



to



A HARVEST OF EVIL

A conversion from D&D to SE:20

CHAPTER 1: INTRODUCTION

A HARVEST OF EVIL

A Harvest of Evil is a short adventure published by Wizards of the Coast in 2001. You will need a copy of the original adventure to use this document.

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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

TWIN OAKS KEY

Unless noted below, use the descriptions from the published adventure.

✕ 1. THE STILES

These mobile fences are about 22kg. Any character that attempts to move through the opening can be blocked by any character on the opposite side. Follow the rules for Blocking Movement in the Core Rules SRD.

A character that tries to climb over a stile must spend 1 CA and make an Acrobatics Test, T# 15. Failure means the character failed to cross the Stile. Failure by 5 causes 1d6 Piercing Glance.

✕ 2. THE PLOW TAVERN

Use the description from the adventure.

✕ 3. FARMHOUSE

Use the description from the adventure.

✕ 4. FARMHOUSE

Use the description from the adventure.

✕ 5. FARMHOUSE

Use the description from the adventure.

✕ 6. FARMHOUSE (HOSTAGES)

Use the description from the adventure.

✕ 7. SMITHY & STABLES

Use the description from the adventure.

Perception T# 12 to realize the smithy is idle.

✕ 8. FARMHOUSE

Use the description from the adventure.

✕ 9. FARMHOUSE

Use the description from the adventure.

✕ 10. CULTIVATED FIELDS

Use the description from the adventure.

Perception T# 12 to notice the fields have not been harvested.

✕ 11. GRAVEYARD

Use the description from the adventure.

✕ 12. COMMON GREEN

Use the description from the adventure.

Survivalist T# 14 to track any of the missing farm animals.

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.

All human NPCs use the "Muscle" basic NPC card except for Councilwoman Vandra who uses the "Face" NPC card.



SE:20 Deskryn, Vampire

Skills	SA	Stun Table
Intimidate	10	Stun Num. 19 2/-
Magic Defense	7	2x 38 6/1
Melee Combat	12	3x 57 12/7
Moxie	10	4x 76 18/13
Ranged Combat	10	Over x4 77+ 20/15
Ranged Defense	10	
Stamina	8	Armor/TAR
Stealth	11	Natural Armor/2
BS Meter	11	Weapons/SA/Glance
Perception	13	Unarmed/10c/1d6+6t
Persuasion	11	Bite/8p/2d6+6
Waking Dream (6)	9	Long Sword/10s8p/3d6+8

Special Abilities/Notes

Medium: 1-2m, 80kg,
 Darkvision, Undead
 Resist: Necrotic, Nonmagic
 Weapons
 Regenerate 20/rnd



SE:20 Deskryn, Vampire

Int.	Agility	Physical	Size	Melee	Ranged
8	4	6	10	20	20
6z/8f	44/66	220	2	14	+6



SE:20 Veteran

Skills	SA	Stun Table
Intimidate	3	Stun Num. 10 2/-
Magic Defense	0	2x 20 6/1
Melee Combat	5	3x 30 12/7
Moxie	5	4x 40 18/13
Ranged Combat	3	Over x4 41+ 20/15
Ranged Defense	3	
Stamina	3	Armor/TAR
Stealth	1	Splint Armor/6
Acrobatics	5	Weapons/SA/Glance
Perception	2	Unarmed/5c/1d6t
		Longsword/5s3p/3d6+1V
		Shortsword/5s3p/2d6+1
		Heavy Crossbow/3p/2d6+4

Special Abilities/Notes

Medium: 1-2m, 90kg



SE:20 Veteran

Int.	Agility	Physical	Size	Melee	Ranged
1	1	2	10	15	13
4z	28/42	140	0	7	+0

SE:20

Muscle, Exceptional

Primary5

Base1

Physique2

Init.1

Move4z

Endur.6

Skills

Intimidate

Melee Combat

Moxie

Stun Table

SN

2x

3x

4x

4+

7

14

21

28

29+

2/-

6/1

12/7

18/13

20/15

Armor/TAR

Leather/2

Weapons/SA/Glance

Unarmed/5c/1d6t

Knife/5s3p/2d6

Sword/5s3p/3d6+1

Bow/Dp/2d6+2

Notes:

SE:20

Face, Exceptional

Primary5

Base1

Physique-1

Init.1

Move3z

Endur.4

Skills

Intimidate

Grapvine

Performing

Persuasion

Stun Table

SN

2x

3x

4x

4+

6

12

18

24

25+

2/-

6/1

12/7

18/13

20/15

Armor/TAR

Cloth/2

Weapons/SA/Glance

Unarmed/1c/1d6t

Knife/1s1p/2d6

Sword/1s1p/3d6+1

Bow/Dp/2d6+2

Notes:

SE:20

Vampire Spawn

Skills

Intimidate

Magic Defense

Melee Combat

Moxie

Ranged Combat

Ranged Defense

Stamina

Stealth

Perception

SA

3

3

6

6

6

6

3

6

3

Stun Table

Stun Num.

2x

3x

4x

Over x4

12

24

36

48

49+

2/-

6/1

12/7

18/13

20/15

Armor/TAR

Natural Armor/2

Weapons/SA/Glance

Unarmed/6c/1d6t

Claw & Bite/6s4p/1d6

Med Sword/6s4p/3d6+2

Special Abilities/Notes

Medium: 1-2m, 80kg,
Darkvision, Undead
Resist: Necrotic, Nonmagic
Weapons
Regenerate 1D/rnd

Sunlight/Running Water: 20
Damage/rnd

SE:20

Vampire Spawn

Int.6

Magic13

Size T#10

Physique3

Melee16

Ranged16

Endur.8

Glance+0

Blance

Guile0

Focus0

Stretches32/48

Max Dmg160

Move3z

Image

Vampire Spawn

SE:20

Phulbit, Rogue

Skills

Intimidate

Magic Defense

Melee Combat

Moxie

Ranged Combat

Ranged Defense

Stamina

Stealth

Perception

SA

4

3

8

8

10

10

4

12

12

Stun Table

Stun Num.

2x

3x

4x

Over x4

11

22

33

44

45+

2/-

6/1

12/7

18/13

20/15

Armor/TAR

Chain & Leather: 6

Weapons/SA/Glance

Unarmed/8c/1d6+1t

Sh Sword/8s6p/2d6+2*

Dagger/8s6p/2d6+1*

Tanglevine Bag/1D/T# 12

Special Abilities/Notes

Medium: 1.8m, 65kg

*Poison T# 12, Fail: 1d6
Damage, Fail5: Wreck Vision,
Fail10: Blind 1 day

SE:20

Phulbit, Rogue

Int.8

Magic13

Size T#10

Physique1

Melee18

Ranged20

Endur.6

Glance+1

Blance

Guile2

Focus0

Stretches24/36

Max Dmg120

Move5z

Image

Phulbit, Rogue