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THE BURNING PLAGUE

A conversion from D&D to SE:20

CHAPTER 1: INTRODUCTION

THE BURNING PLAGUE

The Burning Plague 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.

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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

DUNGEON KEY

The following encounters are numbered to follow the format in the original adventure. As the original adventure did not include a map, one has been provided here.

✧ *THE BURNING PLAGUE*

Each time characters are exposed to the Burning Plague, they have a chance of becoming infected. Roll a Stamina test and add +1 each time the characters encounter a Contagious character.

Burning Plague: T#: 10, Speed: 24 hr, Duration: 24 hr, Fail: -1 Physique, F5: -2 Physique, F10: -4 Physique.

✧ *AREA 1: AT THE ENTRANCE*

Replace Spot checks with Perception tests. Otherwise, use the description from the adventure.

✧ *AREA 2: THE GREETING ROOM (TRAP)*

Characters have an opportunity to detect and disarm the Thunderstone trap. Any character that attempts to move the cart or body can make a Perception test.

Trap: Perception T# 20, Disarm T# 20. If the trap is set off, the Thunderstone will fall and shatter in an explosive boom. All characters in the Zone roll a Stamina test, T# 15 or become deafened for 1 hour.

Treasure:

Silver Ore worth 200 GP

✧ *AREA 3: THE MESS HALL (9 KOBOLDS)*

Creature: 9 Contagious Kobolds. Use the Encounter Cards from Chapter 3. These kobolds are cowardly and will run away after the first of them is incapacitated or if they take more than 4 damage.

They are armed with Half Spears and light crossbows:

Half Spear: SA: 2p, Glance: 3d6+1, Piercing: +1d6 Damage, 1 kg

Light Crossbow: SA: 4, Glance: 2d6, Piercing: +1d6 Damage, 1.5 kg

Treasure:

11 gp each

1 Oval amethyst worth 150 gp

Iron key – Unlocks door to Area 4

✧ *AREA 4: THE LARDER*

A locked wooden door blocks access to this room.

Door: Strength 10, Armor 5, Locksmith (T# 25, AC 1 Min)

Trap: Flour Cloud – Perception T# 15 to notice, Luck T# 15 to avoid, Effect: Disadvantage on Perception & Ranged Attacks within the Zone for 2 rounds.

Creatures: Diseased Rats, Dire Weasel. Use the Encounter Cards from Chapter 3.

Treasure:

Food & provisions.

✧ *AREA 5: CHUTES & LADDERS*

Use the description from the original adventure. A covered pit trap lies between the characters. Any fleeing kobolds will align themselves on the other side of the pit.

Trap: Perception T# 20 to notice, Luck T# 25 to avoid, Fall 6m, 20 Damage. Roll Acrobatics to reduce damage.

Creatures: Kobold Sorcerer, 8 Kobolds. The kobolds prefer to use their crossbows.

M'dok, the Kobold sorcerer, will try to negotiate and cast an illusion to hide the ropes and ladders in the zone: Perception T# 4. If that fails, he will cast Flaming Hands on the first character to approach: Touch, 2d6 Glance.

Treasure:

M'dok: 24 gp, violet garnet 500 gp, Potion of Enlargement: +1d6 Glance

Kobolds: 11 gp each, short spear, light crossbow

✧ **AREA 5A: KOBOLD CAMP**

Use the description from the original document.

Creatures: Only noncombatants, but they are contagious.

Treasure:

Cloak of Resistance: +1 Stamina vs. Toxins and Magic.

✧ **AREA 6: CHARNEL PIT**

Use the description from the original adventure.

Creatures: 4 Zombie Miners, 4 Zombie Kobolds

✧ **AREA 7: THE WELLSPRING**

Read the description from the original adventure.

Creature: Jakk Tornclaw, Orc

Jakk begins by drinking the potion of invisibility, then using the Summon Fiendish Wolf Scroll, and using his crossbow. If he takes more than 10 damage, he will spend 2 CA to cast a healing spell, 5d6.

Treasure:

13gp, blue sapphire 1300gp

Mace +1:

Potion of Cure Wounds: 3d6

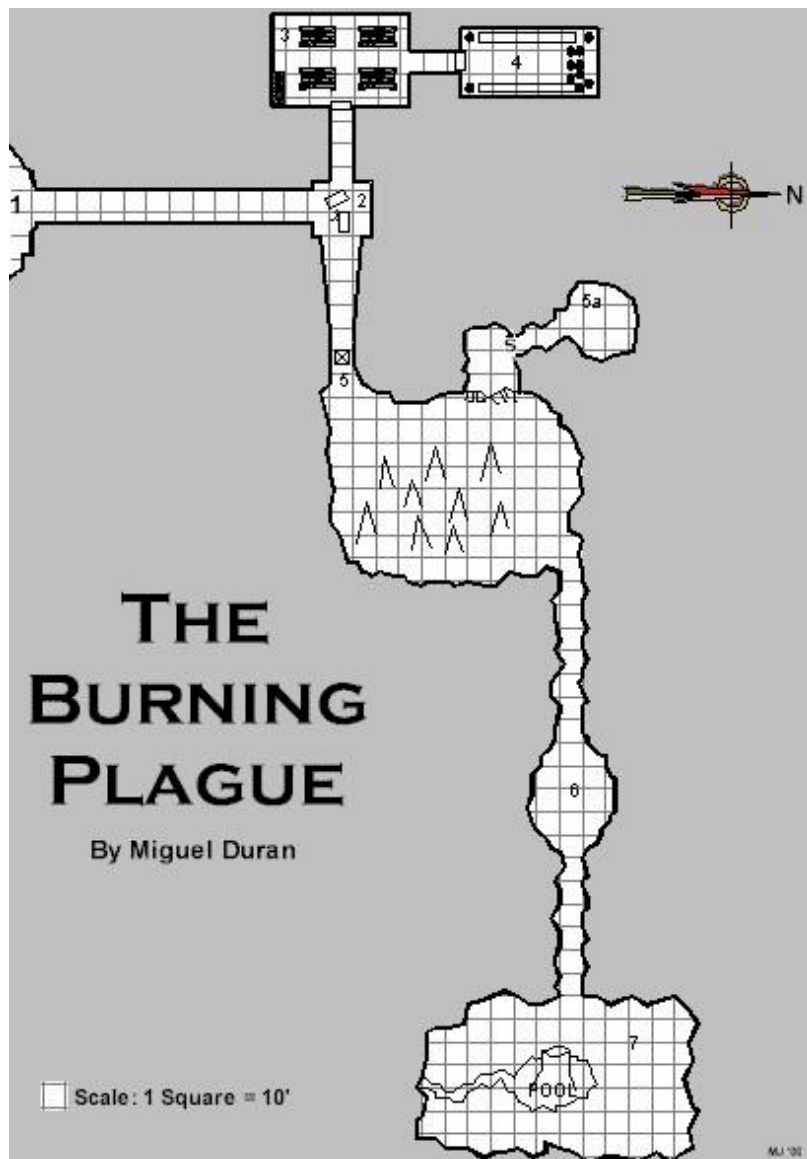
Potion of Invisibility: +1d6 Control on attacks and Stealth. Attacks vs. invisible creature are Wrecked.

Potion of Bane: Attacks vs target suffer -1 Modifier. Mental spells cast by target gain +1 T# Modifier.

Summon Fiendish Wolf Scroll: Use the Encounter Card from Chapter 3.

Lesser Restoration Scroll: Eliminates magical penalties to Attributes.

Dispel Magic Scroll: All active spells in the Zone must roll 1d20 + Spell Level vs. the caster's T# or be dispelled.



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.



Kobold, Diseased

SE:20

Int: 2
 Agility: 2
 Strength: 4z
 Dexterity: 12/18
 Constitution: 60
 Intelligence: 2
 Wisdom: 9
 Charisma: 12

Melee: 16
 Ranged: 16
 Endurance: 5
 Balance: +0

Skills	SA	Stun Table
Intimidate	-1	2/-
Magic Defense	-1	6/1
Melee Combat	0	12/7
Moxie	1	18/13
Ranged Combat	4	20/15
Ranged Defense	4	
Stamina	-1	
Stealth	4	
Perception	-1	

Armor/TAR	Weapons/SA/Glance
Natural Hide/0	Unarmed/0c/1d6t
	Dagger/4s2p/2d6+1
	Spear/2p/3d6+1
	Crossbow/4p/2d6 MER 4z

Special Abilities/Notes

Small: +2 Luck
 Darkvision
 Sunlight Sensitivity

Burning Plague: T#: 10,
 Speed: 24 hr, Duration: 24
 hr, Fail: -1 Physique, FS: -2
 Physique, FID: -3 Physique.



Diseased Rat

SE:20

Int: 2
 Agility: 2
 Strength: 3z
 Dexterity: 12/18
 Constitution: 20
 Intelligence: 8
 Wisdom: 16
 Charisma: 18

Melee: 18
 Ranged: 18
 Endurance: 1
 Balance: +0

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

Armor/TAR	Weapons/SA/Glance
Natural Hide/0	Unarmed/-4c/1d6i
	Bite/-5p/1d6t

Special Abilities/Notes

Lowlight Vision
 Diminutive: +6 Luck, 20cm,
 0.5 kg

Burning Plague: T#: 10,
 Speed: 24 hr, Duration: 24
 hr, Fail: -1 Physique, FS: -2
 Physique, FID: -3 Physique.f

SE:20

Kobold Zombie

Skills	SA	Stun Table
Intimidate	2	Stun Num. 3 2/-
Magic Defense	5	2x 6 6/1
Melee Combat	2	3x 9 12/7
Moxie	0	4x 12 18/13
Ranged Combat	2	Over x4 13+ 20/15
Ranged Defense	2	Armor/TAR
Stamina	2	Natural Hide/0
Stealth	4	Weapons/SA/Glance
		Unarmed/0c/1d6t
		Knife/0s-2p/2d6+1

Special Abilities/Notes

Small: +2 Luck
Dark Vision, Basic Tail (+2 Balance), Fearless, Horrific
Morale check, Lifeless, Undead

Necrotic Stench: Inhaled, T# 10, Instant, 1 Round.
Fail: Wrecked, Nausea
Fail 5+: 1d6t
Fail 10+: 1d6t, Stunned

SE:20

Kobold Zombie



SE:20

Zombie

Skills	SA	Stun Table
Intimidate	2	Stun Num. 7 2/-
Magic Defense	0	2x 14 6/1
Melee Combat	3	3x 21 12/7
Moxie	2	4x 28 18/13
Ranged Combat	0	Over x4 29+ 20/15
Ranged Defense	1	Armor/TAR
Stamina	2	Natural Hide/0
Stealth	-2	Weapons/SA/Glance
Perception	-2	Unarmed/3c/1d6t
		Club/3c/1d6+1

Special Abilities/Notes

Medium: 1-2m, 50kg
Darkvision, Undead
Immune: Poison

Undead Fortitude: If incapacitated, Stamina T# 15 to recover.

SE:20

Dire Weasel, Diseased

Skills	SA	Stun Table
Intimidate	2	Stun Num. 5 2/-
Magic Defense	1	2x 10 6/1
Melee Combat	4	3x 15 12/7
Moxie	1	4x 20 18/13
Ranged Combat	4	Over x4 21+ 20/15
Ranged Defense	6	Armor/TAR
Stamina	0	Natural Hide/2
Stealth	8	Weapons/SA/Glance
Perception	1	Unarmed/0c/1d6t
		Bite*/0p/1d6
		*Use bonus to Entangle

Special Abilities/Notes

Lowlight Vision, Basic Tail
Burning Plague: T# 10, Speed: 24 hr, Duration: 24 hr, Fail: -1 Physique, FS: -2 Physique, FID: -3 Physique.

SE:20

Dire Weasel, Diseased



SE:20

Kobold Sorcerer, Diseased

Skills	SA	Stun Table
Intimidate	2	Stun Num. 5 2/-
Magic Defense	2	2x 10 6/1
Melee Combat	1	3x 15 12/7
Moxie	2	4x 20 18/13
Ranged Combat	3	Over x4 21+ 20/15
Ranged Defense	4	Armor/TAR
Stamina	0	Hard Leather/4
Stealth	4	Weapons/SA/Glance
Perception	0	Unarmed/1c/1d6t
Magic (2 sp)	4	Dagger/3slp/2d6+1
		Spear/1p/3d6+1
		Crossbow/3p/2d6 MER 4z

Special Abilities/Notes

Small: +2 Luck
Darkvision
Sunlight Sensitivity
Magic: Fire, Illusion
Vices: Chanting, Dancing

Burning Plague: T# 10, Speed: 24 hr, Duration: 24 hr, Fail: -1 Physique, FS: -2 Physique, FID: -3 Physique.

SE:20

Kobold Sorcerer, Diseased





Jakk Tornclaw, Orc Cleric

Skills	SA	Stun Table
Intimidate	5	2/-
Magic Defense	5	2x
Melee Combat	6	3x
Moxie	5	4x
Ranged Combat	4	Over x4
Ranged Defense	3	20/15
Stamina	3	20/15
Stealth	1	20/15
Perception	2	20/15
Magic (5 sp)	8	20/15

Special Abilities/Notes

Medium: 1-2m, 90kg
 Darkvision, Light Sensitive
 Magic: Healing, Waking
 Dream
 Vices: Payer, Holy Symbol



Jakk Tornclaw, Orc Cleric



Wolf, Fiendish

Skills	SA	Stun Table
Intimidate	1	2/-
Magic Defense	6	6/1
Melee Combat	4	12/7
Moxie	1	18
Ranged Combat	2	24
Ranged Defense	4	25+
Stamina	1	20/15
Stealth	4	20/15
Perception	3	20/15

Special Abilities/Notes

Medium: 1-2m, 70kg
 Keen Hearing & Smell: +1d6
 Control on Perception
 Darkvision, Resist Cold/
 Fire



Wolf, Fiendish

