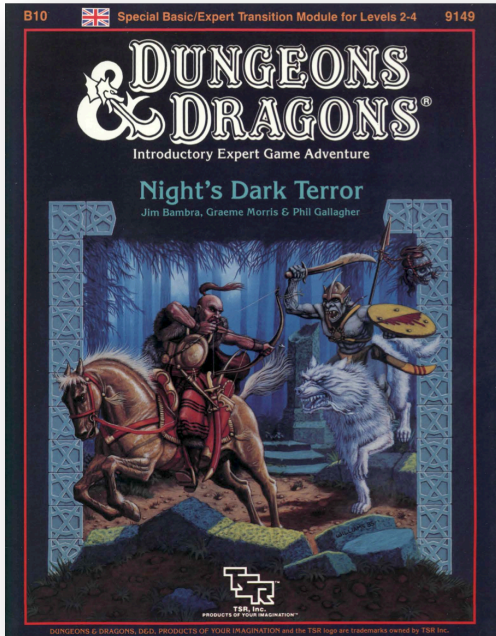


# Night's Dark Terror

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-May)



## Introduction

This is a direct conversion of the module **B10: Night's Dark Terror (TSR9149)** to Pathfinder system (often called D&D 3.75e) system published by Paizo. This module is set as a wilderness adventure taking place in Dymrak Forests, and later as a city adventure in the Town of Threshold, and finally into the Lost Valley of Hutaaka.

This module takes place in the world of Mystara and it is specifically tied to Karameikos. Further information for this setting is from **Gazetteer 1: The Grande Duchy of Karameikos** by Aaron Allston and **Kingdom of Karameikos** boxed set by Jeff Grubb and Aaron Allston.

## Stat-Blocks

The stat blocks are modeled after early D&D3e adventures in *Dungeon Magazine*, as they are more concise and utilize fewer pages to detail out the characters in this module. For spell listings, underlined spells are bonus spells provided by domain or school of magic specialization.

## A. Non-Player Characters

**Conversion Notes:** For Linguistic accuracy of the Traldaran (Daco-Romanian language analogue), I utilized the following names (in order of presentation):

- *Petre* for Pyotr
- *Daria* for Darya
- *Taras\**
- *Alfana\*\**
- *Irina*
- *Matei* for Matvey
- *Cosmina* for Kuzma\*\*\*
- *Marică* for Masha
- *Stelian* for Stellios
- *Grigore* for Gregor
- *George* for Yuri\*\*\*\*
- *Grigoruş* (Grigorush) for Grisha
- *Grigoraş* (Grigorash) for Grishkal
- *Ştefan* (Shtefan) for Stephen

\* name Taras or Tarasios (Ταρασιος) of Thyatian origin meaning from Taras, the son of a Sea Immortal.

\*\* name Alfana (Ælfnoð) of Hattian origin meaning "bold elf"

\*\*\* name Cosmina if feminine form of Thyatian name of Kosmas (Κοσµας) meaning "order, decency"

\*\*\*\* name George (pronounced jorj or yorj) is a transliteration of the Thyatian name Georgios (Γεωργιος), meaning farmer or earthworker.

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## A.1 Clan of Petre

The NPCs in their daily lives may not be wearing armor. In this situation, subtract any *armor* or *shield* bonus from regular AC and flat-footed AC.

**Petre, male human Fighter 5:** CR 4; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 shield); Atk melee +11 (1d8+7/19-20, *longsword* +1) or ranged +8 (1d8+3/×3, mwk composite longbow, 110 ft.); BA +5, CMB +8, CMD 19; AL NG; SV Fort +5, Ref +2, Will +2 (+1 vs. fear); Str 16, Dex 13, Con 12, Int 10, Wis 13, Cha 13.

*Skills:* Climb +7, Handle Animal +8, Intimidate +5, Linguistics +1, Perception +1, Profession (stable master) +5, Ride +9, Survival +5, Swim +7; *Feats:* Far Shot, Point-blank Shot, Rapid Shot, Shield Focus, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longsword)

*Special Abilities:* **Far Shot** – suffer -1 penalty per full range increment instead of -2 penalty; **Point-Blank Shot** – +1 to attack/damage within 30 ft.; **Rapid Shot** – extra attack with ranged weapons, each at -2 to attack; **Shield Focus** – +1 shield bonus to AC; **Weapon Training (Blades, Heavy)** – +1 to attack/damage/CMB/CMD

*Languages:* Common (Thyatian), Traldaran

*Possessions:* mwk chain shirt, *light steel shield* +1, *mwk composite longbow* (+3 Str), *longsword* +1, 5 *arrows* +1.

*Development:* As the clan head, Petre is the pivot of negotiations with the party. He is known to be fatherly, brave, honest, decisive, a good leader, and a good horseman.

*Notes:* Should Petre use one of the magical arrows, it will only add an extra +1 enhancement bonus to damage, for a total of 1d8+4 per arrow. The +1 enhancement bonus to attack from the masterwork weapon, does not stack with other enhancement bonuses, and is also already included in the stat block.

**Daria, female human expert 1/fighter 2:** CR 2; Medium-size humanoid (human); HD 1d8+2d10+2; hp 26; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge); Atk melee +4 (1d4/19-20, dagger) or ranged +5 (1d6/×3, shortbow); BA +2, CMB +2, CMD 15; AL LG; SV Fort +3, Ref +2, Will +2 (+1 vs. fear); Str 10, Dex 14, Con 10, Int 15, Wis 10, Cha 11.

*Skills:* Intimidate +6, Knowledge (arcana) +8, Linguistics +11, Perception +0, Profession (cook) +6, Profession (librarian) +4, Ride +8, Spellcraft +6, Use Magic Device +5; *Feats:* Dodge, Point-blank Shot, Skill Focus (Linguistics), Weapon Finesse, Weapon Focus (shortbow).

*Special Abilities:* **Point-Blank Shot** – +1 to attack/damage within 30 ft.

*Languages:* Common (Thyatian), Traldaran, Ylari, Dwarven, Elven, Gnome.

*Possessions:* leather armor, dagger, shortbow.

*Development:* As the wife of Petre, hostess to any guests, Daria ensures that the adventurers are well taken care of, but she will be the first to chide them if they make a nuisance of themselves. She is slightly haughty, but down-to-earth with friends. She is known to be loyal, an excellent cook, good horsewoman, and good at understanding cryptic codes.

**Taras, male human expert 1/fighter 3:** CR 3; Medium-size humanoid (human); HD 1d8+3d10+3; hp 34; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 armor, +2 Dex, +1 dodge, +3 shield); Atk melee +8 (1d8+3/×3, mwk battleaxe) or ranged +5 (1d6/×3, shortbow, 60 ft.); BA +3, CMB +6, CMD 19; AL NG; SV Fort +3, Ref +3, Will +3 (+1 vs. fear); Str 16, Dex 14, Con 10, Int 12, Wis 10, Cha 10.

*Skills:* Handle Animal +5, Knowledge (geography) +8, Knowledge (local) +8, Perception +0, Ride +7, Survival +5; *Feats:* Combat Reflexes, Dodge, Mobility, Shield Focus, Weapon Focus (battleaxe).

*Special Abilities:* **Combat Reflexes** (3 AoO/rd) – extra attacks of opportunity, even when flat-footed; **Mobility** – +4 to AC vs. AoO provoked move in/out of threatened area; **Shield Focus** – +1 shield to AC

*Languages:* Common (Thyatian), Traldaran.

*Possessions:* *leather armor* +1, heavy wooden shield, mwk battleaxe, shortbow.

*Development:* Taras is the eldest son of Petre, and should Petre pass away, Taras will become the new clan head. Taras will encourage the adventurers to take action against the goblins and will go with the party to search for the horses. Taras can be described as enthusiastic, having a good sense of humor, and will befriend fighters (+10 circumstance bonus on Diplomacy checks with fighters or other martial characters), but has a deep mistrust of arcane casters and elves (-10 circumstance penalty on Diplomacy checks for elves, magical creatures, or arcane spell casters). Taras is known as an excellent horseman and has good knowledge of the area.



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**Alfana, female human expert 2:** CR ½; Medium-size humanoid (human); HD 2d8+2; hp 13; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); Atk melee +0 (1d4-1/19-20, dagger); BA +1, CMB +0, CMD 9; AL LG; SV Fort +0, Ref -1, Will +3; Str 8, Dex 9, Con 11, Int 15, Wis 10, Cha 16.

*Skills:* Bluff +8, Diplomacy +8, Handle Animal +13, Heal +5, Knowledge (nature) +7, Perception +0; Profession (cook) +5, Profession (gardener) +5, Profession (herbalist) +5, Profession (stable master) +5, Ride +1; *Feats:* Animal Affinity, Skill Focus (Handle Animal).

*Languages:* Common (Thyatian), Traldaran, Darokin

*Possessions:* dagger.

*Development:* Alfana is the wife of Taras. She is well known for her uncanny ability to tame horses and has a good chance to tame any horses that Loshad has made wild with Handle Animal (DC17) check. She is known to be gentle, sensitive, and intelligent.

**Irina, female human cleric of Petra 2/expert 1:** CR 2; Medium humanoid (human); HD 3d8+2; hp 23; Init +1; Spd 30 ft.; AC 16, touch 13, flat-footed 15 (+2 armor, +2 deflection, +1 Dex, +1 shield); Atk melee+1 (1d4, light hammer) or ranged +3 (1d4, mwk sling); BA +1, CMB +1, CMD 14; AL LG; SV Fort +3, Ref +1, Will +8; Str 10, Dex 13, Con 10, Int 10, Wis 16, Cha 12.

*Skills:* Diplomacy +5, Handle Animal +6, Heal +9, Linguistics +4, Perception +5, Ride +5, Sense Motive +14, Spellcraft +4; *Feats:* Alertness, Extra Channel, Skill Focus (Sense Motive).

*Cleric Spells Prepared* (\* /2+1, CL 2<sup>nd</sup>, concentration +5, melee touch +1, range touch +2): **Domains** – Good, Healing; **0** – *guidance, light, resistance, stabilize*; **1st** –  *Bless, protection from evil, sanctuary* (DC 14), *shield of faith*.

*Special Abilities:* **Cleric Channel Positive Energy 1d6 (4/day, DC 12) (Su)**; Rebuke Death (6/day) (Sp) – as standard action, touch heals 1d4+1 damage; **Touch of Good +1 (6/day) (Sp)** – grant +1 to skill checks, ability checks and saving throws for 1 round.

*Languages:* Common (Thyatian), Traldaran.

*Possessions:* leather armor, light wooden shield, light hammer, mwk sling, ring of protection +2.

*Development:* Irina is the daughter of Petre. She is known to be perceptive, inquisitive, and is a good horsewoman. He is known for ability to sense lies, which can be used to deter characters from making rash statements or claims.

**Matei, male human expert 1:** CR ½; Small-size humanoid (human); HD 1d8+1; hp 6; Init +4; Spd 20 ft.; AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size); Atk melee -1 (1d2-2 nonlethal, unarmed strike provoking AoO); BA +0, CMB -3, CMD 11; AL CN; SV Fort +0, Ref +4, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 12, Cha 10.

*Skills:* Acrobatics +8, Bluff +5, Climb +2, Diplomacy +5, Escape Artist +10, Handle Animal +5, Perception +3, Ride +8, Stealth +17; *Feats:* Skill Focus (Stealth), Stealthy.

*Languages:* Common (Thyatian), Traldaran, Ylari.

*Possessions:* dirty grey smock, leather trousers.

*Development:* Matei is Petre's youngest son (10 years of age) and is a potential source of great mischief, where his misadventures might require him to be rescued. He is secretive, quiet, prefers the company of animals (especially horses) to people, and is a fair horseman.

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**Cosmina, female human cleric of Zirchev 4:** CR 3; Medium-size humanoid (human); HD 4d8; hp 28; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk melee +2 (1d3-1 nonlethal, unarmed strike draws AoO); BA +3, CMB +2, CMD 12; AL NG; SV Fort +4, Ref +1, Will +8; Str 8, Dex 10, Con 10, Int 14, Wis 18, Cha 10.

*Skills:* Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +14, Knowledge (nature) +14, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +6, Spellcraft +6; *Feats:* Scholar (Knowledge [local], Knowledge [nature]), Skill Focus (Knowledge [local]), Skill Focus (Knowledge [nature]).

*Cleric Spells Prepared* (\* /4+1/3+1, CL 4<sup>th</sup>, concentration +8, melee touch +2, range touch +3): **Domains** – Animal, Knowledge; **0** – *create water, detect magic, detect poison, purify food and drink* (DC 14); **1<sup>st</sup>** –  *bless, comprehend languages, detect evil, magic weapon, obscuring mist, sanctuary*; **2<sup>nd</sup>** – *detect thoughts* (DC 16), *hold person* (DC 16), *status, summon monster II*.

*Special Abilities:* **Animal Companion Link (Ex); Channel Positive Energy 2d6 (3/day, DC 12) (Su); Lore Keeper (At will) (Sp)** – by touch, learn about a creature with a Knowledge check result of 23; **Share Spells with Companion (Ex); Speak with Animals (7 rounds/day) (Sp)**.

*Languages:* Common (Thyatian), Traldaran, Elven, Halfling.

*Development:* Cosmina is Petre's mother. She knows many legends concerning the area, such as how to summon Loshad. She is stern with adults and kind to children and halflings (thinks they are children), mutters, and she is suspicious of non-Lawful clerics.

**Cosmina's Animal Companion, horse:** CR 1; Large animal; HD 2d8+4; hp 4; Init +1; Spd 50 ft.; Space 10 ft, Reach 5 ft.; AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size); Atk melee +3 (1d4+3, bite) and melee -2/-2 (1d6+1, hooves); BA +1, CMB +5, CMD 16 (20 vs. trip); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

*Skills:* Acrobatics +5 (+9 to jump with a running start, +13 to jump), Perception +5; *Feats:* Run.

*Special Abilities:* **Low-Light Vision; Scent (Ex)**.

**Marică, female human expert 1:** CR ½; Medium-size humanoid (human); HD 1d8+1; hp 8; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk —; BA +0, CMB +0, CMD 10; AL LG; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 16.

*Skills:* Craft (Poetry) +5, Diplomacy +7, Handle Animal +7, Knowledge (history) +5, Perform (oratory) +7, Perform (sing) +12, Perform (string instruments) +9, Ride +4; *Feats:* Prodigy (Perform[sing], Perform[string instruments]); Skill Focus (Perform [sing]).

*Possessions:* green and blue checked dress, dark blue apron.

*Development:* Marică is the widow of Hakos. She is distraught following the deaths of her father and husband. She likes poetry and songs, and she is fascinated by elves (+10 circumstance bonus to Diplomacy for elves). She loathes violence, and always urges non-violent solutions. She is a good horsewoman, and can sing beautifully as well as play the Traldaran string instruments, like the Titera (Thitera), Cobza, Zongura.

**Stelian, male human expert 1:** CR ½; Medium-size humanoid (human); HD 1d8+1; hp 6; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk melee +0 (1d6, club) or ranged +0 (1d4, sling); BA +1, CMB +3, CMD 14; AL LG; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 16, Wis 10, Cha 14.

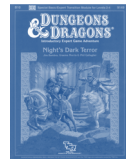
*Skills:* Appraise +10, Bluff +3, Craft (gemcutting) +7, Craft (jewelry) +7, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (planes) +7, Perform (oratory) +6; *Feats:* Scholar (Knowledge[arcana], Knowledge[history]), Skill Focus (Appraise)

*Languages:* Common (Thyatian), Ylari, Draconic, Elven

*Possessions:* club, sling, stones.

*Development:* Stelian is the servant and can be an alternative source of legends. He is able to identify and value gems and jewelry found by the party.

*Tactics:* If attacked in melee, Stelian will improvise and use something as a club.



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## A.2 Refugees of Ilyakana

**Grigore, male human Fighter 3**; CR 2; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield); Atk melee +7 (1d8+3/×3. battleaxe); BA +3, CMB +6, CMD 16; AL CN; SV Fort +4, Ref +1, Will +1 (+1 vs. fear); Str 17, Dex 10, Con 13, Int 13, Wis 10, Cha 12.

*Skills*: Climb +6, Craft (carpentry) +7, Intimidate +6, Perception +0, Profession (woodcutter) +6, Ride +3, Survival +4, Swim +6; *Feats*: Cleave, Combat Expertise, Improved Initiative, Power Attack, Weapon Focus (battleaxe).

*Special Abilities*: **Cleave** – successful attack against foe grants extra attack on adjacent target at same attack bonus, but take -2 AC; **Combat Expertise ±1** – bonus AC in exchange for an equal penalty to AC; **Power Attack** -1/+2 – subtract from attack to add to damage.

*Languages*: Common (Thyatian), Traldaran

*Possessions*: leather armor, light wooden shield, battleaxe.

*Development*: Grigore is a loud-voiced extrovert that is good-natured. He is a carpenter and is the boss at a lumber camp from Ilyakana.

**George, male human Fighter 1**; CR ½; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield); Atk melee +5 (1d6+4, throwing axe) or ranged +1 (1d6+4, throwing axe, 10 ft.); BA +1, CMB +5, CMD 15; AL LG; SV Fort +3, Ref +0, Will -1; Str 18, Dex 10, Con 13, Int 12, Wis 9, Cha 7.

*Skills*: Skills Craft (armor) +5, Craft (blacksmith) +5, Craft (bows) +5, Craft (weapons) +5, Perception -1; *Feats*: Distance Thrower, Point-blank Shot, Weapon Focus (handaxe).

*Special Abilities*: **Distance Thrower** – reduce ranged penalties for thrown weapons by 2; **Point-Blank Shot** – +1 to atk/dmg within 30 ft.

*Languages*: Common (Thyatian), Traldaran

*Possessions*: leather armor, light wooden shield, throwing axe.

*Development*: George is a moody, taciturn blacksmith (can make horse shoes, farm implements) and weaponsmith (can make swords, daggers, axes, maces, spears, bows, and arrows) that doesn't like to horse around.

**Gregorush and Gregorash (twins), male human Fighter 1 (2)**; CR ½; Medium-size humanoid (human); HD 1d10+5; hp 15; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge); Atk melee +5 (1d6+3/×3, handaxe); BA +1, CMB +4, CMD 16; AL CN; SV Fort +3, Ref +1, Will +0; Str 16, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

*Skills*: Climb +7, Linguistics +1; Profession (woodcutter) +4, Perception +0; *Feats*: Dodge, Toughness, Weapon Focus (handaxe)

*Languages*: Common (Thyatian), Traldaran.

*Possessions*: handaxe.

*Development*: Gregorush and Gregorash are twins. They do not have any armor or a shield, just a hand axe.

**George, male human Fighter 1**; CR ½; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield); Atk ranged +1 (1d6+4, throwing axe); BA +1, CMB +5, CMD 15; AL LG; SV Fort +3, Ref +0, Will -1; Str 18, Dex 10, Con 13, Int 12, Wis 9, Cha 7.

*Skills*: Skills Craft (armor) +5, Craft (blacksmith) +5, Craft (bows) +5, Craft (weapons) +5, Perception -1; *Feats*: Distance Thrower, Point-blank Shot, Weapon Focus (handaxe).

*Special Abilities*: **Distance Thrower** – reduce ranged penalties for thrown weapons by 2; **Point-Blank Shot** – +1 to atk/dmg within 30 ft.

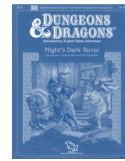
*Languages*: Traldaran

*Possessions*: leather armor, light wooden shield, throwing axe.

*Development*: George is a moody, taciturn blacksmith (can make horse shoes, farm implements) and weaponsmith (can make swords, daggers, axes, maces, spears, bows, and arrows) that doesn't like to horse around.

## A.3 Miscellaneous

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**Ştefan (Shtefan), male human expert 1/fighter 5:** CR 5; Medium-size humanoid (human); HD 1d8+5d10+5; hp 49; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex); Atk melee +8 (1d8+3/19-20, longsword) or ranged +11 (1d6+6/×3, mwk composite shortbow, 70 ft.); BA +5, CMB +8, CMD 21; AL CN; SV Fort +4, Ref +4, Will +3 (+1 vs. fear); Str 16, Dex 16, Con 10, Int 10, Wis 10, Cha 13.

*Skills:* Appraise +5, Bluff +7, Diplomacy +9, Intimidate +5, Knowledge (local) +4, Linguistics +1, Perception +0, Profession (merchant) +6, Ride +9, Sense Motive +5, Survival +4; *Feats:* Deadly Aim, Far Shot, Point-blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow).

*Special Abilities:* **Deadly Aim -2/+4** – Trade a penalty to ranged attacks for a bonus to ranged damage; **Far Shot** – Halve the range increment penalty for extended range; **Point-Blank Shot** – +1 to atk/dmg within 30 ft; **Precise Shot** – no penalty when shooting into melee; **Rapid Shot** – extra attack with ranged weapons where each attack is at -2; **Weapon Training (Bows) +1 (Ex)** – +1 atk, dmg, CMB, CMD with Bows

*Languages:* Common (Thyatian), Traldaran

*Possessions:* leather armor, longsword, mwk composite shortbow (+3 Str).

*Development:* Ştefan is friendly, brave, honest, and it is he that recruits the party members at the start of the adventure. After joining the adventurers at Xitaqa, he'll accompany the party to the Lost Valley. After his experiences with at Xitaqa, he is obsessed with the desire to find the Lost Valley and, particularly, to reach it before Golthar. Ştefan has can provide information about what lies on the way to Threshold from his experiences in traveling this route before.

## A.4 Loshad

**Note:** Loshad [лошадь] means horse in Russian, so using such a word like this for multilingual persons would sound like the following in this passage: "*The stallion is actually **Horse**, a horsse in horse form, checking on the welfare of PCs' horses*" (WE4, page 14).

**Loshad, male chevall:** CR 6; Large monstrous humanoid (shapechanger); HD 7d10+21; hp 60; Init +8; Spd 50 ft.; Space 10 ft., Reach 5 ft.; AC 19, touch 13, flat-footed 15 (+2 armor, +4 Dex, +4 natural, -1 size); DR 10/silver; Atk melee +12/+7 (1d8+5/19-20, mwk longsword) and melee +11 (1d8+5/×3, 2 hooves) or ranged +11/+6 (1d8+5/×3, mwk composite longbow); BA +7, CMB +13, CMD 27 (31 vs. trip); AL N; SV Fort +5, Ref +9, Will +9; Str 20, Dex 18, Con 16, Int 10, Wis 18, Cha 12.

*Skills:* Acrobatics +4 (+8 to jump with a running start, +12 to jump), Diplomacy +5 (+9 to change attitude vs. horses), Intimidate +8, Knowledge (nature) +7, Perception +14, Survival +13; *Feats:* Combat Reflexes, Endurance, Improved Initiative, Run

*Spell-Like Abilities (CL 7th; concentration +8):* **1/day** – *summon nature's ally III* (horses only)

*Special Abilities:* **Change Shape (Centaur, Horse) (Su); Combat Reflexes (5 AoO/round)** – extra AoE/rd, even if flat-footed; **Damage Reduction (10/silver); Darkvision (60 feet); Endurance** – +4 to Fort saves; **Horse Empathy +4 (Ex); Run** – run 5x your and keep Dex when running.

*Languages:* Traldaran, Elven, Sylvan

*Possessions:* leather armor, mwk composite longbow (+5 Str), mwk longsword, *ring of invisibility*.

*Development:* Loshad roams the open lands east and north of Kelvin. His sole-concerns are with the welfare of horses. The party may meet him on several occasions (WE4 and WE6).

*Tactics:* Loshad will almost always observe the players while invisible. Should Loshad enter combat while invisible, he will gain a +2 bonus to attack rolls against sighted opponents, and ignore Dexterity bonuses to armor class<sup>1</sup> on their opponent. Attackers will have to locate the area where Loshad is using a Perception check<sup>2</sup> before they can attack. Once the location is located, the attacker will have a 50% chance to miss (or 25% for those with Blind-Fight feat) as the Loshad has full concealment while invisible.

**Horses, Wild (3):** CR 2; Large animal; HD 2d8+10; hp 19; Init +4; Spd 50 ft.; Space 10 ft., Reach 5 ft.; AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size); Atk melee +5 (1d4+5, bite), melee +0 (1d6+2, 2 hooves); BA +1, CMB +7, CMD 21 (35 vs. trip); AL N; SV Fort +5, Ref +9, Will +9; Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11.

*Skills:* Acrobatics +4 (+8 to jump with a running start, +12 to jump), Perception +8; *Feats:* Endurance, Run.

*Special Abilities:* **Endurance** – +4 to Fort saves; **Low-Light Vision; Run; Scent (Ex).**

<sup>1</sup> <http://paizo.com/pathfinderRPG/prd/glossary.html#invisible>

<sup>2</sup> <http://paizo.com/pathfinderRPG/prd/glossary.html#invisibility>



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## A.5 The Iron Ring (Inelul de fier)

**Golthar, Master of the Iron Ring, male human Wizard 6:** CR 5; Medium-size humanoid (human); HD 6d6+6; hp 32; Init +7; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+2 deflection, +3 Dex, +1 dodge); Atk melee +3 (1d4/19-20, dagger) or ranged 10' +7 (1d4-1); BA +3, CMB +3, CMD 19 or 21; AL CE; SV Fort +2, Ref +5, Will +7; Str 10, Dex 17, Con 10, Int 18, Wis 14, Cha 10.

**Skills:** Diplomacy +5, Fly +12, Intimidate +6, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +9, Linguistics +9, Perception +2, Sense Motive +4, Spellcraft +12; **Feats:** Combat Casting, Dodge, Improved Initiative, Mobility, Scribe Scroll, Silent Spell.

**Wizard Spells Prepared** (\*4/4/3, CL 6<sup>th</sup>, concentration +10, melee touch +3, ranged touch +6): 0 – *acid splash*, *daze* (DC 14), *ray of frost*, *touch of fatigue* (DC 14); 1<sup>st</sup> – *mage armor*, *magic missile*, *shield*, *sleep* (DC 15); 2<sup>nd</sup> – *cat's grace*, *mirror image*, *see invisibility*, *web* (DC 16); 3<sup>rd</sup> – *haste*, *hold person* (DC 16), *stinking cloud*.

**Special Abilities:** **Arcane Bond on iron ring (1/day) (Sp)** – allows the caster to cast any one spell from spell book; without the bonded item, the caster must make Concentration check (DC 20 + spell level) or lose the spell he is normally trying to cast; **Combat Casting** – +4 to Concentration checks to cast while on the defensive; **Hand of the Apprentice (Su)** (6/day) – as a standard action, Golthar can throw his dagger (Int bonus to attack) and have it instantly return; **Mobility** – grants a +4 dodge bonus against attacks of opportunity for moving out of or within a threatened area; **Silent Spell** – permits casting any spell without verbal components at the expense of increasing the spell level by +1. Thus a silent *sleep* spell counts as a level 2 spell for spell preparation.

**Languages:** Common (Thyatian), Traldaran, Dwarven, Elven, Goblin, Gnoll, Orc

**Possessions:** dagger, *arcane bond ring*, *ring of protection* +2, chain belt

**Spellbook (inclusive of spells prepared):** 1<sup>st</sup> – *color spray*, *magic missile*, *magic weapon*, *obscuring mist*, *ray of enfeeblement*; 3<sup>rd</sup> – *fly*.

**Tactics:** Golthar will have *Mage Armor* (+4 armor bonus) cast, which last for 6 hours. If Golthar is about to go into combat, we'll prepare *Cat's Grace* (+4 Dex bonus) and *Shield* (+4 shield bonus). If Golthar is not prepared, he will attempt to cast *shield* on himself, unless the party is particularly dangerous, he'll try to disable them with *sleep*, *hold person*, *web*, and *stinking cloud*. His general tactics are to cast spells at a range, and if combat is not going well as planned, he will try to *fly* away (using spell from arcane bond).

Effect	AC	touch	flat-footed	CMD	Reflex	range*
normal (no spells)	16	16	12	19	+5	+6
<i>Mage Armor</i> (default)	20	16	16	19	+5	+6
<i>Mage Armor</i> + <i>Shield</i>	24	16	20	19	+5	+6
<i>Mage Armor</i> + <i>Cat's Grace</i>	22	18	16	21	+7	+8
<i>Mage Armor</i> + <i>Cat's Grace</i> + <i>Shield</i>	26	18	20	21	+7	+8

\* range includes both throwing a dagger or using ranged touch spells

**Karllag, master of the Iron Ring, male human Evoker 6:** CR 5; Medium-size humanoid (human); HD 6d6+12; hp 38; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 11 (+1 deflection, +3 Dex, +1 dodge); Atk melee +3 (1d6-1, mwk quarterstaff); BA +3, CMB +2, CMD 17; AL CE; SV Fort +4, Ref +5, Will +7; Str 9, Dex 17, Con 14, Int 16, Wis 14, Cha 11.

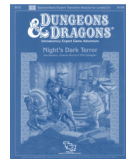
**Skills:** Appraise +9, Fly +9, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (planes) +7, Knowledge (religion) +7, Linguistics +12, Perception +8, Profession (torturer) +7, Sleight of Hand +9, Spellcraft +12; **Feats:** Combat Casting, Combat Expertise, Dodge, Elemental Spell, Fast Study, Scribe Scroll.

**Arcane School Spell-Like Abilities** (CL 6<sup>th</sup>; concentration +9): **6/day**—*force missile* (1d4+3)

**Evoker Spells Prepared** (\*4+1/4+1/3+1, CL 6<sup>th</sup>, concentration +9, melee touch +2, range touch +6):

**Opposition Schools** – Abjuration, Necromancy; **0** – *dancing lights*, *detect magic*, *flare* (DC 13), *ray of frost*; **1<sup>st</sup>** – *charm person* (2, DC 14), *mage armor*, *magic missile*, *shocking grasp*; **2<sup>nd</sup>** – *defensive shock*, *flaming sphere* (DC 15), *mirror image*, *see invisibility*, *web* (DC 15); **3<sup>rd</sup>** – *hold person* (DC 16), *lightning bolt* (DC 16), *lightning bolt* (DC 16), *slow* (DC 16).

**Special Abilities:** **Arcane Bond (Masterwork quarterstaff) (1/day) (Sp)** – can cast any spell in spell book, loss of bonded item requires Concentration (DC20 + spell level) to cast spells; **Combat Casting** – +4 to Concentration checks to cast while on the defensive; **Combat Expertise** +/- – bonus to AC in exchange for an



# Night's Dark Terror

*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

equal penalty to attack; **Elemental Spell (Fire)** – Karllag can cast a spell with half or all its damage type replaced with this fire damage type; **Fast Study** – can prepare all spells for the day in 15 minutes instead of 1 hour; **Force Missile (1d4+3, 6/day) (Sp)** – as a standard action, magic missile strikes a foe; **Intense Spells (+3 damage) (Su)** – Evocation spells deal listed extra damage.

*Languages:* Common (Thyatian), Traldaran, Dwarven, Elven, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan.

*Possessions:* *arcane bond mwk quarterstaff, ring of protection +1.*

*Spellbook (inclusive of spells prepared):* **1<sup>st</sup>** – *color spray, shield, sleep*; **2<sup>nd</sup>** – *invisibility, knock, levitate*; **3<sup>rd</sup>** – *dispel magic.*

*Development:* Karllag is Golthar's replacement should Golthar be forced into early retirement.

**Jolenta, Reaver of the Iron Ring, female human Cleric 4:** CR3; Medium humanoid (human); HD 4d8+4; hp 31; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield); Atk melee +5 (1d8+2, *heavy mace +1*); BA +3, CMB +4, CMD 14; AL CE; SV Fort +4, Ref +1, Will +8; Str 12, Dex 10, Con 11, Wis 18, Cha 16.

*Skills:* Bluff +8, Diplomacy +7, Disguise +8, Heal +8, Linguistics +5, Ride +0, Sense Motive +8, Spellcraft +5, Stealth +5, Use Magic Device +4; *Feats:* Extra Channel, Improved Channel, Selective Channeling.

*Cleric Spells Prepared* (\* / 4 + 1 / 3 + 1, CL 4<sup>th</sup>, concentration +8, melee touch +4, ranged touch +3): **Domains** – Charm, Trickery (Deception); **0** – *bleed* (DC 14), *detect magic, guidance, light*; **1<sup>st</sup>** – *cause fear* (DC 15), *charm person* (DC 15), *command* (DC 15), *cure light wounds* (2); **2<sup>nd</sup>** – *hold person* (2, DC 16), *mirror image, silence* (DC 16)

*Special Abilities:* **Aura (Ex); Cleric Channel Negative Energy 2d6 (8/day, DC 17) (Su)** – heals undead and harms living in burst surrounding Jolenta; **Dazing Touch (7/day) (Sp)** – melee touch attack dazes foe for 1 round, immune if more HD than your level; **Selective Channeling (3 targets)** – exclude targets from the area of Jolenta's Channel Energy; **Spontaneous Casting** – Jolenta can convert any non-domain spell prepared into inflict spell; **Sudden Shift (7/day) (Su); Sudden Shift (7/day) (Su)** – as an immediate action after being missed by a melee attack, teleport up to 10' away, within the reach of the attacker.

*Languages:* Common (Thyatian), Traldaran, Elven

*Possessions:* *scroll (bless, cure light wounds, silence), chain shirt, light steel shield +1, heavy mace +1.*

**Gactis, male human Rogue 4:** CR 3; Medium-size humanoid (human); HD 4d8+12; hp 36; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 14 (+3 Dex, +1 dodge); Atk melee +8 (1d4+4/19-20, *dagger +2*) or ranged +6 (1d6+2/x3, composite shortbow, 70 ft.); BA +3, CMB +4, CMD 19; AL CN; SV Fort +3, Ref +7, Will +1; Str 14, Dex 16, Con 14, Int 11, Wis 10, Cha 10.

*Skills:* Acrobatics +8, Appraise +4, Bluff +4, Climb +6, Diplomacy +4, Disable Device +10, Disguise +7, Escape Artist +8, Intimidate +4, Knowledge (local) +5, Linguistics +4, Perception +7, Sense Motive +4, Sleight of Hand +10, Stealth +10, Swim +6, Use Magic Device +7; *Feats:* Dodge, Talented Magician, Weapon Focus (dagger).

*Special Abilities:* **Evasion (Ex)** – Reflex save takes no damage instead of half damage; **Major Magic (Jump, 3/day) (Sp); Minor Magic (Prestidigitation, 4/day) (Sp); Sneak Attack +2d6; Trap Sense +1 (Ex); Trapfinding +2; Uncanny Dodge (Ex)** – retain Dex bonus to AC when flat-footed.

*Languages:* Common (Thyatian), Traldaran

*Possessions:* *potion of haste, potion of invisibility, dagger +2, composite shortbow (+2 Str), mwk shortsword, thieves' tools.*

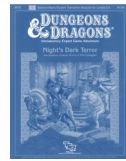
## A.6 Threshold

**Sergeant Arthol, male human Fighter 5:** CR 4; Medium-size humanoid (human); HD 5d10+25; hp 66; Init -1; Spd 30 ft.; AC 19, touch 9, flat-footed 19 (+8 armor, -1 Dex, +2 shield); Atk melee +12 (1d8+8/19-20, *longsword +2*); BA +5, CMB +8, CMD 17; AL LN; SV Fort +7, Ref +0, Will +1 (+1 vs. fear); Str 16, Dex 9, Con 16, Int 13, Wis 10, Cha 13.

*Skills:* Skills Climb +3, Handle Animal +5, Intimidate +5, Knowledge (dungeoneering) +5, Knowledge (engineering) +5, Knowledge (local) +6, Perception +5, Profession (soldier) +4, Ride +0, Survival +4, Swim +3; *Feats:* Combat Expertise, Combat Reflexes, Improved Feint, Toughness, Twinned Feint, Weapon Focus (longsword), Weapon Specialization (longsword).

*Special Abilities:* **Combat Expertise ±2** – bonus to AC in exchange for an equal penalty to attack; **Combat Reflexes (1 AoO/round)** – extra AoO and even when flat-footed; **Improved Feint** – make Bluff check to feint as move action instead of standard action; **Twinned Feint** – successful feint against foe in reach, can make





# Night's Dark Terror

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-May)

additional feint against adjacent foe, -2 AC until next turn; **Weapon Training (Blades, Heavy) +1 (Ex)** - +1 Attack, Damage, CMB, CMD with Heavy Blades.

*Languages:* Common (Thyatian), Traldaran

*Possessions:* chainmail +2, mwk heavy steel shield, longsword +2

**Development:** ..

**Mafka - Reaver of the Iron Ring, Female Human Rog 5:** CR4; Medium Humanoid; HD 5d8+10; hp 38; Spd 30 ft.; AC 14 (+2 armor, +2 Dex), Touch 12, Flat-Footed 14; Atk +5 (1d6+1); BA +3, CMB +4, CMD 16; SA; SQ grand hoax, natural born liar, rogue talents (convincing lie, esoteric scholar); AL NE; SV Fort +2, Ref +6, Will +1; Str 13, Dex 15, Con 12, Wis 10, Cha 15

*Skills:* Acrobatics +6, Appraise +6, Bluff +12, Climb +5, Diplomacy +12, Disguise +12, Escape Artist +6, Intimidate +12, Linguistics +6, Perception +8, Perform (act) +10, Perform (oratory) +10, Profession (fortune-teller) +8, Sense Motive +8, Sleight of Hand +10, Stealth +8, Swim +5, Use Magic Device +6; *Feats:* Deceitful, Fast Learner, Persuasive, Rhetorical Flourish

*Special Abilities:* **Convincing Lie (4 days) (Ex)** - deceived listener is convinced of Mafka's story, that Mafka's Bluff skill modifier is used by the listener in convincing a future questioner of Mafka's story. If the listener's Bluff skill is better than Mafka's, then the listener will use his ability and a +2 bonus to convince others of the story. This effect last for 4 days; **Esoteric Scholar (1/day) (Ex)** - Once per day, Mafka may attempt a Knowledge check, even when she is not trained in that Knowledge skill; **Evasion (Ex)** - When a successful saving throw for half damage is made, no damage is taken; **Natural Born Liar (Ex)** - Creatures deceived by a Bluff check take a -2 penalty vs. Mafka's Bluff checks for 24 hours; **Rhetorical Flourish** - A successful Bluff check used to change topics or other verbal misdirection will grant a +4 bonus on the next Diplomacy check against the creature. A failed Bluff checks by 5 or more grants a -2 to future Diplomacy checks. This ability can be used to retry a Diplomacy check at a -4 penalty on the Bluff check in the attempt; **Rumormonger (2/week) (Ex)** - Bluff can be used to spread a rumor through a community that can cause harm upon her foes with a successful Bluff check. If this check succeeds, the community accepts this as fact within one week. A successful check by 5 or more than the DC decreases the time for the rumor to spread by 1d4 days, and a failed check mean the rumor failed to take traction. A failed check by 5 or more causes the opposite of the rumor or some other competing theory involving the rumor's subject to take hold; **Sneak Attack +3d6** - Attacks deal extra damage for flanked foes or if the foe is flat-footed; **Uncanny Dodge (Ex)** Retain Dex bonus to AC when flat-footed.

*Possessions:* masterwork short sword, potion of flying, and non-magical crystal ball.

*Development:* Mafka appears as a fortuneteller to lure the adventures to a deserted inn. She is intelligent and cunning, and can cause serious damage to a party through her powers of manipulation.

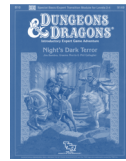
## A.7 Hutaaka Valley

**Kforedz, female hutaakan cleric of Pflarr 8:** CR 7; Medium-size humanoid (human); HD 8d8+8; hp 58; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 dodge, +1 natural, +1 shield); Atk melee +11/+6 (1d8+4/19-20, *khopesh* +2) or melee +8 (1d4+2, 2 claws); BA +6, CMB +8, CMD 21; AL NE; SV Fort +8, Ref +6, Will +12; Str 14, Dex 14, Con 10, Int 10, Wis 19, Cha 12.

*Skills:* Diplomacy +5, Heal +8, Knowledge (arcana) +4, Knowledge (history) +4, Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +4, Perception +14, Sense Motive +8, Spellcraft +4, Stealth +10; *Feats:* Combat Casting, Command Undead, Dodge, Weapon Focus (*khopesh*).

*Cleric Spells Prepared* (\* /5+1/4+1/4+1/3+1, CL 8<sup>th</sup>, concentration +12, melee touch +8, range touch +8): **Domains** - Artifice, Protection; **0** - *detect magic, guidance, light, spark* (DC 14); **1<sup>st</sup>** - *bless, cause fear* (DC 15), *cure light wounds* (2), *protection from evil, sanctuary* (DC 15); **2<sup>nd</sup>** - *bull's strength, hold person* (2, DC 16), *shield other, silence* (DC 16); **3<sup>rd</sup>** - *animate dead, cure serious wounds, prayer, protection from energy, remove disease*; **4<sup>th</sup>** - *cure critical wounds, holy smite* (DC 18), *poison* (DC 18), *spell immunity*.

*Special Abilities:* **Artificer's Touch 1d6+4 (7/day) (Sp)** - melee touch attack deals 1d6+4 damage to objects or constructs, bypassing 8 hardness; **Aura of Protection (8 rounds/day) (Su)** - 30 ft. aura grants Energy Resistance 5 and a +1 deflection bonus to AC; **Cleric Channel Negative Energy 4d6 (4/day, DC 15) (Su)** - Negative energy heals the undead and harms the living; **Combat Casting** - +4 to Concentration checks to cast while on the defensive; **Command Undead (DC 15)** - Channel energy can take control of undead; **Dancing Weapons (4 rounds, 1/day) (Su)** - Touched weapon temporarily becomes dancing; **Low-Light Vision** - see twice as far as a human in low light, distinguishing color and detail; **Resistant Touch +2 (7/day) (Sp)** - As a standard action, touch ally to grant Protection domain's resist boon (+2 all saves) for 1 min, but lose own bonus.



# Night's Dark Terror

*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

*Languages:* Common(Traldaran), Elven, Gnoll.

*Possessions:* leather armor +1, light shield, *khopesh* +2, scroll with *bestow curse*, *cure serious wounds* (x2), *remove curse*.

*Tactics:* Unlike most clerics of Pflarr, Kforedz has negative channeling in order to have more command over undead, and thus can at will convert spontaneously any non-domain spell to an *inflict* damage spell of the appropriate level. Her negative channeling will harm living creatures and heal undead creatures.

*Development:* Kforedz is naturally aloof and haughty, but capable of great tact and charm. Following the disappearance of the High Priest during the Traldaran attack on the Temple, Kforedz now leads the Hutaakans. Kforedz will do her and her people, and will paint a convince picture of the Traldar as ungrateful barbarians, who repaid years of enlightened patronage with hatred and bloodshed. She might even hint at the existence of an ancient Hutaakan prophecy, which foretold the arrival of the party as saviors of the last remnants of their culture. As a last resort, she will offer the adventurers a jeweled Star of Pflarr, but will not accompany them under any circumstances.

Unbeknown to the adventurers, Kforedz will take the opportunity o animate dead to send against the Traldans. She will never admit to this ability.

**Guri-ben-kaal, tribal leader, male human Fighter 7:** CR 6; Medium-size humanoid (human); HD 7d10+14; hp 62; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 shield); Atk melee +10/+5 (1d6+6/×3, handaxe) and melee +10 (1d6+6/×3, handaxe) or ranged +10/+5 (1d6+4, shortspear); BA +7, CMB +10, CMD 24; AL CN; SV Fort +6, Ref +5, Will +2 (+2 vs. fear); Str 16, Dex 16, Con 12, Int 10, Wis 10, Cha 14.

*Skills:* Intimidate +12, Linguistics +1, Perception +0, Ride +13, Survival +9; *Feats:* Combat Reflexes, Dodge, Double Slice, Mobility, Two-weapon Defense, Two-weapon Fighting, Weapon Focus (handaxe), Weapon Specialization (handaxe), Wind Stance.

*Special Abilities:* **Combat Reflexes (4 AoO/round)** – extra AoO and even when flat-footed; **Mobility** – +4 to AC vs. AoO provoked by moving out/through a threatened area; **Two-Weapon Defense** – +1 shield bonus while wielding 2 weapons. +2 when doing so defensively; **Weapon Training (Axes) +1 (Ex)** – +1 Attack/Damage/CMB/CMD with Axes; **Wind Stance Move** – move more than 5 ft grants 20% concealment against ranged attacks.

*Languages:* Middle-Traldaran, Hutaakan.

*Possessions:* studded leather, handaxe, handaxe, shortspears

*Development:* Shrewd and cunning, but swift to anger and easily insulted.

**Tribal Bodyguards, male human fighter 2 (4):** CR 1; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 dodge, +1 shield); Atk melee +5 (1d6+2/×3, handaxe) or ranged +4 (1d6+2, shortspear); BA +1, CMB +4, CMD 16; AL CN; SV Fort +4, Ref +1, Will +0 (+1 vs. fear); Str 15, Dex 13, Con 12, Int 12, Wis 10, Cha 10.

*Skills:* Climb +6, Ride +5, Perception +0, Survival +5, Swim +6; *Feats:* Dodge, Point-blank Shot, Weapon Focus (handaxe), Weapon Focus (shortspear).

*Special Abilities:* Point-Blank Shot – +1 to attack/damage rolls with ranged weapons within 30 feet.

*Languages:* Middle-Traldaran, Hutaakan.

*Possessions:* leather armor, light wooden shield, handaxe, shortspear



# Night's Dark Terror

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*Pathfinder (D&D 3.75e) Conversion*

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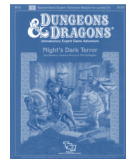
## B. Optional Encounters

Throughout the module, different regions may have optional encounters, and these stat blocks are referenced toward the end of the module.

**Bats, Giant (2-5):** CR 1; Medium animal; HD 2d8+4; hp 16; Init +1; Spd 5 ft., fly 30 ft. (good); AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural); Atk melee +3 (1d6+3, bite); BA +1, CMB +3, CMD 14; AL CN; SV Fort +5, Ref +6, Will +2; Str 14, Dex 13, Con 14, Int 2, Wis 14, Cha 5.

*Skills:* Acrobatics +1 (-11 to jump), Fly +9, Perception +13; *Feats:* Lightning Reflexes, Skill Focus (Perception)

*Special Abilities:* **Blindsense (20 feet) (Ex); Low-Light Vision.**



# Night's Dark Terror

Pathfinder (D&D 3.75e) Conversion

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## C. New Monsters

**Note:** The language Common refers to the common language of the land as it was before the invasion of Thyatis, i.e. before Traldara was renamed to Karameikos, and so Common refers to the Traldaran language. Thus, isolated creatures will not know the common trading language of Thyatian. Integrated creatures, ones that interact with humans on a regular basis, would know Thyatian as the Common language, and if they have an Int 12+ or 1 rank in Linguistics, they can know both Traldaran and Thyatian.

### C.1 Chevall (Horsse)

**Note:** The word *cheval* in French means horse, so this name might seem ridiculous to anyone speaking a Romance language. For the linguistically challenged, imagine purposefully calling the race *horsse*.

**CHEVALL (CENTAUR FORM) by Joaquín Menchaca**

**CR 6**

XP 2,400

N Large monstrous humanoid (shapechanger)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +14

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#### DEFENSE

**AC** 19, touch 13, flat-footed 15 (+2 armor, +4 Dex, +4 natural, -1 size)

**hp** 60 (7d10+21)

**Fort** +5, **Ref** +9, **Will** +9

**DR** 10/silver

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#### OFFENSE

**Speed** 50 ft.

**Melee** longsword +11/+6 (1d8+5/19-20), 2 hooves +6 (1d6+2)

**Ranged** longbow +10/+5 (1d8/x3)

**Space** 10 ft.; **Reach** 5 ft.

**Spell-Like Abilities** (CL 7th; concentration +8)

1/day—summon nature's ally III (horses only)

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#### STATISTICS

**Str** 20, **Dex** 18, **Con** 16, **Int** 10, **Wis** 18, **Cha** 12

**Base Atk** +7; **CMB** +13; **CMD** 27 (31 vs. trip)

**Feats** Combat Reflexes, Endurance, Improved Initiative, Run

**Skills** Acrobatics +4 (+8 to jump with a running start, +12 to jump), Diplomacy +5 (+9 to change attitude vs. horses), Intimidate +8, Knowledge (nature) +7, Perception +14, Survival +13

**Languages** Common, Elven, Sylvan

**SQ** undersized weapons, change shape (centaur, horse); horse empathy

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#### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, or band (3-10)

**Treasure** standard (leather, longsword, longbow, other treasure)

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#### SPECIAL ABILITIES

**Undersized Weapons (Ex)** Although a chevall is Large, its upper torso is the same size as that of a Medium humanoid. As a result, chevalls wield weapons as if they were one size category smaller than their actual size (Medium for most chevalls).

**Change Shape (Su)** Chevalls have two forms—a centaur form and a horse form. Equipment will meld between centaur and horse form. A chevall can shift to the other form as a move-equivalent action.

**Horse Empathy (Ex)** In any form, chevalls can communicate and empathize with horses. They can use Diplomacy to alter a horse's attitude, and when so doing gain a +4 racial bonus on the check.

Chevalls concern themselves with striving for the good of all horses. They often go about in horse form, checking on the welfare of horses in the service of humanoids. If a chevall finds a horse that is unhappy with its master (e.g. because of maltreatment or neglect), the chevall will not rest until it has freed the animal. Chevalls hate wolves, and are the blood enemies of were-wolves.



# Night's Dark Terror

*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

## **CHEVALL (HORSE FORM) by Joaquín Menchaca**

N Large monstrous humanoid (shapechanger)

**Init** +8; **Senses** darkvision 60 ft., scent; Perception +14

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### **DEFENSE**

**AC** 19, touch 13, flat-footed 15 (+2 armor, +4 Dex, +4 natural, -1 size)

**hp** 60 (7d10+21)

**Fort** +5, **Ref** +9, **Will** +9

**DR** 10/silver

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### **OFFENSE**

**Speed** 50 ft.

**Melee** bite +11 (1d4+5), 2 hooves +6 (1d6+2)

**Space** 10 ft.; **Reach** 5 ft.

**Spell-Like Abilities** (CL 7th; concentration +8)

1/day—*summon nature's ally III* (horses only)

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### **STATISTICS**

**Str** 20, **Dex** 18, **Con** 16, **Int** 10, **Wis** 18, **Cha** 12

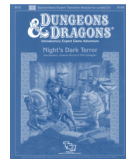
**Base Atk** +7; **CMB** +13; **CMD** 27 (31 vs. trip)

**Feats** Combat Reflexes, Endurance, Improved Initiative, Run

**Skills** Acrobatics +4 (+8 to jump with a running start, +12 to jump), Diplomacy +5 (+9 to change attitude vs. horses), Intimidate +8, Knowledge (nature) +7, Perception +14, Survival +13

**SQ** change shape (centaur, horse); horse empathy

# Night's Dark Terror



*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

## C.2 Hutaakan

**HUTAAKAN** by Joaquín Menchaca

CR ¼

XP 135

N Medium humanoid

**Init** +3; **Senses** low-light vision; Perception +7

---

### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+2 armor, +3 Dex, +1 natural, +1 shield)

**hp** 7 (1d10+1)

**Fort** +2, **Ref** +3, **Will** +1

---

### OFFENSE

**Speed** 30 ft.

**Melee** khopesh +4 (1d8+2/19-20) or 2 claws +3 (1d4+2)

**Ranged** shortspear +4 (1d6+2)

---

### STATISTICS

**Str** 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +3; **CMD** 16

**Feats** Weapon Focus (khopesh)

**Skills** Perception +7, Stealth +10

**Languages** Common, Custom Language

---

### ECOLOGY

**Environment** any

**Organization** pair, squad (3-4), patrol (5-8), or war party (10-40)

**Treasure** standard (leather, light shield, khopesh, shortspear, other treasure)

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The Hutaakans are a race of tall, slender, humanoid creatures with jackal-like heads. Their bodies are exactly like those of humans except that their hands and feet are narrow with claw-like nails.

## Hutaakan Characters

Hutaakans are defined by their class levels—they do not possess racial Hit Dice. All hutaakans have the following traits.

**+2 Dexterity, +2 Wisdom, -2 Charisma:** Hutaakans are nimble, but are a haughty, callous race.

**Medium:** Hutaakans are Medium creatures, and have no bonuses or penalties due to their size.

**Normal Speed:** Hutaakans have a base speed of 30 feet.

**Low-Light Vision:** Hutaakans can see twice as far as normal in dim light. Low-light vision is color vision. Outdoors on a moonlit night, Hutaakans can see as well as they can during the day.

**Sneaky:** Hutaakans have +4 racial bonus on Stealth checks.

**Keen Senses:** Hutaakans have +2 racial bonus on Perception checks.

**Stalker:** Perception and Stealth are always class skills.

**Armor:** Hutaakans have a +1 natural armor bonus.

**Weapon Familiarity:** Hutaakans are proficient with the khopesh and scimitar.

**Languages:** Hutaakans begin play speaking Hutaakan. Hutaakans with high Intelligence scores can choose any of these bonus languages: Common, Gnoll, and Lupin.

# Night's Dark Terror



*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

**HUTAAKAN COMMONER** by Joaquín Menchaca

**CR ½**

XP 135

N Medium humanoid

**Init** +2; **Senses** low-light vision; Perception +7

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**DEFENSE**

**AC** 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

**hp** 5 (1d6+1)

**Fort** +0, **Ref** +2, **Will** +1

---

**OFFENSE**

**Speed** 30 ft.

**Melee** dagger +0 (1d4/19-20) or club (1d6) or khopesh +0 (1d8/19-20) or 2 claws +0 (1d4)

**Ranged** sling +0 (1d4) or dagger +0 (1d4/19-20) or club (1d6)

---

**STATISTICS**

**Str** 10, **Dex** 14, **Con** 10, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Simple Weapon Proficiency (dagger)

**Skills** Perception +7, Stealth +10

**Languages** Common, Custom Language

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**ECOLOGY**

**Environment** any

**Organization** pair, squad (3-4), patrol (5-8), or war party (10-40)

**Treasure** standard (khopesh, dagger, other treasure)

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The Hutaakan commoner are represent the non-militant general population, the mundane everyday people that support society. They can be armed with any assortment of weapon, club, sling, dagger, or khopesh.



# Night's Dark Terror

*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

**HUTAAKAN PRIEST** by Joaquín Menchaca

**CR 1**

XP 400

N Medium humanoid

**Init** +1; **Senses** low-light vision; Perception +10

---

## DEFENSE

**AC** 14, touch 10, flat-footed 13 (+2 armor, +1 Dex, +1 natural)

**hp** 15 (2d8+2)

**Fort** +3, **Ref** +1, **Will** +6

---

## OFFENSE

**Speed** 30 ft.

**Melee** khopesh +2 (1d8/19-20) or 2 claws +1 (1d4)

**Ranged** sling +2 (1d4)

**Special Attacks** channel positive energy 4/day (DC 11, 1d6), hand of the acolyte (6/day)

**Domain Spell-Like Abilities** (CL 1st; concentration +4)

At will—*lore keeper* (19)

**Cleric Spells Prepared** (CL 1st; concentration +4)

1st—*bles*, *command* (DC 14), *comprehend languages*<sup>D</sup>

0 (at will)—*detect magic*, *guidance*, *light*

**D** Domain spell; **Domains** Knowledge, Magic

---

## STATISTICS

**Str** 10, **Dex** 12, **Con** 10, **Int** 10, **Wis** 16, **Cha** 12

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Weapon Focus (khopesh)

**Skills** Perception +10, Stealth +10

**Languages** Common, Custom Language

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## ECOLOGY

**Environment** any

**Organization** pair, squad (3-4), patrol (5-8), or war party (10-40)

**Treasure** standard (leather, khopesh, sling, other treasure)

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## SPECIAL ABILITIES

**Hand of the Acolyte (6/day) (Su)** As a standard action, melee weapon strikes at foe in 30 ft. with Wis for attack bonus instead of Str.

**Lore Keeper (At will) (Sp)** By touch, can learn about a creature with a Knowledge check result of 19.

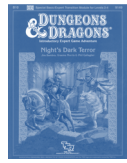
**Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)** Positive energy heals the living and harms the undead.

Hutaakan priests worship Pflarr, an amoral neutral deity of crafts and Hutaakan people. Like other clerics with positive cleric channel ability, Hutaakan priest can use spontaneous casting to convert any non-domain 1<sup>st</sup> level spell to a *cure light wounds spell*.

## Worshippers of Pflarr

**Pflarr**, Neutral Deity (Eternal of Energy); **AL** TN; **Domains**: Artifice, Knowledge, Magic, Protection, Rune; **Weapon**: Khopesh





# Night's Dark Terror

*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

## C.3 Optional Encounter Monsters

These are monsters that mentioned in Optional Encounters and do not yet have entries in Pathfinder system.

### **Bat Giant** by Joaquín Menchaca

CR 1

XP 400

N Medium animal

**Init** +1; **Senses** blindsense 20 ft., low-light vision; Perception +6

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#### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

**hp** 16 (2d8+4)

**Fort** +5, **Ref** +6, **Will** +2

---

#### OFFENSE

**Speed** 5 ft., fly 30 ft. (good)

**Melee** bite +3 (1d6+3)

---

#### STATISTICS

**Str** 14, **Dex** 13, **Con** 14, **Int** 2, **Wis** 14, **Cha** 5

**Base Atk** +1; **CMB** +3; **CMD** 14

**Feats** Lightning Reflexes, Weapon Focus (bite)

**Skills** Acrobatics +1 (-11 to jump), Fly +9, Perception +13; **Racial Modifiers** +4 Perception when using blindsense

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#### ECOLOGY

**Environment** any temperate or tropical

**Organization** solitary, pair, or colony (3–8)

**Treasure** incidental



# Night's Dark Terror

*Pathfinder (D&D 3.75e) Conversion*

By Joaquín Menchaca (2015-May)

## D. Magic Items

Here is an inventory of magic items, in case DMs may want to control the flow of magic items to PCs, provide alternative items or methods of acquisition, and add background stories.

<b>Magic Item</b>	<b>NPC</b>	<b>Notes</b>
<i>arrows +1 (5)</i>	Petre (Pyotr)	Non -Player Character
<i>chainmail +2</i>	Sergeant Arthol	Non -Player Character
<i>dagger +2</i>	Gactis	Non -Player Character
<i>khopesh +2</i>	Kfredz	Non -Player Character
<i>leather armor +1</i>	Taras	Non -Player Character
<i>leather armor +1</i>	Gactis	Non -Player Character
<i>leather armor +2</i>	Kfredz	Non -Player Character
<i>longsword +1</i>	Petre (Pyotr)	Non -Player Character
<i>longsword +2</i>	Sergeant Arthol	Non -Player Character
<i>mace, heavy +1</i>	Jolenta	Non -Player Character
<i>potion of fly</i>	Mafka	Non -Player Character
<i>potion of haste</i>	Gactis	Non -Player Character
<i>potion of invisibility</i>	Gactis	Non -Player Character
<i>ring of invisibility</i>	Loshad	Non -Player Character
<i>ring of protection +1</i>	Irina	Non -Player Character
<i>ring of protection +1</i>	Karllag	Non -Player Character
<i>ring of protection +2</i>	Golthar	Non -Player Character
<i>shield, light steel +1</i>	Jolenta	Non -Player Character
<i>shield, light steel +1</i>	Petre (Pyotr)	Non -Player Character