



to



A DERELICT HOUSE

A conversion from D&D to SE:20

CHAPTER 1: INTRODUCTION

A DARK & STORMY KNIGHT

A Derelict House is a short adventure published by Crooked Staff Productions in 2003. 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. Use the descriptions in the original adventure.

✧ 1. HALLWAY

The stairs up are dangerously rotten.

Trap: Perception T# 15 to spot, Luck T# 15 to avoid, 1d6 Glance.

✧ 2. THE STUDY

A book made of human skin. Use the DC values in the original adventure. A mummified head will spread Mummy Rot.

Toxin: Mummy Rot, Stamina T# 20, Speed: 1 day, Duration: 1 day, Fail: -1 Physique, Fail5: -2 Physique, Fail10: -3 Physique. Can only be removed by magic (minimum Level 5 Healing spell).

✧ 3. THE DINING ROOM

Treasure:

Remove Disease Potion – Stamina T# 13 or turn purple for 1 hour.

✧ 4. THE CORRIDOR

Creatures: Insect swarm. Causes 1d6 Damage each round they stand in the corridor. Fire causes them to disperse. Cold causes them to become inactive.

Treasure:

Rusty key – Unlocks the door in Corridor (6) and Store Room (7).

✧ 5. THE KITCHEN

Hidden Treasure: Perception T# 20 to discover.

Treasure:

Gold bracelet, 50 gp

Gold ring with blue quartz gem, 20 gp

Fine silver necklace, 25 gp

Silver goblet, 15 gp

✧ 6. CORRIDOR

The door here is locked. The key can be found in the Corridor (4).

Door: Strength 15, Armor 5, Locksmith (T# 20, AC 1 minute)

✧ 7. STORE ROOM

The cupboard contains a rotting body infected with Rot Grubs that falls toward any character opening the door.

Trap: Initiative T# 15 to avoid. Failure means a Rot Grub has infected the character.

Creature: Rot Grubs will move towards any living creature, Perception T# 15 to notice. Each Round the infected character must make a Stamina T# 17 test or take 2d6 Damage. The first round, Rot Grubs can be removed using Fire or Medical Aid T# 15, AC 1 CA, but it causes 2d6 damage each attempt.

✧ 8. UPPER HALLWAY

There is a chance to hear crying from the bedroom (9), Perception T# 15. The door to the Ritual Room (11) is stuck.

Door: Strength 10, Armor 5.

✧ 9. BEDROOM

A specter is in this room. Follow the description from the original adventure.

✧ 10. MASTER BEDROOM

Use the description from the original adventure.

Treasure:

Alchemist Fire – Fills Zone with fire that causes 1d6 damage to all occupants.

Sunrod – Fills the current Zone with bright light. All adjacent Zones are Lowlight.

4 cp, 1 sp

✧ ***11. RITUAL ROOM***

Use the description from the original adventure.

✧ ***12. SECRET ROOM***

Treasure:

Purse with 17 cp

Gold ring with an amethyst, 50 gp.

✧ ***13. STORE ROOM***

Treasure:

Bag of Holding – 120 kg

27 gp, 163 sp, 229 cp

Necklace with 13 human teeth

Leather pouch with ten finger bones

3 waterskins, two are full

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.

SE: 20 Wererat Warrior

Skills	SA	Stun Table
Intimidate	2	Stun Num. 8 2/-
Magic Defense	4	2x 16 6/1
Melee Combat	5	3x 24 12/7
Moxie	3	4x 32 18/13
Ranged Combat	5	Over x4 33+ 20/15
Ranged Defense	5	
Stamina	2	Armor/TAR
Stealth	5	Natural Hide/0
Perception	4	Weapons/SA/Glance
		Unarmed/5c/1d6t
		Mace/5cbo/1d6+1 Versatile
		Light Crossbow/5p/2d6
		Bite/3p/1d6 *Lycanthropy

Special Abilities/Notes

Medium: 1-2m, 90kg	Lycanthropy: T# 11 or become a wererat
Keen Smell: +1d6 Control	Immune: Nonmagic Weapons unless silvered
Shapechange: Rat or Hybrid	
Rat: Darkvision, Bite	
Hybrid: Bite	

SE: 20 Wererat Warrior



Init. 2	Magic 14	Size T# 10	Melee 15	Ranged 15
Agility 2	Physique 2	Focus 0	Guile 0	
Move 4z	Criticals 28/42	Max Dmg 140	Endur. 7	Glance +0