

# TEMPLE OF THE DEATH GODDESS

## A TRUE20 CONVERSION

CONVERSIONS: ROBERT J. SCHWALB

This web enhancement provides monster, trap, and pre-generated character conversions for *Bleeding Edge #5: Temple of the Death Goddess*. As with any other adventure conversions, you may have to modify certain skill checks in the text to accommodate for the differences between the *d20 system* and *True20 Adventure Roleplaying*. All NPCs, creatures, traps, and pre-gens are presented in alphabetical order under their own section headers to maximize the utility of this accessory.

### Non-Player Characters

#### ADREN

Male elf expert 3

Medium humanoid (minion)

**Init** +8; **Senses** Night Vision; Notice +1

**Languages** Common, Elven, Thieves' Cant

**Dodge/Parry** +6/+3 (+2 base, +4 Dex/+1 Str)

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

**Fort** +2, **Ref** +7, **Will** +0

**Spd** 30 ft.

**Melee** mwk longsword +7 (+4; 19–20/+3)

**Ranged** mwk bow +7 (+4; 20/+4)

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

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

**Feats** Evasion, Improved Initiative, Point Blank Shot, Night Vision<sup>B</sup>, Sneak Attack (×2), Talented (Notice and Search)<sup>B</sup>, Uncanny Dodge, Weapon Training<sup>B</sup>

**Skills** Bluff 6 (+7), Diplomacy 6 (+7), Disable Device 6 (+7), Gather Information 6 (+7), Knowledge (streetwise) 6 (+7), Knowledge (tactics) 6 (+7), Notice 0 (+1), Search 6 (+9), Sleight of Hand 6 (+10), Stealth 6 (+10)

**Possessions (Wealth +5)** masterwork studded leather, masterwork longsword, masterwork bow, masterwork thieves' tools, backpack, one day of trail rations, waterskin, signal whistle, *charm of blink* (PB +6), *charm of cure* (PB +6)

#### ARNEUS FERG

Male human adept 7

Medium humanoid

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

**Conviction** 6; **Reputation** +2

**Languages** Abyssal, Common, Draconic, Elven, Gnome

**Dodge/Parry** +5/+2 (+3 base, +2 Dex/–1 Str)

**Toughness** +0 (+0 Con)

**Fort** +2, **Ref** +4, **Will** +8

**Spd** 30 ft.

**Melee** knife +5 (+0; 19–20/+3)

**Ranged** light crossbow +4 (+2; 19–20/+3)

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

**Powers (Int, PB +10, Difficulty 18)**

Blink, Energy Burst, Energy Shaping, Flesh Shaping, Illusion, Self-Shaping, Teleport

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

**Traits** the talent

**Feats** Empower, Imbue Item, Iron Will<sup>B</sup>

**Skills** Concentration 10 (+10), Craft (leatherworking) 10 (+15), Craft (metalworking) 10 (+15), Intimidate 10 (+9), Knowledge (history) 10 (+15), Knowledge (life sciences) 10 (+15), Knowledge (supernatural) 10 (+15), Medicine 10 (+15), Search 10 (+15), Survival 10 (+11)

**Possessions (Wealth +10)** *charm of fire burst* (PB +10)

#### AULK

Male river troll warrior 1

Large 6th-level humanoid (giant)

**Init** +3; **Senses** darkvision 90 ft., Night Vision, scent; Notice +12

**Languages** Giant

**Dodge/Parry** +7/+12 (–1 size, +5 base, +3 Dex, +8 Str)

**Tough** +13 (+2 size, +6 Con, +5 natural)

**Fort** +13, **Ref** +5, **Will** +4

**Spd** 40 ft.

**Melee** claw or bite +7 (+10; 20/+3)

**Combat Bonus** +5; **Grp** +17

**Abilities** Str +8, Dex +3, Con +6, Int +0, Wis +0, Cha –3

**Traits** regeneration 5

**Feats** Double Strike<sup>B</sup>, Iron Will, Night Vision<sup>B</sup>, Rage, Skill Focus (Notice), Track, Weapon Training<sup>B</sup>

**Skills** Climb 1 (+9), Notice 9 (+12), Survival 1 (+1), Swim 9 (+17)

**Possessions (Wealth +1)** Miscellaneous coins

**JEMINE**

Female human ordinary 8  
Medium humanoid

**Init** +3; **Senses** Notice +13

**Languages** Common, Goblin

**Dodge/Parry** +3/-1 (+0 base, +3 Dex/-1 Str)

**Tough** +2 (+0 base, +2 armor)

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

**Spd** 30 ft.

**Melee** mwk spear +3 (+2; 19-20/+4)

**Ranged** mwk crossbow +4 (+3; 19-20/+3)

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

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

**Skills** Jump 11 (+10), Knowledge (earth sciences) 11 (+12), Knowledge (life sciences) 11 (+12), Notice 11 (+13), Search 11 (+12), Survival 11 (+13)

**Possessions (Wealth +8)** masterwork studded leather, masterwork spear, masterwork crossbow, traveler's outfit, backpack, 3 days rations, waterskin, 4 torches, flint and steel, 3 maps of the region

**KEMAHYR-ERAL**

Male half-orc warrior 1/adept 8  
Medium humanoid

**Init** -1; **Senses** sense; Notice +16

**Conviction** 7; **Reputation** +3

**Languages** Common, Orc

**Dodge/Parry** +4/+10 (+5 base, -1 Dex or +5 Str)

**Toughness** +5 (+2 Con, +2 armor)

**Fort** +4, **Ref** +1, **Will** +8

**Spd** 30 ft.

**Melee** unarmed +4 (+5; 20/+3)

**Combat Bonus** +5; **Grp** +10

**Powers (Wis; PB +12; Difficulty 18):**

Cure, Plant Shaping, Self-Shaping, Summon Beasts\*

\**True20 Bestiary*

**Abilities** Str +5, Dex -1, Con +2, Int 0, Wis +4, Cha -1

**Traits** determination

**Feats** All-out Attack, Armor Training (Light), Improved Grab, Improved Strike, Lightning Reflexes, Night Vision<sup>B</sup>, Rage, Trackless, Weapon Training<sup>B</sup>

**Skills** Climb 8 (+11), Handle Animal 8 (+7), Intimidate 12 (+11), Knowledge (life sciences) 12 (+12), Notice 12 (+16), Survival 8 (+12)

**Possessions** studded leather

**LIARE IRNYA**

Female human apparition adept 4  
Medium undead (incorporeal, minion)  
**Init** +6; **Senses** darkvision 60 ft.; Notice +18

**Languages** Common, Elven

**Dodge/Parry** +10/+3 (+2 base, +6 Cha, +2 Dex, +1 Str)

**Tough** +0 (+0 Con)

**Immune** mind-influencing effects, non-lethal damage, ability drain, Strength and Dexterity damage, fatigue, exhaustion, any effect requiring a Fortitude save (unless it also works on objects), dying condition

**Fort** +1, **Ref** +3, **Will** +7

**Spd** fly 30 ft.

**Melee** touch +4 (1 Wisdom drain)

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

**Powers (Wis; PB +10; Difficulty 15):**

Drain Vitality, Enhance Ability, Heart Shaping, Mind Touch, Shadow Shaping

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

**Traits** Ability Damage, Ability Drain, Babble, Create Spawn, Manifestation, Rejuvenation, undead traits

**Feats** Combat Reflexes, Dodge Focus, Improved Initiative,

**Skills** Concentration 7 (+6), Diplomacy 7 (+11), Knowledge (supernatural) 7 (+8), Knowledge (theology and philosophy) 7 (+8), Notice 7 (+18), Search 0 (+9), Sense Motive 7 (+10), Stealth 0 (+10)

**Ability Damage:** Anyone targeting Liara with a Mind Touch or Mind Reading supernatural ability takes 1 point of Wisdom damage.

**Ability Drain:** Liare's touch automatically drains 1 points of Wisdom.

**Babble:** All creatures within 60 feet must succeed on a Difficulty 18 Will save or be hypnotized for 5 rounds. This is a sonic, mind-affecting compulsion effect. Creatures that save cannot again be affected by this ability for 24 hours.

**Incorporeal:** Liare can only be damaged by supernatural weapons and even then, on a roll of 11 or higher, she ignores the damage from corporeal sources. She may pass through solid objects and water. She cannot manipulate or interact with solid objects. She always moves silently and cannot be heard unless she wishes to be. Finally, she has an innate sense of direction and can

move at full speed even when she cannot see.

**Manifestation:** When she manifests, she may use any of her powers on material targets.

#### **PORDRUS**

Male human adept (minion) 1  
Medium humanoid

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

**Languages** Celestial, Common, Draconic

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**Dodge/Parry** +2/-1 (+0 base, +2 Dex, -1 Str)

**Tough** +0 (+0 Con)

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

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**Spd** 30 ft.

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

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

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

**Powers (Wis; PB +7; Difficulty 13)**

Harm, Heart Shaping, Ward

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

**Feats** Great Fortitude, Skill Focus  
(Knowledge: life sciences)

**Skills** Concentration 4 (+4), Intimidate 4 (+3), Knowledge (life sciences) 4 (+9), Knowledge (supernatural) 4 (+6), Knowledge (theology and philosophy) 4 (+6), Medicine 4 (+7), Notice 0 (+3)

**Possessions (Wealth +4)** religious symbol of the Death Goddess

#### **SARIOS DORMA**

Male human adept 9  
Medium humanoid

**Init** +0; **Senses** Notice +15

**Conviction** 7; **Reputation** +3

**Languages** Auran, Common, Infernal

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**Dodge/Parry** +7/+10 (+4 base, +3/+4 shield, +0 Dex/+2 Str)

**Toughness** +7 (+1 Con, +6 armor)

**Fort** +6, **Ref** +5, **Will** +9

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**Spd** 30 ft.

**Melee** supernatural morningstar +4 (+5; 20/+3)

**Combat Bonus** +4; **Grp** +6

**Powers (Wis; PB +12; Difficulty 17)**

Cure, Fire Blast, Fire Shaping, Harm, Heart Shaping, Imbue Unlife, Ward

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

**Traits** The Talent

**Feats** Armor Training (Heavy, Light), Defensive Attack, Great Fortitude, Imbue Item, Lightning Reflexes<sup>B</sup>

**Skills** Concentration 12 (+13), Craft (chemical) 12 (+14), Diplomacy 12 (+16), Knowledge (philosophy and theology) 12 (+14), Knowledge (supernatural) 12 (+14), Medicine 12 (+15), Notice 12 (+15)

**Possessions (Wealth +10)** supernatural full plate, large shield, supernatural morningstar

## **Creatures**

#### **ANIMATED SHELF**

Large 4th-level construct

**Init** +0; **Senses** darkvision 60 ft., Night Vision; Notice -5

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**Dodge/Parry** +3/- (-1 size, +4 base, +0 Dex)

**Toughness** +5 (+2 size, +3 natural);

**Hardness** 2

**Immune** mind-influencing effects, poison, sleep, paralysis, stunning, disease, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion

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

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**Spd** 20 ft.

**Melee** slam +3 (+6; 20/+3)

**Combat Bonus** +4; **Grp** +11

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

**Traits** construct traits

**Feats** Night Vision<sup>B</sup>

**Skills** Notice -5

#### **ANIMATED BOOKS**

Tiny 1st-level constructs

**Init** +2; **Senses** darkvision 60 ft., Night Vision; Notice -5

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**Dodge/Parry** +4/- (+2 size, +0 base, +2 Dex)

**Toughness** -2 (-2 size, 0 Con); **Hardness** 1

**Immune** mind-influencing effects, poison, sleep, paralysis, stunning, disease, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion

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

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**Spd** fly 20 ft. (clumsy)

**Melee** slam +4 (-1; 20/+3)

**Combat Bonus** +0; **Grp** -9

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

**Traits** construct traits

**Feats** Night Vision<sup>B</sup>

**Skills** Notice -5

**BLACK ARROW BANDITS**

Male and female human expert 1/warrior 1 (minion)

Medium humanoid

**Init** +5; **Senses** Notice +8

**Languages** Common

**Dodge/Parry** +2/+2 (+1 base, +1 Dex/+1 Str)

**Toughness** +2 (+0, +2 armor)

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

**Spd** 30 ft.

**Melee** sword +2 (+4; 19–20/+3)

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

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

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

**Feats** Armor Training (Light), Attack Focus (bow), Improved Initiative, Skill Focus (Notice), Skill Focus (Stealth)<sup>B</sup>, Weapon Training

**Skills** Climb 4 (+4), Intimidate 5 (+4), Gather Information 4 (+3), Knowledge (local) 4 (+3), Knowledge (streetwise) 4 (+3), Notice 5 (+8), Stealth 5 (+8), Survival 5 (+5)

**Possessions (Wealth +3)** studded leather, longsword, bow, backpack, three days of trail rations, two waterskins

**DUST MEPHIT**

Small 3rd-level outsider

**Init** +7; **Senses** darkvision 60 ft.; Notice +6

**Languages** Auran, Common

**Dodge/Parry** +8/+5 (+1 size, +3 base, +3 Dex, +1 feat, +0 Str)

**Toughness** +2 (–1 size, 0 Con, +3 natural);

**DR** 2/supernatural

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

**Spd** 30 ft., fly 50 ft. (perfect)

**Melee** claw +7 (+1; 20/+3)

**Combat Bonus** +3; **Grp** –1

**Powers (Cha, PB +6; Difficulty 13):**

Wind Shaping (usable once/hour)

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

**Traits** breath weapon, fast healing

**Feats** Armor Training (Light and Heavy)<sup>B</sup>, Dodge Focus, Improved Initiative, Improved Strike<sup>B</sup>, Weapon Training<sup>B</sup>

**Skills** Bluff 6 (+8), Escape Artist 6 (+9), Intimidate 6 (+8), Notice 6 (+6), Search 6 (+4), Stealth 6 (+13)

**Breath Weapon:** A dust mephit may breathe a 10-foot cone of irritating particles. All creatures in the area take +1 damage (Reflex Difficulty 12 half). In addition,

characters that fail their saves take a –4 penalty to Defense and a –2 penalty to attack rolls for 3 rounds.

**Fast Healing:** When in dry, arid environments, a dust mephit can make a recovery roll once per minute (10 rounds).

**FLESH GOLEM**

9th-level Large construct

**Init** –1; **Senses** darkvision 60 ft., Night Vision; Notice +0

**Dodge/Parry** +4/+10 (6 base, –1 size, –1 Dex, +5 Str)

**Toughness** +13 (+1 base, +2 size, +10 natural); **DR** 2/supernatural

**Immune** mind-influencing effects, poison, sleep, paralysis, stunning, disease, Imbue Unlife, Imbue Life, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, effects requiring a Fortitude save (unless they also work on objects)

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

**Spd** 30 ft.

**Melee** slam +4 (+11; 20/+3)

**Combat Bonus** +6; **Grp** +15

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

**Traits** berserk, construct traits, supernatural immunity

**Feats** Night Vision<sup>B</sup>, Weapon Training<sup>B</sup>

*Berserk:* Every 5 rounds, there's a cumulative 5% chance (1 in 20, 2 in 20, and so on) that the elemental spirit within the golem breaks free and goes berserk. It goes on a rampage, attacking the nearest living thing or smashing some object smaller than itself if there's no creature in reach. The flesh golem's creator, if within 60 feet, may try to regain control by speaking firmly and persuasively to the golem, which requires a Difficulty 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the berserk chance to 0%.

*Supernatural Immunity:* A flesh golem is immune to most supernatural powers. A flesh golem subjected to a use of Cold or Fire Blast may only take a standard or move action each round for 6 rounds.

Additionally, it takes a –1 penalty on attack rolls, Defense, and Reflex saves and moves at half its normal speed (15 feet). If subjected to an Energy Blast, it automatically recovers one level of injury for 2 points of base damage the attack deals.

**HORRID LARGE SPIDER**

Large 7th-level vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Notice +4**Languages** Common**Dodge/Parry** +7/− (−1 size, +5 base, +3 Dex)**Toughness** +5**Immune** mind-influencing effects**Fort** +6, **Ref** +5, **Will** +2**Spd** 30 ft., climb 20 ft.**Melee** weapon +7 (+5; 20/+3 plus poison)**Combat Bonus** +5; **Grp** +11**Abilities** Str +2, Dex +3, Con +1, Int −, Wis +0, Cha −4**Traits** poison, webs**Skills** Climb 0 (+10), Jump 0 (+2), Notice 0 (+4), Stealth 0 (+7; +11 when in its webs)**Poison:** The horrid large spider has a poisonous bite. Bitten characters must succeed on a Difficulty 13 Fortitude save or take 2 Str as initial and secondary damage.**Webs:** Eight times per day, the horrid large spider may cast a web (range increment 10 feet) that's effective against any creature up to Huge size. A creature struck becomes entangled. Such creatures can escape with a successful Difficulty 13 Escape Artist check or burst free with a successful Difficulty 17 Strength check. The webbing has a +2 Toughness.**LIBRAMITE**

7th-level Large aberration (extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; Notice +10**Languages** Abyssal, Common, Celestial, Draconic, Infernal**Dodge/Parry** +4/− (−1 size, +5 base, +0 Dex)**Toughness** +8 (+3 Con, +2 size, +3 natural)**Immune** critical hits**Fort** +5, **Ref** +2, **Will** +6**Spd** fly 20 ft. (perfect)**Melee** tentacle +4 (+5; 20/+3)**Combat Bonus** +5; **Grp** +10**Power (PR 7th; PB +11):** Mind Touch**Abilities** Str +1, Dex 0, Con +3, Int +4, Wis +1, Cha 0**Traits** ethereal jaunt, regeneration 1**Feats** Improved Grab<sup>B</sup>, Improved Initiative, Talented (Knowledge: history and supernatural)**Skills** Diplomacy 10 (+10), Knowledge

(history) 10 (+16), Knowledge

(supernatural) 10 (+16), Knowledge

(philosophy and theology) 10 (+14), Notice 10 (+11), Stealth 10 (+6)

**Regeneration:** Supernatural weapons deal normal damage to a libramite. If a libramite loses a tentacle, the lost portion regrows in 10 minutes. These creatures can reattach severed tentacles instantly by holding it to the stump.**Ethereal Jaunt:** A libramite can slip from the Ethereal Plane to the Material Plane as a swift action, and shift back again as a move action.**OLD ASSASSIN VINE**

Huge 9th-level plant

**Init** −1; **Senses** blindsight 30 ft.; Notice +2**Dodge/Parry** +3/+12 (−2 size, +6 base, −1 Dex, +9 Str)**Tough** +18 (+8 size, +5 Con, +5 natural)**Immune** electricity, mind-influencing effects, poison, sleep, paralysis, stunning, Flesh Shaping, critical hits**Resist** cold 4, fire 4**Fort** +11, **Ref** +2, **Will** +4**Spd** 5 ft.**Melee** slam +5 (+17; 20/+3)**Combat Bonus** +6; **Grp** +23**Abilities** Str +9, Dex −1, Con +5, Int −, Wis +2, Cha −1**Traits** Camouflage, Constrict, Entangle**Feats** Improved Grab<sup>B</sup>, Night Vision<sup>B</sup>,**Skills** Notice +2**Camouflage:** Since an assassin vine looks like a normal plant when at rest, it takes a Difficulty 20 Knowledge (life sciences), Notice, or Survival check to notice it before it attacks.**Entangle:** An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to the entangling effect described in the plant growth effect of the Plant Shaping supernatural power (rank 7, Wis, save Difficulty 13, Plant Shaping +8).**TROBLIN**

3rd-level Medium monstrous humanoid (goblinoid)

**Init** +1; **Senses** darkvision 60 ft.; Notice +3**Languages** Goblin**Dodge/Parry** +4/+6 (+3 base, +1 Dex, +3 Str)

**Tough** +6 (+2 base, +1 armor, +2 natural, +1 feat)

**Fort** +5, **Ref** +4, **Will** +3

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**Spd** 30 ft.

**Melee** claw or bite +4 (+5; 20/+3) or

**Melee** club +4 (+5; 20/+3)

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

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

**Traits** mutation, regeneration 2

**Feats** Armor Training (heavy and light), Great Fortitude, Tough, Weapon Training

**Skills** Notice +3 (+3), Stealth +3 (+4)

**Possessions (Wealth +1)** leather armor, club

**Mutation:** All troblins have one mutation, as determined by rolling on the following table. Furthermore, whenever a troblin takes a critical hit, it has a 25% of gaining an additional mutation.

### Roll Mutation

1-2 *Extra Forearm:* The troblin deals +1 damage with claw attacks.

3-4 *Extra Foreleg:* The troblin gains a +2 bonus to Acrobatics checks and a +2 bonus to checks made to resist being bull rushed or tripped when standing on solid ground.

5-6 *Massive Scarring:* The troblin increases its natural armor bonus by +1.

7 *Enhanced Musculature:* The troblin gains a +1 bonus to Strength.

8 *Enhanced Reflexes:* The troblin gains a +1 bonus to Dexterity.

9 *Extra Organs:* The troblin gains a +1 bonus to Constitution.

10 *Extra Leg:* The troblin gains a +4 bonus to Acrobatics checks and a +2 bonus to checks made to resist being bull rushed or tripped when standing on solid ground. The troblin also gains a +10 foot bonus to its speed.

11 *Extra Arm:* The troblin gains a +2 bonus to attacks made with claws.

12 *Extra Head:* The troblin no longer takes a penalty when fighting with two weapons. The troblin also gains a +2 bonus on Notice and Search checks.

13-20 *No Mutation*

**Regeneration** A troblin automatically gains an extra recovery check each round with a +2 bonus. Wounds dealt to the troblin with acid or fire cannot be healed this way. If the troblin loses a limb or body part, the lost portion regrows in 10 minutes. It may reattach the severed member instantly by holding it to the stump.

## Templates

### CREATING AN IRON ZOMBIE

**Level:** Remove all levels in heroic roles (if any) from the base creature. A 1st-level humanoid that becomes an iron zombie becomes a 1st-level construct.

**Type:** The creature's type changes to construct.

**Senses:** The base creature gains darkvision out to 60 feet. It also gains Night Vision as a bonus feat.

**Languages:** The base creature loses the ability to speak any languages, though it understands the commands of its creator.

**Toughness:** The creature has a base Toughness of +1, modified by its size. It increases its natural armor bonus by +3.

**Damage Reduction:** The base creature gains damage reduction 2/supernatural.

**Immunities:** The base creature is immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, Imbue Unlife, Imbue Life, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, effects requiring a Fortitude save (unless they also work on objects)

**Saving Throws:** The base creature's base saving throws are +1/3 HD for Fortitude, +1/3 HD for Reflex, and +1/3 HD for Will.

**Speed:** The base creature's speed is unchanged. If the creature can fly, its maneuverability rating drops to clumsy.

**Combat Bonus:** The base creature's combat bonus drops to one-half its level.

**Attacks:** An iron zombie retains all the attacks of the base creature and gains a slam attack if it didn't have one. If the base creature can use weapons, the iron zombie retains this ability. An iron zombie fighting without weapons uses its slam attack or its primary natural weapon. When armed with

a weapon, it can attack with the weapon or slam attack.

**Damage:** An iron zombie has a slam attack. If the base creature does not have this attack, the iron zombie's slam attack deals damage based on its size as described on the following table.

Size	Damage
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

**Abilities:** An iron zombie's Strength increases by +3. As a construct, it has no Constitution or Intelligence score. Its Wisdom changes to 0 and its Charisma changes to -5.

**Traits:** An iron zombie loses all the traits of the base creature and gains all of the following.

*Supernatural Strike (Su):* An iron zombie's natural attacks count as supernatural for the purposes of overcoming damage reduction.

**Feats:** An iron zombie has no feats.

**Skills:** An iron zombie has no skills and loses any racial bonus on skill checks, except for those granted as a result of having a climb speed or swim speed.

#### HUGE IRON ZOMBIE SPIDER

8th-Level Huge construct

**Init** +3; **Senses** darkvision 60 ft., Night Vision; Notice +0

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**Dodge/Parry** +5/- (4 base, -2 size, +3 Dex)

**Toughness** +10 (0 Con, 1 construct, +4 size, +5 natural); **DR** 2/supernatural

**Immune** mind-influencing effects, poison, sleep, paralysis, stunning, disease, Imbue Unlife, Imbue Life, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, effects requiring a Fortitude save (unless they also work on objects)

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

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**Spd** 30 ft., climb 20 ft.

**Melee** bite +5 (+11; 20/+3) or

**Melee** slam +5 (+11; 20/+3)

#### Combat Bonus +4; Grp +15

**Abilities** Str +7, Dex +3, Con -, Int -, Wis 0, Cha -5

**Traits** construct traits, supernatural strike

**Feats** Night Vision<sup>B</sup>

**Skills** Climb 0 (+15), Notice 0 (+0)

#### IRON ZOMBIE GUARDS

1st-Level Medium construct

**Init** +1; **Senses** darkvision 60 ft., Night Vision; Notice +0

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**Dodge/Parry** +1/+4 (+0 base, +1 Dex, +4 Str)

**Toughness** +7 (0 Con, +1 construct, +3

armor, +3 natural); **DR** 2/supernatural

**Immune** mind-influencing effects, poison, sleep, paralysis, stunning, disease, Imbue Unlife, Imbue Life, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, effects requiring a Fortitude save (unless they also work on objects)

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

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**Spd** 30 ft.

**Melee** mwk glaive +2 (+8; 20/+3) or

**Melee** slam +1 (+6; 20/+3)

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

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**Abilities** Str +4, Dex +1, Con -, Int -, Wis 0, Cha -5

**Traits** construct traits, supernatural strike

**Feats** Night Vision<sup>B</sup>

**Skills** Notice 0 (+0)

**Possessions** masterwork chainmail, masterwork glaive

#### IRON ZOMBIE HUMAN

1st-level Medium construct

**Init** +1; **Senses** darkvision 60 ft., Night Vision; Notice +0

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**Dodge/Parry** +1/- (+0 base, +1 Dex)

**Toughness** +4 (0 base, +1 construct, +3 natural); **DR** 2/supernatural

**Immune** mind-influencing effects, poison, sleep, paralysis, stunning, disease, Imbue Unlife, Imbue Life, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, effects requiring a Fortitude save (unless they also work on objects)

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

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**Spd** 30 ft.

**Melee** slam +1 (+6; 20/+3)

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

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**Abilities** Str +4, Dex +1, Con -, Int -, Wis 0, Cha -5

**Traits** construct traits, supernatural strike

**Feats** Night Vision<sup>B</sup>

**Skills** Notice 0 (+0)

**IRON ZOMBIE WAR DOG**

2nd-level Medium construct

**Init** +2; **Senses** darkvision 60 ft., Night Vision; Notice +0

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**Dodge/Parry** +3/− (+1 base, +2 Dex)

**Toughness** +8 (0 base, 0 Con, +1 construct, +7 natural); **DR** 2/supernatural

**Immune** mind-influencing effects, poison, sleep, paralysis, stunning, disease, Imbue Unlife, Imbue Life, critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, effects requiring a Fortitude save (unless they also work on objects)

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

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**Spd** 40 ft.

**Melee** bite +3 (+7; 20/+3) or

**Melee** slam +3 (+7; 20/+3)

**Combat Bonus** +1; **Grp** +6

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

**Traits** construct traits, supernatural strike

**Feats** Night Vision<sup>B</sup>

**Skills** Notice 0 (+0)

## Traps

**ANIMATED OBJECTS TRAP**

**Search** Difficulty 31; **Type** Magical; **Reset** No reset

**Trigger** Touch

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**Effect** Triggered trap animates the shelf and books (see entries)

**Disarm** Disable Device Difficulty 31

**CAMOUFLAGED PIT TRAP**

**Search** Difficulty 22; **Type** Mechanical;

**Reset** manual

**Trigger** Location

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**Melee** 1d4 spikes +10 (+5; 20/+3)

**Effect** Reflex Difficulty 20 or fall deals +4 Damage plus spikes.

**Disarm** Disable Device Difficulty 17

**FIRE TRAP**

**Search** Difficulty 29; **Type** Supernatural;

**Reset** No reset

**Trigger** Touch

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**Effect** +4 fire damage (Reflex Difficulty 16 half)

**Disarm** Disable Device Difficulty 29

**FLAME STRIKE TRAP**

**Search** Difficulty 30; **Type** Supernatural;

**Reset** Automatic

**Trigger** Proximity

---

**Effect** +8 damage (fire) (Reflex Difficulty 17 half)

**Disarm** Disable Device Difficulty 30;

**Bypass** command word (*Finitas*)

**GLYPH OF warding**

**Search** Difficulty 28; **Type** Supernatural;

**Reset** No reset

**Trigger** Proximity

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**Targets** all within 5 ft.

**Effect** +12 damage (Reflex Difficulty 16 half)

**Disarm** Disable Device Difficulty 28;

**Bypass** password known only to Sarios

**POISONED NEEDLE TRAP**

**Search** Difficulty 21; **Type** Mechanical;

**Reset** Manual

**Trigger** Touch

---

**Ranged** needle +10 (poison)

**Disarm** Disable Device Difficulty 21;

**Bypass** Search Difficulty 21

*Poison:* Difficulty 18 Fortitude, or 1 Dex plus 1 Dex for every 5 points by which the save failed.

**WALL SCYTHE TRAP**

**Search** Difficulty 21; **Type** Mechanical;

**Reset** Automatic

**Trigger** Location

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**Melee** scythe +20 (+10/×4)

**Disarm** Disable Device Difficulty 18

## Supernatural Items

### Book of Protection

Once per day, a character may spend a standard action to read a passage out of this tome. If the character then succeeds on a Difficulty 23 Knowledge (supernatural) check, the book creates a supernatural barrier that extends out in a 10-foot radius. All characters within the area gain a +2 bonus to all saves against attacks and supernatural effects from creatures with the vice or incorporeal subtypes. In addition, protected characters are immune to the Mind Touch power and any power that requires mental contact while the barrier is in place. Finally, creatures with the incorporeal or vice subtypes cannot cross the barrier nor make physical attacks against characters protected by it. The barrier remains for 5 minutes.



## Pre-generated Characters

### ANGRIST THE CLEAVER

Male dwarf warrior 5

Medium humanoid

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

**Conviction** 5; **Reputation** +1

**Languages** Common, Dwarven

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**Dodge/Parry** +9/+12 (+5 base, +1 Dex/+3 Str, +3/+4 shield)

**Toughness** +9 (+3 Con, +6 armor)

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

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**Spd** 30 ft.

**Melee** supernatural battleaxe +8 (+8; 20/+4)

**Ranged** mwk bow +7 (+6; 20/+4)

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

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

**Traits** determination

**Feats** All-Out Attack, Armor Training (Heavy, Light), Attack Focus (battleaxe), Attack Specialization (battleaxe), Cleave, Great Fortitude<sup>B</sup>, Night Vision<sup>B</sup>, Shield Training, Talented (Craft and Search)<sup>B</sup>, Weapon Training

**Skills** Climb 8 (+7), Craft (stone or metal) 0 (+2), Intimidate 8 (+6), Jump 8 (+7), Notice 0 (+1), Search 8 (+10)

**Possessions (Wealth +7)** supernatural full plate, supernatural large shield, supernatural battleaxe, masterwork bow, *charm of Cure* (PB +5), backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel

### DIERDRA

Female human adept 5

Medium humanoid

**Init** -1; **Senses** Notice +3

**Conviction** 5; **Reputation** +2

**Languages** Common

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**Dodge/Parry** +4/+8 (+2 base, -1 Dex/+2 Str, +3/+4 shield)

**Toughness** +7 (+1 Con, +6 armor)

**Fort** +2, **Ref** +0, **Will** +7

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**Spd** 30 ft.

**Melee** supernatural club +2 (+4; 20/+3)

**Ranged** mwk crossbow +2 (+3; 19-20/+3)

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

**Powers (PR 8; Wis; PB +11):** Cure, Enhance Ability, Enhance Other, Supernatural Weapon, Ward

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

**Traits** the talent

**Feats** All-Out Attack, Armor Training (Heavy, Light), Shield Training

**Skills** Concentration 8 (+9), Diplomacy 8 (+9), Knowledge (history) 8 (+8), Knowledge (philosophy and theology) 8 (+8), Knowledge (supernatural) 8 (+8), Notice 0 (+3)

**Possessions (Wealth +8)** supernatural full plate, large shield, supernatural club, masterwork crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, case with 10 bolts, wooden holy symbol of the sun god, three torches

### ELOTHIN

Male elf adept 5

Medium humanoid

**Init** +3; **Senses** Night Vision; Notice +11

**Conviction** 5; **Reputation** +2

**Languages** Common, Draconic, Elven, Sylvan, link

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**Dodge/Parry** +5/+2 (+2 base, +3 Dex/+0 Str)

**Toughness** +0 (+0 Con)

**Fort** +1, **Ref** +4, **Will** +5

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**Spd** 30 ft.

**Melee** sword +5 (+3; 19-20/+3)

**Ranged** mwk shortbow +6 (+2; 20/+4)

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

**Powers (PR 8; Int; PB +11):** Blink, Enhance Ability, Fire Aura, Fire Blast (PR 11), Fire Shaping

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

**Traits** share powers, the talent

**Feats** Familiar, Imbue Item, Night Vision<sup>B</sup>, Shield Penetration, Supernatural Focus (Fire Blast), Talented (Notice and Search)<sup>B</sup>, Weapon Training<sup>B</sup>

**Skills** Concentration 8 (+8), Intimidate 8 (+7), Knowledge (philosophy and theology) 8 (+11), Knowledge (supernatural) 8 (+11), Knowledge (tactics) 8 (+11), Notice 8 (+11), Search 8 (+13)

**Possessions (Wealth +10)** sword, masterwork shortbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, three pages of parchment, ink, inkpen, spell component pouch, spellbook

### STRIFE

1st-Level Small animal

**Init** +2; **Senses** Night Vision; Notice +14

**Languages** Common, link

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**Dodge/Parry** +3/- (+1 size, +2 Dex)

**Toughness** +0 (−1 size, +1 Con)  
**Fort** +3, **Ref** +4, **Will** +2  
**Spd** 10 ft., fly 80 ft. (average)  
**Melee** talons +4 (+1; 20/+3)  
**Combat Bonus** +0; **Grp** −4  
**Abilities** Str 0, Dex +2, Con +1, Int −4, Wis +2, Cha −2  
**Traits** 2 tricks  
**Feats** Attack Focus (Talons), Night Vision<sup>B</sup>  
**Skills** Notice 4 (+14)

**FERRA**

Female halfling expert 5  
Small humanoid  
**Init** +4; **Senses** Notice +9  
**Conviction** 5; **Reputation** +2  
**Languages** Common, Elven, Halfling  
**Dodge/Parry** +9/+6 (+3 base, +1 size, +1 feat, +3 Dex/+1 Str, +1 shield)  
**Toughness** +2 (−1 size, +1 Con, +2 armor)  
**Fort** +3, **Ref** +9, **Will** +1

**Spd** 20 ft.

**Melee** mwk short sword +8 (+3; 19−20/+3)

**Ranged** mwk light crossbow +8 (+3; 19−20/+3)

**Combat Bonus** +3; **Grp** +0

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

**Traits** expertise

**Feats** Armor Training (Light), Dodge Focus, Evasion, Lucky<sup>B</sup>, Shield Training, Sneak Attack (×3), Talented (Climb and Jump)<sup>B</sup>, Talented (Notice and Stealth)<sup>B</sup>, Uncanny Dodge, Weapon Training

**Skills** Acrobatics 8 (+11), Bluff 8 (+8), Climb 8 (+10), Disable Device 8 (+9), Intimidate 8 (+8), Jump 8 (+10), Notice 8 (+9), Search 8 (+9), Stealth 8 (+13)

**Possessions (Wealth +10)** masterwork studded leather, small shield, masterwork short sword, masterwork light crossbow, *charm of Cure* (PB +8), *charm of Enhance Ability* (PB +8), backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, masterwork thieves' tools, hooded lantern, three pints of oil

**GERALD**

Male gnome expert 5  
Small humanoid  
**Init** +5; **Senses** Night Vision; Notice +9  
**Conviction** 5; **Reputation** +2  
**Languages** Common, Draconic, Dwarven, Gnome

**Dodge/Parry** +6/+3 (+3 base, +1 size, +1 feat, +1 Dex/−1 Str)

**Toughness** +3 (−1 size, +2 Con, +2 armor)

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

**Spd** 20 ft.

**Melee** mwk sword +6 (+2; 19−20/+3)

**Ranged** supernatural light crossbow +6 (+3; 19−20/+3)

**Combat Bonus** +3; **Grp** −2

**Powers (PR 5; Cha; PB +9):** Illusion

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

**Traits** expertise

**Feats** Armor Training (Light), Dodge Focus, Fascinate (Perform), Improved Initiative, Inspire (Competence), Inspire (Courage), Iron Will<sup>B</sup>, Night Vision<sup>B</sup>, Talented (Craft: chemical and Notice)<sup>B</sup>, Taunt, Weapon Training

**Skills** Bluff 8 (+12), Concentration 8 (+10), Craft (chemical) 8 (+12), Diplomacy 8 (+12), Gather Information 8 (+12), Knowledge (local) 8 (+10), Knowledge (supernatural) 8 (+10), Notice 8 (+9), Perform 8 (+12), Stealth 8 (+13)

**Possessions (Wealth +10)** supernatural studded leather, 2 charms of Cure (PB +5), backpack, waterskin, one day's trail rations, bedroll, sack, masterwork lute, flint and steel, three torches, flute, spell component pouch

**HELEN**

Female half-elf warrior 3/expert 2  
Medium humanoid

**Init** +3; **Senses** Night Vision; Notice +12

**Conviction** 5; **Reputation** +2

**Languages** Common, Elven

**Dodge/Parry** +7/+5 (+4 base, +3 Dex/+1 Str)

**Toughness** +1 (−1 Con, +2 armor)

**Fort** +2, **Ref** +7, **Will** +3

**Spd** 30 ft.

**Melee** mwk sword +8 (+4; 19−20/+3)

**Melee** mwk kukri +8 (+2; 18−20/+3)

**Ranged** supernatural bow +8 (+4; 20/+4)

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

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

**Traits** determination

**Feats** Armor Training (Light), Endurance, Evasion, Favored Opponent (vice), Lightning Reflexes, Point Blank Shot, Night Vision<sup>B</sup>, Sneak Attack, Talented (Diplomacy and Gather Information)<sup>B</sup>, Talented (Notice and Search)<sup>B</sup>, Track, Two-Weapon Fighting, Weapon Training

**Skills** Acrobatics 2 (+5), Balance 8 (+11), Diplomacy 2 (+5), Gather Information 2

(+5), Notice 8 (+12), Search 2 (+4), Stealth 8 (+11), Survival 8 (+10)

**Possessions (Wealth +10)** supernatural studded leather, masterwork sword, masterwork kukri, supernatural bow, 2 *charms of Cure* (PB +5), backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches

#### JOLINE

Female human warrior 4/adept 1  
Medium humanoid

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

**Conviction** 5; **Reputation** +2

**Languages** Celestial, Common, Draconic

---

**Dodge/Parry** +8/+9 (+4 base, +3/+4 shield, +1 Dex/+1 Str)

**Toughness** +8 (+2 Con, +1 feat, +5 armor)

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

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**Spd** 30 ft.

**Melee** mwk longspear +6 (+4; 19–20/+4)  
or

**Melee** mwk morningstar +7 (+4; 20/+3)

**Ranged** mwk light crossbow +6 (+2; 19–20/+3)

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

**Powers (PR 1st; Cha; PB +4):** Cure

---

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

**Traits** determination

**Feats** Attack Focus (morningstar), Armor Training (Heavy, Light), Favored Opponent (undead), Shield Training<sup>B</sup>, Smite Opponent, Tough, Weapon Training

**Skills** Concentration 7 (+9), Diplomacy 7 (+10), Knowledge (philosophy and theology) 7 (+6), Knowledge (supernatural) 1 (+0), Medicine 7 (+8), Notice 0 (+1), Ride 1 (+2), Sense Motive 1 (+2), Survival 1 (+2)

**Possessions (Wealth +10)** supernatural plate, large shield, masterwork longspear, masterwork morningstar, masterwork light crossbow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, wooden holy symbol, three torches

#### ZED

Male human expert 1/adept 1/ warrior 3  
Medium humanoid

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

**Conviction** 5; **Reputation** +3

**Languages** Common, Draconic, Elven

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**Dodge/Parry** +6/+7 (+3 base, +1 Dex/+2 Str, +2 shield)

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

**Fort** +3, **Ref** +5, **Will** +0

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**Spd** 30 ft.

**Melee** supernatural battleaxe +5 (+5; 20/+4)

**Melee** mwk morningstar +5 (+5; 20/+3)

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

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

**Powers (PR 1st; Int; PB +3):** Mind Touch

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

**Traits** expertise

**Feats** Armor Training (Light), Cleave, Defensive Attack, Evasion<sup>B</sup>, Lightning Reflexes, Power Attack, Rage, Weapon Training

**Skills** Acrobatics 7 (+8), Concentration 8 (+10), Intimidate 8 (+7), Jump 8 (+10), Knowledge (supernatural) 5 (+7), Notice 5 (+5), Ride 7 (+8), Stealth 7 (+8), Survival 4 (+4), Swim 5 (+7)

**Possessions (Wealth +10)** supernatural studded leather, medium shield, supernatural battleaxe, masterwork morningstar, masterwork bow, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, three torches