

Mansion of Shadows for True20 Adventure Roleplaying

By Robert J. Schwalb

This web enhancement details how to adapt Mansion of Shadows for use with *True20 Adventure Roleplaying*. Nearly all of the adventure can be run as is, with little to no adaptation, so long as you follow the conversion guidelines in *True20 Adventure Roleplaying*. All of the following stat-blocks replace those found in the adventure.

Random Encounters

The random encounters described in the Kirsvald Gazetteer present a selection of creatures, many of which aren't included in *True20 Adventure Roleplaying*. Feel free to substitute creatures from the rulebook (calibans, skeletons, and zombies all being good choices) or if you have *True20 Bestiary*, you can find most of the converted statistics there.

Creating a Sinthrall Creature

A sinthrall is an acquired template that can be added to any living creature with an Intelligence score of -3 or more (referred to hereafter as the base creature). A sinthrall uses all the base creature's statistics and special abilities except as noted here.

Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus or saves. It also gains the vice and native subtypes.

Abilities: Increase from the base creature as follows depending on sin.

Wrath—Str +2, Int -2, Wis -1.

Envy—Dex +2, Cha -2.

Lust—Con +1, Int -1, Wis -2, Cha +2.

Sloth—Dex -2, Con -1, Int +1, Wis +2.

Gluttony—Con +2, Wis -2, Cha -1.

Greed—Dex +1, Int +2, Wis -1, Cha -2.

Pride— +2 to any one, -1 to any two.

Skills: A sinthrall gains skill as an outsider and has skills equal to $(8 + \text{Int modifier, minimum 1 known skill})$.

In addition, the sinthrall gains bonuses to certain skills depending on its sin of choice. Wrath sinthralls gain a +3 bonus to Intimidate checks, Envy a +3 bonus to Sense Motive checks, Lust a +3 bonus to Bluff checks, Sloth a +3 bonus to Diplomacy checks, Gluttony a +3 bonus to Concentration checks, Greed a +3 bonus to Sleight of Hand checks, Pride a +3 bonus to any one skill.

Feats: All sinthralls gain Skill Focus (Notice) as a bonus feat.

Traits: A sinthrall retains the base creature's traits and gains those described below based on sin. Save Difficulties are equal to 10 plus half the sinthrall's level (round down) plus the sinthrall's Charisma, unless otherwise noted.

Wrath: The wrath sinthrall gains Rage as a bonus feat. If he already has this feat, he may use rage one additional time per day.

Envy: The envy sinthrall gains Skill Focus as a bonus feat.

Lust: Once per day, lust sinthrall can select a single living creature within 30 feet that has HD equal to or less than its own. The target must succeed on a Will save or have its attitude change to helpful for a number of hours equal to the sinthrall's Charisma bonus (minimum 1 hour).

Sloth: The sloth sinthrall gains Suggestion as a bonus feat.

Gluttony: Once per day, a gluttony sinthrall may spew a 20-foot cone of corrosive vomit. Creatures in the area take +2 damage per 3 levels of the sinthrall (1–3, +2; 4–6, +4, and so on). Creatures in the area are entitled to Reflex save (DC 10 + 1/2 the sinthrall's level + the sinthrall's Constitution score) for half damage.

Greedy: The sinthrall gains a +4 bonus to disarm and grab attacks. As well, it gains a +2 bonus to initiative checks.

Pride (Su): Once per day, as a swift action a pride sinthrall can emit an aura of superiority in a 20-foot radius that lasts 1 round. All creatures in the area must succeed on a Will save or take a –2 penalty to all attacks, damage, saves, and checks for a number of rounds equal to the pride sinthrall's Charisma score (minimum 1 round).

As well, all sinthralls have all the following traits.

- Darkvision out to 60 ft.
- Immunity to acid and poison.
- Resistance to cold 4, electricity 4, and fire 4.

Saves: Increase the base creature's natural armor bonus to Toughness saves by 2.

Level Lag: 1.

Stat-Blocks

The following statblocks replace those found in the **Appendix**.

Amalinda Staufen (Envy Sinthrall)

Type: 1st-level outsider (native, vice) (1st-level adept)

Size: Medium

Speed: 30 ft.

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

Skills: Concentration 4 (+5), Intimidate 4 (+1), Knowledge (supernatural) 4 (+6), Notice 4 (+9), Search 4 (+6), Sense Motive 4 (+6), Stealth 4 (+7)

Feats: Assessment^B, Dominate, Drain Vitality, Heart Reading, Heart Shaping, Skill Focus (Notice)^B

Traits: darkvision 60 ft., immune to acid and poison, resistance to cold 4, electricity 4, fire 4

Combat: Attack +3 (+3 Dex), Damage –1 (unarmed), +0 (knife), Defense +3, Initiative +3, Conviction 3

Saving Throws: Toughness +3, Fortitude +1, Reflex +3, Will +4

Bergen

Type: 4th-level outsider (extraplanar, vice) (3rd-level adept, 1st-level expert)

Size: Medium

Speed: 30 ft.

Abilities: Str –1, Dex +1, Con +0, Int +2, Wis +1, Cha +3

Reputation: +2

Skills: Bluff 7 (+11, +13 vice), Concentration 1 (+1), Diplomacy 7 (+10, +12 vice), Disguise 7 (+10), Gather Information 1 (+4), Intimidate 7 (+11, +13 vice), Knowledge (supernatural) 7 (+12), Knowledge (theology and philosophy) 7 (+10), Notice 7 (+8), Sense Motive 7 (+8), Stealth 7 (+8)

Feats: Damned (see sidebar), Heart Shaping, Light Shaping, Quicken Power, Second Sight, Sneak Attack, Supernatural Focus (Heart Shaping), Talented (Bluff, Knowledge: supernatural)^B

Combat: Attack +2 (+1 Dex), Damage –1 (unarmed), +0 (knife), Defense +2 (+1 Dex), Initiative +1, Conviction 4

Saving Throws: Toughness +0, Fortitude +1, Reflex +4, Will +4

Possessions: Dose of large scorpion venom (Injury DC 18, initial and secondary 1 Str damage)

New Feat: Damned

You sold your soul.

Benefit: Your type changes to outsider and you gain the augmented, extraplanar, and vice subtypes (a powerful fiend owns your soul). If you are killed, you cannot be restored to life by any means. The damned feat grants you a +1 bonus to Intimidate checks. In addition, if you have Heart Shaping, whenever you use the fear effect, you gain a +2 bonus to the check. When interacting with creatures with the vice subtype, you gain a +2 bonus to Bluff, Diplomacy, and Intimidate checks.

Cranial Wretch

Type: 3rd-level outsider (extraplanar, vice)

Size: Small

Speed: 20 ft., fly 40 ft. (good)

Abilities: Str -1, Dex +6, Con +1, Int +0, Wis +1, Cha +1

Skills: Acrobatics 6 (+12), Climb 6 (+5), Escape Artist 6 (+12), Jump 6 (+5), Notice 6 (+7), Stealth 6 (+16)

Feats: Evasion, Heavy Armor Training, Light Armor Training, Uncanny Dodge, Weapon Training

Traits: Damage reduction 2/magic, darkvision 60 ft., immune to fire and poison, outsider traits, resistance to acid 4, cold 4

Combat: Attack +10 (+6 Dex, +1 size), Damage +2 (acidic bite), Defense +10 (+6 Dex, +1 size), Initiative +6

Saving Throws: Toughness +1, Fortitude +4, Reflex +9, Will +4

Spit Drool: 30 ft., Damage +1 acid, once per 2 rounds.

Elzbeth Staufen

Type: 1st-level human expert, 1st-level adept

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 5 (+8), Concentration 5 (+4), Craft (poison) 5 (+10), Diplomacy 5 (+10), Disguise 4 (+7), Intimidate 4 (+7), Knowledge (civics) 4 (+6), Knowledge (history) 5 (+7), Knowledge (supernatural) 5 (+7), Notice 5 (+4), Sense Motive 5 (+6)

Feats: Fascinate, Heart Shaping, Improved Initiative^B, Skill Focus (Craft: poisonmaking), Suggestion, Talented (Diplomacy, Sense Motive)

Combat: Attack +1 (+1 Dex) or +2 (+1 Dex, +1 mwk), Damage +0 (unarmed), +1 (masterwork knife), Defense +1, Initiative +5, Conviction 3

Saving Throws: Toughness -1, Fortitude +1, Reflex +1, Will +1

Possessions: 3 doses of stripped toadstool (Ingested DC 11, initial 1 Wisdom damage; secondary 3 Wis and 1 Int damage), 2 doses of dark reaver powder (Ingested DC 18, initial 3 Con; secondary 2 Str), dose of medium spider venom (Injury DC 14, initial and secondary 1 Str damage)

Erich Staufen (Pride Sinthral)

Type: 1st-level outsider (augmented human, native, vice) (1st-level warrior)

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+5), Handle Animal 4 (+5), Intimidate 4 (+5), Notice 4 (+6), Ride 4 (+7)

Feats: Armor Training (light and heavy), Shield Training, Skill Focus (Notice)^B, Weapon Training^B

Traits: aura of superiority, darkvision 60 ft., immune to acid and poison, resistance to cold 4 and fire 4

Combat: Attack +1 (+0 Dex), +2 (sword), Damage +4 (unarmed), +7 (bow), +7 (masterwork sword), Defense +1 (+4 with large shield, +8 parry), Initiative +0; Conviction 3
Saving Throws: Toughness +3 (+8 with plate-mail), Fortitude +3, Reflex +0, Will -1

Helmut Staufen

Type: 1st-level human warrior

Size: Medium

Speed: 30 ft.

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

Skills: Diplomacy 4 (+6), Knowledge (theology and philosophy) 4 (+3), Notice 4 (+5), Ride 4 (+4)

Feats: Armor Training (Light and Heavy), Rage, Shield Training, Weapon Training^B

Combat: Attack +1 (+0 Dex), +2 (sword), Damage +2 (unarmed), +5 (masterwork longsword), +5 (bow), Defense +1 (+4 with large shield, +6 parry), Initiative +0; Conviction 3

Saving Throws: Toughness +1 (+6 with plate-mail), Fortitude +3, Reflex +0, Will +1

Herlekin

Type: 2nd-level outsider (extraplanar, vice)

Size: Medium

Speed: 35 ft.

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

Skills: Bluff 4 (+5), Intimidate 4 (+5), Jump 4 (+7), Notice 5 (+3), Stealth 4 (+5), Survival 4 (+2)

Feats: All-out Attack, Armor Training (Light and Heavy), Rage^B, Weapon Training

Traits: Darkvision 60 ft., horns down, immune to fire and poison, resistance to acid 4 and cold 4, outsider traits

Combat: Attack +3 (+1 Dex), Damage +3 (unarmed), +5 (gore), +6 (military pick), Defense +2, Initiative +1

Saving Throws: Toughness +6 (+4 natural), Fortitude +5, Reflex +4, Will +1

Horns Down! If a herlekin charges and hits with its gore attack, it deals 12 Damage. To gain this extra damage, the herlekin must move at least 20 feet.

Jack Staufen (lust sinthral)

Type: 1st-level outsider (augmented human, native, vice) (1st-level warrior)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 4 (+7), Diplomacy 4 (+7), Intimidate 4 (+7), Notice 4 (+4)

Feats: Armor Training (Light and Heavy), Exotic Weapon Training (Whip), Improved Initiative, Skill Focus (Notice)^B, Weapon Training

Traits: Darkvision 60 ft., immune to acid and poison, resistance to cold 4, electricity 4, and fire 4, lust 1/day

Combat: Attack +3 (+2 Dex), Damage +2 (unarmed), +2 (whip), Defense +3 (+4 with small shield), Initiative +6; Conviction 3

Saving Throws: Toughness +4 (+7 with chainmail), Fortitude +4, Reflex +2, Will -3

Lust Once per day, Jack can target a single creature within 30 feet. The target must succeed on a DC 13 Will or have his attitude improved to helpful for 1 hour

Knocker

Type: 1st-level outsider (extraplanar, vice)

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+6), Disable Device 4 (+3), Hide 4 (+4), Intimidate 4 (+5), Knowledge (earth sciences) 4 (+3)

Feats: Armor Training (Light and Heavy), Attack Focus (pick), Illusion (sounds only)^B, Weapon Training, +1

Traits: Darkvision 60 ft., immune to fire and poison, resistance to acid 4 and cold 4

Combat: Attack +1 (+0 Dex), +2 (pick), Damage +2 (unarmed), +4/crit 20/+5 (pick), Defense +1, Initiative +0

Saving Throws: Toughness +7, Fortitude +4, Reflex +2, Will +1

Kris Staufen (sloth sinthral)

Type: 1st-level outsider (native, vice) (1st-level expert)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 4 (+5), Concentration 4 (+4), Diplomacy 4 (+8), Escape Artist 4 (+2), Gather Information 4 (+5), Intimidate 4 (+5), Knowledge (civics) 4 (+7), Knowledge (streetwise) 4 (+7), Knowledge (supernatural) 4 (+7), Medicine 4 (+8), Notice 4 (+11), Sense Motive 4 (+8)

Feats: Eidetic Memory, Great Fortitude, Improved Defense, Suggestion^B, Skill Focus (Notice)^B, Taunt

Traits: Darkvision 60 ft., immune to acid and poison, resistance to cold 4, electricity 4, and fire 4

Combat: Attack -2 (-2 Dex), -1 (dagger), Damage -1 (unarmed), +0 (masterwork dagger), Defense -2 (-1 parry), Initiative -2; Conviction 3

Saving Throws: Toughness +2, Fortitude +2, Reflex -2, Will +6

Kyle Rosen

Type: 3rd-level human warrior

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+5 or +0 with full plate), Intimidate 4 (+4), Notice 4 (+4), Ride 4 (+3)

Feats: Armor Training (Light and Heavy), Improved Initiative, Shield Training, Weapons Training

Combat: Attack +2 (-1 Dex), +3 (club, crossbow, sword), Damage +1 (unarmed), +3 (masterwork club), +3 (masterwork crossbow), +4 (masterwork sword), Defense +2 (+5 with large shield, +7 parry), Initiative +3; Conviction 3

Saving Throws: Toughness +1 (+7 with full plate), Fortitude +4, Reflex +0, Will +1

Leonor Staufen (gluttony sinthral)

Type: 1st-level outsider (native, vice) (1st-level warrior)

Size: Medium

Speed: 40 ft.

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

Skills: Concentration 4 (+7), Climb 4 (+4), Notice 4 (+7), Sleight of Hand 4 (+4), Swim 4 (+4)

Feats: All-out Attack, Endurance, Improved Speed, Skill Focus (notice)^B, Weapon Training

Traits: Darkvision 60 ft., immune to acid and poison, resistance to cold 4, electricity 4, fire 4

Combat: Attack +2 (+1 Dex), +3 (battleaxe), Damage +1 (unarmed), +4 (masterwork battleaxe), Defense +2, Initiative +1

Saving Throws: Toughness +6, Fortitude +6, Reflex +1, Will +0

Vomit (Ex) 1/day, 20-ft. cone, Damage +2 acid, Reflex DC 16 half.

Mansion Guards

Type: 1st-level human warriors

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+5 or +0 with breastplate), Intimidate 4 (+4), Notice 4 (+7), Swim 4 (+5 or -5 with breastplate)

Feats: Armor Training (light and heavy), Shield Training, Skill Focus (Notice)^B, Weapon Training
Combat: Attack +0 (−1 Dex), Damage +1 (unarmed), +4 (sword), +3 (crossbow), Defense +0 (+2 with medium shield, +4 parry), Initiative −1
Saving Throws: Toughness +1 (+5 with breastplate), Fortitude +3, Reflex −1, Will +0

Mansion Soldiers

Type: 1st-level planetouched orc warrior (native)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 4 (+3), Intimidate 4 (+1), Ride 4 (+5), Stealth 4 (+7)

Feats: Armor Training (light and heavy), Light Shaping^B, Tough, Weapon Training

Traits: Darkvision 60 ft., light sensitivity, resistance to cold 5, electricity 5, fire 5,

Combat: Attack +2 (+1 Dex), Damage +3 (unarmed), +7 (greatsword), Defense +2 (+4 parry), Initiative +1

Saving Throws: Toughness +2 (+6 with breastplate), Fortitude +3, Reflex +1, Will −2

Petra Handell

Type: 2nd-level human warrior

Size: Medium

Speed: 30 ft.

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

Skills: Knowledge (earth sciences) 5 (+4), Notice 5 (+6), Stealth 5 (+7), Survival 5 (+6)

Feats: Armor Training (Light), Improved Initiative, Track^B, Two-Weapon Defense, Two-Weapon Fighting, Weapon Training

Combat: Attack +3 (+2 Dex), Damage +2 (unarmed), +5 (sword), +3 (dagger), +5 (bow), Defense +3, Initiative +6, Conviction 3

Saving Throws: Toughness +1 (+3 with studded leather), Fortitude +3, Reflex +4, Will +1

Rosalin Staufen (greed sinthral)

Type: 1st-level outsider (native, vice) (1st-level expert)

Size: Medium

Speed: 30 ft.

Abilities: Str −1, Dex +3, Con +1, Int +4, Wis −1, Cha −1

Skills: Bluff 4 (+3), Concentration 4 (+5), Disable Device 4 (+8), Disguise 4 (+3), Intimidate 4 (+3), Knowledge (supernatural) 4 (+8), Knowledge (tactics) 4 (+8), Knowledge (theology and philosophy) 4 (+8), Notice 4 (+6), Search 4 (+8), Sleight of Hand 4 (+10), Stealth 4 (+7), Swim 4 (+3)

Feats: Armor Training (Light), Dodge Focus^B, Move-by Action, Skill Focus (Notice)^B, Sneak Attack, Weapon Training

Traits: Darkvision 60 ft., immune to acid and poison, resistance to cold 4, electricity 4, fire 4, +4 to disarm and grab attempts

Combat: Attack +3 (+3 Dex), +4 (sword, crossbow), Damage −1 (unarmed), +2 (mwk sword), +3 (mwk crossbow), Defense +4, Initiative +2, Conviction 3

Saving Throws: Toughness +5, Fortitude +1, Reflex +5, Will −1

Valdric Staufen

Type: 3rd-level human warrior

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 5 (+9), Diplomacy 5 (+7), Intimidate 5 (+9), Knowledge (civics) 5 (+5), Notice 5 (+4), Ride 5 (+0)

Feats: Armor Training (Light and Heavy), Attack Focus (sword), Shield Training, Talented (Bluff and Intimidate)^B, Weapon Training

Combat: Attack +3 (+0 Dex), +5 (sword), Damage +2 (unarmed), +3 (knife), +5 (mwk longsword), Defense +3 (+5 with medium shield, +7 parry), Initiative +0, Conviction 4
Saving Throws: Toughness +1 (+4 with chainmail), Fortitude +4, Reflex +1, Will +0

Village Guards

Type: 1st-level human warrior

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +0, Wis +0, Cha +0

Skills: Climb 4 (+1), Intimidate 4 (+4), Jump 4 (+1), Notice 4 (+7), Swim 4 (-2)

Feats: Armor Training (Light and Heavy), Shield Training, Skill Focus (Notice)^B, Weapon Training

Combat: Attack +1, Damage +3 (sword), +3 (spear), Defense +1 (+3 with medium shield), Initiative +0

Saving Throws: Toughness +0 (+3 with chainmail), Fortitude +2, Reflex +0, Will +0

Vixens

Type: 1st-level outsider (native) (1st-level expert)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 4 (+6), Bluff 4 (+9), Diplomacy 4 (+9), Gather Information 4 (+7), Knowledge (supernatural) 4 (+4), Intimidate 4 (+7), Notice 4 (+6), Perform (dance) 4 (+7)

Feats: Acrobatic Bluff, Fascinate (Diplomacy), Light Shaping^B, Suggestion (Diplomacy), Talented (Bluff and Diplomacy)

Traits: Darkvision 60 ft., resist acid 2, cold 2, electricity 2

Combat: Attack +2 (+2 Dex), Damage -1 (unarmed), +0 (dagger), Defense +2, Initiative +2

Saving Throws: Toughness +1, Fortitude +1, Reflex +4, Will +2