Modify the traps as follows.

Poisoned Key Trap: This trap deals no damage, but it imposes a -2 penalty to Constitution checks, and Constitution-based skill checks for 1 hour. It causes unconsciousness as normal.

Collapsing Stairs: This trap deals +4 damage to those who fail their Reflex saves.

Sonic Burst Trap: This trap deals +5 sonic damage to those who fail their Fortitude saves and +2 sonic damage to those who succeed.

Glyph of Warding (Blast): This trap deals +6 acid damage to those who fail their Reflex saves and +3 to those who succeed.

Rewards

Unless you are not using the wealth system described in *True20 Adventure Roleplaying*, you will need to make some changes to the treasure rewards described in this adventure. As a quick and dirty method, divide the coins by the number of PCs. For every 100 gp awarded to each character, increase their wealth bonus by +1. For example, if four characters manage to gain the 1,000 gp bounty, they would each gain 250 gp, or a +2 increase to their wealth modifier.

As for magic items, it's up to you whether they should be present. The stat-blocks assume that none of the characters have supernatural equipment, but you can easily modify the stats if desired.

Monsters

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

Collected Statistics

MAGISTRATE HUGO DREARDEN

Type: 6th-level human ordinary

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 9 (+10), Diplomacy 9 (+10), Gather Information 9 (+10), Intimidate 9 (+10), Knowledge (civics) 9 (+10), Sense Motive 9 (+11)

Combat: Attack +0 (+0 Dex), Attack -4 (sword), Damage +0 (unarmed), Damage +1 (knife), Damage +3 (sword), Defense +0 (+0 Dex), Initiative +0

Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +2

MATILDA DREARDEN

Type: 2nd-level ordinary

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 5 (+7), Diplomacy 5 (+7), Knowledge (art) 5 (+6), Knowledge (civics) 5 (+6), Perform (dance) 5 (+7), Sense 5 (+6)

Combat: Attack +1 (+1Dex), Damage -1 (unarmed), Defense +1 (+1 Dex), Initiative +1

Saving Throws: Toughness -1, Fortitude -1, Reflex +1, Will +1

ORLEN THE MAD BARD

Type: 6th-level human expert

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +2, Con -1, Int +3, Wis -1, Cha +4

Skills: Bluff 9 (+13), Concentration 9 (+8), Craft (writing) 9 (+12), Diplomacy 9 (+13), Disguise 9 (+13), Intimidate 9 (+13), Knowledge (supernatural) 9 (+12), Perform (acting) 9 (+13), Perform (stringed instruments) 9 (+13), Perform (wind instruments) 9 (+13), Sense Motive 9 (+8), Stealth 9 (+11)

Feats: Dodge Focus, Fascinate (Perform), Heart Shaping, Inspire, Jack-of-all-Trades,

Light Armor Training, Pain, Sleep, Suggestion (Perform), Weapon Training

Combat: Attack +6 (+2 Dex), Damage +0 (Unarmed), Damage +3 (sword), Defense +7 (+2 Dex, +1 feat), Initiative +2, Conviction 5

Saving Throws: Toughness +2 (+3 studded leather), Fortitude +1, Reflex +4, Will +4

THEOMAR FIVEFACES (MINION)

Type: 4th-level human expert

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 7 (+15), Diplomacy 7 (+10), Disguise 7 (+13), Gather Information 7 (+10), Intimidate 7 (+12), Perform (acting) 7 (+10), Sense Motive 7 (+9), Sleight of Hand 7 (+9), Stealth 7 (+9)

Feats: Evasion, Light Armor Training, Skill Focus (Bluff), Skill Focus (Disguise), Sneak Attack, Talented (Bluff and Intimidate), Uncanny Dodge, Weapon Training

Combat: Attack +5 (+2 Dex), Damage +1 (unarmed), Damage +4 (sword), Damage +3 (*blade of walking death*), Damage +2 (knife), Defense +5 (+2 Dex), Initiative +2

Saving Throws: Toughness +4 (+3 studded leather), Fortitude +2, Reflex +6, Will +3

DAGGER PHANTOM

Type: 2nd-level undead (incorporeal)

Size: Medium

Speed: Fly 20 ft. (poor)

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

Skills: Notice 5 (+4)

Feats: Attack Focus (touch), Light and Heavy Armor Training, Weapon Training

Traits: darkvision 60 ft., grave chill, tortured existence, undead traits

Combat: Attack +3 (+1 Dex, +1 feat), Damage +1 (touch), Defense +2 (+1 Dex), Initiative +1

Saving Throws: Toughness +1, Fortitude +0, Reflex +1, Will +2

Grave Chill Creatures struck by a dagger phantom's touch attack must succeed on a

Difficulty 8 Fortitude save or become *slowed* for 1 round.

Tortured Existence Dagger phantoms may only remain on the material plane for 10 minutes before they dissolve, forever destroyed.

PHELIAN (MINION)

Type: 4th-level elf expert

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 7 (+12), Diplomacy 7 (+9), Disguise 7 (+12), Intimidate 7 (+9), Notice 7 (+11), Perform (acting) 7 (+9), Search 0 (+2), Sleight of Hand 7 (+10), Stealth 7 (+10)

Feats: Evasion, Light Armor Training, Night Vision, Skill Focus (Bluff), Skill Focus (Disguise), Sneak Attack, Dodge Focus, Talented (Notice and Search), Uncanny Dodge, Weapon Training

Combat: Attack +6 (+3 Dex), Damage +1 (unarmed), Damage +4 (sword), Damage +2 (knife), Defense +7 (+3 Dex, +1 feat), Initiative +3

Saving Throws: Toughness +3 (+3 studded leather), Fortitude +1, Reflex +7, Will +3

Poison: Difficulty 11, initial and secondary 2 Con

SARELDA (MINION)

Type: 4th-level human expert

Size: Medium

Speed: 30 ft.

Abilities: Str 0, Dex +2, Con 0, Int +1, Wis +2, Cha +4

Skills: Bluff 7 (+16), Diplomacy 7 (+11), Disguise 7 (+11), Gather Information 7 (+11), Intimidate 0 (+6), Notice 7 (+9), Perform (acting) 7 (+14), Sense Motive 7 (+9), Sleight of Hand 7 (+9), Stealth 7 (+9), Tumble 7 (+9)

Feats: Evasion, Improved Initiative, Light Armor Training, Skill Focus (Bluff), Skill Focus (Perform: acting), Sneak Attack, Talented (Bluff and Intimidate), Weapon Training

Combat: Attack +5 (+2Dex), Damage 0 (unarmed), Damage 1 (knife), Defense +5 (+2 Dex), Initiative +6

Saving Throws: Toughness +3 (+3 studded leather), Fortitude +1, Reflex +6, Will +3

CAESAR

Type: 6th-level halfling expert

Size: Small

Speed: 20 ft.

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

Skills: Bluff 9 (+11), Climb 0 (+2), Disguise 9 (+11), Gather Information 9 (+11), Jump 9 (+11), Notice 9 (+13), Perform (acting) 9 (+11), Perform (string instruments) 9 (+11), Sleight of Hand 9 (+11), Stealth 9 (+17)

Feats: Cure, Dodge Focus, Evasion, Fascinate (Perform), Heart Shaping, Illusion, Inspire (Perform), Lucky, Sneak Attack, Sleep, Talented (Climb and Jump), Talented (Notice and Stealth)

Combat: Attack +7 (+2 Dex, +1 size), Damage 0 (unarmed), Damage +1 (knife), Defense +8 (+2 Dex, +1 size, +1 feat), Initiative +2; Conviction 5

Saving Throws: Toughness -1, Fortitude +2, Reflex +4, Will +4

DRANGO (MINION)

Type: 4th-level gnome adept

Size: Small

Speed: 20 ft.

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

Skills: Bluff 7 (+7), Concentration 7 (+8), Craft (chemical) 7 (+12), Disable Device 7 (+9), Knowledge (supernatural) 7 (+10), Notice 7 (+9), Stealth 7 (+13)

Feats: Blur, Dominate, Improved Initiative, Illusion, Iron Will, Night Vision, Psychic Blast, Second Sight, Talented (Craft: chemical and Notice), Ward

Combat: Attack +5 (+2 Dex, +1 size), Damage 0 (unarmed), Damage +2 (staff), Damage +3 (crossbow), Defense +5 (+2 Dex, +1 size), Initiative +2

Saving Throws: Toughness 0, Fortitude +2, Reflex +3, Will +5

CECILIA HARGRAVE

Type: 4th-level human ordinary

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 7 (+9), Diplomacy 7 (+9), Gather Information 7 (+9), Intimidate 7 (+9), Sense Motive 7 (+9)

Combat: Attack +0 (0 Dex), Damage +1 (unarmed), Defense +0 (0 Dex), Initiative +0

Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +3

DREAD WIGHT KRENSHAR

Type: 2nd-level undead

Size: Medium

Speed: 40 ft.

Abilities: Str +1, Dex +4, Con —, Int –1, Wis +2, Cha +3

Skills: Jump 5 (+10), Notice 5 (+7), Stealth 5 (+17)

Feats: Drain Vitality, Light and Heavy Armor Training, Night Vision^B, Track^B, Weapon Training

Traits: command wights, create spawn, darkvision 60 ft., scare, scent, undead traits

Combat: Attack +5 (+4 Dex), Damage +3 (bite, plus Drain Vitality), Damage +2 (claws), Defense (+4 Dex), Initiative +4

Saving Throws: Toughness +8 (+7 natural), Fortitude +0, Reflex +4, Will +5

Command Wights: A dread wight krenshar may automatically command all normal wights within 30 feet as a free action.

Create Spawn: Any creature killed by a dread wight krenshar's Drain Vitality feat rises as a wight in 1d4 rounds.

Scare: As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as an Intimidate check with a +5 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like the Fear effect of the Heart Shaping power (Will Difficulty 15 partial). A creature that successfully saves cannot be affected

again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Dread wight krenshars have a +4 racial bonus on Jump checks and a +8 bonus on Stealth checks.

WIGHT KRENSHAR

Type: 2nd-level undead

Size: Medium

Speed: 40 ft.

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

Skills: Jump 5 (+10), Notice 5 (+7), Stealth 5 (+17)

Feats: Drain Vitality, Light and Heavy Armor Training, Night Vision^B, Track^B, Weapon Training

Traits: create spawn, darkvision 60 ft., scare, scent, undead traits

Combat: Attack +4 (+3 Dex), Damage +3 (bite plus Drain Vitality), Damage +2 (claws), Defense +4 (+3 Dex), Initiative +3

Saving Throws: Toughness +8 (+7 natural), Fortitude +0, Reflex +3, Will +5

Create Spawn: Any creature killed by a dread wight krenshar's Drain Vitality feat rises as a wight in 1d4 rounds.

Scare: As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as an Intimidate check with a +5 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like the Fear effect of the Heart Shaping power (Will Difficulty 15 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Wight krenshars have a +4 racial bonus on Jump checks and a +8 bonus on Stealth checks.

LURGREK

Type: 6th-level aberration

Size: Medium

Speed: 30 ft.

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

Skills: Climb 2 (+4), Notice 3 (+6), Stealth 4 (+4)

Feats: Attack Focus (morningstar), Great Fortitude, Light and Heavy Armor Training, Night Vision^B, Skill Focus (Notice), Weapon Training

Traits: darkvision 60 ft.

Combat: Attack +4 (+0 Dex), Attack +5 (morningstar), Damage +5 (bite), Damage +5 (morningstar), Damage +4 (javelin), Defense +7 (+0 Dex, +3 large shield), Initiative +0

Saving Throws: Toughness +10 (+3 studded leather, +5 natural), Fortitude +6, Reflex +2, Will +7

Petrifying Gaze: Range 30 feet; Fortitude Difficulty 13; turn to stone permanently. The save Difficulty is Charisma-based.

Skills: Lurgrek gains a +4 bonus to Stealth checks made in natural settings.

MADNESS MUSE

Type: 5th-level aberration

Size: Medium

Speed: 30 ft.

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

Skills:

Feats: Ability Focus (madness touch), Bliss^B, Heart Shaping (friendship only)^B, Illusion^B, Improved Initiative, Light and Heavy Armor Training, Weapon Training +2

Traits: darkvision 60 ft.

Combat: Attack +5 (+2 Dex), Damage +2 (slam plus madness touch), Defense +5 (+2 Dex), Initiative +6

Saving Throws: Toughness +5 (+2 natural), Fortitude +4, Reflex +3, Will +2

Madness Touch (Su) Whenever the madness muse hits an opponent with a slam attack, the creature must succeed on a Will Difficulty 15 save or become bewildered for 5 rounds. A bewildered character takes a -2 penalty on combat rolls, saves, and checks. The save DC is Charisma-based.
