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, Lucky¹, 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 Vision¹, Uncanny Dodge, Weapon Training¹  
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 Fortitude 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 —

**SQ** slow

**Feats** Tough, Weapon Training,

**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 (minor)

**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/+) +2

**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

**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, 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; 10–20/+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, Weapon Training

**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, Talented (Climb and Jump), Talented (Notice and Stealth), 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, Rage ×2, Uncanny Dodge, Weapon Training
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\(^a\), Light Armor Training, Mind Touch, Night Vision\(^a\), 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\(^a\), Weapon Training\(^a\)

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\(^a\), Night Vision\(^a\)

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

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<tr>
<th>Spd</th>
<th>30 ft.</th>
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<tr>
<td>Melee</td>
<td>mwk greatsword +8 (+8; 19–20/+3) or DAGGER +6 (+4; 19–20/+3)</td>
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<tr>
<td>ATK</td>
<td>+5; GRP +8</td>
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**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

**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

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**VIDOR**

Male halfling adept 6
Small humanoid

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

**Conviction**

**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

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<th>Spd</th>
<th>20 ft.</th>
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<tr>
<td>Melee</td>
<td>mwk morningstar +8 (+3; 20/+3)</td>
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<tr>
<td>ATK</td>
<td>+3; GRP –1</td>
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**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, Mind Touch, Talented (Climb and Jump), Talented (Notice and Stealth)

**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 greatsword, 3 javelins, silver unholy symbol

**Wealth** +12; **Reputation** +2

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**ZELFITH**

Male quasit expert 1
Tiny 4th-level outsider (extraplanar, shapeshanger, 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

<table>
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<tr>
<th>Spd</th>
<th>20 ft., fly 50 ft. (perfect)</th>
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<tbody>
<tr>
<td>Melee</td>
<td>claws +10 (+0 plus poison) or bite +10 (+0)</td>
</tr>
<tr>
<td>ATK</td>
<td>+3; GRP –5</td>
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**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, Heart Shaping, Improved Initiative, Improved Strike, Light Shaping, 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.