



to



A DARK & STORMY KNIGHT

A conversion from D&D to SE:20

CHAPTER 1: INTRODUCTION

A DARK & STORMY KNIGHT

A Dark and Stormy Knight is a short adventure published by Wizards of the Coast in 2005. You will need a copy of the original adventure to use this document.

The author makes no claims of ownership over trademarks or copyright protected images used in this book. Dungeons & Dragons, D&D, and d20 are the registered trademarks of Wizards of the Coast Inc. If you feel that your rights have been violated, please contact Randal Snyder Author@SunderedEpoch.org

SUNDERED EPOCH: d20 RPG SYSTEM

The Sundered Epoch: d20 RPG System, or SE:20, is a role-playing game designed for the “action hero” style of fiction. It is a universal system and can be used in any timeline or setting.

Our playtests have spanned the ages from medieval adventures against goblins, beasts, and all manner of villainy through to the surface of Mars and beyond. We faced deceptive politicians, ghouls, zombies, evil priests, demons, swashbuckling generals, and always came out with a great story to tell.

As you begin reading the rules that follow, remember that the most important part of any game is the friendships you make along the way. In making this book, I have had the pleasure of meeting many new friends. It is this strong bond that makes role-playing games superior to any other fictional entertainment around.

In the event that you delve into this vast sea of adventures, I wish you well.

Randal P. Snyder

SRDs

The Source Reference Documents (SRD) needed to play the Sundered Epoch: d20 RPG are available free from our website, www.SunderedEpoch.org.

This document may be freely distributed and printed for personal use.

CONVERSION NOTES

This document converts creatures, equipment, traps, and other details to the SE:20 RPG System. Where necessary, some descriptions are also changed to fit the SE:20 System. If any details are missing, refer to the SE:20 Core Rules SRD available from the website, www.SunderedEpoch.org

CHAPTER 2: ROOMS & ENCOUNTERS

DUNGEON KEY

The following encounters are numbered to follow the format in the original adventure.

✧ 2. HIGHTOWER MAIN HALL

There are three sturdy doors in this room that are locked.

Doors: Strength 60, Armor 8, Locksmith (T# 30, AC 1 Min)

✧ 3. RAT RACE (8 RATS)

Eight rats run through the area, attack once then flee. Use the Encounter Card in Chapter 3. **Note:** Causing 4 or more damage to a Rat causes a Crippling Wound. Causing 6 or more damage causes an amputation and will kill a rat.

✧ 4. PREPARATION CHAMBER (2 HOBGOBLIN RAIDERS)

Creature: Two hobgoblins occupy this room. Use the Encounter Card in Chapter 3. Replace the Hobgoblin's weapons and armor with the possessions below. Add the Hobgoblin's Glance Modifier to each weapon as appropriate.

Possessions: Studded Leather Armor (BAR: 4/TAR: 4, Full Body), Small Wooden Shield (Defense +2, TAR +1), Short Sword (Glance: 2d6 s/p, Finesse, Pierce: -2 SA, +1d6 Damage), Javelin (Glance: 2d6 p, Pierce: -2 SA, +1d6 Damage)

Treasure:

Lifting Belt (+1 to Physique when calculating Encumbrance.)

✧ 5. WHAT A TANGLED WEB (1 MONSTROUS SPIDER)

Nearly invisible spider web crosses the doorway. The first character to enter must make a Perception test to notice the web before they enter.

Creature: Medium Monstrous Spider hides on the ceiling and gains +1d6 Control on Stealth it's first round. Use the Encounter Card in Chapter 3.

Web: Perception T# 20, Entangled T# 16. Strength 16. Takes double damage from fire.

Treasure:

75 Gold Pieces

Perception T# 10: Pearl of Power – It can store up to a level 2 spell which can be cast by spending 1 CA. This can only be done once per day.

✧ 6. THE OFFERING CHEST (TRAP)

Stone Chest: Strength 60, Armor 8, Unlocked

Trap: Perception T# 15 to notice, Luck T# 15 to avoid. 4 dart attacks, SA 10, Glance: 1d6 Temporary Damage.

Treasure:

Headband of the Stout Heart (+1 Magic Defense)

✧ 7. GETTING AHEAD (1 VARGOUILLE)

Creature: One vargouille is located in this area. Use the Encounter Card in Chapter 3.

Treasure:

Translator's Ring (Grants "Certified" skill in 2 languages. The Narrator should choose languages that the characters do not know appropriate for their game world.)

✧ 8. THE DARK KNIGHT (1 BUGBEAR ZOMBIE)

Creature: The Bugbear Zombie dressed in rusted chainmail armor attacks.

Possessions: In addition to the weapons on the Encounter Card, the zombie has a high-quality weapon of the Narrator's choice that grants +1 SA bonus worth 300 GP. All other items are so worn and rusted they are worthless.

Treasure:

250 Gold Pieces

CHAPTER 3: CHARACTERS

ENCOUNTER CARDS

The following encounter cards provide a simplified summary of each character or monster's stats. You can get more detail from the Nonhuman SRD.



Diseased Rat

SE:20

Int: 2
Agility: 2
Physique: -4
Moxie: 3z
Criticals: 4/6
Endr.: 1
Focus: -2
Size T#: 16
Melee: 18
Ranged: 18
Balance: +D

Diseased Rat		Stun Table	
SA		1	2/-
Intimidate	-2	1	6/1
Magic Defense	-2	2	12/7
Melee Combat	-4	3	18/13
Moxie	-2	4	20/15
Ranged Combat	2	5+	
Ranged Defense	2		
Stamina	-4		
Stealth	8		
Perception	-2		

Armor/TAR
Natural Hide/D

Weapons/SA/Glance
Unarmed/-4c/1d6i
Bite/-5p/1d6t

Special Abilities/Notes
Lowlight Vision
Diminutive: +6 Luck, 20cm,
0.5 kg
Disease: Contact, T# 10,
1 day/1 week
Fail: 2d6 Damage
Fail5: -1 Physique
Fail10: -2 Physique



Hobgoblin

SE:20

Int: 1
Agility: 1
Physique: 1
Moxie: 3z
Criticals: 24/36
Endr.: 8
Focus: 0
Size T#: 10
Melee: 13/15
Ranged: 13/15
Balance: +D

Hobgoblin		Stun Table	
SA		6	2/-
Intimidate	1	12	6/1
Magic Defense	0	18	12/7
Melee Combat	3	24	18/13
Moxie	2	25+	20/15
Ranged Combat	3		
Ranged Defense	3		
Stamina	3		
Stealth	1		
Perception	0		

Armor/TAR
Chainmail/Shield: 6/7

Weapons/SA/Glance
Unarmed/3c/1d6t
Short Sword/3slp/2d6+1
Long Sword/3slp/3d6+1
Bow/2p/2d6+2

Special Abilities/Notes
Medium: 1-2m, 80kg
Darkvision
Power Attack: +1d6 Glance,
Opponents gain +1d6 Control

SE:20

Medium Monstrous Spider



Skills		SA	Stun Table	
Intimidate	0	1	Stun Num.	6
Magic Defense	0	0	2x	12
Melee Combat	3	3	3x	18
Moxie	2	2	4x	24
Ranged Combat	5	5	Over x4	25+
Ranged Defense	5	5	Armor/TAR	
Stamina	3	3	Chainmail/Shield: 6/7	
Stealth	7	7	Weapons/SA/Glance	
Perception	3	3	Unarmed/3c/ld6t	
			Bite/lp/ld6 *Venom	
			Web/5/Entangle, MER: 1z	

Special Abilities/Notes

Medium: 1-2m, 80kg
Darkvision
Spider Climb, Web Sense, Web Walk
Venom: T# 11, Instant, Fail: ld6 Damage, Fail5: 2d6 Damage, Fail10: 3d6 Damage
Web: Strength 16, Vulnerable to Fire

Int.	3	Magic	8	Size T#	10	Melee	13	Ranged	15
Agility	3	Physique	1	Focus	-4	Endur.	8	Glance	+0
Moxie	4z	Stretches	24/36	Max Dmg	120				

SE:20

Vargouille

Skills		SA	Stun Table	
Intimidate	0	0	Stun Num.	5
Magic Defense	3	3	2x	10
Melee Combat	3	3	3x	15
Moxie	3	3	4x	20
Ranged Combat	3	3	Over x4	21+
Ranged Defense	3	3	Armor/TAR	
Stamina	2	2	Natural Hide: 1	
Stealth	5	5	Weapons/SA/Glance	
Perception	5	5	Unarmed/3c/ld6t	
			Bite/lp/ld6	

Special Abilities/Notes

Small: +2 Luck
Darkvision
Shriek: 1 Zone, Moxie or Magic Defense T# 12, Paralyzed 1 Min or until attacked

Int.	1	Magic	13	Size T#	12	Melee	15	Ranged	15
Agility	1	Physique	0	Focus	-4	Endur.	7	Glance	+0
Moxie	3z/5f	Stretches	20/30	Max Dmg	100				

SE:20

Vargouille



Int.	1	Magic	13	Size T#	12	Melee	15	Ranged	15
Agility	1	Physique	0	Focus	-4	Endur.	7	Glance	+0
Moxie	3z/5f	Stretches	20/30	Max Dmg	100				

SE:20

Bugbear Zombie

Skills		SA	Stun Table	
Intimidate	3	5	Stun Num.	12
Magic Defense	5	5	2x	24
Melee Combat	6	6	3x	36
Moxie	0	0	4x	48
Ranged Combat	3	3	Over x4	49+
Ranged Defense	3	3	Armor/TAR	
Stamina	5	5	Rotting Flesh/Shield: 2/3	
Stealth	0	0	Weapons/SA/Glance	
Perception	0	0	Unarmed/6c/ld6t	
			Morningstar/6cbo/2d6+2	
			Javelin/lp/2d6+1	
			Shield/6c/ld6+2	

Special Abilities/Notes

Medium: 1-2m, 90kg
Darkvision, Undead Immune: Poison
Undead Fortitude: If incapacitated, Stamina T# 15 to recover.

Int.	0	Magic	15	Size T#	10	Melee	15/17	Ranged	15/17
Agility	0	Physique	3	Focus	-5	Endur.	10	Glance	+0
Moxie	4z	Stretches	24/36	Max Dmg	120				

SE:20

Bugbear Zombie



Int.	0	Magic	15	Size T#	10	Melee	15/17	Ranged	15/17
Agility	0	Physique	3	Focus	-5	Endur.	10	Glance	+0
Moxie	4z	Stretches	24/36	Max Dmg	120				

SunderedEpoch.org

