

# RISE OF THE RUNELORDS: BURNT OFFERINGS

*True20 Adventure Roleplaying Conversion by Robert J. Schwalb with J. Colin Madden*

It brings me great pleasure to produce the first installment of the *True20 Conversion Guides* for Paizo Publishing's *Rise of the Runelords* adventure path. For fans of *True20*, this supplement is intended as a companion to *Burnt Offerings*, giving everything you need to run the adventure using *True20* rules. For those not familiar with *True20*, it is a stripped down, fast-play adventure game that finds its roots firmly in the *d20 system*, but modified to provide a more narrative experience. There's a lot that's familiar in *True20*, but there's much that's different, and in this humble writer's opinion, improved.

This document provides all the mechanics needed to run the adventure. Starting with a brief conversion guide for skill checks, this enhancement provides game statistics for Narrator Characters, Creatures, Traps, and finally Supernatural Items. Where needed, feats are included to make the transition as seamless as possible.

## SKILL CHECK CONVERSIONS

*True20* condenses the skill list used in the *d20 System*, combining many skills to focus game play in the areas that matter the most. Whenever the text calls for a *d20* skill check, you can compare the check to the following chart. After a while, you'll find most substitutions so intuitive you won't need this list at all.

<b>d20 System Skills</b>	<b>True20 Skills</b>
Appraise	Craft
Balance	Acrobatics
Climb	Climb
Decipher Script	Intelligence check
Forgery	Craft (Forgery)
Heal	Medicine
Hide	Stealth
Knowledge (arcana)	Knowledge (supernatural)
Knowledge (architecture)	Knowledge (engineering)
Knowledge (dungeoneering)	Knowledge (engineering)
Knowledge (the planes)	Knowledge (supernatural)
Listen	Notice
Move Silently	Stealth
Open Lock	Disable Device
Profession	Profession or Craft
Speak Language	Language
Spellcraft	Knowledge (supernatural)
Spot	Notice
Tumble	Acrobatics
Use Magic Device	n/a
Use Rope	Craft (knots)

Skills not listed exist in both the *d20 System* and *True20 Adventure Roleplaying*.

## TREASURE

The rules in *True20 Adventure Roleplaying* use a Wealth system rather than a system of tracking individual coins. Since *True20* characters generally do not derive power by accumulating items and instead develop their abilities as they gain levels, a currency system isn't needed. If you prefer to track coins, feel free to. You can crib notes from the *Player's Handbook* or, better still, if you have the *True20 Freeport Companion* you can find full price lists for the most common sorts of equipment you'd ever want to buy.

On the other hand, if you'd rather use the Wealth system, you can use the following system to assess Wealth Awards.

<b>Total GP Value/PC</b>	<b>Wealth Award/PC</b>
100gp x Level	No bonus
250gp x Level	+1
500gp x Level	+2
1,000gp x Level	+3
2,000gp x Level	+4

## Magic Items

Magic items as defined by the *d20 System* generally have no counterpart in *True20 Adventure Roleplaying*. If desired, you can use magic items as presented in the adventure using the normal rules for converting weapons and damage effects to *True20*. For items that require spell activation such as scrolls, wands, and staves, a character must have at least one supernatural power to use the item. Charged items should have half the listed number of charges when used in *True20*.

## NARRATOR CHARACTERS

The following characters are presented in alphabetical order. Characters that do not have statblocks in the adventure and have levels in NPC classes count as Ordinaries.

### Lyrie Akenja

Female human adept 3  
 Medium humanoid  
**Init** +2; **Senses** Notice +6  
**Conviction** 4

**Languages** Common, Goblin, Thassilonian

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**Defense** +4

**Toughness** +1

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

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**Spd** 30 ft.

**Attack** knife +3 (+0/19–20/+3)

**Combat Bonus** +1; **Grp**+0

**Special Actions** The Talent

**Supernatural Powers (rank 6, bonus +8, Int, Difficulty 15):** Elemental Blast (fire) rank 9, Fire Shaping, Illusion, Mind Touch

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

**Feats** Dodge Focus, Familiar (Skivver, cat), Power (x4), Supernatural Focus (Elemental Blast [fire])

**Skills** Concentration 6 (+7), Knowledge (engineering) 6 (+8), Knowledge (streetwise) 6 (+8), Knowledge (supernatural) 6 (+8), Notice 6 (+6), Sleight of Hand 6 (+8), Stealth 6 (+8)

**Possessions** knife, silk gown, jewelry, small pouch of artifacts stolen from Tsuto Kaijitsu

### **Bruthazmus (Minion)**

Male bugbear warrior 1

Medium humanoid (goblinoid) 4

**Init** +3; **Senses** Darkvision, Scent; Notice +5

**Languages** Common, Goblin

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**Defense** +6

**Toughness** +7

**Fort** +7, **Ref**+6, **Will**+2

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**Spd** 30 ft.

**Attack** flail +6 (+7/19–20/+3) or

**Attack** masterwork bow +7 (+6/20/+4)

**Combat Bonus** +3; **Grp**+6

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**Abilities** Str +3, Dex +3, Con +4, Int –1, Wis +1, Cha –1

**Traits** Darkvision, Scent

**Feats** Armor Training (heavy, light)<sup>B</sup>, Attack Focus (bow), Skill Training, Track, Weapon Training<sup>B</sup>

**Skills** Climb 2 (+3), Notice 4 (+5), Search 2 (+1), Stealth 3 (+5), Survival 2 (+3)

**Possessions** studded leather armor, flail, masterwork bow

### **Erylium**

Female quasit adept 3

Tiny outsider (extraplanar, shapechanger, vice) 3

**Init** +9; **Senses** Darkvision; Notice +9

**Conviction** 4

**Languages** Abyssal, Common, Thassilonian

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**Defense** +11

**Toughness** +2; fast healing 2; **DR**2/cold iron or virtue

**Immune** poison

**Resist** fire 4

**Fort** +4, **Ref**+8, **Will**+4

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

**Attack** claws +11 (-1/20/+3) or

**Attack** bite +11 (+0/20/+3 plus poison) or

**Attack** masterwork dagger +12 (+0/19–20/+2)

**Combat Bonus** +4; **Grp**-5

**Special Actions** The Talent

**Supernatural Powers** (rank 9, bonus +12, Cha, Difficulty 16): Harm, Reading<sup>B</sup>, Heart Shaping<sup>B</sup>, Light Shaping<sup>B</sup>, Second Sight, Summon Outsider +15

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**Abilities** –1, Dex +5, Con +1, Int +1, Wis +0, Cha +3

**Traits** Alternate Form, Corruptions, Darkvision

**Feats** Double Strike, Hover, Improved Initiative, Improved Strike<sup>B</sup>, Power (x3)<sup>B</sup>, Power (x3), Quickened Power, Supernatural Focus (Summon Outsider)

**Skills** Bluff 9 (+10), Intimidate 9 (+15), Knowledge (supernatural) 9 (+10), Knowledge (theology and philosophy) 3 (+4), Notice 9 (+9), Search 6 (+7), Sense Motive 6 (+6), Stealth 6 (+19)

**Possessions** masterwork dagger, treasure +4

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**Alternate Form:** Erylium can assume the form of a raven at will as a standard action.

**Corruptions:** 's association with Lamashtu and thaumaturgical magic have corrupted her even more than that of a normal quasit. These corruptions are as follow (all are included):

*Raspy Voice:* Erylium gains a +3 bonus on Intimidate checks, but a –3 penalty on Perform checks.

*Scaly Skin:* Erylium increases her natural armor bonus to Toughness saves by +2

*Terrible Breath:* Erylium takes a –2 penalty on Bluff and Diplomacy checks.

**Fast Healing:** Each round, Erylium gains an extra recovery check with a +2 bonus.

**Hideous Spittle:** Once per day, Erylium can belch a wad of foul phlegm at any target within 20 feet (+10 attack). A creature struck must succeed on a Difficulty 14 Fortitude save or become nauseated for 2 rounds.

**Poison:** Injury/bite, Fortitude Difficulty 16, initial damage 1 Dex, secondary damage 2 Dex. The save Difficulty is Constitution-based and includes a +2 racial bonus.

**Supernatural Powers:** Erylium's outsider levels stack with her adept levels for determining her total adept level.

### ***New Power: Summon Outsider***

#### **Fatiguing**

**Prerequisite:** 6th-level adept or higher, trained in Knowledge (supernatural) and Knowledge (theology and philosophy).

You can summon outsiders, beings from other planes of existence, to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the outsider's level.

Summoning a 5th level outsider is Difficulty 20, for instance. Summon Outsider is fatiguing (Difficulty 10 + the outsider's level). The summoned creature does your bidding for a number of days equal to your adept level before returning to its home plane.

**Time:** Summon Outsider is a full-round action.

#### **Gogmurt (Rep +2)**

Male goblin adept 4

Small humanoid (goblinoid)

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

**Conviction** 4

**Languages** Goblin

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**Defense** +5

**Toughness** +3

**Fort** +3, **Ref**+3, **Will**+6

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**Spd** 30 ft.

**Attack** spear +5 (+2/20/+4)

**Combat Bonus** +2; **Grp**-2

**Special Actions** The Talent

**Supernatural Powers** (rank 7, bonus +9, Wis, Difficulty 15): Elemental Weapon (fire), Fire Shaping, Plant Shaping

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

**Feats** Animal Empathy, Armor Training (light),

Night Vision<sup>B</sup>, Power (x4), Skill Focus

(Concentration), Talented (Ride and Stealth)<sup>B</sup>, Trailblazer

**Skills** Concentration 0 (+5), Handle Animal 7 (+8), Knowledge (nature) 7 (+6), Ride 0 (+4), Stealth 0 (+6), Survival 7 (+9)

**Possessions** leather armor, spear

#### **Gresgurt (Minion)**

Male goblin warrior 1

Small humanoid (goblinoid)

**Init** +3; **Senses** Darkvision; **Notice** +5

**Languages** Goblin

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**Defense** +6

**Toughness** +2

**Fort** +4, **Ref**+3, **Will**+1

**Spd** 30 ft.

**Attack** knife +5 (+3/19-20/+3) or

**Combat Bonus** +1; **Grp**+0

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

**Traits** Darkvision

**Feats** Armor Training (light), Rage, Shield Training, Weapon Training

**Skills** Handle Animal 4 (+3), Notice 4 (+5), Ride 0 (+4), Stealth 4 (+11)

**Possessions** leather armor, small shield, masterwork horsechopper, shortbow

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**Rage:** When raging, a goblin commando uses the following statistics for 5 rounds.

**Defense** +4

**Fort** +6, **Will**+3

**Attack** knife +5 (+5/19-20/+3)

**Grp** +2

**Abilities** Str +4

#### **Tsuto Kaijitsu (Rep +1)**

Male half-elf expert 1/warrior 2

Medium humanoid

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

**Conviction** 4

**Languages** Common, Elven, Goblin

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**Defense** +5; **Deflect Arrows**

**Toughness** -1

**Fort** +0, **Ref**+4, **Will**+2

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**Spd** 30 ft.

**Attack** unarmed strike +4 (+1) or

**Attack** shortbow +4 (+3/20/+4)

**Combat Bonus** +2; **Grp**+3

**Special Actions** Expertise

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

**Feats** Deflect Arrows, Dodge Focus, Improved

Strike, Night Vision<sup>B</sup>, Sneak Attack, Stunning Attack, Talented (Diplomacy and Gather

Information)<sup>B</sup>, Talented (Notice and Search)<sup>B</sup>, Weapon Training

**Skills** Acrobatics 6 (+8), Bluff 6 (+6), Diplomacy 6 (+8), Disable Device 6 (+7), Disguise 6 (+6), Gather Information 6 (+8), Intimidate 6 (+8), Notice 0 (+2), Perform (wind instruments) 6 (+6), Search 6 (+9)

**Possessions** shortbow, masterwork toolkit, silver earrings, journal, treasure +1

### Koruvus (Minion)

Male mutated goblin warrior 2

Medium humanoid (goblinoid) 2

**Init** +5; **Senses** Darkvision; Notice -1

**Languages** Common, Goblin

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**Defense** +3; **Parry**+6

**Toughness** +8

**Fort** +8, **Ref**+1, **Will**-1

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**Spd** 30 ft.

**Attack** masterwork longsword +4 (+7/19-20/+3) or

**Attack** masterwork handaxe +4 (+5/20/+4) or

**Attack** silver dagger +3 (+4/19-20/+3)

**Combat Bonus** +2; **Grp**+6

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

**Traits** Breath Weapon

**Feats** Great Fortitude, Improved Initiative, Tough, Two-Weapon Fighting, Weapon Training

**Skills** Intimidate 5 (+5), Ride 0 (+5)

**Possessions** masterwork longsword, masterwork handaxe, silver dagger

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**Breath Weapon:** Once every other round Koruvus can spew a stream of acidic blood in a 20 ft. line. Those in the area of effect take +2 acid damage (Reflex save Difficulty 13 for half). On a failed Toughness save those struck must also make a Difficulty 13 Fortitude save or be nauseated for one round.

### Malfeshnekor

Male greater barghest

Large outsider (shapechanger, vice) 10

**Init** +8; **Senses** Darkvision, Scent; Notice +16

**Languages** Common, Giant, Goblin, Infernal, Worg

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**Defense** +13

**Toughness** +14; **DR** 5/supernatural

**Fort** +11, **Ref**+11, **Will**+10

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**Spd** 40 ft.

**Attack** bite +17 (+12/20/+3) or

**Attack** claws +17 (+10/20/+3)

**Combat Bonus** +10; **Grp**+22

**Supernatural Powers** (rank 13, bonus +18, Cha, Difficulty 20): Blink, Heart Shaping, Light Shaping, Teleport

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**Abilities** Str +8, Dex +4, Con +4, Int +4, Wis +3, Cha +5

**Traits** Change Shape, Feed

**Feats** All-Out Attack, Improved Initiative, Power (x2), Power (x2)<sup>B</sup>, Rage<sup>B</sup>

**Skills** Acrobatics 13 (+17), Bluff 13 (+18), Climb 13 (+21), Diplomacy 13 (+18), Intimidate 13 (+20), Jump

13 (+), Knowledge (history) 13 (+17), Notice 13 (+16), Sense Motive 13 (+16), Stealth 13 (+17, +21 in wolf form)

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**Change Shape:** Malfeshnekor can assume the form of a goblin or wolf as a standard action.

**Feed:** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and there is only a 50% (11-20 on a d20) chance that a use of the Imbue Life power can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest gains levels by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 level and its Toughness increases by +1. For every six corpses consumed, its Strength and Constitution increase by +1. Its attack bonus and saves improve as normal for an outsider of its level, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose levels are equal to or greater than its own.

### Nualia (Rep +1)

Female aasimar warrior 2/adept 3

Medium outsider (native) 5

**Init** -1; **Senses** Darkvision; Notice +2

**Conviction** 5

**Languages** Celestial, Common, Goblin

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**Defense** +2; **Parry**+6

**Toughness** +6

**Resist** acid 2, cold 2, electricity 2

**Fort** +5, **Ref**-1, **Will**+3

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**Spd** 30 ft.

**Attack** supernatural bastard sword +4 (+8/19-20/+3) or

**Attack** masterwork longbow +3 (+6/20/+4)

**Combat Bonus** +3; **Grp**+6

**Special Actions** Determination

**Supernatural Powers** (rank 3, bonus +5, Cha, Difficulty 13): Enhance Ability, Heart Shaping, Purifying Light

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

**Traits** Darkvision

**Feats** Armor Training (heavy, light), Attack Focus (bastard sword), Exotic Weapon Training (bastard sword), Lamashtu's Mark, Power<sup>B</sup>, Power (x2), Weapon Training

**Skills** Concentration 8 (+10), Intimidate 8 (+10),

Knowledge (religion) 8 (+8), Language (Goblin), Notice 0 (+2), Ride 7 (+6)

**Possessions** masterwork breastplate, supernatural bastard sword, masterwork longbow

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**Lamashtu's Mark (Feat):** When ugly abdomen scars are visible, gain +2 on Intimidate checks and take -2 on Diplomacy checks. In addition, once per day as a free action, beset victim you hit with a deformity, imposing a -1 penalty on the victim's Charisma score for 1 hour unless it succeeds on a Difficulty 17 Fortitude save.

### Shadowmist (minion)

Large animal 3

**Init** +3; **Senses** Night Vision; Notice +7

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**Defense** +5

**Toughness** +4

**Fort** +6, **Ref**+4, **Will**+2

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**Spd** 50 ft.; Run

**Attack** unarmed +3 (+3/20/+3)

**Combat Bonus** +2; **Grp**+9

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

**Feats** Endurance, Night Vision<sup>B</sup>, Run

**Skills** Notice 6 (+7)

### Stickfoot, Giant Gecko

Medium animal 2

**Init** +6; **Senses** Darkvision, Night Vision, Scent; Notice +7

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**Defense** +3 (+1 base, +2 Dex)

**Toughness** +3 (+1 Con, +2 natural)

**Fort** +4, **Ref**+5, **Will**+2

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**Spd** 40 ft., climb 40 ft.

**Attack** bite +3 (+3/20/+3)

**Combat Bonus** +1; **Grp**+2

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

**Traits** Darkvision 120 ft., Expert Climber, Scent

**Feats** Improved Initiative, Night Vision<sup>B</sup>

**Skills** Climb 0 (+8), Notice 5 (+7)

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**Expert Climber:** Giant geckos can climb on any surface, no matter how slick or sheer.

**Skills:** Giant geckos gain a +8 racial bonus on Acrobatics checks made to maintain their balance. They may always choose to take 10 on Climb checks, even if rushed or threatened.

### Tangletooth, Fire Pelt Animal Companion (Familiar)

Male leopard familiar

Medium animal 3

**Init** +4; **Senses** Night Vision, Scent; Notice +10

**Languages** link

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**Defense** +6

**Toughness** +2

**Fort** +5, **Ref**+7, **Will**+2; Evasion

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**Spd** 40 ft., climb 20 ft.

**Attack** bite +6 (+5/20/+3) or

**Attack** claws +6 (+3/20/+3) or

**Attack** rake +6 (+1/20/+3)

**Combat Bonus** +2; **Grp**+5

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

**Traits** Pounce, Rake, Share Powers

**Feats** Double Strike, Improved Grab<sup>B</sup>, Night Vision<sup>B</sup>, Skill Focus (Notice)

**Skills** Acrobatics 0 (+12), Climb 0 (+11), Jump 0 (+11), Notice 6 (+10), Stealth 0 (+8, +12 in tall grass or heavy undergrowth)

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**Pounce:** If Tangletooth charges, he can attack a single target with claws, bite, and rake in a single round.

**Rake:** During a grapple a Fire Pelt gets a free rake attack.

### Orik Vancaskerkin (Rep +1)

Male human warrior 3

Medium humanoid

**Init** +1; **Senses** Notice +1

**Conviction** 4

**Languages** Common, Goblin

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**Defense** +8

**Toughness** +7

**Fort** +5, **Ref**+2, **Will**+1

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**Spd** 30 ft.

**Attack** masterwork bastard sword +6 (+6/19-20/+3) or

**Attack** longbow +4 (+5/20/+4)

**Combat Bonus** +3; **Grp**+5

**Special Actions** Determination

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

**Feats** Armor Training (heavy, light), All-Out Attack, Attack Focus (bastard sword), Blind-Fight<sup>B</sup>, Exotic Weapon Training (bastard sword), Shield Training, Weapon Training

**Skills** Climb 6 (+4), Intimidate 6 (+5), Jump 6 (+4),

Language (Goblin), Survival 5 (+6), Swim 6 (+0)  
**Possessions** masterwork banded mail, masterwork large shield, masterwork bastard sword, longbow

### Warchief Ripnugget (Rep +1)

Male goblin warrior 4  
Small humanoid (goblinoid)

**Init** +2; **Senses** Notice -1

**Conviction** 4

**Languages** Common

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**Defense** +7

**Toughness** +6

**Fort** +6, **Ref**+3, **Will**+0

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**Spd** 30 ft.; Move-By Attack

**Attack** supernatural dogslicer +9 (+6/19-20/+3)

**Combat Bonus** +4; **Grp**+1

**Special Actions** Determination

---

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

**Feats** Armor Training (heavy, light), Attack Focus (dogslicer), Attack Specialization (dogslicer), Move-By Action, Night Vision<sup>B</sup>, Skill Focus (ride), Spirited Charge, Weapon Training

**Skills** Handle Animal 7 (+8), Intimidate 7 (+8), Ride 7 (+12), Stealth 7 (+9)

**Possessions** masterwork breastplate, supernatural dogslicer, dented crown, key ring for all locks in areas C11-C24 and areas D1-D3

## CREATURES

The following creatures are presented in alphabetical order.

### Attic Whisperer

Small undead 6

**Init** +8; **Senses** Darkvision; Notice +12

**Languages** Common

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**Defense** +10

**Toughness** +4

**Immune** poison, sleep, paralysis, stunning, disease, mind-influencing effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring a Fortitude save (unless it also affects objects)

**Fort** —, **Ref**+6, **Will**+8

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**Spd** 20 ft.

**Attack** bite +10 (+0/20/+3 plus steal breath)

**Combat Bonus** +6; **Grp**+2

**Supernatural Powers (rank 9, bonus +12, Cha, Difficulty 17):** Illusion, Light Shaping, Mind Touch

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**Abilities** Str -1, Dex +4, Con —, Int +2, Wis +3, Cha

+3

**Traits** Sobs, Steal Breath, Steal Voice

**Feats** Attack Focus (bite), Dodge Focus, Improved Initiative, Power (x3)<sup>B</sup>

**Skills** Bluff 9 (+12), Climb 9 (+8), Intimidate 9 (+12), Knowledge (streetwise) 9 (+11), Notice 9 (+12), Search 9 (+11), Sense Motive 9 (+12), Stealth 9 (+17)

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**Sobs:** At the start of each of the attic whisperer's turns, any living creature within 10 feet loses the benefits of any Inspire feat and takes a -1 penalty on attack rolls, damage, and Will saves.

**Steal Breath:** Any living creature damaged by an attic whisperer's bite attack must succeed on a Difficulty 16 Will save or become fatigued for 1 hour. A fatigued creature affected by this attack instead becomes exhausted for 1 hour. An exhausted creature affected by this attack fall unconscious for 1 hour. An affected creature can only be roused by a successful use of the Ward power. The save Difficulty is Charisma-based.

**Steal Voice:** Once per round, as a move action, an attic whisperer can snatch the voice from a living creature within 10 feet. That creature must succeed on a Difficulty 16 Will save or be prevented from talking for 1 hour. The save Difficulty is Charisma-based.

Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice (or any other it has previously stolen) at any time, even after its victim's voice has returned. While mimicking a voice, the attic whisperer can speak in any language the voice's owner knew, regardless of its prior knowledge of the language. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to detect the ruse.

### Bunyip

Medium supernatural beast 5

**Init** +4; **Senses** Darkvision; Notice +4

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**Defense** +8

**Toughness** +3

**Fort** +5, **Ref**+7, **Will**+1

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**Spd** 10 ft., swim 50 ft.

**Attack** bite +9 (+3/19-20/+3)

**Combat Bonus** +5; **Grp**+6

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

**Traits** Keen Senses, Roar

**Feats** Attack Focus (bite), Improved Critical (bite)<sup>B</sup>, Rage

**Skills** Notice 4 (+4), Swim 4 (+13)

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**Keen Senses:** A bunyip can pinpoint all living

creatures within 180 feet as a free action and automatically detects blood in water up to a mile away.

**Roar:** A bunyip can roar at will as a standard action. All creatures of 4th level or lower within 100 feet must succeed on a Difficulty 14 Will save or become panicked for 3 rounds. Regardless of the success or failure of the save, a creature cannot again be affected by the same bunyip's roar for 24 hours. This is a sonic, mind-affecting, fear effect. The save Difficulty is Constitution based and includes a +1 bonus.

### Giant Hermit Crab

Large vermin (aquatic) 7

**Init** +0; **Senses** Darkvision; Notice +0

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**Defense** +4; **Parry**+10

**Toughness** +10

**Immune** mind-affecting effects

**Fort** +9, **Ref**+2, **Will**+2

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**Spd** 30 ft., climb 10 ft.

**Attack** claws +4 (+10/20/+3)

**Combat Bonus** +5; **Grp**+9

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**Abilities** Str +6, Dex 0, Con +4, Int -, Wis 0, Cha -4

**Traits** Constrict

**Feats** Improved Grab<sup>B</sup>

**Skills** Climb 0 (+14), Stealth 0 (-4)

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**Constrict:** A giant hermit crab deals +9 damage on a successful grapple check.

### Goblin

Male or female goblin warrior 1 (minion)

Small humanoid

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

**Languages** Goblin

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**Defense** +4; **Parry**+3

**Toughness** +1

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

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**Spd** 30 ft.; Move-By Action

**Attack** dogslicer +3 (+1/19-20/+3) or

**Attack** torch -1 (-1 plus fire) or

**Attack** tongs of molten glass -1 (+1 fire) or

**Attack** morningstar +3 (+3/20/+3)

**Combat Bonus** +1; **Grp**-3

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

**Feats** Armor Training (light), Move-By Action, Talented (Notice and Search), Weapon Training

**Skills** Notice 4 (+5), Ride 4 (+4), Search 0 (+2), Stealth 4 (+9), Survival 4 (+3)

**Possessions** leather, small shield, dogslicer

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**Fire:** A creature struck by a goblin's torch must succeed on a Difficulty 15 Reflex save or take +2 damage immediately. Failure by 5 or more indicates the character catches on fire and each round the character takes +2 damage unless he or she succeeds on a Difficulty 15 Reflex save to extinguish themselves.

### Goblin Commando

Male or female goblin warrior 1 (minion)

Small humanoid

**Init** +3; **Senses** Darkvision; Notice +5

**Languages** Goblin

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**Defense** +6

**Toughness** +2

**Fort** +4, **Ref**+3, **Will**+1

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**Spd** 30 ft.

**Attack** horsechopper +5 (+5/20/+4) or

**Attack** shortbow +5 (+4/20/+4)

**Combat Bonus** +1; **Grp**+0

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

**Feats** Armor Training (light), Rage, Shield Training, Weapon Training

**Skills** Handle Animal 4 (+3), Notice 4 (+5), Ride 0 (+4), Stealth 4 (+11)

**Possessions** leather armor, small shield, masterwork horsechopper, shortbow

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**Rage:** When raging, a goblin commando uses the following statistics for 5 rounds.

**Defense** +4

**Fort** +6, **Will**+3

**Attack** horsechopper +5 (+7/20/+4) or

**Attack** shortbow +5 (+6/20/+4)

**Grp** +2

**Abilities** Str +4

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### Goblin Dog

Medium animal 1

**Init** +2; **Senses** Darkvision, Night Vision, Scent; Notice +1

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**Defense** +4

**Toughness** +4

**Immune** disease

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

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**Spd** 50 ft.

**Attack** bite +2 (+4)

**Combat Bonus** +0; **Grp**+2

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

**Traits** Allergic Reaction, Darkvision

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**Feats** Night Vision<sup>B</sup>, Tough, Track<sup>B</sup>

**Skills** Acrobatics 0 (+6), Jump 4 (+6), Stealth 0 (+6)

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**Allergic Reaction:** Any non-goblinoid creature damaged by a goblin-dog's bite attack, deals damage to the goblin dog with a natural weapon or unarmed strike, tries to ride or otherwise come into contact with the creature must succeed on a Difficulty 12 Fortitude save or contract a dreadful rash. While covered with the rash, the target takes a -1 penalty to its Dexterity and Charisma scores. A use of the Cure or Cure Disease power removes this condition.

### Goblin Snake

Small aberration (goblinoid) 2

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

**Languages** Common, Goblin, snake empathy

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**Defense** +4

**Toughness** +2

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

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**Spd** 30 ft., burrow 5 ft.

**Attack** bite +4 (+2/20/+3)

**Combat Bonus** +1; **Grp**-3

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

**Traits** Darkvision, Goblin Breath, Lunge, Snake Empathy

**Feats** Skill Focus (Notice)

**Skills** Bluff 2 (+3), Intimidate 1 (+2), Notice 1 (+5), Stealth 1 (+7)

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**Goblin Breath:** Once every 2 rounds, a goblin snake can unleash a sickening belch. All adjacent living creatures must succeed on a Difficulty 13 Fortitude save or be sickened for 2 rounds. The save Difficulty is Constitution-based. A creature can only be affected by a particular goblin snake's goblin breath once in 24 hours. Any supernatural powers that delay or neutralize poison remove the sickened condition from a creature that failed its save.

**Lunge:** If a goblin snake spends its entire turn coiling itself, in any following round it may attack as if its reach were 10 feet and gains a +2 bonus on this attack roll. Any movement made prior to this special attack negates this benefit.

**Snake Empathy:** A goblin snake may make Diplomacy checks to improve the attitudes of snakes and snake-like creatures. It gains a +4 bonus on these checks.

### Goblin Warchanter

Female goblin expert 1 (minion)

Small humanoid

**Init** +3; **Senses** Darkvision; Notice +5

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**Languages** Common, Goblin

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**Defense** +4

**Toughness** +1

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

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**Spd** 30 ft.

**Attack** short sword +4 (+1/19-20/+3) or

**Attack** whip +4 (-1/20/+3) or

**Attack** shortbow +4 (+2/20/+4)

**Combat Bonus** +0; **Grp**-4

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

**Traits** Darkvision

**Feats** Armor Training (light), Exotic Weapon Training (whip), Inspire (courage), Weapon Training

**Skills** Acrobatics 4 (+7), Concentration 4 (+5), Intimidate 3 (+4), Jump 4 (+3), Language (Common), Notice 4 (+5), Perform (sing) 4 (+5), Ride 0 (+7), Stealth 4 (+11)

**Possessions** leather armor, short sword, whip, shortbow

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**Whip:** When using this weapon, a goblin warchanter can attack targets up to 15 feet away. When used in conjunction with a trip or disarm, the goblin gains a +2 bonus.

### Sandpoint Devil

Large outsider (native) 12

**Init** +3; **Senses** Darkvision, Night Vision, Scent; Notice +20

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**Defense** +15

**Toughness** +13; **DR**2/cold iron

**Immune** fire

**Fort** +12, **Ref**+11, **Will**+11

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**Spd** 40 ft., fly 60 ft. (poor)

**Attack** hooves +14 (+11/20/+3) or

**Attack** bite +14 (+8/20/+3)

**Combat Bonus** +12; **Grp**+24

**Supernatural Powers (rank 15, bonus +18, Cha, Difficulty 18):** Fire Shaping, Psychic Blast, Teleport, Wind Shaping

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**Abilities** Str +8, Dex +3, Con +4, Int -1, Wis +3, Cha +3

**Traits** Bay, Darkvision, Hellfire Breath, Trample

**Feats** Dodge Focus, Double Attack<sup>B</sup>, Move-By Attack, Power (x2), Power (x2)<sup>B</sup>, Talented (Notice and Stealth)

**Skills** Climb 7 (+15), Disguise 7 (+10), Intimidate 8 (+11), Knowledge (geography) 8 (+7), Notice 15 (+20), Search 15 (+14), Stealth 7 (+8), Survival 8 (+11)

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**Bay:** As a standard action, the sandpoint devil can



issue a terrifying scream. All living creatures within 300 feet must succeed on a Difficulty 19 Will save or become panicked for 4 rounds. This is a sonic, mind-affecting, fear effect. Whether or not the save is successful, a creature cannot again be affected by the same sandpoint devil's bay for 24 hours. The save Difficulty is Charisma-based.

**Hellfire Breath:** 30-ft. cone, +12 fire damage, Reflex Difficulty 20 half, once every 2 rounds. A creature that fails the save also takes a -4 penalty on attack rolls, saves, ability checks, and skill checks for a number of days equal to the damage taken. This penalty can be removed by a use of the Cure Disease power.

**Trample:** The sandpoint devil deals +16 damage to any creature whose space it moves through. A creature in its path is entitled to a Difficulty 24 Reflex save for half damage. The save Difficulty is Strength-based.

### Shadow

Medium undead (incorporeal) 3

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

**Defense** +4

**Toughness** +1

**Immune** poison, sleep, paralysis, stunning, disease, mind-influencing effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring a Fortitude save (unless it also affects objects)

**Fort** —, **Ref**+3, **Will**+4

**Spd** Fly 40 ft.

**Attack** touch +3 (2 Strength)

**Combat Bonus** +1

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

**Traits** Create Spawn, Darkvision

**Feats** Dodge Focus, Skill Focus (Notice)

**Skills** Intimidate 6 (+7), Notice 6 (+10), Search 6 (+4), Stealth 6 (+8, +12 in shadowy light)

**Create Spawn:** Creatures reduced to -5 Strength are immediately slain and rise up as shadows under the control of their creator after 2 rounds. Newly created shadows retain none of their former abilities.

### Sinspawn

Medium aberration 3

**Init** +5; **Senses** Darkvision, Scent Sin; Notice +7

**Languages** Thassilonian

**Defense** +3; **Parry**+3

**Toughness** +4; **Fast Healing** 2

**Immune** mental contact

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

**Spd** 30 ft.

**Attack** claws +3 (+2/20/+3) or

**Attack** bite +3 (+2/20/+3)

**Combat Bonus** +2; **Grp**+3

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

**Traits** Darkvision, Fast Healing, Scent Sin, Wrathful Bite

**Feats** Double Strike, Improved Initiative, Skill Focus (Stealth)<sup>B</sup>

**Skills** Notice 6 (+7), Stealth 6 (+10), Survival 6 (+7)

**Fast Healing:** Each round, a sinspawn gains an extra recovery check with a +2 bonus.

**Scent Sin:** A sinspawn has the scent ability (*True20* 130), but only against extraordinarily wrathful creatures. This includes any creature under the effects of the Rage feat (or a similar effect) or creatures with the vice subtype, a creature under the influence of the sinspawn's wrathful bite, or any creature given to extreme violence.

**Wrathful Bite:** Whenever a sinspawn damages a living creature using its bite attack, the creature must succeed on a Difficulty 12 Will save or become overwhelmed with feelings of intense anger. For 2 minutes plus 1 minute for every 5 points by which the save failed, the creature is sickened. If the creature is bitten again and fails the save, the creature become slowed. Each future failed save extends the duration but has no additional effect.

### New Feat: Double Strike

**Prerequisite:** Two or more natural attacks.

The creature gains the benefits of the Two-Weapon Fighting feat when using its natural weapons.

### Tentamort

Medium aberration 4

**Init** +5; **Senses** Blindsight; Notice +0

**Defense** +4

**Toughness** +6

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

**Spd** 5 ft., climb 5 ft.

**Attack** tentacle +2 (+3) and

**Attack** sting +2 (+2 plus liquefy organs)

**Combat Bonus** +3; **Grp**+9

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

**Traits** Blindsight, Constrict, Liquefy Organs

**Feats** Double Strike<sup>B</sup>, Improved Grab, Improved Initiative

**Skills** Climb 1 (+11), Stealth 6 (+7)

**Constrict:** A tentamort deals +3 damage on a

successful grapple check.

**Liquefy Organs:** A tinjects an acidic enzyme via its sting attack. A creature struck by this attack must succeed on a Difficulty 13 Fortitude save or take 2 points of Constitution damage on the round stung plus 2 more on the following round. A victim stung multiple times suffers no additional effect. The save Difficulty is Constitution-based. Creatures immune to critical hits are immune to this ability.

### Vargouille

Small outsider (extraplanar, vice) 1

**Init** +1; **Senses** Darkvision; Notice +5

**Languages** Infernal

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**Defense** +3

**Toughness** +1

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

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**Spd** fly 30 ft.

**Attack** bite +4 (+1 plus poison)

**Combat Bonus** +1; **Grp**-3

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

**Traits** Darkvision, Kiss, Poison, Shriek

**Feats** Attack Focus (bite)

**Skills** Intimidate 4 (+3), Notice 4 (+5), Stealth 4 (+9)

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**Kiss:** As a full-round action, a vargouille may automatically kiss a paralyzed target. The target of this attack must succeed on a Difficult 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a use of the Light Shaping power can delay death, but to reverse the transformation requires a use of the Cure Disease power. The save Difficulty is Constitution-based and includes a +4 racial bonus.

**Poison:** bite; Fortitude Difficulty 12, initial damage 1 Conviction, secondary damage 1 Conviction. The Difficulty includes a +1 bonus.

**Shriek:** Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a Difficulty 12 Fortitude save or be

paralyzed with fear for 3 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save Difficulty is Constitution-based and includes a +1 racial bonus.

### Yeth Hound

Medium outsider (extraplanar, vice) 3

**Init** +6; **Senses** Darkvision, Scent; Notice +8

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**Defense** +5

**Toughness** +6; **DR** 5/silver

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

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**Spd** 40 ft., fly 60 ft. (good)

**Attack** bite +5 (+6/20/+3)

**Combat Bonus** +3; **Grp**+6

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

**Traits** Bay, Darkvision

**Feats** Improved Initiative, Improved Trip<sup>B</sup>, Track

**Skills** Notice 6 (+8), Search 6 (+4), Stealth 6 (+8), Survival 6 (+8, +12 when tracking by scent)

---

**Bay:** At will, as a standard action, all creatures within 300 feet must succeed on a Difficulty 11 Will save or become panicked for 5 rounds. This is a sonic, mind-affecting, fear effect. Regardless of whether or not the save succeeds, a creature cannot again be affected by the same yeth hound's bay for 24 hours. The save Difficulty is Charisma-based.

### Zombie

Medium undead 1

**Init** -1; **Senses** Darkvision; Notice +0

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**Defense** -1

**Toughness** +2

**Immune** poison, sleep, paralysis, stunning, disease, mind-influencing effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring a Fortitude save (unless it also affects objects)

**Fort** +0, **Ref**-1, **Will**+2

**Weakness** slow

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**Spd** 30 ft.

**Attack** slam -1 (+1/20/+3)

**Combat Bonus** +0; **Grp**+1

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**Abilities** Str +1, Dex -1, Con \_, Int \_, Wis +0, Cha -5

**Traits** Darkvision

**Feats** Tough<sup>B</sup>

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**Slow:** A zombie may only take a single standard or

move action each round.

## TRAPS

### **Filthy Slasher Trap** **Level 3**

**Type:** Mechanical

**Search** Difficulty 20; **Disable Device** Difficulty 22

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**Trigger** touch; **Reset** manual

**Effect** Scything blade, attack +8, damage +3/19–20/+3 plus disease; Fortitude Difficulty 14, incubation 2 days, damage 1 Dex plus 1–10 on a d20 chance that disease prevents speech for 24 hours.

### **Rigged Rope Bridge** **Level 2**

**Type:** Mechanical

**Search** Difficulty 15; **Disable Device** Difficulty 15

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**Trigger** location or manual; **Reset** manual

**Effect** 80-ft. fall into water (+2 nonlethal and +8 lethal); multiple targets (all creatures on rope bridge); Difficulty 13 Reflex avoids

### **Slashing Cage Trap** **Level 3**

**Type:** Supernatural

**Search** Difficulty 20; **Disable Device** Difficulty 20

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**Trigger** location; **Reset** automatic

**Effect** portcullises drop to seal target in a 5-foot area between them (Reflex Difficulty 15 to jump to adjacent square as they drop); 1 round later, both statues slash at the area with glaives for 2 rounds; 2 glaives, attack +8, damage +4/20/+3; 10-foot fall after 2 rounds, damage +4, fall, Reflex Difficulty 20 negates

**Valeros (Rep +0)**

Male human warrior 1

Medium humanoid

**Init** +6; **Senses** Notice +4**Conviction** 3**Languages** Common, Goblin**Defense** +3**Toughness** +4**Fort** +3, **Ref**+2, **Will**+0**Spd** 30 ft.**Attack** longsword +4 (+5/19–20/+3) or**Attack** short sword +3 (+4/19–20/+3) or**Attack** bow +3 (+5/20/\_3)**Combat Bonus** +1; **Grp**+3**Special Actions** Determination**Abilities** Str +2, Dex +2, Con +1, Int +1, Wis 0, Cha 0**Feats** Armor Training, (heavy, light), Attack Focus (longsword), Improved Initiative, Two-Weapon Fighting, Weapon Training**Skills** Climb 4 (+6, +3 with armor), Intimidate 4 (+4), Jump 4 (+6, +3 with armor), Notice 4 (+4), Ride 4 (+6), Swim 4 (+6, +0 with armor)**Possessions** chainmail, longsword, short sword, bow, backpack, rations, rope**Seoni (Rep +1)**

Female human a1

Medium humanoid

**Init** +2; **Senses** Notice +4**Conviction** 3**Languages** Common**Defense** +3**Toughness** +1**Fort** +1, **Ref**+2, **Will**+3**Spd** 30 ft.**Attack** quarterstaff +2 (+2/20/+3) or**Attack** dagger +2 (+1/19–20/+3)**Combat Bonus** +0; **Grp**+0**Special Actions** The Talent**Supernatural Powers (rank 4, bonus +6, Cha, Difficulty 14):**Elemental Blast (fire), Enhance Ability, Fire Shaping**Abilities** Str 0, Dex +2, Con +1, Int 0, Wis +1, Cha +2**Feats** Dodge Focus, Power (x3), Supernatural Focus (Elemental Blast)**Skills** Bluff 4 (+6), Concentration 4 (+5), Knowledge (supernatural) 4 (+4), Notice 4 (+4), Search 4 (+4)**Possessions** quarterstaff, dagger, backpack, torch, rations

**Kyra (Rep +1)**

Female human adept 1

Size type (subtype)

**Init** +0; **Senses** Notice +2**Conviction** 3**Languages** Common**Defense** +3; **Parry**+5**Toughness** +5**Fort** +2, **Ref**+0, **Will**+4**Spd** 30 ft.**Attack** scimitar +0 (+3/18–20/+3) or**Attack** crossbow +0 (+3/19–20/+3)**Combat Bonus** +0; **Grp**+1**Special Actions** The Talent**Supernatural Powers (rank 4, bonus +6, Wis, Difficulty 14):** Cure**Abilities** Str +1, Dex 0, Con +2, Int 0, Wis +2, Cha +1**Feats** Armor Training (heavy, light), Power, Shield Training, Weapon Training**Skills** Concentration 4 (+6), Diplomacy 4 (+5), Knowledge (religion) 4 (+4), Knowledge (supernatural) 4 (+4), Medicine 4 (+6)**Possessions** chainmail, large shield, scimitar, crossbow, backpack, rations, holy symbol**Merisiel (Rep +1)**

Female elf expert 1

Medium humanoid

**Init** +3; **Senses** Night Vision; Notice +7**Languages** Common, Elven**Defense** +4**Toughness** +2**Fort** +1, **Ref**+5, **Will**+3**Spd** 30 ft.**Attack** rapier +3 (+3/18–20/+3) or**Attack** dagger +3 (+2/19–20/+3)**Combat Bonus** +0; **Grp**+1**Special Actions** Expertise**Abilities** Str +1, Dex +3, Con +1, Int 0, Wis +1, Cha +0**Feats** Armor Training (light), Dodge Focus, Iron Will, Night Vision<sup>B</sup>, Sneak Attack, Talented (Notice and Search)<sup>B</sup>, Weapon Training<sup>B</sup>**Skills** Acrobatics 4 (+7), Climb 4 (+5), Disable Device 4 (+4), Intimidate 4 (+4), Jump 4 (+5), Notice 4 (+7), Search 4 (+6), Stealth 4 (+7)**Possessions** leather armor, rapier, 6 daggers, backpack, grappling hook, hooded lantern, oil, rations, rope, tools