

RISE OF THE RUNELORDS: THE SKINSAW MURDERS

True20 Adventure Roleplaying Conversion by J. Colin Madden

Welcome to the next installment of the *True20* Conversion Guide for Paizo Publishing's *Rise of the Runelords* adventure path. For your convenience we've included the conversion guide presented in the previous volume here.

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.

d20 System Skills	True20 Skills
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 Freepoint 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.

Total GP Value/PC	Wealth Award/PC
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.

Rogors Craesby

Male dread ghoul human expert 4 (minion)

Medium undead (augmented)

Init +3; **Senses** Darkvision; **Notice** +11

Languages Common, Halfling

Defense +6

Toughness +2

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

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

Spd 30 ft., **Climb** 30 ft.

Attack bite +6 (+3 plus paralysis/20/+3) or

Attack claws +6 (+1 plus paralysis/20/+2)

Combat Bonus +3; **Grp** +4

Special Actions Expertise

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

Traits Command Ghouls, Create Spawn, Undead Traits

Feats Dodge Focus, Double Strike, Lightning Reflexes, Skill Focus (Notice), Track

Skills Climb 7 (+8), Craft (carpentry) 7 (+9), Gather Information 7 (+8), Jump 7 (+8), Knowledge (engineering) 7 (+9), Knowledge (local) 7 (+9), Notice 7 (+11), Stealth 7 (+10), Survival 7 (+10)

Possessions key to Foxglove Manor

Command Ghouls: A dread ghoul can automatically command all normal ghouls within 30 feet as a free action. Normal ghouls never attack a dread ghoul unless compelled.

Create Spawn: Any creature killed by a dread ghoul and lying undisturbed until the next midnight rises as a dread ghoul at that time. The new dread ghoul is not under the control of its creator. A Ward power check with a Difficulty equal to 10 plus the level of the dread ghoul responsible for creating the spawn prevents the this.

Paralysis: A creature damaged by a dread ghoul's bite or claw must make a Difficulty 13 Fortitude save or be paralyzed for 2 rounds. The save Difficulty is Charisma based.

New Feat: Double Strike (General)

Prerequisite: Two or more natural attacks.

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

Aldern Foxglove, The Skinsaw Man

Male dread ghast human

Medium undead (augmented) 4/expert 3

Init +8; **Senses** Darkvision; Notice +1

Conviction 5

Languages Common, Elven

Defense +9

Toughness +10

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

Fort +7, **Ref** +10, **Will** +4; evasion

Spd 30 ft., Climb 30 ft.

Attack supernatural masterwork war razor +11 (+4/18-20/+2) or

Attack bite +9 (+5 plus paralysis and ghoul fever/20/+3) or

Attack claws +9 (+3 plus paralysis/20/+2)

Combat Bonus +5; **Grp** +8

Special Actions Expertise

Abilities Str +3, Dex +4, Con —, Int +2, Wis +1, Cha +6

Traits Command Ghouls, Create Spawn, Stench, Undead Traits, Unholy Fortitude, Unnatural Aura

Feats Attack Focus (war razor), Double Strike, Evasion, Improved Initiative, Lightning Reflexes, Skill Focus (bluff), Skill Focus (diplomacy), Sneak Attack x2, Talented (bluff and intimidate)

Skills Acrobatics 4 (+8), Bluff 7 (+18), Climb 8 (+11), Diplomacy 10 (+19), Intimidate 10 (+18), Jump 4 (+7), Knowledge (local) 6 (+8), Knowledge (nobility and royalty) 7 (+9), Ride 7 (+11), Sense Motive 10 (+11), Sleight of Hand 8 (+12), Stealth 5 (+9)

Possessions supernatural masterwork war razor, mask of human flesh, extravagant noble's outfit, cameo containing tiny portrait of PC, key to area B29

Command Ghouls: A dread ghast can automatically command all normal ghouls and ghouls within 30 feet as a free action. Normal ghouls and ghouls never attack a dread ghast unless compelled.

Create Spawn: Any creature killed by a dread ghoul and lying undisturbed until the next midnight rises as a dread ghast at that time. The new dread ghast is not under the control of its creator. A Ward power check with a Difficulty equal to 10 plus the level of the dread ghast responsible for creating the spawn prevents the this.

Ghoul Fever: Disease—bite; Fortitude Difficulty 19; incubation period 1 day; damage 1 Con and 1 Dex. The save Difficulty is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a free-willed ghoul at the next midnight.

Paralysis: A creature damaged by a dread ghoul's bite or claw must make a Difficulty 19 Fortitude save or be paralyzed for 2 rounds. The save Difficulty is Charisma based.

Stench: Any breathing creature within 20 feet of Alden must succeed on a Difficulty 19 Fortitude save or be sickened for 8 minutes. A creature that successfully saves cannot be affected again by Alden's stench for 24 hours. A successful use of the Cure Poison supernatural power removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save Difficulty is Charisma-based.

Unholy Fortitude: Alden adds his Charisma to Fortitude and Toughness saves.

Unnatural Aura: Any animal within 30 feet of Alden automatically becomes panicked and remains so as long as it is within this distance.

Iesha Foxglove, Revenant

The stats for revenants are presented in the **Creatures** section. Narrators wishing to make Iesha more challenging for the player characters should consider making her a heroic character with five points of Conviction at her disposal.

Justice Ironbriar (Rep +2)

Male elf adept 6/expert1

Medium humanoid

Init +6; **Senses** Night Vision; Notice +8

Conviction 6

Languages Common, Draconic, Elven, Infernal

Defense +10

Toughness +4

Fort +5, **Ref** +8, **Will** +7

Spd 30 ft.

Attack war razor +11 (+2/18-20/+2)

Combat Bonus +4; **Grp** +3

Special Actions the talent

Supernatural Powers (rank 9, bonus +11, Wis, Difficulty 15): Cure, Enhance Other, Combat Sense, Harm, Heart Shaping, Suggestion

Abilities Str -1, Dex +6, Con +1, Int +2, Wis +2, Cha +1

Feats Attack Focus (war razor), Great Fortitude, Night Vision^B, Power x6, Sneak Attack, Talented (notice and search)^B, Weapon Training^B

Skills Bluff 10 (+11), Concentration 10 (+12), Craft (forgery) 4 (+6), Diplomacy 10 (+11), Intimidate 6 (+7), Knowledge (local) 4 (+6), Knowledge (religion) 6 (+8), Notice 4 (+8), Search 5 (+7), Stealth 5 (+10)

Possessions war razor, supernatural masterwork chainmail, mask of human flesh

The Scarecrow

Lifespark elite flesh golem

Large Construct 9

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

Languages Common, Infernal

Defense +6; **Parry** +12

Toughness +8; **DR** 2/adamantine

Immune poison, sleep, paralysis, stunning, disease, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

Fort +3, **Ref** +4, **Will** +5; -2 against mind-affecting effects

Spd 30 ft.

Attack masterwork scythe +11 (+14/20/+5), reach 10 ft. or

Attack slam +6 (+13/20/+3), reach 10 ft.

Combat Bonus +6; **Grp** +17

Abilities Str +7, Dex +1, Con —, Int +1, Wis +2, Cha 0

Traits Construct Traits, Immune to Magic, Open Mind

Feats Attack Focus (scythe), Double Strike, Night Vision^B, Skill Focus (stealth), Smashing Blow, Weapon Training^B

Skills Climb 12 (+19), Intimidate 12 (+12), Stealth 12 (+12)

Possessions masterwork large scythe

Immune to Magic: The Scarecrow is immune to most supernatural powers. Powers that deal cold or fire damage reduce its number of actions per round to a single standard or move action for a number of rounds equal to the adept level of the power used (no saving throw). Powers that deal electricity damage remove this condition and grant it an immediate recovery check with a bonus equal to the damage of the power used.

Open Mind: Unlike standard flesh golems, the Scarecrow is self-aware and possesses a personality, and it does not have a chance of going berserk. It is not immune to mind-affecting attacks, and in fact takes a -2 penalty on saving throws against mind-affecting effects.

New Feat: Smashing Blow (Warrior)

You may add 1/2 your Strength bonus (rounded up) in place of your Dexterity bonus on attack rolls with any melee weapon at least one size category larger than you are, requiring two hands to wield it. If your target attempts to block, you may add your full Strength bonus.

Grayst Sevilla (Rep +1)

Male human warrior 4 (minion)

Medium humanoid

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

Languages Common, Varisian

Defense +1; **Parry** +7

Toughness -2

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

Spd 30 ft.

Attack strike +6 (+4/20/+2)

Combat Bonus +4; **Grp** +7

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

Feats Attack Focus (longsword), Diehard, Endurance, Improved Initiative, Improved Strike, Smashing Blow

Skills Climb 7 (+10), Intimidate 7 (+7), Jump 7 (+10)

Xanasha

Lamia matriarch

Large supernatural beast (shapechanger) 12/adept 2

Init +6; **Senses** Darkvision; Night Vision; Notice +2

Conviction 9

Languages Abyssal, Common, Draconic

Defense +18; **Parry** +7

Toughness +8

Fort +10 (+12 against poison), **Ref** +14, **Will** +12

Spd 40 ft., climb 40 ft., swim 40 ft.

Attack masterwork spear +20 (+12/19-20/+3), reach 15 ft.

Combat Bonus +13; **Grp** +23

Special Actions The Talent

Supernatural Powers (rank 11, bonus +18, Cha, Difficulty 21): Combat Sense, Cure, Elemental Blast

(fire), Fire Shaping, Light Shaping^B, Mind Touch^B, Second Sight, Sleep^B, Suggestion^B, Teleport

Abilities Str +6, Dex +6, Con +6, Int +3, Wis +2, Cha +7

Traits Alternate Form, Darkvision, Wisdom Drain

Feats Attack Focus (spear), Improved Critical (spear), Iron Will, Night Vision^B, Power x6, Power x4^B

Skills Acrobatics 9 (+19), Bluff 8 (+19), Concentration 14 (+16), Intimidate 16 (+24), Knowledge (local) 11 (+14), Knowledge (streetwise) 15 (+18), Knowledge (supernatural) 16 (+19)

Possessions masterwork large spear, masterwork snake skin leather armor, medallion bearing the sihedron rune

Alternate Form: A lamia matriarch has a single humanoid form that she can assume as a standard action—most lamia matriarchs have human, elven, or half-elven alternate forms. Their appearance in this form is identical from the waist up to their serpentine form, yet in humanoid form the lamia matriarch is Medium sized (-4 Strength, +2 Dexterity, -2 Constitution), cannot use her Wisdom drain attack, and has a base speed of 30 feet.

Wisdom Drain: When a lamia matriarch makes use of the finesse attack option with any melee attack she deals 1 point of Wisdom drain. Unlike other types of ability drain attacks, a lamia matriarch does not heal when using her Wisdom drain attack.

Skills: Lamia matriarchs gain a +4 bonus Acrobatics and Bluff checks.

Supernatural Powers: Lamia matriarchs are treated as adepts with their adept level equal to half of their creature level, these levels stack with levels from the adept role.

CREATURES

The following creatures appear in alphabetical order.

Boggard

Medium humanoid (boggard) 3

Init -1; **Senses** Darkvision; Night Vision; Notice +6 (+10 sight-based)

Languages Boggard

Defense +1; **Parry** +4

Toughness +5

Fort +3, **Ref** +2, **Will** +1

Spd 20 ft., swim 30 ft.

Attack morningstar +2 (+5/20/+3) or

Attack tongue +1 (sticky tongue); reach 10 ft.

Combat Bonus +2; **Grp** +4

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

Traits Darkvision, Hold Breath, Sticky Tongue, Swamp Stride, Terrifying Croak

Feats Attack Focus (morningstar), Tough

Skills Jump 0 (+18), Notice 6 (+6, +10 sight-based), Stealth 6 (+5, +13 in swamps), Swim 6 (+10)

Hold Breath: A boggard can hold its breath for a number of rounds equal to 40 plus 8 x its Constitution before it risks drowning. (The sample boggard can hold its breath for 56 rounds).

Sticky Tongue: Foes struck by the boggard's sticky tongue suffer a -2 penalty to attacks. Creatures struck may spend a standard action to attempt an opposed Strength Check to break free or inflict at least a Hurt condition on the boggard with a slashing weapon while employing the finesse attack option. Neither the target or the boggard are considered grappled but may not move more than ten feet apart from each other. The boggard can choose to release the target as a free action.

Swamp Stride: Boggards gain the benefit of the Trailblazer feat while moving in natural swamps.

Terrifying Croak: Once per hour a boggard can make a terrifying croak as a standard action. Non-boggards within 30 feet must make a Difficulty 13 Will Save or become shaken for 2 rounds, this is a sound-based mind-affecting fear effect. A creature who is already shaken become panicked for 2 rounds instead. A creature cannot be effected by the same boggard's croak for 24 hours. The Save Difficulty is Charisma based with a +2 racial bonus.

Skills: Boggards gain a +16 bonus to Jump checks, a +4 bonus to sight-based Notice checks, and a +8 bonus to hide checks in swamps.

Carrionstorm

Tiny undead (swarm) 2

Init +4; **Senses** Darkvision; Notice +7

Languages none

Defense +3

Toughness -1

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

Fort +0, **Ref** +2, **Will** +5

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

Attack swarm (+2)

Combat Bonus +1; **Grp** n/a

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

Traits Distraction, Pallid Bond, Swarm Traits, Undead Traits

Feats Improved Initiative

Skills Notice 5 (+7)

Distraction: Any living creature vulnerable to a carrionstorm's damage that begins its turn surrounded by it is nauseated for 1 round; a Fortitude save Difficulty 11 negates the effect. Using or concentrating on supernatural powers within the area of a swarm requires a successful Difficulty 25 Concentration check. Using skills that involve patience and concentration require a Difficulty 20 Concentration check.

Pallid Bond: Carrionstorms never attack anyone openly wearing an unholy symbol of Urgathoa or other undead unless attacked first. Against those foes the carrionstorm's swarm damage is reduced to +1.

Diseased Rat

Tiny Animal 1

Init +4; **Senses** Night Vision; Notice +1

Languages none

Defense +0

Toughness -2

Immune sight-based effects

Fort +2, **Ref** +4, **Will** +1; evasion

Spd 15 ft., climb 15 ft., swim 15 ft.

Attack bite +4 (-4/20/+2 plus disease)

Combat Bonus +0; **Grp** -12

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

Traits Blind, Scent, Vorel's Phage

Feats Evasion, Night Vision^B

Skills Acrobatics 0 (+10), Climb 2 (+12), Stealth 2

(+16), Swim 0 (+10)

Blind: The rat is blind and suffers a -2 penalty to Defense and is denied its Dexterity bonus to Defense and is immune to sight-based effects. Furthermore, it suffers a -4 penalty to most Strength and Dexterity based skill checks.

Vorel's Phage: Infection—bite; Fortitude Difficulty 10; incubation period 1 day; damage 1 Con and 1 Cha. The save Difficulty is Constitution-based unlike the fungal version which has a fixed save Difficulty.

Vorel's Phage

Anyone touching or eating the strange fungus in area B37 runs the risk of contracting this deadly disease. The affliction causes horrible facial tumors and skin discoloration and can eventually be fatal. In addition, persons descended from Vorel Foxglove who die while infected with Vorel's Phage immediately rise as dread ghouls.

Infection—contact or ingestion; Fortitude Difficulty 20; incubation period 1 day; damage 1 Con and 1 Cha.

Faceless Stalker (Ugothol)

Medium aberration (shapechanger) 4

Init +7; **Senses** Darkvision; Notice +2

Languages Aquan, Common; tongues

Defense +6; **Parry** +7

Toughness +2; **DR** 2/piercing or slashing

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

Fort +5, **Ref** +4, **Will** +6

Spd 30 ft.

Attack longsword +8 (+7 plus paralysis/19-20/+3) or

Attack slam +7 (+7/20/+2)

Combat Bonus +3; **Grp** +7

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

Traits Change Shape, Darkvision, Elastic, Faceless, Tongues

Feats Attack Focus (longsword), Improved

Initiative, Sneak Attack x2^B, Weapon Training^B

Skills Bluff 7 (+10), Disguise 7 (+10), Escape Artist 7 (+22), Slight of Hand 7 (+10), Stealth 7 (+10)

Change Shape: An Ugothol can assume the form of any humanoid at will. This process takes 10 minutes. While disguised as a specific individual it gains a +10 bonus to Disguise checks. It can remain

in the new shape indefinitely. Reverting to its true form is a free action, upon doing so it gains a +2 bonus to attacks, damage, skill checks, and saving throws for 1 round.

Elastic: Because of the rubbery texture of its flesh, the Ugothol has a +12 bonus to Escape Artist checks.

Faceless: In its natural form folds of skin cover the Ugothol's eyes, nose, and ears so that only tiny slits remain, it receives a +4 bonus to saving throws against any visual, odor, or sonic based effects.

Tongues: An Ugothol can speak and understand any spoken language.

Ghoul

Medium undead 2

Init +2; **Senses** Darkvision; Notice +7

Languages Common

Defense +3

Toughness +3

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

Fort +0, **Ref** +2, **Will** +5

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

Attack swarm (+2)

Combat Bonus +1; **Grp** -12

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

Traits Ghoul Fever, Paralysis, Stench, Undead Traits

Feats Double Strike, Tough^B

Skills Acrobatics 5 (+7), Climb 5 (+6), Jump 5 (+6), Notice 5 (+7), Stealth 5 (+7)

Ghoul Fever: Disease—bite; Fortitude Difficulty 12; incubation period 1 day; damage 1 Con and 1 Dex. The save Difficulty is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a free-willed ghoul at the next midnight.

Paralysis: A creature damaged by a ghoul's bite or claw must make a Difficulty 12 Fortitude save or be paralyzed for 2 rounds. The save Difficulty is Charisma based.

Stench: Any breathing creature within 20 feet a ghoul must succeed on a Difficulty 12 Fortitude save or be sickened for 8 minutes. A creature that successfully saves cannot be affected again by the same ghoul's stench for 24 hours. A successful use of the Cure Poison supernatural power removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save Difficulty is Charisma-based.

Ghoul Bat

Large undead (augmented animal) 8

Init +8; **Senses** Darkvision; Notice +10

Languages Common, cannot speak

Defense +13

Toughness +6

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

Fort +6, **Ref** +14, **Will** +10

Spd 20 ft., climb 20 ft., fly 40 ft. (good)

Attack bite +13 (+12 plus paralysis/20/+3) or

Attack claws +13 (+3/20/+2)

Combat Bonus +6; **Grp** +14

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

Traits Command Ghouls, Create Spawn, Paralysis, Undead Traits

Feats Attack Specialization (bite)^B, Double Strike^B, Skill Focus (notice), Track

Skills Climb 8 (+12), Notice 6 (+10), Stealth 8 (+16), Survival 11 (+15)

Command Ghouls: The dread ghoul bat can automatically command all normal ghosts and ghouls within 30 feet as a free action. Normal ghosts and ghouls never attack a dread ghoul bat unless compelled.

Create Spawn: Any creature killed by the dread ghoul bat and lying undisturbed until the next midnight rises as a dread ghoul at that time. The new dread ghoul is not under the control of its creator. A *Ward* power check with a Difficulty equal to 10 plus the level of the dread ghoul responsible for creating the spawn prevents this.

Paralysis: A creature damaged by the dread ghoul bat's bite or claw must make a Difficulty 13 Fortitude save or be paralyzed for 2 rounds. The save Difficulty is Charisma based.

Goblin Ghoul

Dread ghoul goblin

Medium undead (augmented goblinoid) 1/warrior 1

Init +5; **Senses** Darkvision; Notice +7

Languages Common, Goblin

Defense +7

Toughness +2

Immune poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

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

Spd 30 ft.

Attack bite +7 (+4 plus paralysis/20/+2) or

Attack claws +7 (+1 plus paralysis/20/+2)

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

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

Traits Ghoul Fever, Paralysis, Stench, Undead Traits

Feats Armor Training (light), Double Strike, Favored Opponent (animal), Track

Skills Climb 5 (+6), Handle Animal 5 (+8), Notice 4 (+7), Ride 5 (+10), Stealth 2 (+9), Survival 5 (+9)

Possessions studded leather armor

Ghoul Fever: Disease—bite; Fortitude Difficulty 11; incubation period 1 day; damage 1 Con and 1 Dex. The save Difficulty is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a free-willed ghoul at the next midnight.

Paralysis: A creature damaged by a ghoul's bite or claw must make a Difficulty 11 Fortitude save or be paralyzed for 2 rounds. The save Difficulty is Charisma based.

Stench: Any breathing creature within 20 feet a ghoul must succeed on a Difficulty 11 Fortitude save or be sickened for 8 minutes. A creature that successfully saves cannot be affected again by the same ghoul's stench for 24 hours. A successful use of the Cure Poison supernatural power removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save Difficulty is Charisma-based.

Lamia Matriarch

Large supernatural beast (shapechanger) 12

Init +4; **Senses** Darkvision; Night Vision; Notice +3

Languages Abyssal, Common, Draconic

Defense +15; **Parry** +16

Toughness +6

Fort +8 **Ref** +12, **Will** +13

Spd 40 ft., climb 40 ft., swim 40 ft.

Attack masterwork scimitar +16 (+9/15-20/+3), reach 10 ft.

Combat Bonus +12; **Grp** +21

Supernatural Powers (rank 9, bonus +14, Cha, Difficulty 18): Combat Sense, Cure, Light Shaping^B, Mind Touch^B, Second Sight, Sleep^B, Suggestion^B

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

Traits Alternate Form, Darkvision, Wisdom Drain

Feats Attack Focus (scimitar), Improved Critical (scimitar), Iron Will, Night Vision^B, Power x3,

Power x4^B

Skills Acrobatics 10 (+18), Bluff 10 (+21), Concentration 11 (+14), Intimidate 14 (+19), Knowledge (local) 10 (+13), Knowledge (streetwise) 10 (+13), Knowledge (supernatural) 10 (+13)

Possessions none

Alternate Form: A lamia matriarch has a single humanoid form that she can assume as a standard action—most lamia matriarchs have human, elven, or half-elven alternate forms. Their appearance in this form is identical from the waist up to their serpentine form, yet in humanoid form the lamia matriarch is Medium sized (-4 Strength, +2 Dexterity, -2 Constitution), cannot use her Wisdom drain attack, and has a base speed of 30 feet.

Wisdom Drain: When a lamia matriarch makes use of the finesse attack option with any melee attack she deals 1 point of Wisdom drain. Unlike other types of ability drain attacks, a lamia matriarch does not heal when using her Wisdom drain attack.

Skills: Lamia matriarchs gain a +4 bonus Acrobatics and Bluff checks.

Supernatural Powers: Lamia matriarchs are treated as adepts with their adept level equal to half of their creature level, these levels stack with levels from the adept role.

Advancement by role

Lyrakien

Tiny outsider (extraplanar, virtue) 2

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

Languages Celestial, Common, plus any two

Defense +8

Toughness -1; **DR** 2/vice

Immune electricity, petrification

Fort +4, **Ref** +7, **Will** +6

Spd 20 ft., fly 80 ft. (perfect)

Attack slam +8 (-3/20/+2)

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

Abilities Str -3, Dex +4, Con +1, Int +2, Wis +3, Cha +5

Traits Desna's Glare, Outsider Traits, Traveler's Friend

Feats Improved Initiative

Skills Acrobatics 5 (+9), Bluff 5 (+10), Diplomacy 5 (+10), Knowledge (supernatural) 5 (+7), Knowledge (any two) 5 (+7), Notice 5 (+8), Perform (any two) 5 (+10), Stealth 5 (+17)

Desna's Glare: As a standard action a lyrakien can radiate holy starshine energy, all creatures within five feet of her automatically take a +1 damage hit, creatures with the vice subtype take a +2 damage hit instead, finally creatures with the virtue subtype are

unaffected.

Traveler's Friend: So calming are the effects of the lyrakien's song (or other perform abilities) that listeners remove a level of fatigue each round they are in their presence. Fatigue gained through supernatural means (such as from using fatiguing powers) are not removed, however.

Rat Swarm

Tiny vermin (swarm) 4

Init +2; **Senses** Darkvision; Notice +8

Languages none

Defense +7

Toughness -2

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

Spd 15 ft., climb 15 ft., swim 15 ft.

Attack swarm (+2 plus disease)

Combat Bonus +1; **Grp** n/a

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

Traits Distraction, Swarm Traits

Feats Improved Initiative

Skills Acrobatics 0 (+10), Climb 0 (+10), Notice 7 (+8), Stealth 0 (+14), Swim 0 (+10)

Disease: Filth Fever—swarm attack; Fortitude Difficulty 12; incubation period 2 days; damage 1 Con and 1 Dex. The save Difficulty is Constitution-based.

Distraction: Any living creature vulnerable to a rat swarm's damage that begins its turn surrounded by it is nauseated for 1 round; a Fortitude save Difficulty 12 negates the effect. Using or concentrating on supernatural powers within the area of a swarm requires a successful Difficulty 25 Concentration check. Using skills that involve patience and concentration require a Difficulty 20 Concentration check.

Skills: A rat swarm has a +4 bonus on Stealth checks, and a +8 racial bonus on Acrobatics, Climb, and Swim checks. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 bonus on any Swim check to perform some special action or avoid a hazard.

Revenant

Medium undead 6

Init +2; **Senses** Darkvision; Sense Murderer; Notice +11

Languages Common

Defense +5; **Parry** +10

Toughness +6; fast healing 5; **DR** 2/slashing

Immune cold, poison, sleep, paralysis, stunning, disease, mind-affecting effects, critical hits, nonlethal

damage, ability damage, ability drain, effects requiring Fortitude save (unless it also affects objects or is harmless)

Fort +5, **Ref** +4, **Will** +6

Spd 30 ft.

Attack claws +8 (+9/20/+2); constrict (+12)

Combat Bonus +3; **Grp** +10

Abilities Str +7, Dex +2, Con —, Int -2, Wis +1, Cha +3

Traits Baleful Shriek, Constrict, Fast Healing, Reason to Hate, Self-loathing, Sense Murderer, Undead Traits, Unholy fortitude

Feats Attack Focus (claw), Double Strike, Improved Grab^B, Smashing Blow

Skills Climb 9 (+16), Jump 9 (+16), Notice 9 (+10), Sense Motive 9 (+10)

Baleful Shriek: Once every other round, a revenant can use its baleful shriek as a standard action. All creatures within 60 feet of the revenant must make a Difficulty 16 Will save or cower in fear for 2 rounds. This is a mind-affecting fear effect. The Save Difficulty is Charisma-based.

Fast Healing: Each round, a revenant gains an extra recovery check with a +5 bonus.

Reason to Hate: When a revenant confronts her murderer she is empowered by her hatred and gains a 30 foot bonus to her movement speed and a +4 bonus to attack rolls, grapple checks, damage, and saving throws against her murderer until either is destroyed or they become separated. The fate of a revenant and her murderer are intrinsically linked, should her murderer be destroyed she will drop immediately. If her murderer is later brought back to life (or unlife), she too will revive unless her remains have been completely destroyed.

Self-loathing: A revenant's self-loathing almost matches the level of hatred she feels for her murderer. When confronted by a mirror or sentimental objects that reminds her of her former life she must make a Difficulty 20 Will save or be rendered helpless by overwhelming self-pity. This state persists until she is attacked or is confronted by her murderer or an object strongly associated with him. Should such an object be presented to her, not only will she break free from her helpless state but she will attempt to destroy the object as if it was her murderer with all the normal bonuses (see Reason to Hate).

Sense Murderer: As a standard action a revenant can determine the direction of her murderer relative to herself if he is within 400 feet plus 40 feet per level of the revenant.

Unholy Fortitude: A revenant adds her Charisma to Fortitude and Toughness saves.

Advancement: Revenants advance by gaining levels

of undead, they are typically one level below the level of their murderers.

Sandpoint Watchman (minion)

Male human warrior 2

Medium humanoid

Init +0; **Senses** Notice +7

Languages Common

Defense +4

Toughness +4

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

Spd 30 ft.

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

Attack longbow +2 (+4/20/+4)

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

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

Feats Attack Focus (longsword), Skill Focus (notice)

Skills Intimidate 5 (+4), Notice 5 (+7), Ride 5 (+5), Sense Motive 5 (+4)

Possessions chainmail, longsword, longbow w/ 20 arrows, medium shield

Skinsaw Cultist (minion)

Male human adept 1/expert 1

Medium humanoid

Init +6; **Senses** Notice +6

Languages Common, Infernal

Defense +3

Toughness +2

Fort +1, **Ref** +4, **Will** +2

Spd 30 ft.

Attack masterwork war razor +3 (+2/18-20/+3)

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

Supernatural Powers (rank 4, bonus +6, Wis, Difficulty 13): Combat Sense, Suggestion

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

Feats Armor Training (light), Dodge Focus, Improved Initiative, Power x2, Sneak Attack, Weapon Training

Skills Acrobatics 4 (+6), Climb 4 (+5), Intimidate 4 (+3), Knowledge (local) 4 (+4), Knowledge (religion) 1 (+1), Search 4 (+4), Stealth 4 (+6), Slight of Hand 4 (+6)

Possessions masterwork war razor, leather armor, skinsaw mask

HAZARDS — HAUNTS

The Skinsaw Murders introduces a new kind of hazard called haunts. They work very much like other hazards but with a few key differences. Since haunts do not actually “exist” until triggered they

cannot be detected by Search checks or supernatural means (such as the Second Sight power). However, they are always accompanied by some sort of manifestation that warns others of their presence. Once a haunt is triggered it can be recognized with a successful Notice check, with the Difficulty noted in the haunt’s description. A triggered haunt acts during the surprise round on initiative count 10. Likewise, a haunt cannot actually be disabled, but it can be exorcised with a successful Ward power check, but only by someone who rolled a successful Notice check and acts on a higher initiative count than the haunt. The Ward power check Difficulty equal 15 plus the level of the haunt. Haunts are mind-affecting fear effects, even when they have physical effects. Once a haunt is triggered, it does not trigger again for 24 hours. An exorcised haunt is effectively neutralized for the duration of the adventure.

Haunts are given a subcategory which determines the types of people it can effect. Before beginning the adventure assign one or more of the following types to each PC as they apply. When a haunt occurs it only effects and is perceived by those sharing a category with it (though the supernatural power Second Sight allows one to perceive it normally).

Universal Haunt: The haunt effects everyone in the vicinity.

Festering Haunt: This haunt should be assigned to the PC who has a history of disease, a fear of sickness, or who is most closely accepting of necromancy or the undead.

Wrathful Haunt: This haunt should be assigned to a female PC, or one who has some sort of betrayal closely associated with them.

Burning Haunt: The haunt is appropriate for the most violent PC, or the one with the most love of fire, or prone to loneliness or depression.

Insane Haunt: Assign this haunt to the most impulsive character, or the least trusting, or the one associated with unexpected behavior.

Obsessed Haunt: This haunt should be assigned to the PC who is the object of Aldern’s obsession.

Vengeful Haunt: A player character who has expressed interest in revenge or who is involved in a romantic relationship is deserving of this haunt.

Burning Manticore (Haunt)

Level 6

Type: burning

Notice Difficulty 20; **Exorcise** Difficulty 21

Trigger proximity; **Reset** automatic (24 hours)

Effect Atk +8 (+9 fire); Reflex Difficulty 15 avoids catching on fire (these flames affect only the target and cannot spread).

Collapsing Floor (Trap) Level 1

Type: mechanical

Search Difficulty 20; **Disable Device** Difficulty 25

Trigger location; **Reset** repair

Effect 10-foot fall (+2 lethal); multiple targets (all occupants of room B14); Reflex save Difficulty 15 avoids.

Dance of Ruin (Haunt) Level 6

Type: vengeful

Notice Difficulty 20 (sound-based); **Exorcise** Difficulty 21

Trigger touch; **Reset** automatic (24 hours)

Effect The dance lasts 3 rounds, each round the PC takes 1 point of Strength damage; Will save Difficulty 15 ends the effect. At the end of three rounds the character receives a level of fatigue. If the dance should end before the third round Iesha shrieks and everyone in the room takes 1 point of Wisdom damage; Will Save Difficulty 15 negates.

Falling Bell (Trap) Level 6

Type: mechanical

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

Trigger manual; **Reset** repair

Effect Falling bell attacks two PC with a +10 bonus (+12 damage), those struck must make a Difficulty 15 Reflex save or fall to the bottom of area B1 (and taking appropriate damage).

Frightened Child (Haunt) Level 6

Type: obsessed

Notice Difficulty 15 (sound-based); **Exorcise** Difficulty 21

Trigger proximity; **Reset** automatic (24 hours)

Effect Target takes 2 Wisdom damage; Will save Difficulty 14 negates.

Ghoulish Uprising (Haunt) Level 8

Type: obsessed

Notice Difficulty 13 (Wisdom check); **Exorcise** Difficulty 23

Trigger proximity; **Reset** automatic (24 hours)

Effect The haunted character takes +12 lethal damage (Fortitude save Difficulty 16 for half) if he fails a Difficulty 16 Will save. Characters damaged by this effect must then make a Fortitude save Difficulty 16 or be struck with Ghoul Fever.

Iesha's Vengeance (Haunt) Level 10

Type: vengeful

Notice Difficulty 15 (sight-based); **Exorcise** Difficulty 25

Trigger proximity; **Reset** automatic (24 hours)

Effect Target must make a Difficulty 16 Will save or be paralyzed with fear. In addition he must make a Fortitude save Difficulty 16, success indicates he takes a +6 non-lethal damage hit, failure indicates he automatically drops to the dying condition.

Machinery

Toughness +17

Disable Device Difficulty 25

Effect A Disable Device attempt that fails by 5 or more indicates that the PC takes +2 lethal damage and must make a Reflex save Difficulty 15 or be caught in the machinery taking +6 lethal damage each round until he succeeds at a new saving throw or a Difficulty 20 Escape Artist check.

Misogynistic Rage (Haunt) Level 6

Type: wrathful

Notice Difficulty 15 (sound-based); **Exorcise** Difficulty 21

Trigger proximity; **Reset** automatic (24 hours)

Effect Target attacks the nearest female for 2 rounds, should no female be present he attacks himself; Will save Difficulty 14 negates.

Origins of Lichdom (Haunt) Level 6

Type: wrathful

Notice Difficulty 20 (sight-based); **Exorcise** Difficulty 21

Trigger touch; **Reset** automatic (24 hours)

Effect The haunted character runs to area B13 attacking anyone who attempts to stop her; Will save Difficulty 14 negates. An application of the supernatural powers Calm, Heart Shaping (rage), Ward, or any power that removes fear effects also negates this effect.

Phantom Phage (Haunt) Level 6

Type: festering

Notice Difficulty 15 (sound-based); **Exorcise** Difficulty 21

Trigger proximity; **Reset** automatic (24 hours)

Effect Target attacks his own face resulting in a +2 damage hit and 1 point of Charisma damage; Will save Difficulty 14 negates.

Plummeting Inferno (Haunt) Level 8

Type: burning

Notice Difficulty 10 (Wisdom check); **Exorcise** Difficulty 23

Trigger proximity; **Reset** automatic (24 hours)

Effect The haunted player must make a Difficulty 16

Will save or throw himself out of the unbroken window (+4 lethal) and landing on the rooftop below. A weather vane atop the roof makes an attack with a +8 bonus against the PC, if it hits the target takes +9 lethal damage and the fall ends. If the attack misses he must attempt a Difficulty 10 climb check to catch himself, failure indicates he has fallen off the roof and down to the rocks 300 feet below (+40 lethal).

Suicide Compulsion (Haunt) Level 8

Type: insane

Notice Difficulty 20 (sight-based); **Exorcise** Difficulty 23

Trigger proximity; **Reset** automatic (24 hours)

Effect Target attempts to perform a coup de grace on himself with a piece of wood (+2 lethal plus Strength); Will save Difficulty 15 negates. Should anyone attempt to prevent the character from harming themselves that person is instead attacked by the haunted person, if that attack succeeds it is automatically a critical hit (total +5 plus Strength).

The Stricken Family (Haunt) Level 6

Type: universal

Notice Difficulty 10 (Wisdom check); **Exorcise** Difficulty 21

Trigger proximity; **Reset** automatic (24 hours)

Effect Contract Vorel's Phage (see Sidebar: Vorel's Phage); Fortitude save Difficulty 14 negates.

Unfulfilled Glories (Haunt) Level 6

Type: insane

Notice Difficulty 20 (sound-based); **Exorcise** Difficulty 21

Trigger proximity; **Reset** automatic (24 hours)

Effect The haunted PC suffers 2 points of Wisdom damage; Will save Difficulty 14 negates.

Vorel's Legacy (Haunt) Level 8

Type: festering

Notice Difficulty 15 (sight-based); **Exorcise** Difficulty 23

Trigger proximity; **Reset** automatic (24 hours)

Effect supernatural power effect (Suggestion to eat the fungus; Difficulty 15 Will save resists.)

Waterwheel

Toughness +29

Disable Device Difficulty 20

Effect A Disable Device attempt that fails by 5 or more indicates that the PC takes +2 lethal damage and must make a Reflex save Difficulty 15 or be caught in the machinery taking +6 lethal damage each round until he succeeds at a new saving throw

or a Difficulty 20 Escape Artist check.

Worried Wife (Haunt) Level 8

Type: universal

Notice Difficulty 20 (sound-based);

Exorcise Difficulty 23

Trigger proximity; **Reset** automatic (24 hours)

Effect Supernatural power effect (Suggestion to drag another PC out of the house and into area B1; save Difficulty 14 resists.)

Yellow Mold (Trap) Level 6

Type: fungus

Search Difficulty 13 (Survival or Life Sciences);

Disable Device / a

Trigger touch; **Reset** automatic

Effect Characters within 10 feet must make a Fortitude save Difficulty 15 or suffer 2 points of Constitution damage, after one minute each person (even those who succeeded on the first save) must make another Fortitude save Difficulty or suffer 4 points of Constitution damage.

Valeros (Rep +1)

Male human warrior 4

Medium humanoid

Init +7; **Senses** Notice +7**Conviction** 4**Languages** Common, Goblin**Defense** +7**Toughness** +6**Fort** +5, **Ref** +4, **Will** +0**Spd** 30 ft.**Attack** masterwork longsword +9 (+6/19-20/+3) or**Attack** masterwork short sword +8 (+4/19-20/+3)

or

Attack masterwork bow +8 (+5/20/_3)**Combat Bonus** +4; **Grp** +3**Special Actions** Determination**Abilities** Str +2, Dex +3, Con +1, Int +1, Wis 0, Cha 0**Feats** Armor Training (light, heavy), Attack Focus (longsword), Improved Initiative, Tough, Two-Weapon Defense, Two-Weapon Fighting, Weapon Specialization (longsword), Weapon Training**Skills** Climb 7 (+9, +6 in armor), Intimidate 7 (+7), Jump 7 (+9, +6 in armor), Notice 7 (+7), Ride 7 (+8), Swim 7 (+9, +3 in armor)**Possessions** masterwork breastplate, masterwork longsword, masterwork short sword, masterwork bow w/ 20 arrows, backpack, rations, lucky tankard, silk rope**Seoni (Rep +2)**

Female human adept 4

Medium humanoid

Init +2; **Senses** Notice +8**Conviction** 4**Languages** Common**Defense** +4**Toughness** +1**Fort** +2, **Ref** +3, **Will** +4**Spd** 30 ft.**Attack** quarterstaff +4 (+2/20/+3)**Attack** dagger +5 (+1/19-20/+3)**Combat Bonus** +2; **Grp** +2**Special Actions** The Talent**Supernatural Powers (rank 7, bonus +10, Cha, Difficulty 15):**Elemental Blast (fire), Enhance Ability, Fire Shaping**Abilities** Str 0, Dex +2, Con +1, Int 0, Wis +1, Cha +3**Feats** Dodge Focus, Familiar, Power (_3), Supernatural Focus (Elemental Blast), Supernatural Talent (Elemental Blast, Enhance Ability), Widen Power**Skills** Bluff 7 (+10), Concentration 7 (+8), Knowledge (supernatural) 7 (+7), Notice 7 (+8), Search 7 (+7)**Possessions** quarterstaff, masterwork dagger, backpack, torch, rations

Kyra (Rep +1)

Female human adept 2/warrior 2

Medium humanoid

Init +0; **Senses** Notice +3**Conviction** 4**Languages** Common**Defense** +5; **Parry** +6**Toughness** +6**Fort** +2, **Ref** +0, **Will** +5**Spd** 30 ft.**Attack** masterwork scimitar +6 (+3/18–20/+3)**Attack** crossbow +3 (+3/19–20/+3)**Combat Bonus** +3; **Grp** +4**Special Actions** The Talent**Supernatural Powers (rank 5, bonus +8, Wis, Difficulty 14):** Combat Sense, Cure**Abilities** Str +1, Dex 0, Con +2, Int 0, Wis +3, Cha +1**Feats** Armor Training (light, heavy), Attack Focus (scimitar), Greater Attack Focus (scimitar), Power x2, Shield Training, Weapon Training**Skills** Concentration 7 (+8), Diplomacy 7 (+8), Knowledge (religion) 7 (+7), Knowledge (supernatural) 7 (+7), Medicine 7 (+10)**Possessions** masterwork breastplate, large shield, masterwork scimitar, crossbow w/ 10 bolts, backpack, rations, gold holy symbol**Merisiel (Rep +2)**

Female elf expert 4

Medium humanoid

Init +4; **Senses** Night Vision; Notice +7**Conviction** 4**Languages** Common, Elven**Defense** +7**Toughness** +2**Fort** +2, **Ref** +7, **Will** +4; Evasion**Spd** 30 ft.**Attack** masterwork rapier +8 (+3/18–20/+3) or**Attack** dagger +7 (+2/19–20/+3)**Combat Bonus** +3; **Grp** +4**Special Actions** Expertise**Abilities** Str +1, Dex +4, Con +1, Int 0, Wis +1, Cha +0**Feats** Armor Training (light), Dodge Focus, Evasion, Iron Will, Night Vision^B, Sneak Attack x2, Talented (Notice and Search)^B, Weapon Training^B**Skills** Acrobatics 7 (+11, +10 in armor), Climb 7 (+8, +7 in armor), Disable Device 7 (+13), Intimidate 7 (+7), Jump 7 (+8, +7 in armor), Notice 7 (+10), Search 7 (+9), Stealth 7 (+11, +10 in armor)**Possessions** masterwork studded leather armor, masterwork rapier, 12 daggers, backpack, grappling hook, hooded lantern, oil, rations, silk rope, masterwork tools