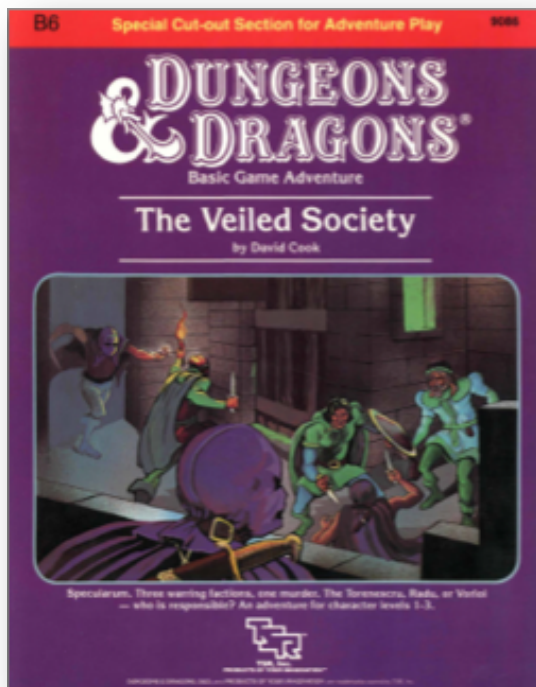




THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)



Introduction

This is a direct conversion of the module **B6: The Veiled Society (TSR9096)** to Pathfinder system (often called D&D 3.75e) system published by Paizo. This module is set in the capital city of Karameikos: Specularum, which is set in the campaign world of Mystara. However, this module can be adapted to any city in any campaign.

Some characters mentioned in the module that have no statistics will be specified here. Additionally names from the appropriate culture, i.e. Traldaran or Thyatian from historical central eastern European and Byzantium cultures respectively, have been documented should the DM need these. Notes provided for the encounter where appropriate.

Some material referenced from *Gazetteer 1: The Grande Duchy of Karameikos* by Aaron Allston and *Kingdom of Karameikos* boxed set by Jeff Grubb and Aaron Allston. These are not needed in order to utilize the material. Thanks to Mystara mailing lists for comments and contributions.

Update

This is a continuation of conversion work around 2002 to 2003 for D&D 3e, as it was the new system at the time. The target system is Pathfinder as it continues the evolution of D&D 3e rule system and continues to publish material for this system under an Open Gaming License: <http://paizo.com/pathfinderRPG/prd/>.

Overview

The underlying plot of this module is to throw players into the middle constant power struggles of Radu, Vorloi, and Tornescu. I strongly encourage DMs to play out class, race, and clan strife and prejudices, so that players can be pulled to different clans. This module focuses on the three families:

Tornescu: Old Traldaran noble family that is generally good hearted, but at times is seen as smug and arrogant towards lesser people. Family is not loyal to Duke, but will not necessarily move against the Duke or risk anything that would disrupt the family's harmony and prosperity. The Tornescu family has longstanding rivalries with Radu clan.

Radu: Old Traldaran noble family that will use whatever means to assert their power and influence. Not favorably disposed toward the Duke or other Thyatian nobility, and often at odds with other noble families, especially Vorloi.

Vorloi: Family that detests old Traldaran nobility and strongly supports the Duke. Family made success in Thyatis, and has returned to their original homeland to secure a trading business. They have used their support and influence with the Duke's family to insert themselves into politics at the expense of established Traldaran nobility.



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The two major human races, not really covered in the module are:

Thyatian: The conquerors and ruling government are from Thyatis, and thus the official state language is Thyatian (Common). In the last 30 years, Duke Stefan Karameikos III was granted autonomous dominion over this land, and has granted court Baronial titles to Thyatian nobles.

Traldaran: The dominant and historical population of this land is Traldaran and the most common spoken language is Traldaran, which has recently developed a written form from the Thyatian alphabet.

This is a description of Specularum in Pathfinder terms. Most of this information is extracted from *Gazetteer 1: The Grande Duchy of Karameikos* by Aaron Allston (TSR 9193, ISBN 0-088038-391-7):

Specularum (Metropolis): standard; AL LN; 225,000 gp limit; Assets 756,000 gp; Population 63,480; Mixed (90% human*, 7% elf**, 2% halflings, 1% other***)

Authority Figures: Lord Lucas Tormandros, the Townsman, male human War5; Duke Stefan Karameikos III, male human Ftr11/Art4

Other Notable Figures: Aleksander Torenescu, leader of the Tornescu clan, male human Art2; Boris Tornescu, Tornescu clan, male human Art2/War2; Anton Radu, leader of the Radu clan, male human Rog12; Philip Vorloi, leader of the Vorloi clan, male human Ftr2/Exp2; Lord Dmitrios, Prince of Beggars, male human Rog2/War3; Aleksyev Nikolneevich, Patriarch of the Church of Traladara, male human Clr11; Sergyve, Cult of Halav, male human Clr9; Lord Olliver Jowett, Patriarch of The Church of Karameikos in Specularum, Master of the Order of the Griffon, human male Clr16

* 66% Traldarans, 27% Thyatians, 17% mixed/other

** 98% of elves are Calarii, 2% other

*** 60% dwarves, 40% gnomes

1. The Festival of Lucor

The events here will depict some culture and interactions of the various factions in Specularum through role-playing.

1.1 At the Gates of Specularum

Gate Guard (Cornel), male human War1; CR ½; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+4 armor, 1 Dex, +1 shield); Atk +3 melee (1d6+2); BA +1, CMB +3, CMD 14; AL CN; SV Fort +3, Ref +1, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 12, Cha 10.

Skills: Intimidate +4, Perception +7, Sense Motive +4; *Feats:* Alertness, Skill Focus (Perception)

Possessions: Chain shirt, light wooden shield, short spear

Development: The guard will collect 8 crowns (sp) – 3 of which will be pocketed – from each player character and then tell player characters the rules. He will bind the character's weapons except for daggers. The binding will take a full round action to remove.

1.2 Festival Procession Scuffle

Agitators of the Clan Radu interrupt the procession. They attempt to make the House Tornescu look bad in eyes of many. Upon the player's inaction, servants from the Clan Vorloi will attempt to break up the scuffle, and consequently turn the Clan of Radu's wrath towards the Vorloi Clan.

Dumitru Dinescu, plump agitator (Radu), Male human Exp2; CR ½; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex); Atk +2 melee (1d3+1 unarmed strike); BA +1, CMB +2, CMD 13; AL LN; SV Fort +1, Ref +1, Will +3; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 14.



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Skills: Bluff +7, Diplomacy +7, Disguise +7, Linguistics (Forgery) +5, Gather Information +7, Intimidate +7, Perform (Ventriloquism) +7, Sense Motive +5; *Feats:* Coordinated Maneuvers, Improved Unarmed Strike

Special Abilities: **Coordinated Maneuvers** – combat maneuvers get +2 competence bonus on CMB, +4 competence bonus if breaking away from grapple when coordinating attacks with another that has this ability; **Improved Unarmed Strikes** – unarmed strikes do not cause attacks of opportunity and can be lethal.

Possessions: Leather armor, dagger

Tactics: Dumitru will try to goad the lead bearer to strike one of them. Once one of them is attacked, both will attack the lead bearer with non-lethal damage.

Development: Emil will hope to break up the procession, so that future blame can be thrown onto the Tornescu clan for future plots of Clan Radu.

Emil Atonescu, tall agitator (Radu), Male human Exp2: CR ½; Medium-size humanoid (human); HD 2d8+11; hp 24; Init +1; Spd 30 ft.; AC 13; Atk +3 melee (1d3+2, unarmed strike); BA +1, CMD +3, CMD 14; AL LN; SV Fort +3, Ref +1, Will +3; Str 14, Dex 12, Con 16, Int 8, Wis 10, Cha 10.

Skills: Acrobatics +6, Climb +7, Craft (rope) +1, Escape Artist +6, Intimidate +5, Swim +7; *Feats:* Coordinated Maneuvers, Improved Unarmed Strike

Special Abilities: **Coordinated Maneuvers** – combat maneuvers get +2 competence bonus on CMB, +4 competence bonus if breaking away from grapple when coordinating attacks with another that has this ability; **Improved Unarmed Strikes** – unarmed strikes do not cause attacks of opportunity and can be lethal.

Possessions: Leather armor, dagger

Tactics: Once the lead bearer attacks any of them, Emil will attempt to grapple the lead bearer and hold him, so that Dumitru can take punches at him.

Marian Ibanescu, the Lead bearer (Tornescu), male human Art4; CR 2; Medium-size humanoid (human); HD 4d8+8; hp 31; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge); Atk +5 melee (1d6+2, club); BA +3, CMB +5, CMD 18; AL LN; SV Fort +3, Ref +3, Will +4; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills: Appraise +7, Bluff +7, Diplomacy +7, Intimidate +7, Knowledge (nobility) +7, Sense Motive +7; *Feats:* Blind-Fight, Dodge, Mobility

Possessions: Leather armor, dagger, procession rod (club)

Development: The lead bearer simply wants to conduct the procession, and doesn't pay heed to rubble or lesser peasants. DMs are encouraged to play up the smug arrogance of nobility to thicken the plot.

Servants of Vorloi, Male human Com3 (3); CR 1; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +1; Spd 30 ft.; AC 13, flat-footed 12 (+2 armor, +1 Dex); Atk +2 melee (1d3+1, unarmed strike); BA +1, CMB +2, CMD 13; AL LN; SV Fort +2, Ref +2, Will +2; Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 12.

Skills: Diplomacy +4, Craft +7, Perception +7, Profession +10, Sense Motive +4; *Feats:* Armor Proficiency (Light), Improved Unarmed Strike, Skill Focus (Profession)

Special Abilities: **Improved Unarmed Strikes** – unarmed strikes do not cause attacks of opportunity and can be lethal.

Development: If the player characters do not intervene, the servants of Vorloi will attempt to break up the scuffle. Later development in the module is in reaction towards the interference of the Vorloi clan in this incident. If the player characters intervene this plot development is lost. As a fix, either another intervention incident can be creatively added to the module, or the DM can tip the balance, adding more Radu clan members, so that help from the Vorloi is needed.

2. Beneath the Floors

2.1 Finding a Room

At least one of the player characters will be pick-pocketed as per the module developments. Perhaps it might be a better idea to specify the actual cutpurse who stole the money, and give the player character(s) a chance to handle such an encounter, which could make for an interesting encounter, especially if the players feel a tug on one of their coin purses.



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The cutpurse will attempt to take something unnoticed with a DC 20 Sleight of Hand check. The victim makes a Perception check opposed to the Sleight of Hand check to notice the attempt.

Cutpurse (Iancu), male human Rog5: CR 4; Medium-size humanoid (human); HD 5d8-5; hp 26; Init +5; Spd 30 ft.; AC 18, touch 16, flat-footed 18 (+2 armor, +5 Dex, +1 dodge); Atk +9 melee (1d4/19-20, mwk dagger); BA +3, CMB +3, CMD 19; AL CN; SV Fort +0, Ref +9, Will +0; Str 10, Dex 20, Con 9, Int 13, Wis 8, Cha 12.

Skills: Bluff +9, Climb +8, Diplomacy +9, Disable Device +17, Disguise +9, Escape Artist +13, Intimidate +9, Linguistics +9, Perception +7, Sleight of Hand +18, Stealth +13; *Feats:* Deft Hands, Dodge, Mobility, Skill Focus (Sleight of Hand), Weapon Finesse

Special Abilities: **Evasion (Ex)** – successful Reflex save for half damage means no damage is taken; **Fast Fingers (2/day) (Ex)** – can roll 2d20 for Sleight of Hand check and take the better result; **Mobility** – +4 to AC vs. AoO provoked by moving out of or through a threatened area; **Sneak Attack +3d6**, **Trap Sense +1 (Ex)**, **Trapfinding +2** – bonus to find/disable traps, including magical ones; **Uncanny Dodge (Ex)** – retain Dex bonus to AC when flat-footed

Possessions: masterwork leather armor, masterwork dagger

Tactics: This rogue will look for easy targets and attempt to re-allocate funds from the players. This event takes place after the scuffle mentioned in the Festival of Lucor, as chasing thieves through the city will lead away from the main plot element.

2.2 First Event

Theosius Dubei, the sculptor, male human Exp7: CR 5; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk +5 melee (1d4/19-20, dagger); BA +5, CMB +5, CMD 15; AL NG; SV Fort +3, Ref +2, Will +7; Str 10, Dex 10, Con 13, Int 16, Wis 14, Cha 16

Skills: Appraise +15, Bluff +13, Craft (sculpture) +16, Diplomacy +18, Intimidate +15, Knowledge (local) +13, Knowledge (nobility) +13, Perception +12, Profession (Woodcutter) +12, Sense Motive +15; *Feats:* Skill Focus (Appraise), Skill Focus (Craft [sculpture]), Skill Focus (Diplomacy), Skill Focus (Sense Motive)

Development: Theosius is both a popular artisan amongst the noble circles, but also a diplomat for the noble circles as well, especially for delicate matters. He is well compensated for his efforts. The Tornescu sought the assistance of Theosius in order to hire some mercenaries that will protect Simion, as Simion tries to make peace with other houses. He will pay each player character 3 royals (gp) who agree to do this job.

2.3 Second Event

Veiled Society Recruiter, Drunk (Bogdan), male human Rog3: CR 2; Medium-size humanoid (human); HD 3d8; hp 18; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge); Atk +6 melee (1d6/19-20, shortsword); BA +2, CMB +2, CMD 16; AL NE; SV Fort +1, Ref +6, Will +0; Str 10, Dex 16, Con 10, Int 11, Wis 9, Cha 16.

Skills: Acrobatics +9, Bluff +9, Diplomacy +9, Disguise +9, Intimidate +9, Perception +5, Sense Motive +5, Sleight of Hand +9, Stealth +9; *Feats:* Dodge, Weapon Finesse, Weapon Focus (shortsword)

Possessions: dagger

Special Abilities: **Coax Information (Ex)**, **Evasion (Ex)**, **Sneak Attack +2d6**, **Trap Sense+1 (Ex)**, **Trapfinding+1**

Possessions: masterwork studded leather, shortsword

Development: Bogdan is the resident recruiter for the Veiled Society, and this night he is looking for some expendable muscle for an upcoming mission to stop secret diplomatic missions of the Tornescu family. Bogdan will require that the player characters join his cause for their own best interest and will throw a bag of 20 royals (gp) as a generous down payment.

Veiled Society Thugs, male human Rog1 (3): CR ½; Medium-size humanoid (human); HD 1d8+3; hp 11; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex); Atk +2 (1d6+2/19-20, shortsword); BA +0, CMB +2, CMD 13; AL NE; SV Fort +2, Ref +3, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills: Acrobatics +5, Bluff +4, Climb +6, Intimidate +4, Perception +4, Sense Motive +4, Sleight of Hand +5, Stealth +5, Swim +6; *Feats:* Feint Partner, Improved Initiative



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Special Abilities: Feint Partner – when ally successfully feints, opponent loses Dex bonus against the thug's next attack; **Sneak Attack +1d6, Trapfinding+1**

Possessions: leather armor, shortsword

Tactics: These thugs hide in the shadows and wait until the recruiter makes an offer, then they come out of the shadows and try to look menacing to help the player character agree to the recruiter's demands.

Development: Cosman, Damian, and Aurel for the muscle needed for Bogdan in case any adventurers get out of hand.

2.4 At the Inn

Octavian Andrescu, Inn Keeper, male human Com4/Exp3: CR 5; Medium-size humanoid (human); HD 4d6+3d8+18; hp 51; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Atk melee +4 (1d4/19-20, dagger); BA +4, CMB +4, CMD 14; AL NG; SV Fort +6, Ref +2, Will +6; Str 10, Dex 10, Con 14, Int 14, Wis 15, Cha 16.

Skills: Diplomacy +13, Intimidate +5, Knowledge (history) +14, Knowledge (Local) +14, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +14, Profession (barkeep) +14, Profession (brewer) +12, Sense Motive +12; **Feats:** Alertness, Persuasive, Prodigy, Scholar.

Development: Octavian is the proprietor of this adventurer's inn, and will try to convince the player characters to help Goodwife Thanato by holding up a royal (gp) and pointing to it. If player characters avoid Goodwife Thanato's plea, Octavian will kick them out into the streets and tell colleagues, i.e. other innkeepers, not to render service to the player characters.

Background: Octavian is well read and hears a lot about happenings in the town and can be a source of information for the party.

Goodwife Thanato, female human Com3: CR 1; Medium-size humanoid (human); HD 3d6; hp 14; Init -1; Speed 30 ft.; AC 9, touch 9, flat-footed 9 (Dex -1); Atk +0 (1d3-1, unarmed strike, provokes AoO); BA +1, CMB +0, CMD 9; AL LG; SV Fort +0, Ref +0, Will +5; Str 8, Dex 9, Con 9, Int 13, Wis 18, Cha 14.

Skills: Craft (baskets) +7, Craft (books) +10, Craft (cloth) +7, Perception +15, Sense Motive +6; **Feats:** Alertness, Simple Weapon Proficiency (club), Skill Focus (Craft[books]), Skill Focus (Perception).

Tactics: Should Goodwife Thanato come to be attacked, she would just try to shield herself and would be too scared to attack.

Development: Goodwife Thanato is desperate for anyone to help her and is hysterical about the whole ordeal. She will cling to the player characters and tell her frightful tale. This will lead into the main part of this section where player characters will investigate her cellar and discover a labyrinth of connecting dirt tunnels. They will run into the Veiled Society, who is in the process of covering up a recent murder. If the player characters avoid her request completely, the dungeon master will have to think of other creative ways to get the party to the cellar or other entrances into the dirt tunnels, such as a kobold or undead disturbance in some part of the city.

Background: Goodwife loves spending her time basket weaving, bookbinding, knitting, sewing, and spying and gossiping about neighbors.

2.5 Under the Floors

The following section details the cellars and connected tunnels beneath Goodwife Thanato's house. The encounters could be increased to provide a little bit of a challenge to the players. Overall, the party should be able to handle the whole dungeon without need of rest.

2.5.1 Under the Garden (Room 1)

Hobgoblin Slavers, male hobgoblin Ftr1 (3): CR ½; Medium-size humanoid (goblinoid); HD 1d10+6; hp 17 each; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield); Atk +4 melee (1d8+2/19-20, longsword) or +3 ranged (1d8/x3, longbow); BA +1, CMB +3, CMD15; AL LE; SV Fort +5, Ref +2, Will +1; Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills: Perception +2, Stealth +5; **Feats:** Toughness, Weapon Focus (longsword), 5 cronas (sp) each

Languages: Thyatian (common), Traldaran, goblinoid.

Special Abilities: Darkvision, 60 feet.



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Development: The hobgoblins are native to western Thyatis and have migrated through Dymrak forest into this region several years ago. Recently, a small band of hobgoblins have established themselves within the city through underground passages

Naked Men (4), male human Com1: CR —; Medium-size humanoid (human); hp 3; Init +0; Spd 30 ft.; AC 10; Atk +0 (1d3-1, unarmed combat); AL LN; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills: Acrobatics +2, Profession (farmer) +4, Swim +4; *Feats:* Run, Skill Focus (Profession)

Languages: Traldaran.

Development: The human slaves are Traldaran peasants collected from farmsteads within the vicinity.

NOTE: This can be a tie-in to any adventures involving Iron Ring, or events from B10: Night's Dark Terror. These hobgoblins can from **Vlackkag** tribe (mentioned in B10) or a rival tribe. Some ideas for goblinoid tribes are on Pandius, e.g. <http://pandius.com/karagobl.html>.

2.5.2 Fortunato's Cellar (Room 2)

Dragoi Teodorescu, male human Rog3: CR 2; Medium-size humanoid (human); HD 3d8+6; hp 29; Init +7; Spd 30 ft.; AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge); Atk +3 melee (1d4+2/19-20, dagger) and +3 melee (1d4+1/19-20, dagger); BA +2, CMB +4, CMD 18; AL NE; SV Fort +2, Ref +6, Will +0; Str 14, Dex 16, Con 12, Int 14, Wis 9, Cha 9

Skills: Acrobatics +9, Appraise +6, Bluff +4, Climb +8, Craft (locks) +7, Diplomacy +3, Disable Device +10, Disguise +5, Escape Artist +9, Intimidate +3, Linguistics +6, Perception +5, Sense Motive +4, Stealth +9, Swim +6, Use Magic Device +3; *Feats:* Dodge, Improved Initiative, Two-weapon Fighting, Weapon Focus (dagger).

Special Abilities: **Evasion (Ex), Trap Sense +1 (Ex), Sneak Attack +2d6**

Languages: Thyatian (Common), Traldaran, Hin (Halfling), Elvish

Possessions: leather, 2 daggers

Tactics: Dragoi will flee at the first opportunity.

Kiriac Odobescu, male human Rog3: CR 2; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +4; Spd 30 ft.; AC 17, touch 15, flat-footed 12 (+2 armor, +4 Dex, +1 dodge); Atk +2 melee (1d8, longsword); AL NE; SV Fort +2, Ref +7, Will +1; Str 10, Dex 18, Con 12, Int 13, Wis 10, Cha 10.

Skills: Acrobatics +10, Bluff +5, Climb +6, Craft (locks) +6, Disable Device +11, Disguise +6, Escape Artist +10, Intimidate +4, Linguistics +5, Perception +6, Sense Motive +5, Stealth +10, Use Magic Device +4; *Feats:* Dodge, Mobility, Weapon Finesse, Weapon Focus (shortsword).

Special Abilities: **Evasion (Ex), Trapfinding +1, Trap Sense +1 (Ex), Sneak Attack +2d6**

Languages: Thyatian (Common), Traldaran, Goblin

Possessions: leatherarmor, shortsword

Tactics: Kiriac like his partner in crime will flee at the first opportunity.

Development: If captured they will advise the characters to release them, as otherwise members of the Veiled Society will harm them. The thieves know nothing of the events that took place, except for the obvious naturally and other than their job to clean up the mess.

2.5.3 Kobold Exploration Party (Room 3)

Kobold Explorers (10): CR ¼; Small humanoid (reptilian); HD 1d10; hp 7; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 natural, +1 size); Atk melee +2 (1d6/×3, spear) or ranged +5 (1d3, sling); BA +1, CMB +0, CMD 13; AL LE; SV Fort +1, Ref +3, Will +0; Str 10, Dex 16, Con 8, Int 12, Wis 10, Cha 8.

Skills: Craft (traps) +7, Perception +6, Stealth +11; *Feats:* Skill Focus (Perception).

Special Abilities: **Darkvision (60 feet)** – see in the dark (black and white vision only); **Light Sensitivity (Ex)** – Dazzled as long as remain in bright light.

Languages: Draconic, Traldaran

Tactics: The kobolds will run away once the player characters try to assist them. The player characters can make a *Sense Motive* check (DC 20) to be able to react. Otherwise, the player characters will be surprised while the kobolds use their surprise round to clear the area. The player characters have a chance to catch the falling



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beam with a *Reflex* save (DC 15); otherwise they'll be buried under the dirt of the ceiling falling on top of them. When the ceiling falls down on the player characters, they will suffer 1d6 points of damage, *Reflex* save (DC 15) for half damage.

If the characters hold the beam and stop it from slipping (*Strength* check DC 15), then they are immobile until they are able to wedge or fit the beam into place (*Strength* DC 25). While immobile, attackers get a +4 bonus to melee attack, and the player characters lose their Dexterity bonus and any dodge bonus to AC.

If the characters are buried under the dirt, it'll take a standard action to dig themselves out fully and a move equivalent action to stand up. While buried within the dirt, they will be prone and immobile, and so the kobolds will be able get a +8 bonus to melee attacks, and the player characters lose their Dexterity bonus and any dodge bonus to AC. However, all characters trapped also get a bonus +4 to their AC as they are half-covered in dirt and rocks.

2.5.4 The Unburied Dead (Room 6)

Zombies (3): CR ½; Medium-Size Undead; HD 2d8+3; hp 12; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed (+2 natural); DR 5/slashing; Atk melee +4 (1d6+4, slam); BA +1, CMB +4, CMD 14; AL N; SV Fort +0, Ref +0, Will +3; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 10.

Skills: Perception +0; *Feats:* Toughness

Special Abilities: **Darkvision 60 ft.**; **Staggered (Ex)** - Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action; **Undead Traits (Ex)** - Zombies are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Zombies are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Development: If these zombies are just left strewn about, then they will re-animate within the next day. The zombies will continue to be re-animated until they are buried and burial rights are performed.

Tactics: There are zombies hidden under the rubble. As the player characters approach near the positions the zombies, the zombies will spring out of their hidden compartments and attempt to trip the players. The players might hear "a faint sliding sound follows a loud snapping", and the players might be able to react if they make a *Perception* check at DC20. While within their compartment, the zombies have +10 cover. As they zombies try to trip the player characters, either in the surprise round, or afterwards, they will have a +4 stability bonus due to the zombies' positions in the rubble.

2.5.5 Turano's Cellar (Room 7)

Tudor Dimir, male human Ftr2: CR 1; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield); Atk Melee +5 (1d8+2/19-20, longsword); BA +2, CMB +4, CMD 17; AL CN; SV Fort +4, Ref +2, Will +0 (+1 vs. fear); Str 14, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills: Climb +4, Ride +4, Swim +4; *Feats:* Dodge, Mobility, Shield Focus, Weapon Focus (longsword)

Languages: Traladaran

Possessions: chain skirt, longsword, 20 royals (gp)

Tactics: Tudor upon seeing the characters will take the opportunity to flee.

Development: If Tudor does not see the characters, he will go on his routine and head towards Fortunato's Cellar (Room 2) with shovel in hand. He knows that tunnels are dug to enter the houses of the enemies of the Veiled Society, but beyond that and his job, he does not know any other information.

3. The Investigation

This small section discusses how to proceed with the investigation, which is probably needed to prove the player character's innocence.



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

Lionel Lucescu, a tribune, male human Ftr13: CR 12; Medium-size humanoid (human); HD 13d10+39; hp 128; Init +3; Spd 30 ft.; AC 30, touch 16, flat-footed 26 (+8 armor, +2 deflection, +3 Dex, +1 dodge, +6 shield); Atk +21/+16/+11 melee (1d8+14/19-20 plus 1d6 fire, *flaming longsword*+2) and +20 melee (1d4+4, *heavy shield* +2 bash) or ranged +18 (1d8+4/19-20, *light crossbow* +2 of seeking, 80') or ranged +18/+13/+8 (1d4+7/x2, *ricochet hammer*, 20'); BA +13, CMB +18, CMD 34; AL LG; SV Fort +14, Ref +11, Will +9 (+3 vs. fear); Str 18 (20), Dex 16, Con 14, Int 14, Wis 12, Cha 10.

Skills: Acrobatics +8, Climb +17, Intimidate +12, Perception +14, Ride +18, Sense Motive +6, Survival +12, Swim +8; *Feats:* Expertise, Dodge, Greater Shield Focus, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Shield Bash, Mobility, Shield Focus, Shield Master, Shield Slam, Spring Attack, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack

Special Abilities: **Armor Training 3; Bravery +3 (Ex); Combat Expertise ±4** – bonus to AC in exchange for an equal penalty to attack; **Deflect Arrows** – DC20 or more, 1/round to deflect arrow; **Improved Shield Bash** – get shield bonus while using Shield Bash; **Mobility** – +4 to AC vs. AoO; **Shield Focus** – +1 Shield AC; **Shield Master** – No off-hand penalties for shield bashes, add a shield's enhancement bonus to attack rolls; **Shield Slam** – Shield Bash attack gives a free bull rush on a hit; **Spell Resistance (13); Spring Attack** – ability to move-attack-move when attacking with a melee weapon; Weapon Trainings (heavy blades +3, crossbows +2, hammers +1) (Ex) – bonus to Attack, Damage, CMB, CMD; **Whirlwind Attack** – Instead of making a full attack, you attack all foes in reach.

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

Possessions: breastplate +2 (SR 13), *heavy steel shield* +2 of arrow deflection, *flaming longsword* +2, *belt of giant strength* +2, *cloak of resistance* +4, *ring of protection* +2, *light crossbow* +2 of seeking.

Tactics: The tribune will attack with lethal damage if threatened, otherwise use non-lethal damage. If surrounded, he'll use his whirlwind attack, otherwise maneuver in position to avoid being flanked so he can attack with full-attack using both sword and shield bashing. If opponents run away, or are at a distance, or there are spell casters involved, he'll throw his hammer. This can strike three different opponents. If the opponents are invisible or have some form of concealment or more than 80 feet away, he'll use his light crossbow.

Development: The knight has been given the mission to escort the party to the Church of Karameikos to verify their innocence or to the dungeons to be tortured. Though, if the players decide not to see the cleric, then Lionel will express his sorrow about the player characters future suffering, and will kindly plead they reconsider.

Background: Lionel is knight from the Order of the Griffon that is acting as a tribune for Lord Lucas Tormandos, the Townmaster. Lionel has the look and mannerisms of nobility, but has come from a humble background. Lionel through his hard work and honorable deeds was able to serve the Church on numerous missions and was latter allowed into the order. Now, Lionel runs minor errands for the church within Karameikos, while other Thyatian knights are allowed to take more glorious quests in the name of the Church. This is something Lionel painfully aware of.

NOTE: Yes, this character is exotic and exceptional. It is meant to assure that the player characters are kept in check. Lionel can act as a NPC benefactor, offering advice or introducing players to NPCs and adventures. The module only specifies a tribune, but gives no further details. Thus this is non-canon. Additionally, on Mysara3E discussions, there was no agreement to how the Order of the Griffon would be represented.

4. Riot

Members of the Veiled Society start a riot directing blame to the Tornescu family, in an attempt to lose face in the eyes of the Duke and other powers. The riot is ultimately successful and is being suppressed by the Duke's guard. The player characters are caught in the middle.

4.1 The Mood in the Streets

An orator incites the crowd, and some patrolling horsemen are sent disperse the crowd. One of the horsemen approaches the orator, and a peasant throws a rock, causing the horseman to fall off his horse. The crowd will go silent for one round and then surge at the riders and the riders respond by drawing their weapons and charging. The horsemen hit the crowd blindly slashing with their sabers. **The riot ensues.**



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The player characters can attempt to escape at this point or stay and fight. Those characters that leave have a 1-3 chance that a horseman attacks the player character.

There are initially 29 horsemen, as one falls off his horse after being struck by a stone. Two more horsemen arrive after 2 rounds. Once the horsemen charge, their line will be broken, and the player characters have the opportunity to escape. (page 9 of B6 for full description).

Horsemen, male human War1 (32): CR ½; Medium-size humanoid (human); HD 1d10+2; hp 10; Init +2; Spd 20 ft. (armor) or 50 ft. (mounted); AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield); Atk +2 (1d8+1/19-20, longsword); BA +1 CMB +2, CMD 14; AL LN; SV Fort +3, Ref +2, Will +0; Str 12, Dex 14, Con 13, Int 13, Wis 10, Cha 10.

Skills: -3 (-7 to jump), Climb +0, Handle Animal +4, Intimidate +4, Perception +0; *Ride* +1; *Feats:* Mounted Combat, Ride-by Attack

Special Abilities: **Mounted Combat (1/round)** - once per round horsemen can attempt to negate a hit to the mount in combat; **Ride-By Attack** - horsemen can move-attack-move when charging mounted.

Languages: *Common (Thyatian), Traldaran*

Possessions: breastplate, light steel shield, longsword, light horse (combat trained)

Development: Once melee begins, the horsemen will charge the crowd blindly slashing their sabers.

War Horses (32): CR 1; Large Animal; HD 2d8++; hp 15; Init +2; Spd 50 ft.; Space 10 ft., Reach 5 ft.; AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size); Atk +3 melee (1d4+3, hooves); BA +1, CMB +5, CMD 17 (21 vs. trip); AL N; SV Fort +6, Ref +5, Will +1; Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7.

Skills: Acrobatics +2 (+6 to jump with a running start, +10 to jump), Perception +6; *Feats:* Endurance, Run

Special Abilities: **Combat Riding [Trick]** - animal has been trained to bear a rider into combat; **Endurance** - +4 to a variety of fort saves, skill, and ability checks, sleep in Lt/Med armor with no fatigue; **Low-Light Vision;** **Run** - run 5x speed in light/medium armor or 4x speed in heavy armor, and keep Dex while running; **Scent (Ex)** - detect opponents within 15+ feet by sense of smell

Tricks: Attack, Combat Riding, come, Defend, Down, Guard, Heel

Commoners, male or female human Com1 (100): CR ½; Medium-size (human) or Small-size humanoid (human child); hp 3; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed (+0 size for adults or +1 size for children); Atk +0 (1d4/19-20, dagger; 1d4, stone; 1d6, staff; or 1d4-3, piece of fruit); AL varies; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills: Climb +4, Craft +7, Profession +6, Swim +4; *Feats:* Skill Focus (Craft), Skill Focus (Profession)

Tactics: The commoners take up poles, clubs, rocks, rotten fruit, and daggers. The crowd will respond to the charging horsemen by hurling stones and swinging sticks. The commoners up front will attempt to pull the horsemen from their horses, which will succeed on a melee touch attack opposed to the horseman's Ride check ("Tripping a Mounted Opponent", page 139 of the Player's Handbook).

The commoners' tactics are completely random and chaotic. Many commoners will stay and pummel the guards while brandishing staves or clubs for subdual damage. Once there is a clear escape route, many of the commoners will try to flee in random directions. A few commoners (1-4 on 20) will be caught in the frenzy or maybe even have malicious intent, and will remain to physically harm the guards for actual damage. Roughly one in four commoners have a dagger.

Development: After the defeat of the horsemen, all player characters that helped in the endeavor will be swept up by the commoners and hailed as heroes of the common people.

4.2 Escape

The party can leave the scene and follow the orator trying to sneak away. If the party does not follow the orator and tries to escape the market, they will encounter columns of marching halberdiers. If any characters pound on a door, a young woman ushers them in, while the halberdiers march on. (Refer to page 9)

4.2.1 Soldiers Marching Up the Street

There can be anywhere from 60 to 120 halberdiers that will wind up in the plaza to suppress the crowd.



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Soldiers, male human War1 (15): CR ½; Medium-size humanoid (human); 1d10+1; hp 8; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); Atk melee +4 (1d10+3/×3, halberd); BA +1, CMB +3, CMD 14; AL LN; SV Fort +2, Ref +1, Will -1; Str 15, Dex 12, Con 11, Int 10, Wis 8, Cha 9.

Skills: Climb +4, Intimidate +3, Perception -1, Swim +4; *Feats:* Pack Attack, Weapon Focus (halberd)

Special Abilities: **Pack Attack** – if adjacent ally has this feat, you can make a 5' step regardless if expended a move action.

Languages: Common (Thyatian)

Possessions: chain shirt, halberd

Officer, male human Ftr3: CR 2; Medium-size humanoid (human); HD 3d10+3; hp 25; Init +1; Spd 20 ft. (armor); AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +1 dodge, +3 shield); Atk longsword +5 (1d8+1/19-20); BA +3, CMB +4, CMD 16; AL LN; SV Fort +3, Ref +2, Will +2 (+1 vs. fear); Str 12, Dex 13, Con 10, Int 13, Wis 12, Cha 12.

Skills: Acrobatics -4 (-8 to jump), Climb +2, Diplomacy +4, Intimidate +7, Perception +1, Survival +7; *Feats:* Combat Expertise, Dodge, Pack Attack, Shield Focus, Weapon Focus (longsword)

Special Abilities: **Combat Expertise** ±1 – bonus to AC in exchange for an equal penalty to attack; **Pack Attack** – ally's attack allows you to take a 5-foot step; **Shield Focus** – +1 shield AC.

Languages: Common (Thyatian), Traldaran

Possessions: breastplate, heavy steel shield, longsword

4.2.2 Helpful Citizen

Coleina Lucescu, female human Com3: CR 1; Medium-size humanoid (human); HD 3d6; hp 16; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); Atk ranged +1 (1d4-1, dart); AL LG; SV Fort +0, Ref +0, Will +5; Str 9, Dex 9, Con 9, Int 10, Wis 18, Cha 17.

Skills: Craft (calligraphy) +7, Craft (painting) +3, Perception +8, Profession (scribe) +13; *Feats:* Simple Weapon Proficiency (dart), Skill Focus (Craft [calligraphy]), Skill Focus (Profession [scribe]), Weapon Focus (dart)

Languages: Traldaran

Possessions: quill (dart)

Development: If anyone knocks or pounds on their door, she'll let them and offer shelter. If the player characters break into a home, she'll attack with her quill (dart) and then scream.

4.2.3 Escaping Orator

The orator will attempt to sneak away. If the player characters choose to escape, they can notice him. Players can make a Perception check DC10 to notice this (the module gives it to them automatically).

Tudor Patrescu, orator, male human Rog2: CR 1; Medium-size humanoid (human); HD 2d8; hp 13; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); BA +1, CMB +1, CMD 13; AL CN; SV Fort +0, Ref +5, Will +0; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 16

Skills: Acrobatics +6, Appraise +6, Bluff +8, Climb +5, Diplomacy +13, Disguise +8, Escape Artist +7, Intimidate +10, Linguistics +6, Perception +5, Perform (Oratory) +8; Sense Motive +5, Sleight of Hand +6, Stealth +7; *Feats:* Persuasive, Skill Focus (Diplomacy).

Special Abilities: **Charmer (1/day) (Ex)** – Can roll 2d20 for Diplomacy check and take the better result; **Evasion (Ex)** success at a Reflex save for half damage, Tudor takes none instead; **Sneak Attack +1d6** – Attacks deal extra damage if flank foe or if foe is flat-footed; **Trapfinding +1** – Gain a bonus to find or disable traps, including magical ones

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

Possessions: dagger, 200 royals (gold)

Development: Tudor is a member of the Veiled Society and was hired to stir up trouble for the Tornescu family. If captured he will not want to reveal this information unless the characters use good Diplomacy (DC35). Players get a +1 circumstance bonus for every 10 gold they offer.



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He can be more easily persuaded though through Intimidation (DC15) with a +5 circumstance bonus for any damage or sub-dual damage done to him, and another +5 circumstance bonus if players are creative and mix tactics using a combination of Diplomacy and Intimidation, e.g. good cop, bad cop.

Once convinced to cooperate, he will reveal his role to stir up trouble for the Tornescu. Further information will require a mix of diplomacy and/or intimidation. He can know the following:

- Veiled Society meets in underground chamber under Blue Water Mead Hall
 - Secret Entrance in Blue Water Mead Hall near the waterfront.
 - Confident that there are other secret entrances, but does not know.
 - Can provide rough map
- Details about Meetings
 - Normally 20 members meet, all members anonymous, leaders unknown
 - Meeting will be held tomorrow night
- Murders of Lucia Vorloi:
 - Akarios the Shipwright
 - Zachariah Boestes

4.3 Leading the Riot

If the player characters stay with the rioters, they will be made the military leaders. The commoners will start to loot the bodies of the fallen horsemen. Other commoners will grab stones, bricks from buildings, and wood for fires.

4.3.1 The Challenger

When the player characters try to impose order amongst the crowd, a large vicious looking thug will challenge their authority.

Alexander Silivasi, male human Ftr3: CR 2; Medium-size humanoid (human); HD 3d10+3; hp 31; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex); melee +7 (1d8+3/19-20, longsword); BA +3, CMB +6 (+8 dirty trick), CMD 19 (21 vs. dirty trick); AL CN; SV Fort +3, Ref +4, Will +0 (+1 vs. fear); Str 16, Dex 17, Con 10, Int 13, Wis 9, Cha 14.

Skills: Acrobatics +5, Bluff +5, Climb +7, Diplomacy +5, Intimidate +8, Perception -1; *Feats:* Combat Expertise, Improved Dirty Trick, Improved Feint, Improved Initiative, Weapon Focus (longsword)

Special Abilities: **Combat Expertise ±1** – Bonus to AC in exchange for an equal penalty to attack; **Improved Dirty Trick** – No provoking AoO when performing a dirty trick; **Improved Feint** – make a *bluff* check to feint in combat as a move action.

Languages: Traldaran, Common (Thyatian)

Possessions: studded leather, longsword

Tactics: Alexander will try to do some do a feint in combat (success Bluff check as move action, DC = opponents Base Attack + Wis bonus + 10, or Sense Motive +10), which if successful denies the opponents Dex bonus (and dodge) against the next attack. After a move action feint, Alexander will then try to do a dirty trick, such as kicking dirt in the character's eyes, blinding the character for 1 or more rounds (every 5 above opponents CMD is an additional round). Once blinded, the opponent suffers -2 AC and loses all Dex (and dodge) bonuses to AC, and Alexander will be fully concealed (50% miss chance) by attacks from the blinded opponents. See Combat, Bluff, and Blind from Core Rulebook for further details. After such success or failure, Alexander will then take a swing.

Another dirty trick is to pull the opponents pants down, rendering the opponent entangled (opponent suffers -4 penalty to Dex and -2 penalty to attack rolls) for at least one round.

Development: The thug will challenge one of the player character's to a duel, and until the party vanquishes him, he'll gain further control the crowd, making the player character's have a -5 DC per round to maintain order. Once the thug is vanquished, previous penalties from this encounter will not be in effect. If the player characters refuse the dual, they will have a -10 DC circumstance penalty to Diplomacy checks for controlling the crowd.

Background: Alexander is a champion in the underground fight-club.



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4.3.1 The Battle

After horsemen men are defeated, 60 armed soldiers arrive at the square with orders to capture or kill all those involved in the revolt. Player characters will have 100 poorly armed rioters on their side.

Soldiers, male human War1 (60): CR ½; Medium-size humanoid (human); 1d10+1; hp 8; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); Atk melee +4 (1d10+3/×3, halberd); BA +1, CMB +3, CMD 14; AL LN; SV Fort +2, Ref +1, Will -1; Str 15, Dex 12, Con 11, Int 10, Wis 8, Cha 9.

Skills: Climb +4, Intimidate +3, Swim +4; *Feats:* Feats Pack Attack, Weapon Focus (halberd)

Special Abilities: **Pack Attack** – if adjacent ally has this feat, you can make a 5' step regardless if expended a move action.

Possessions: chain shirt, halberd

Rioters (Commoners), male or female human Com1 (100): CR ½; Medium-size (human) or Small-size humanoid (human child); hp 6 or 3 for children; Init +0; Spd 30 ft.; AC 10 for adults or AC 11 (+1 size) for children; Atk melee +0 (1d4/19-20, dagger; 1d6, club; 1d4-2, stone; 1d6, staff; or 1d4-3, piece of fruit); BA +0, CMB +0 for adults or -2 for children, CMD 10; AL *varies*; SV Fort +0, Ref +0, Will -1; Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 12.

Skills: Climb +4, Craft (*varies*) +8, Profession (*varies*) +6, Swim +4; *Feats:* Skill Focus (Craft[*varies*]), Skill Focus (Profession[*varies*])

Possessions: *varies*, generally commoners are poor

Development: The rioters will be a mixture of citizens whose alignment, skills, gender, maturity, and abilities differ.

4.4 After the Riot

Any characters caught will be tried as traitors and slowly tortured to death. After the riot, if the characters defeat the 60 soldiers, they have the chance to leave in the confusion. The characters can optionally continue as leaders the riot, recruiting commoners, to fight against the city's militia.

Soldiers, male human War1(400): CR ½; Medium-size humanoid (human); 1d10+1; hp 8; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); Atk melee +4 (1d10+3/×3, halberd); BA +1, CMB +3, CMD 14; AL LN; SV Fort +2, Ref +1, Will -1; Str 15, Dex 12, Con 11, Int 10, Wis 8, Cha 9.

Skills: Climb +4, Intimidate +3, Swim +4; *Feats:* Feats Pack Attack, Weapon Focus (halberd)

Special Abilities: **Pack Attack** – if adjacent ally has this feat, you can make a 5' step regardless if expended a move action.

Possessions: chain shirt, halberd

Development: These soldiers will trickle into the square, 10 soldiers per turn, to a maximum of 400.

Commoners, male or female human Com1 (1000): CR ½; Medium-size (human) or Small-size humanoid (human child); hp 6 or 3 for children; Init +0; Spd 30 ft.; AC 10 for adults or AC 11 (+1 size) for children; Atk melee +0 (1d4/19-20, dagger; 1d6, club; 1d4-2, stone; 1d6, staff; or 1d4-3, piece of fruit); BA +0, CMB +0 for adults or -2 for children, CMD 10; AL *varies*; SV Fort +0, Ref +0, Will -1; Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 12.

Skills: Climb +4, Craft (*varies*) +8, Profession (*varies*) +6, Swim +4; *Feats:* Skill Focus (Craft[*varies*]), Skill Focus (Profession[*varies*])

Possessions: *varies*, generally commoners are poor

Development: The commoners will be a mixture of citizens whose alignment, skills, gender, maturity, and abilities differ. They are recruited at the rate of 5 per turn, to a maximum of 1000. The player characters can control only 100 commoners at a time. (page 10 in B6)



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5. Employment

Either the Veiled Society or the Tornescu clan will hire Player characters. The players working for the Tornescu are to escort a Tornescu noble through the city, while player characters working for the Veiled Society are to assassinate the Tornescu noble.

Simion Tornescu, male human Art3: CR 1; Medium-size humanoid (human); HD 3d8+6; hp 26; Init +1; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge); Atk +4 melee (1d4+2/19-20, dagger) or +4 ranged (1d4+2/19-20, dagger); BA +2, CMB +4, CMD 17; AL LG; SV Fort +2, Ref +3, Will +6; Str 14, Dex 14, Con 14, Int 13, Wis 16, Cha 14

Skills: Bluff +8, Diplomacy +11, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nobility) +5, Linguistics +5, Perception +12, Ride +6, Sense Motive +11; *Feats:* Alertness, Dodge, Skill Focus (Diplomacy)

Languages: Thyatian (Common), Traldaran, Elven

Equipment: leather, 3 daggers

Development: Simion is on a mission to build alliances with Thyatian nobility as well as make peace with the Vorloi through indirect channels.

Beggars, male human Rog1 (10): CR ½; Medium-size humanoid (human); HD 1d8+5; hp 13; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield); Atk +0 melee (1d8+1/19-20, longsword) or +2 range (1d4+1/19-20, dagger); BA +0, CMB +1, CMD 14; SA Sneak Attack +1d6; AL NG; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 10.

Skill: Acrobatics +5, Bluff +4, Diplomacy +4, Disguise +4, Perception +4, Perform (act) +4, Sleight of Hand +5, Stealth +5; *Feats:* Martial Weapon Proficiency (longsword), Toughness, Weapon Focus (longsword).

Special Abilities: **Sneak Attack +1d6** – attacks deal extra damage if flank foe or if foe is flat-footed; **Trapfinding +1** – bonus to find or disable traps, including magical ones.

Languages: Traldaran.

Equipment: studded leather, buckler, longsword dagger

Tactics: The beggars will surround Simion and protect him at all costs. Player characters within the party are free to devise any strategy they deem fit to protect Simion, such as scouting.

The Veiled Society Men will be divided into three groups, where they will wait completely motionless and out of the way. The player characters have two chances to notice the hidden attackers, Perception check opposed to Stealth checks. If the party notices any movement, they will not be surprised during the ambush.

As players move toward the designated kill zone, and Flaviare Cosmescu has his *darkness* rock prepared, players have a chance to notice that they cannot see to the end of the street and that it seems unusually dark ahead with a Perception DC 15. If the players enter the darkened area, or stop before it, the ambush begins.

Veiled Society Men, male human Ftr1 (15): CR ½; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 15 (+3 armor, +1 Dex, +1 shield); Atk +2 melee (1d8+1/19-20, longsword) or +2 range (1d4+1/19-20, dagger); BA +1, CMB +2, CMD 13; AL NE; SV Fort +4, Ref +1, Will +1; Str 13, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills: Acrobatics +0, Climb +3, Perception +2, Stealth +0; *Feats:* Blind-Fight, Cleave, Power Attack

Special Abilities: **Blind-Fight** – re-roll misses due to concealment; **Cleave** – if you hit a foe, adjacent target can be hit, but take a -2AC), **PowerAttack** -1/+2 – subtract from attack roll, add to damage;

Languages: Traldaran

Equipment: studded leather, buckler, longsword

Tactics: The Veiled Society thugs and hired player characters will be equally dispersed into three groups hiding and awaiting the signal for an ambush. Characters will have to make an opposed Perception check with a -15 circumstance penalty for nighttime conditions (exceptions to those with Low-light or Darkvision) against the Veiled Society Men's Stealth check.

These fighters will always take the opportunity to cleave, and for soft targets (leather or less armor), they will use PowerAttack.



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Flaviare Cosmescu, Veiled Society Leader, male human Clr3: CR 2; Medium-size humanoid (human); HD 3d8+3; hp 22; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield); Atk +8 melee (1d8+6, *heavy mace +1*); BA +2, CMB +7, CMD 18; AL NE; SV Fort +3, Ref +2, Will +5; Str 18 (20), Dex 12, Con 12, Int 9, Wis 14, Cha 14.

Skills: Acrobatics -5 (-9 to Jump), Bluff +6, Perception +2, Spellcraft +4, Stealth +1; *Feats:* Blind-fight, Cleave, Power Attack, Selective Channeling

Spells Prepared (*3+1/2+1, CL3, concentration +5, melee touch +7, range touch +4): **Domains** - Darkness, Trickery (Deception); **0** - *bleed* (DC12), *guidance*, *resistance*, *virtue*; **1st** - *bless*, *command* (DC13), *obscuring mist*, *protection from good*; **2nd** - *darkness*, *hold person* (DC14), *mirror image*

Special Abilities: **Blind-Fight** - re-roll misses due to concealment; **Cleave** - hit a foe, can attack adjacent target with same attack bonus but at -2 AC; **Darkness Variant Channeling 1d6 (5/day, DC 13) (Su)** - centered on the cleric (optionally excluding himself and two allies) do a 30' radius burst causing 1d6 to living creatures, healing 1d6 to undead creatures, and darkening the area by one step for 1 minute; **Power Attack** -1/+2 - subtract from attack roll to add to damage; **Sudden Shift (5/day) (Su)** - as immediate action after being missed by a melee attack, teleport up to 10' away within reach of attacker; **Touch of Darkness (1 round, 5/day) (Sp)** - with melee touch attack, target suffers 20% miss chance.

Equipment: breastplate, heavy steel shield, *Gauntlets of Ogre Power* (+2 strength), *Heavy Mace +1*

Languages: Traldaran

Tactics: The leader's goal is to kidnap or kill Simion, ignoring players and beggars when possible. He will seek to darken any area that leads to the advantage in getting to Simion and then escaping.

In preparation, Flaviare casts *darkness* on a stone and tosses it into a center area, and signals for the attack once the players enter the darkened area. He'll approach from the forward group, while two groups approach from behind the players. By the time the players reach the darkened area, darkness will have a remaining 1-2 minutes duration. The affects of darkness at night will cause all creatures in the darkness to have total concealment (50% miss chance) unless they have *Darkvision*, and non-magical sources of light will grant no illumination. Furthermore, those in the darkness are considered blinded and lose all Dex bonuses to AC and suffer a -2 penalty to AC.

As the party approaches from a distance, Flaviare will see cast beneficial spells, such as *mirror image* (1d4+1 images for 3 minutes), *protection from good* (+2 deflection and +2 save vs. good for 3 minutes, AC21, CMD 21, Fort +5, Ref +4, Will +7).

After this, depending on circumstance, he'll cast *hold person* on particularly powerful opponent, *command* a martial character drop their weapon or cause Simion to flee.

The ultimate goal is to capture or slay Simion, and so Flaviare's tactics are oriented toward disabling or delaying the beggars and party members. Once Simion is removed, or the group's numbers are such that there is no chance of success, Flaviare will signal a retreat and cast *obscuring mist*.

Development: Flaviare's mission is to stop the Tornescu from building any alliances, and further the plans to pit the Tornescu and Vorloi against each other by disclosing that the Tornescu hired him to carry about the murder of Lucia Vorloi. This is even believable as Flaviare has red hair.



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6. Further Investigation

The player characters can use their skills or utilize skills from NPCs to get further information. Note that gathering information with *Diplomacy* takes several hours, where the other skills can retrieve the information immediately. If characters do not have ideas and are having a bad day with die rolls, they can use library or other records offices to reference information and gave a +10 circumstance bonus to the Knowledge rolls. Optionally, some coin (as in gold pieces) can add a circumstance bonus; The coinage is used for bribes, gifts, alcohol, hirelings, etc. to help with chances.

- Red Hair
 - *Knowledge (nobility)* (DC15) (One roll per family) – will reveal that no family member in houses of Tornescu, Radu, or Vorloi have red hair.
 - *Diplomacy / Gather Information*, (DC 10) – will reveal the same information.
- Pitch
 - *Profession (sailor)* or *Profession (fisherman)*, (DC10) – will be familiar that pitch is used in sealing boats.
 - *Diplomacy / Gather Information*, (DC10) – will note the four major suppliers are all down in the water front.
- Blood
 - *Intelligence* (DC 10) – will deduce that with the blood mixed in with red hair will not that the attacker with red hair was injured badly.
- Ring
 - *Knowledge (nobility)*, (DC10) – notes that the ring is from the Tornescu family.
 - *Knowledge (nobility)*, (DC20) – can identify that the ring belongs to Stephanos Tornescu.
 - *Knowledge (local)* (DC15) or *Diplomacy / Gather Information* (DC10) – can find the gossip about how Lucia spurned Stephanos advances.
- Writing
 - *Linguistics* (DC30) – to decipher that the writing means Radu
- Wine (Trousan Estate)
 - *Profession (vinificator)* (DC10), *Profession (innkeeper)* (DC10), *Profession (barrister)* (DC10), or *Knowledge (local)* (DC10) – will note that the seal for the wine is from Trousan Estate and is from a remote location and is imported.
 - *Diplomacy / Gather Information* (DC20) – will note that House Radu imports this wine, and sell it to a few waterfront inns and to Aristo, the Wine Merchant on Vinter's Lane.
 - *Diplomacy / Gather Information* (DC10) or *Knowledge (local)* (DC10) – will note that just the places where it is sold.
- Rope
 - *Knowledge (sailor)* (DC10) or *Craft (Rope)* (DC5) – will note the this type of rope is used in ships and other heavy lifting situations

6.1 Wine Merchant

This small section provides guidelines for the DM to handle the investigation as it continues.

Aristo, the Wine Merchant, male human Exp2: CR ½; Medium-size humanoid (human); HD 2d8; hp 13; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); Atk +0 (1d4-1/19-20, dagger); BA +1, CMB +0, CMD 9; AL NG; SV Fort -1, Ref -1, Will +5; Str 9, Dex 9, Con 9, Int 16, Wis 14, Cha 13.

Skills: Appraise +11, Bluff +6, Diplomacy +6, Intimidate +6, Knowledge (history) +8, Knowledge (local) +8, Linguistics +8, Profession (merchant) +10, Ride +4, Sense Motive +7; **Feats:** Skill Focus (Appraise), Skill Focus (Profession [merchant])

Languages: Thyatian (Common), Traldaran, Ylari, Alpathian, Elven, Gnome

Development: The party will come across Aristo the wine merchant through numerous ways. The player characters will have to interview Aristo in order to acquire the information about different buyers of Aristo's exotic wines. A Diplomacy check (DC10) would be sufficient to politely inquire about different clients, or an Intimidate check (DC10) should be sufficient to help Aristo to recall various clients.



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6.2 Wine Merchant Customers

Below is a list of Aristo's clients that he recalls. These have been further detailed in this supplement. In some cases, gold might add a circumstance bonus in Diplomacy checks.

Heranthes, the Cobbler, male human Com5: CR 3; Medium-size humanoid (human); HD 5d6+15; hp 37; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed (+1 Dex); Atk melee +4 (1d4+1/19-20, dagger); BA +2, CMD +3, CMD 14; AL LN; SV Fort +2, Ref +2, Will +1; Str 12, Dex 13, Con 12, Int 14, Wis 11, Cha 11.

Skills: Climb +7, Craft (leather) +12, Craft (shoes) +15, Perception +8, Ride +8, Swim +7; *Feats:* Prodigy (Craft[leather], Craft[shoes]), Simple Weapon Proficiency (dagger), Skill Focus(Craft[shoes]), Toughness, Weapon Focus (dagger)

Languages: Thyatian (Common), Traldaran, Alphatian

Development: Heranthes lives in the Old quarter part of town where he has struggled to survive and provide for his family. He is very mistrustful of any Thyatians, especially nobility, as he has witnessed atrocities against fellow kinsmen committed by merciless Thyatians. As such, any attempts with Bluff, Diplomacy suffers a -10 circumstance penalty.

Heranthes bought fine wine to celebrate the anniversary with his wife and also a new job he has acquired, which he'll reveal if asked politely using a Diplomacy (DC15) or Intimidate (DC25).

Goodman Christos: Male human Com2: CR ½; Medium-size humanoid (human); hp 14; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex); Atk +1 (1d4/19-20, dagger); BA +1, CMB +1, CMD 12; AL NG; SV Fort +1, Ref +1, Will +2; Str 10, Dex 12, Con 12, Int 12, Wis 14, Ch 12.

Skills: Profession (Brewer) +7, Profession (Cook) +7, Profession (Herbalist) +7, Profession (Inn Keeper) +10; *Feats:* Light Armor Proficiency, Simple Weapon Proficiency (dagger), Skill Focus (Profession [Inn Keeper]).

Languages: Thyatian (Common), Traldaran

Development: Goodman Christos is remarkable in that coming from rather humble means, was able to acquire an Inn through a gamble at age 16. He remodeled the Inn, especially in the cellar area, and opened the Rattlebone Inn. The inn was an instant success, and is known as one of the more rowdy of Inns. Christos is well known in many bars especially Rattlebone Inn, where hides the fact that he is the proprietor. Unknown to many is that he runs an underground fight-club where mercenaries can test their skills amongst other challengers. Unknown to even Christos is that there are several secret tunnels made by the Veiled Society connecting to his underground facility. The Veiled Society has become aware of his operation, and they want to get in on all of the action. The town guards are aware of this operation as well, and oftentimes gamble on the fights, and so wouldn't take too kindly if operations were disrupted.

Christos is secretive about his operations (Sense Motive (DC15) to know he is hiding something) and his purchase of wine and will not reveal any information without a Diplomacy (DC35) or Intimidate (DC45), unless the players offer proof, which gives a +10 circumstance bonus. Otherwise Christos states that his business is his business. Goodman Christos does not want it to be known that he is the proprietor of Rattlebone Inn, as this can draw undo attention, namely from Veiled Society.

One of Goodman Christos' favorite hobbies is sampling and experimenting with new kinds of teas and herbal remedies. He will pay handsomely for imported teas and new recipes. This can be an area of opportunity for the player characters.

Akarios, the Shipwright, male human Exp2 (unprepared): CR ½; Medium-size humanoid (human); HD 2d8+6; hp 19; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge); Atk +4 melee (1d4+3/19-20, dagger); BA +1, CMB +4, CMD 17; AL CE; SV Fort +2, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 9, Cha 9.

Skills: Climb +8, Craft (carpentry) +6, Craft (locks) +6, Craft (ships) +6, Disable Device +7, Perception +4, Profession (sailor) +4, Stealth +7; *Feats:* Dodge, Mobility.

Languages: Thyatian (Common), Traldaran

Equipment: dagger

Development: Akarios will be encountered at his at his job working on a ship in the docks, or in the dockyard. He is very suspicious of everyone especially after the murder of Lady Lucia Vorloi, but will not run when the players encounter him. He will attempt to quietly slip out at the end of the day's work, make sure he is not followed, and then head for the Blue Mead Hall to inform his compatriots.

If questioned about the wine, Akarios will mention that he bought the wine for a celebration (True).



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Theodoric Angulsta, male human Com1: CR ½; Medium-size humanoid (human); HD 1d6+2; hp 8; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex); Atk +1 (1d4+1/19-20, dagger); BA +0, CMB +1, CMD 12; AL NG; SV Fort +1, Ref +1, Will +1; Str 12, Dex 12, Con 12, Int 12, Wis 12, Con 12.

Skills: Climb +5, Perception +10, Ride +5, Swim +5; *Feats:* Skill Focus (Perception).

Languages: Common (Thyatian), Traldaran

Development: Theodoric is at a point in his life where he needs to decide his future, and understands that it is not with in Specularum. He dreams of adventures of grandeur, and when encounters the player characters, he'll most certainly want to come along for the ride. He will try to persuade the characters to let him join their group, explaining that he is "always alert", and failing that, he'll try to appeal to the party's sense of pity: "Gee, Didn't you ever want to be a hero when you were young. Just give me a chance, I won't let you down." He'll also try to appeal to Traldaran player characters, "It's hard to make it in a Thyatian dominated world."

Theodoric purchased the wine to impress his friends that he was a big-time adventurer.

Seraphim, the Minstrel, male human Exp3: CR1; Medium-size humanoid (human); HD 3d8+6; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); Atk +3 melee (1d4+1/19-20, dagger); BA +2, CMB +4, CMD 14; AL NG; SV Fort +2, Ref +2, Will +4; Str 12, Dex 12, Con 12, Int 12, Wis 12, Ch 12.

Skills: Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +9, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +1, Perform (dance) +6, Perform (keyboard instruments) +10, Perform (oratory) +7, Perform (percussion instruments) +10, Perform (string Instruments) +1, Perform (wind instruments) +7; *Feats:* Skill Focus (Knowledge [local]), Skill Focus (Perform [keyboard instruments]), Skill Focus (Perform [percussion instruments]).

Languages: Thyatian (Common), Traldaran

Development: Seraphim is a struggling minstrel that is found in lesser popular bars and inns, or is on the streets peddling for a coin or two. He is always eager for an audience, but many times his audiences donate money just to have him cease such noise. He is slightly delusional in that he thinks he is the greatest minstrel of the century, and sees himself someday playing in the Duke's court. He spends his coins on eccentric indulgencies including fine wine.

7. The Chase

As the characters continue their investigation, the Veiled Society will make a bold move and attack the player's. Players through the investigation can find the hideout, but if not the players will be given the answer through interrogation or a note found on one of the dead opponents.

7.1 Arrow Ambush

Doriel, Crossbowman, male human Ftr1: CR ½; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex); Atk +6 ranged (1d10/19-20, hvy. crossbow, 120'), +7 within 30' (1d10+1/19-20, hvy. crossbow) or +1 melee (1d6/19-20, shortsword); BA +1, CMB +1, CMD 15; AL CN; SV Fort +3, Ref +4, Will +1; Str 10, Dex 18, Con 12, Int 11, Wis 12, Cha 10.

Skills: Climb +3, Ride +6, Perception +1, Swim +3; *Feats:* Point Blank Shot, Rapid Reload, Weapon Focus (hvy crossbow).

Languages: Traldaran

Special Abilities: **Point-Blank Shot** – +1 atk/dmg within 30 ft; **Rapid Reload (Heavy crossbow)** – move action to reload heavy crossbow.

Possessions: studded leather, heavy crossbow, shortsword

Ovidiu, Bendikte, Carol, bowmen, male human War1 (3); CR ½; Medium-size humanoid (human); HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex); Atk +4 ranged (1d8+2/x3, cmp. longbow), +5 within 30' (1d8+3/x3, cmp. longbow) or +3 melee (1d6+2/19-20, shortsword); BA +1, CMB +3, CMD 16; AL CN; SV Fort +2, Ref +3, Will +0; Str 14, Dex 17, Con 10, Int 9, Wis 10, Cha 9.

Skills: Climb +5, Perception +0, Swim +5; *Feats:* Point Blank Shot, Rapid Shot

Special Abilities: **Point-Blank Shot** – +1 atk/dmg within 30 ft; **Rapid Shot** – can take extra attack with ranged weapons, each attack at -2.

Languages: Traldaran

Possessions: studded leather, component longbow (+2 Str), shortsword



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7.2 Booth

Acrobatics (DC30) to jump past the obstacle without delay, otherwise the characters are spending two rounds to get past the obstacle.

7.2 Crowd

The players could pass the crowd by making getting to the rooftops through an *Acrobatics* (DC24) or *Climb* (DC10). After, the player characters will need to jump from building to building with *Acrobatics* (DC5) checks. Buildings more than 10 feet apart require *Acrobatics* (DC15) and buildings more than 20 feet apart require *Acrobatics* (DC25) to jump across.

A player character can attempt to move through the crowd by making an *Acrobatics* (DC13) every 5-foot square; otherwise their movement speed is halved. Players can otherwise attempt to overrun (combat maneuver) to move through occupied squares, see *Combat, Moving Through a Square*.

7.2 Cart

Characters can make a Reflex save (DC10) to avoid the cart or a Reflex save (DC20) to catch the cart. Those that fail the save are knocked down. If the cart is not stopped, it will plummet further and injure people.

7.3 Guard

Henric, the giant guard, male human Bbn3: CR 2; Medium-size humanoid (human); HD 3d12+12; hp 38; Init +3; Spd 40 ft.; AC 17, touch 13, flat-footed 17 (+4 armor, +3 Dex); Atk +8 melee (2d6+6/19-20, greatsword), BA +3, CMB +7, CMD 20; AL CG; SV Fort +5, Ref +4, Will +1; Str 18, Dex 16, Con 14, Int 7, Wis 10, Cha 9

Skills: Acrobatics +6 (+10 to jump), Climb +6, Intimidate +3, Perception +6, Survival +4, Swim +6; *Feats:* Extra Rage, Toughness, Weapon Focus (greatsword)

Special Abilities: **Fast Movement (Ex); Guarded Stance +1 (2 rounds) (Ex)** – bonus to dodge vs. melee; **Rage (16 rounds/day) (Ex); Uncanny Dodge** – do not lose Dex/Dodge bonus while flat-footed.

Languages: Traldaran

Tactics: Henric stands mobile as long as the player characters do not advance or attack. Otherwise, Henric engages and fights to the death.

Background: Henric was actually born in the Lost Valley of Hutaaka, but has no recollection of how he wandered from his home. Henric, as he is so named, was discovered in the wild, raised by wolves. The Radu family took pity upon him and has raised him. He has the honor to serve as guard and bouncer.

Henric can rage for 16 rounds, and after raging, he is fatigued for the same amount of rounds he was enraged. Below are the blocks describe raging and fatigued modes.

Henric, the giant guard, male human Bbn3 (raging): CR 2; Medium-size humanoid (human); HD 3d12+18; hp 44; Spd 40 ft.; AC 15, touch 11, flat-footed 15 (+4 armor, +3 dex, -2 rage); Atk +10 melee (2d6+9/19-20, greatsword), BA +3, CMB +9, CMD 20; AL CG; SV Fort +7, Ref +4, Will +3; Str 22, Dex 16, Con 18, Int 7, Wis 10, Cha 9

Skills: Acrobatics +6 (+10 to jump), Climb +8, Intimidate +3, Perception +6, Survival +4, Swim +8

Henric, the giant guard, male human Bbn3 (fatigued): CR 2; Medium-size humanoid (human); HD 3d12+12; hp 38; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+4 armor, +2 Dex); Atk +7 melee (2d6+4/19-20, greatsword), BA +3, CMB +6, CMD 18; AL CG; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 7, Wis 10, Cha 9

Skills: Acrobatics +5 (+9 to jump), Climb +5, Intimidate +3, Perception +6, Survival +4, Swim +5



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8. The Chambers of the Veiled Ones

This section is the layer of the Veiled Society. The players will face the final climatic moment in this section.

8.1 The Blue Water Mead Hall (Room1)

Akarios, the Shipwright, male human Exp2 (prepared): CR ½; Medium-size humanoid (human); HD 2d8+6; hp 19; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge); Atk +4 melee (1d8+3, morningstar) or +3 ranged (1d4+3/19-20, dagger); BA +1, CMB +4, CMD 17; AL CE; SV Fort +2, Ref +2, Will +2; Str 16, Dex 14, Con 14, Int 12, Wis 9, Cha 9.

Skills: Climb +8, Craft (carpentry) +6, Craft (locks) +6, Craft (ships) +6, Disable Device +7, Perception +4, Profession (sailor) +4, Stealth +7; *Feats:* Dodge, Mobility (+4 vs AoO).

Languages: Thyatian (Common), Traldaran

Equipment: dagger, morningstar, studded leather

Development: If the player characters have not dealt with Akarios previously, then he will show up here, dressed in studded leather and armed with a morningstar.

8.2 Beyond the Curtain (Room 2)

Alexander Silivasi, male human Clr3: CR 2; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex); Atk +4 melee (1d12+3, greataxe); BA +2, CMB +4, CMD 16; SA spells, channel negative energy; AL NE; SV Fort +4, Ref +3, Will +6; Str 14, Dex 14, Con 12, Int 8, Wis 16, Cha 14.

Skills: Acrobatics -2 (-6 to jump), Disguise +6, Perception +3, Spellcraft +5, Stealth +3; *Feats:* Blind-fight, Channel Smite, Combat Casting, Extra Channel

Cleric Spells Prepared (*3+1/2+1, CL3, concentration +6, melee touch +4, range touch +4): **Domains** – Night (Darkness), Trickery (Deception); **0** – *guidance, light, resistance, spark*; **1st** – *bless, command* (DC14), *sanctuary* (DC14), *sleep* (DC14); **2nd** – *bull's strength, invisibility, silence*

Special Abilities: **Blind-Fight** – re-roll misses due to concealment); **Cleric Channel Negative Energy 2d6 (5/day, DC 13) (Su); Copycat (6/day) (Su)** – create a single mirror image duplicate; **Touch of Darkness (1 round, 5/day) (Sp)** – with melee touch attack, target suffers 20% miss chance.

Equipment: scale mail, greataxe

Languages: Traldaran

Tactics: The cleric will cast *silence* on a coin and toss it. If opportunity permits it, such as if the party has their backs turn, will cast *invisibility* (+20 Stealth, +2 to attack and ignores opponents' Dexterity bonuses to AC, and opponents attacking have 50% miss chance due to total concealment). If *invisibility* is not in effect, he will then cast *sanctuary*. This will allow Silivasi to cast spells to prepare for the fight, such as casting *bull's strength* on his ally. He will then cast *bless* to give +1 to hit, +1 to CMB, and +1 moral save versus fear.

Gabi Miklos, male human Ftr3: CR 2; Medium-size humanoid (human); HD 3d10+6; hp 32; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, 1 dodge, +1 shield); Atk +5 melee (1d8+3/x3, battleaxe) and +4 melee (1d6+3/x3, handaxe); BA +3, CMB +6, CMD 21; AL CE; SV Fort +4, Ref +5, Will +0 (+1 vs fear); Str 16, Dex 18, Con 13, Int 9, Wis 9, Cha 9

Skills: Acrobatics +4, Climb +6, Intimidate +3, Stealth +4, Survival +3, Swim +6; *Feats:* Dodge, Double Slice, Two-weapon Defense, Two-weapon Fighting, Weapon Focus (battleaxe)

Special Abilities: Armor Training 1, Two-Weapon Defense (+1 shield while wielding 2 weapons, +2 shield when doing so defensively)

Possessions: chain shirt, battleaxe, handaxe, *potion of invisibility*

Tactics: Gabi will imbue the *potion of invisibility* as opportunity permits, to give time for the cleric to cast spells and prepare. If *bull's strength* is cast, Gabi will have at Str 20, which grants him an extra +2 to hit and +2 to damage with both axes, +2 to CMB and CMD, and a +2 on Climb and Swim. If Gabi wasn't already dangerous, he certainly is now.



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8.3 Sirenflower Passage (Room 4)

Sirenflower: CR4; Large plant; HD 5d8+15; hp 40; Init +6; Spd 0 ft.; Space 10 ft., Reach 10 ft.; AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size); Atk melee (1d6+7 + grab, slam); BA +3, ; CMB +9 (+13 grapple), CMD 21 (can't be tripped); AL N; SV Fort +7, Ref +3, Will +3; Str 20, Dex 14, Con 16, Int —, Wis 14, Cha 16.

Skills: Disguise +12, Perception +2; Feats: Improved Initiative, Skill Focus (Disguise), Weapon Focus (slam)

Special Abilities: **Energy Resistance, Acid (20); Engulf (Ex); Plant Traits** – immunity to Mind-Affecting, Paralysis, Poison, Polymorph, Sleep, and Stunning; **Tremorsense (60 feet)** – Sense things and creatures without seeing them.

Tactics: The Sirenflower is a fungus is disguised as a flower, which it hopes to use to lure opponents. Opponents can make an opposed Perception check to notice that the flower is attached to a larger organism. Once opponent is near the flower, will attempt to engulf the opponent.

8.4 Meeting Chamber (Room 5)

Veiled Society Members, male human War1 (20): CR ½; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge); Atk +3 melee (1d4+1/19-20, dagger); BA +1, CMB +2, CMD 15; AL CN; SV Fort +3, Ref +2, Will +1; Str 12, Dex 14, Con 12, Int 11, Wis 12, Cha 10

Skills: Climb +5, Intimidate +4, Perception +1, Stealth +3; Feats: Dodge, Weapon Focus (dagger)

Languages: Traldaran

Possessions: dagger

Antonic, Veiled Society Leader, male human Wiz3: CR 2; Medium-size humanoid (human); HD 3d6+9; hp 24; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex); Atk +3 melee (1d4+1/19-20, dagger+1) or ranged +7 (1d4+1, hand of apprentice), BA +1, CMB +1, CMD 13; AL CN; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 19, Wis 12, Cha 10

Skills: Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Linguistics +10, Perception +1, Spellcraft +10; Feats: Arcane Strike, Combat Casting, Scribe Scroll, Weapon Focus (dagger).

Wizard Spells Prepared (*3/2, CL 3rd, concentration +7): 0: *dancing lights, daze* (DC 14), *light, touch of fatigue* (DC 14), 1st – *charm person* (DC 15), *mage armor, sleep* (DC 15), 2nd – *darkness, invisibility*

Special Abilities: **Arcane bond; Hand of apprentice 7/day; Spells**

Possessions: *arcane bond ring, ring of protection +1, dagger +1, spellbook* (1st – charm person, color spray, disguise self, identify, mage armor, ray of enfeeblement, shield, silent image, sleep; 2nd – darkness, invisibility)

Tactics: Antonic will have already prepared *mage armor* for when for the meeting and will have over 2 hours remaining duration. Once combat takes place, he'll attempt to slip away. Should he be forced into combat, Antonic will use *darkness* and *invisibility*, and then use *disguise self*.

Development: Should Antonic get captured, he will blame all events on Zweis Radu.

CONVERSION NOTE: *Changed name of Antonito to Antonic, as Antonito is diminutive name of Antonio in Italian, meaning "little Anton", but as the local Traldaran language is based on the real world Romanian language, Antonic was more appropriate as the diminutive name of Anton.*

Henric, the giant guard, male human Bbn3: CR 2; Medium-size humanoid (human); HD 3d12+12; hp 38; Init +3; Spd 40 ft.; AC 17, touch 13, flat-footed 17 (+4 armor, +3 Dex); Atk +8 melee (2d6+6/19-20, greatsword), BA +3, CMB +7, CMD 20; AL CG; SV Fort +5, Ref +4, Will +1; Str 18, Dex 16, Con 14, Int 7, Wis 10, Cha 9

Skills: Acrobatics +6 (+10 to jump), Climb +6, Intimidate +3, Perception +6, Survival +4, Swim +6; Feats: Extra Rage, Toughness, Weapon Focus (greatsword)

Special Abilities: **Fast Movement (Ex); Guarded Stance +1 (2 rounds) (Ex)** – bonus to dodge vs. melee; **Rage (16 rounds/day) (Ex); Uncanny Dodge** – do not lose Dex/Dodge bonus while flat-footed.

Development: Henric will be in the meeting chamber if the player characters did not defeat the guard in the alley in the previous encounter.



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By Joaquín Menchaca (2015-Apr)

Henric, the giant guard, male human Bbn3 (raging): CR 2; Medium-size humanoid (human); HD 3d12+18; hp 44; Spd 40 ft.; AC 15, touch 11, flat-footed 15 (+4 armor, +3 dex, -2 rage); Atk +10 melee (2d6+9/19-20, greatsword), BA +3, CMB +9, CMD 20; AL CG; SV Fort +7, Ref +4, Will +3; Str 22, Dex 16, Con 18, Int 7, Wis 10, Cha 9

Skills: Acrobatics +6 (+10 to jump), Climb +8, Intimidate +3, Perception +6, Survival +4, Swim +8

Henric, the giant guard, male human Bbn3 (fatigued): CR 2; Medium-size humanoid (human); HD 3d12+12; hp 38; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 16 (+4 armor, +2 Dex); Atk +7 melee (2d6+4/19-20, greatsword), BA +3, CMB +6, CMD 18; AL CG; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 7, Wis 10, Cha 9

Skills: Acrobatics +5 (+9 to jump), Climb +5, Intimidate +3, Perception +6, Survival +4, Swim +5

8.5 Cell (Room 7)

Estaish, male elf (Calarii) Ftr1/Wiz1: CR 1; Medium-size humanoid (elf); HD 1d6+1d10-1; hp 15; Init +4 (Dex); Spd 30 ft.; AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge); Atk +2 melee 1d3+1, unarmed strike provokes attack of opportunity); BA +1, CMB +2, CMD 17; AL LG; SV Fort +1, Ref +4, Will +2 (+2 vs. enchantments); Str 12, Dex 19, Con 8, Int 18, Wis 10, Cha 10

Skills: Acrobatics +6, Climb +6, Linguistics +9, Perception +2, Ride +9, Spellcraft +9 (+11 to identify magic item properties), Survival +5; *Feats:* Combat Expertise, Dodge, Scribe Scroll

Special Abilities: **Arcane spell abilities (7/day – force missile [1d4+1]), Arcane bond** – arcane familiar, hawk, **Combat Expertise ±1** – bonus AC in exchange for penalty to attack, **Elven magic, Intense spells** – +1 damage, **Low-light vision**

Evoker Spells Prepared (CL 1st, concentration +5, melee touch +2, ranged touch +5; opposition schools – Divination, Necromancy): 0 (at will) – dancing lights, daze (DC 14), ghost sound (DC 14), 1– none

Languages: Common (Thyatian), Traldaran, Draconic, Elven, Gnoll, Goblin, Orc, Sylvan

Circling about the city or in the Duke's Park is Estaish's loyal familiar.

LadyHawke, Estaish's arcane familiar, female hawk: CR ½; Tiny magical beast (animal); HD 1d8; hp 7; Init +3; Spd 10 ft., fly 60 ft. (average); AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +1 size); Atk +6 melee (1d4-2, talonsx2); BA +1, CMB +2, CMD 10; AL LG; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 11, Int 6, Wis 14, Cha 7

Skills: Acrobatics +8 (+0 to jump), Climb +8, Fly +7, Perception +14, Survival +4; *Feats:* Weapon Finesse

Special Abilities: **Flight, 60 ft.** (average), **Improved Evasion (Ex), Low-Light Vision**

Developments: Estaish's familiar is not in the cell with him, but flying around in the city or the Duke's park. The player's may encounter the hawk acting in an unusual manner, or at another point in the module, especially if they need help with the clues.

8.6 The Secret Chamber (Room 8)

Zweis Radu, male human Ftr3: CR 2; Medium-size humanoid (human); HD 3d10+15; hp 40; Init +6; Spd 30 ft.; AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 shield); Atk +8 melee (1d8+4/19-20, longsword+1); BA +3, CMB +6, CMD 19; AL NE; SV Fort +6, Ref +3, Will +1 (+1 vs fear); Str 16, Dex 15, Con 16, Int 13, Wis 10, Cha 10.

Skills: Acrobatics +2, Diplomacy +3, Escape Artist +2, Perception +3; *Feats:* Combat Expertise, Dodge, Improved Initiative, Toughness, Weapon Focus (longsword)

Special Abilities: Combat Expertise ±1 (bonus AC in exchange for penalty to attack)

Languages: Common (Thyatian), Traldaran

Possessions: mwk chainmail, mwk light steel shield, longsword +1

Development: Zweis has just seen his father murdered by Cartha, and will join in combat against his uncle Cartha. After the fight and discussions, Zweiss will negotiate with players, and failing that will allow them to leave. Should the players find and confiscate incriminating evidence, Zweis will attack (page 14).



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

Cartha Radu, male human Ftr6: CR 5; Medium-size humanoid (human); HD 6d10+24; hp 70; Init +3; Spd 30 ft.; AC 22, touch 15, flat-footed 18 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +1 shield); Atk +13/+8 melee (1d8+8/19-20, longsword+2); BA +6, CMB +9, CMD 24; AL NE; SV Fort +8, Ref +5, Will +2 (+2 vs fear); Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 10.

Skills: Acrobatics +5, Disguise +3, Linguistics +7, Perception +6, Ride +7; *Feats:* Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Special Abilities: **Combat Expertise ±2** – bonus AC in exchange for penalty to attack; **Combat Reflexes** – 4 AoO/round; **Mobility** – +4 AC vs. AoO by move in/out threatened square; **Spring Attack** – can move, attack, move); **Weapon Training (Blades, Heavy) +1 (Ex)**, **Whirlwind Attack** – instead of making a full attack, attack all foes in reach.

Languages: Common (Thyatian), Alphetian, Darokin, Elvish, Gnomish, Hulean, Traldaran, Ylari

Possessions: mwk breastplate, mwk light steel shield, longsword +2, ring of protection +1

Development: Cartha has seen his plans come to fruition in his plot to take over Radu clan through the murder of Anton (which is really Anton's double). Cartha, upon seeing the players enter the room, will attempt to slay the players, and if the fight does not go well, he will fight his way past the player characters and flee.

Tactics: Cartha is intelligent and will attempt to disable the most dangerous players, starting with obvious spell casters, then move toward martial characters. If he is surrounded or flanked, he'll do a whirlwind attack.



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

A. New Monster

SIREN FLOWER (by Joaquín Menchaca)

CR 4

XP 1,200

N Large plant

Init +6; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +2

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 40 (5d8+15)

Fort +7, **Ref** +3, **Will** +3

Immune plant traits; **Resist** acid 20

OFFENSE

Speed 0 ft.

Melee slam +8 (1d6+7 plus grab)

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

Special Attacks engulf

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** —, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 21 (can't be tripped)

Feats Improved Initiative, Skill Focus (Disguise), Weapon Focus (slam)

Skills Disguise +12

ECOLOGY

Environment temperate forests, jungle, and underground

Organization solitary, pair, or patch (2-4)

Treasure incidental

SPECIAL ABILITIES

Engulf (Ex) If a siren flower begins its turn with an opponent at least one size categories smaller than itself grappled into its center, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d6+7 points of damage and 1d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the siren flower's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A siren flower that is grappling or pinning a foe cannot attack other targets, but is not otherwise hindered.

The siren flower is a large carnivorous fungus that has developed the disguise of a normal looking plant. It captures its prey by luring creatures toward its center. To do this, the plant emits scents and lights. The scents are similar to those near the plant, particularly fragment flowers or rotting meats. The light is a pale glowing, no brighter than a candle at its best.

B. Gold and Experience Rewards

The gold rewards from this module are rather lavish, and simply, common thugs don't typically carry 20 pounds of gold on their person. I highly recommend awarding gold at 10% the value, so basically anything listed the module as gold is actually silver. This makes the relative wealth a little more realistic and not campaign world unbalancing, but at the same time it is still exceptional.

As for experience, I recommend awarding experience on an encounter-by-encounter basis, looking at both what they players accomplished in the plotline, and for overcoming obstacles, not necessarily through outright slaying of opponents. If violent opponents are defeated, whether they are turned into authorities, or information needed is extracted from them, then this can still count as succeeding in the challenge. For non-violent challenges, such as interviewing NPCs, experience could be rewarded quality of information gathered and exceptional roleplaying.



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

C. Alternatives to Characters in Plotline

These are some alternative character data blocks that may provide more richer or challenging experience. I will update this section as I come across alternatives.

C.1 Employment

In the original module, for the section on Employment, the story placed ten Rogues (level 1) against fifteen Fighters (level 1). In a pure combat situation, especially when enhanced by a cleric, the fighters may pose a too high of a challenge. If this is a problem, or alternatively, if players are already at level 2, and the opponents in this case might be too easy, here's an alternative:

Beggars, male human Rog1/Ftr1 (10): CR 1; Medium-size humanoid (human); HD 1d8+1d10+6; hp 22; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 shield); Atk +3 melee (1d8+1/19-20, longsword) or +4 range (1d4+1/19-20, dagger); BA +1, CMB +2, CMD 16; SA Sneak Attack +1d6; AL NG; SV Fort +3, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 10.

Skill: Acrobatics +6, Bluff +5, Diplomacy +5, Disguise +4, Perception +5, Perform (act) +4, Sleight of Hand +5, Stealth +5; *Feats:* Dodge, Toughness, Weapon Focus (longsword).

Languages: Traldaran.

Equipment: studded leather, longsword, dagger

Veiled Society Men, male human Ftr2 (15): CR 1; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield); Atk +4 melee (1d8+1/19-20, longsword) or +3 range (1d4+1/19-20, dagger); BA +2, CMB +3, CMD 14; AL NE; SV Fort +5, Ref +1, Will +1 (+1 vs. Fear); Str 13, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

Skills: Acrobatics +1, Climb +4, Perception +3, Stealth +1; *Feats:* Cleave, Power Attack, Weapon Focus (longsword)

Special Abilities: **Bravery +1 (Ex)**, **Cleave** – if you hit a foe, adjacent target can be hit, but take a -2AC; **Power Attack ±2** – subtract from attack roll, add to damage; **Shield Focus** (+1 AC)

Languages: Traldaran

Equipment: studded leather, buckler, longsword, dagger



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

D. Pre-Generated Characters

Here are some pre-generated Mystara characters for this B6: The Veiled Society. These are ready-to-go as can be used as is or used as a reference for other characters.

Conversion Notes: For normalization, the BECMI ability modifiers and Pathfinder (as well as D&D3e, D&D3.5e, and other d20 systems) ability modifiers are different. For example, 5, 6, 9, 15, 17, and 18 in BECMI will be 7, 9, 10, 12, 14, and 16 in Pathfinder. These confer a perspective -2, -1, +0, +1, +2, and +3. Races in Pathfinder also have ability modifiers based on race, with humans adding +2 to any ability, which was put into the primary ability for the class. The abilities were adjusted, so that the class will not be hindered, and were allocated to this the 20 points (High Fantasy) for **Ability Score Costs** documented at

- <http://paizo.com/pathfinderRPG/prd/gettingStarted.html#ability-scores>.

Conversion Notes: Here's an example implementation of Traldaran Immortals that were used in creating PCs:

- Halav (LG)
 - **Favored weapons** are swords and spears (specifically shortsword and shortspear)
 - **Domains** are Artifice, Good, Law, Strength, and War. For
- Petra (LG)
 - **Favored weapons** are maces and hammers (heavy mace or warhammer)
 - **Domains** of Good, Healing, Nobility, Liberation, and Protection.
- Zirchev (NG)
 - **Favored weapons** are bows.
 - **Domains** of Animal, Knowledge, Magic, Plant, Rune

D.1 Module's Level 1 Starting Characters

These are the seven pre-generated player characters in **B6: The Veiled Society**. Their starting level is character level 1. When the character reaches 2nd level, they can choose to continue in their current class, or multiclass and select a different class.

Conversion Notes: The BECMI (Original Dungeons & Dragons) racial classes of Elf and Halfling are actually multiclass characters in Pathfinder, with the Elf as a Fighter/Wizard, and a Halfling as a Fighter/Rogue. This section shows the beginning of their multi-class career as a Fighter.

The Characters

Cleric of Petra, female human Cleric of Petra 1: CR ½; Medium-size humanoid (human); HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield); Atk +1 melee (1d8+1, heavy mace); BA +0, CMB +1, CMD 8; AL LG; SV Fort +2, Ref +0, Will +6; Str 12, Dex 10, Con 10, Int 13, Wis 18, Cha 14.

Skills: Diplomacy +6, Heal +8, Knowledge (history) +5, Linguistics +5, Perception +4, Spellcraft +5; *Feats:* Channel, Turn Undead

Cleric Spells Prepared (* /2+1, CL1, concentration +5, melee touch -2, range touch +0): **Domains** – Good, Healing; **0** – *light, purify food and drink* (DC 14), *stabilize*; **1st** – *bles, command* (DC 15), *protection from evil^D*

Special Abilities: **Aura (Ex); Cleric Channel Positive Energy 1d6 (7/day, DC 12) (Su)** – Positive energy heals the living and harms the undead; negative has the reverse effect; **Freedom Variant Channeling (±1 Sacred)** – Bonus to escape artist checks, CMB checks to escape a grapple, and saving throws against becoming entangled, paralyzed, or slowed; **Rebuke Death 1d4 (7/day) (Sp)** – As a standard action, touch heals 1d4 damage to negative HP target; **Spontaneous Casting** – channel stored spell energy to heal; lose any prepared spell that is not an orison or domain spell in exchange for cure spell; **Touch of Good +1 (7/day) (Sp)** – grant +1 to skill checks, ability checks and saving throws for 1 rd.; **Turn Undead (DC 12)** – Your Channel Energy can make undead in 30 ft flee for 1 min.

Languages: Common (Thyatian), Traldaran, Elven

Possessions: studded leather, heavy wooden shield, heavy mace, 96 royals (gp)

Notes: Player must decide if variant channeling option will be used during the character's creation (before play). For regular channeling, the PC can heal for 1d6. For variant channeling, the channeling heals 1d3 instead, and gets the variant channeling bonus until the end of the next turn.



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

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Fighter, male human Fighter 1: CR ½; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield); Atk +6 melee (1d8+4/19-20, longsword); BA +1, CMB +5, CMD 17; AL LG; SV Fort +3, Ref +2, Will +0; Str 18, Dex 14, Con 13, Int 10, Wis 10, Cha 12.

Skills: Intimidate +5, Linguistics +1, Perception +0, Survival +4; *Feats:* Cleave, Power Attack, Weapon Focus (longsword)

Special Abilities: **Cleave** – If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC;

Power Attack -1/+2 – You can subtract from your attack roll to add to your damage

Languages: Common (Thyatian), Traldaran

Possessions: chain shirt, heavy wooden shield, longsword, 53 royals (gp)

Elf of Calarii Clan, male elven Fighter 1: CR ½; Medium humanoid (elf); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex); Atk +1 melee (1d8+1/19-20, longsword) or +4 ranged (1d8/x3, longbow, 100 ft.) or +3 ranged (1d4+1/x2, dart, 20 ft.); BA +1, CMB +2, CMD 14; AL LG; SV Fort +3, Ref +2, Will +1 (+2 vs. enchantments); Str 7, Dex 8, Con 14, Int 19, Wis 16, Cha 7.

Skills: Appraise +5, Handle Animal +3, Knowledge (nature) +5, Linguistics +5, Perception +3, Spellcraft +5 (+7 to identify magic item properties), Survival +5; *Feats:* Point-blank Shot, Weapon Focus (longbow).

Special Abilities: **Elven Immunities (Sleep)** – You are immune to magic sleep effects; **Elven Magic** – +2 to spellcraft checks to determine the properties of a magic item; **Low-Light Vision** – See twice as far as a human in low light, distinguishing color and detail; **Point-Blank Shot** – +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Languages: Common (Thyatian), Traldaran, Draconic, Elven, Gnoll, Gnome, Goblin.

Possessions: leather armor, dart, longbow, longsword, *arcane bond ring*, artisan's tools (craft[bow]), 74 royals (gp), 5 cronas (sp).

Halfling, male halfling Fighter 1: CR ½; Medium humanoid (halfling); HD 1d10; hp 10; Init +3; Spd 20 ft.; AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 size); Atk melee +5 (1d4+2/19-20); BA +1, CMB +2, CMD 16; AL CG; SV Fort +3, Ref +4, Will +0 (+2 vs. fear); Str 14, Dex 16, Con 10, Int 14, Wis 8, Cha 14.

Skills: Acrobatics +6 (+2 to jump), Bluff +3, Climb +4, Diplomacy +3, Linguistics +3, Perception +1; *Feats:* Dodge, Weapon Finesse.

Special Abilities: **Fearless** – +2 racial bonus vs Fear saves.

Languages: Common (Thyatian), Traldaran, Dwarven, Gnome, Hin (Halfling).

Possessions: leather armor, shortsword, thieves' tools, 125 royals (gp)

Cleric of Halav, male human Cleric 1: CR ½; Medium-size humanoid (human); HD 1d8+2; hp 10; Init +3; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield); Atk melee +2 (1d8+2/19-20, longsword); BA +0, CMB +2, CMD 14; AL LG; Fort +3, Ref +2, Will +5; Str 14, Dex 14, Con 13, Int 10, Wis 16, Cha 12.

Skills: Craft (weapons) +4, Linguistics +4, Perception +3, Spellcraft +4; *Feats:* Extra Channel, Warrior Priest.

Cleric Spells Prepared (* /2+1, CL1, concentration +4, melee touch -2, range touch +0): **Domains** – Strength, War; **0** – *detect magic, mending, stabilize*; **1st** – *bane* (DC 14), *magic weapon, shield of faith*.

Special Abilities: **Aura (Ex); Battle Rage +1 (6/day) (Sp)** – touch ally to grant +1 to a melee dmg for 1 rd.; **Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)** – Positive energy heals the living and harms the undead; negative has the reverse effect; **Spontaneous Casting** – channel stored spell energy to heal; lose any prepared spell that is not an orison or domain spell in exchange for cure spell; **Strength Surge (6/day) (Sp)** – Grant +1 to a melee attack or strength check; **Strength Variant Channeling (±1 Sacred)** – bonus to all Strength-based checks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks.

Languages: Common (Thyatian), Traldaran

Possessions: chain shirt, heavy wooden shield, longsword, 13 royals (gp).

Notes: Player must decide if variant channeling option will be used during the character's creation (before play). For regular channeling, the PC can heal for 1d6. For variant channeling, the channeling heals 1d3 instead, and gets the variant channeling bonus until the end of the next turn.



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

Dwarf of Stronghollow Clan, male dwarven Fighter 1: CR ½; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield); Atk melee +5 (1d10+3/×3, dwarven waraxe); BA +1, CMB +4, CMD 14 (18 vs. bull rush, 18 vs. trip); AL LG; SV Fort +4, Ref +0, Will +1 (+2 vs. poison, spells, and spell-like abilities); Str 16, Dex 11, Con 15, Int 14, Wis 13, Cha 8.

Skills: Acrobatics -2 (-6 to jump), Appraise +2 (+4 to assess nonmagical metals or gemstones), Handle Animal +3, Intimidate +3, Perception +1 (+3 to notice unusual stonework), Ride +2, Survival +5; *Feats:* Shield Focus, Weapon Focus (dwarven waraxe)

Special Abilities: **Darkvision (60 feet)** – You can see in the dark (black and white vision only); **Defensive Training** – +4 Gain a dodge bonus to AC vs monsters of the Giant subtype; **Greed** – +2 to Appraise to determine price of non-magic goods with precious metals or gemstones; **Hatred** – +1 racial bonus to attacks vs Goblinoids/Orcs.; **Shield Focus** – +1 Shield AC; **Stonecunning** – +2 bonus to Perception vs. unusual stonework. Free check within 10 feet.

Languages: Traldaran, Common (Thyatian), Dwarven, Goblin, Orc

Possessions: studded leather, light wooden shield, dwarven waraxe, 117 royals (gp)

Magic-User, female human Wizard 1: CR ½; Medium humanoid (human); HD 1d6+4; hp 10; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); Atk melee -1 (1d4-1/19-20, dagger) or -1 (1d6-1, quarterstaff) or ranged +2 (1d4-1/19-20, dagger, 10 ft.); BA +0, CMB -1, CMD 12; AL CN; SV Fort +0, Ref +3, Will +3; Str 9, Dex 16, Con 10, Int 18, Wis 12, Cha 9.

Skills: Appraise +8, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nobility) +8, Linguistics +8, Perception +1, Profession (scribe) +5, Spellcraft +8; *Feats:* Fast Learner, Scribe Scroll, Toughness.

Wizard Spells Prepared (* /2, CL1, concentration +5, melee touch -1, range touch +3): **0** – *detect magic, ghost sound* (DC 14), *ray of frost*; **1st** – *color spray* (DC 15), *mage armor*.

Special Abilities: **Empathic Link with Familiar (Su)** – You have an empathic link with your Arcane Familiar; **Familiar Bonus** – +3 to sight-based Perception checks in shadows, you gain the Alertness feat while your familiar is within arm's reach; **Hand of the Apprentice (7/day) (Su)** – as a standard action, throw melee weapon (use Int instead of Dex) and instantly returns; **Share Spells with Familiar** – can cast spells with a target of "You" on the familiar with a range of touch.

Languages: Common (Thyatian), Traldaran, Elven, Draconic, Gnome, Goblin.

Possessions: dagger, quarterstaff, 68 royals (gp).

Spellbook: In addition to spells prepared, **1st** – *Burning Hands, Comprehend Languages, Endure Elements, Magic Weapon, Ray of Enfeeblement, Shield*

Companions: Owl (Arcane familiar)

Arcane Familiar of Magic-User, male owl: CR ½; Tiny magical beast (animal); HD 1d8; hp 5; Init +3; Spd 10 ft., fly 40 ft. (average); Space 2 ft.; Reach 0 ft.; AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size); Atk melee +5 (1d4-2, talon); BA +0, CMB +1, CMD 9; AL N; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 11, Int 6, Wis 15, Cha 6.

Skills: Acrobatics +3 (-5 to jump), Appraise -1, Fly +7, Linguistics -1, Perception +10, Spellcraft -1, Stealth +15; Racial Modifiers +4 Perception, +4 Stealth; *Feats:* Weapon Finesse

Special Abilities: **Improved Evasion (Ex)** – no damage on successful reflex save; half on failed save; **Low-Light Vision** – see twice as far as a human in low light, distinguishing color and detail.



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

D.2 Module's Level 2 Starting Characters

These are the same seven pre-generated player characters in B6: The Veiled Society at their 2nd level in their careers. If DM decides to start at level 2, these will be the starting characters. Otherwise, this can be a guide to show their 2nd level of progression or used as NPCs in this or another adventure.

Conversion Notes: *The BECMI (Original Dungeons & Dragons) racial classes of Elf and Halfling are actually multiclass characters in Pathfinder, with the Elf as a Fighter/Wizard, and a Halfling as a Fighter/Rogue. This section shows them as multiclass characters, which is a 2nd level character with a class level in Fighter and a class level in either Rogue or Wizard.*

The Characters

Cleric of Petra, female human Cleric of Petra 2: CR 1; Medium-size humanoid (human); HD 2d8+1; hp 15; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield); Atk +2 melee (1d8+1, heavy mace); BA +1, CMB +2, CMD 12; AL LG; SV Fort +3, Ref +0, Will +7; Str 12, Dex 10, Con 10, Int 13, Wis 18, Cha 14.

Skills: Diplomacy +6, Heal +8, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (nobility) +5, Knowledge (religion) +5, Linguistics +5, Perception +4, Sense Motive +8, Spellcraft +5; **Feats:** Channel, Turn Undead

Cleric Spells Prepared (* /2+1, CL2, concentration +6, melee touch +2, range touch +1): **Domains** – Good, Healing; **0** – *detect magic, light, purify food and drink* (DC 14), *stabilize*; **1st** – *Bless, command* (DC 15), *protection from evil, shield of faith*

Special Abilities: **Aura (Ex); Cleric Channel Positive Energy 1d6 (7/day, DC 9) (Su)** – Positive energy heals the living and harms the undead; negative has the reverse effect; **Freedom Variant Channeling (±1 Sacred)** – Bonus to escape artist checks, CMB checks to escape a grapple, and saving throws against becoming entangled, paralyzed, or slowed; **Rebuke Death 1d4+1 (7/day) (Sp)** – As a standard action, touch heals 1d4+1 damage to negative HP target; **Spontaneous Casting** – channel stored spell energy to heal; lose any prepared spell that is not an orison or domain spell in exchange for cure spell; **Touch of Good +1 (7/day) (Sp)** – grant +1 to skill checks, ability checks and saving throws for 1 rd.; **Turn Undead (DC 13)** – Your Channel Energy can make undead in 30 ft. flee for 1 min.

Languages: Traldaran, Common (Thyatian)

Possessions: studded leather, heavy wooden shield, heavy mace, 96 royals (gp).

Notes: Player must decide if variant channeling option will be used during the character's creation (before play). For regular channeling, the PC can heal for 1d6. For variant channeling, the channeling heals 1d3 instead, and gets the variant channeling bonus until the end of the next turn.

Fighter, male human Fighter2: CR 1; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield); Atk +7 melee (1d8+4/19-20, longsword); BA +2, CMB +6, CMD 19 (+1 vs. fear); AL LG; SV Fort +4, Ref +2, Will +0; Str 18, Dex 14, Con 13, Int 10, Wis 10, Cha 12.

Skills: Craft (armor) +4, Intimidate +5, Knowledge (dungeoneering) +4, Linguistics +1, Ride +2, Perception +0, Survival +4; **Feats:** Cleave, Dodge, Power Attack, Weapon Focus (longsword)

Special Abilities: **Cleave** – If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC; **Power Attack -1/+2** – You can subtract from your attack roll to add to your damage

Languages: Traldaran, Common (Thyatian)

Possessions: chain shirt, heavy wooden shield, longsword, artisan's tools (Craft[armor]), 48 royals (gp)

Elf of Calarii, male elven Fighter 1/Wizard 1: CR 1; Medium humanoid (elf); HD 1d6+1d10+2; hp 16; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex); Atk +2 melee (1d8+1/19-20, longsword) or +4 ranged (1d8/x3, longbow, 100 ft.) or +3 ranged (1d4+1/x2, dart, 20 ft.); BA +1, CMB +2, CMD 14; AL LG; SV Fort +3, Ref +2, Will +3 (+2 vs. enchantments); Str 12, Dex 14, Con 12, Int 18, Wis 12, Cha 9.

Skills: Appraise +8, Climb +5, Craft (bows) +8, Handle Animal +3, Intimidate +3, Knowledge (arcana) +8, Knowledge (nature) +8, Linguistics +8, Perception +3, Profession (herbalist) +5, Ride +6, Spellcraft +8 (+10 to identify magic item properties), Survival +5, Swim +5; **Feats:** Point-blank Shot, Scribe Scroll, Weapon Focus (longbow).

Wizard Spells Prepared (* /2, CL1, concentration +5, melee touch +2, range touch +3): **0** – *detect magic, disrupt undead, open/close* (DC 14); **1st** – *mage armor, sleep* (DC 15)



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Special Abilities: **Arcane Bond (Ring) (1/day) (Sp)** – Use *arcane bond ring* to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level); **Elven Immunities (Sleep)** – You are immune to magic sleep effects; **Elven Magic** – +2 to spellcraft checks to determine the properties of a magic item; **Hand of the Apprentice (7/day) (Su)** – As a standard action, throw melee weapon (use Int instead of Dex) and instantly returns; **Low-Light Vision** – See twice as far as a human in low light, distinguishing color and detail; **Point-Blank Shot** – +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Languages: Common (Thyatian), Traldaran, Draconic, Elven, Gnoll, Gnome, Goblin.

Possessions: dart, longbow, longsword, *arcane bond ring*, artisan's tools (craft[bow]), *spellbook*, 69 royals (gp), 5 cronas (sp).

Spellbook: In addition to spells prepared, **1st** – *Charm Person, Gravity Bow, Magic Missile, Mount, Shield, Shocking Grasp*.

Halfling, male halfling Fighter 1/Rogue 1: CR 1; Medium humanoid (halfling); HD 1d8+1d10; hp 15; Init +3; Spd 20 ft.; AC 17, touch 15, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 size); Atk melee +5 (1d4+2/19-20, shortsword); BA +1, CMB +2, CMD 16; AL CG; SV Fort +3, Ref +6, Will +0 (+2 vs. fear); Str 14, Dex 16, Con 10, Int 14, Wis 8, Cha 14.

Skills: Acrobatics +10 (+6 to jump), Bluff +6, Climb +4, Diplomacy +6, Disable Device +9, Disguise +6, Escape Artist +7, Knowledge (local) +6, Linguistics +6, Perception +1, Sleight of Hand +8, Stealth +12, Use Magic Device +6; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception; **Feats:** Dodge, Weapon Finesse.

Special Abilities: **Fearless** – +2 racial bonus vs Fear saves.; **Sneak Attack** – +1d6 Attacks deal extra damage if flank foe or if foe is flat-footed; **Trapfinding** – +1 Gain a bonus to find or disable traps, including magical ones.

Languages: Common (Thyatian), Traldaran, Dwarven, Gnome, Hin (Halfling).

Possessions: leather armor, shortsword, thieves' tools, 125 royals (gp).

Cleric of Halav, male human Cleric of Halav 2: CR 1; Medium-size humanoid (human); HD 2d8+4; hp 17; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield); Atk melee +3 (1d8+2/19-20, longsword); BA +1, CMB +3, CMD 15; AL LG; SV Fort +4, Ref +2, Will +6; Str 14, Dex 14, Con 13, Int 10, Wis 16, Cha 12.

Skills: Appraise +4, Craft (weapons) +4, Diplomacy +5, Heal +7, Linguistics +4, Perception +3, Spellcraft +4; **Feats:** Extra Channel, Improved Initiative.

Cleric Spells Prepared (* /3+1, CL2, concentration +5, melee touch +3, range touch +3): **Domains** – Strength, War; **0** – *detect magic, light, mending, stabilize; 1st* – *bane* (DC 14), *command, magic weapon^P, shield of faith*.

Special Abilities: **Aura (Ex); Battle Rage +1 (6/day) (Sp)** – touch ally to grant +1 to a melee dmg for 1 rd.; **Cleric Channel Positive Energy 1d6 (6/day, DC 12) (Su)** – Positive energy heals the living and harms the undead; negative has the reverse effect; **Spontaneous Casting** – channel stored spell energy to heal; lose any prepared spell that is not an orison or domain spell in exchange for cure spell; **Strength Surge (6/day) (Sp)** – Grant +1 to a melee attack or strength check; **Strength Variant Channeling (±1 Sacred)** – bonus to all Strength-based checks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks.

Languages: Traldaran, Common (Thyatian)

Possessions: chain shirt, heavy wooden shield, longsword, artisan's tools (Craft[weapons]), 13 royals (gp).

Notes: Player must decide if variant channeling option will be used during the character's creation (before play). For regular channeling, the PC can heal for 1d6. For variant channeling, the channeling heals 1d3 instead, and gets the variant channeling bonus until the end of the next turn.

Dwarf of Stronghollow Clan, male dwarven Fighter 2: CR 2; Medium-size humanoid (dwarf); HD 2d10+6; hp 25; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield); Atk melee +6 (1d10+3/×3, dwarven waraxe); BA +2, CMB +5, CMD 15 (19 vs. bull rush, 19 vs. trip); AL LG; SV Fort +5, Ref +0, Will +1 (+1 vs. fear, +2 vs. poison, spells, and spell-like abilities); Str 16, Dex 11, Con 15, Int 14, Wis 13, Cha 8.

Skills: Acrobatics -2 (-6 to jump), Appraise +2 (+4 to assess nonmagical metals or gemstones), Craft (weapons) +6, Handle Animal +3, Intimidate +3, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Perception +1 (+3 to notice unusual stonework), Profession (engineer) +5, Ride +2, Survival +5; **Feats:** Combat Expertise, Shield Focus, Weapon Focus (dwarven waraxe).

Special Abilities: **Combat Expertise +/-1** – Bonus to AC in exchange for an equal penalty to attack; **Darkvision (60 feet)** – You can see in the dark (black and white vision only); **Defensive Training** – +4 Gain a dodge bonus to AC vs monsters of the Giant subtype; **Greed** – +2 to Appraise to determine price of non-magic



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goods with precious metals or gemstones; **Hatred** – +1 racial bonus to attacks vs Goblinoids/Orcs.; **Shield Focus** – +1 Shield AC; **Stonecunning** – +2 bonus to Perception vs. unusual stonework. Free check within 10 feet.

Languages: Traldaran, Common (Thyatian), Dwarven, Goblin

Possessions: studded leather, light wooden shield, dwarven waraxe, artisan's tools(Craft[weapons]), 117 royals (gp)

Magic-User, female human Wizard 2: CR 1; Medium humanoid (human); HD 2d6+5; hp 16; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); Atk melee +0 (1d4-1/19-20, dagger) or +0 (1d6-1, quarterstaff) or ranged +4 (1d4-1/19-20, dagger, 10 ft.); BA +1, CMB +0, CMD 13; AL NG; SV Fort +0, Ref +3, Will +4; Str 9, Dex 16, Con 10, Int 18, Wis 12, Cha 9.

Skills: Appraise +8, Craft (alchemy) +8, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +8, Perception +1, Profession (astronomer) +5, Profession (scribe) +5, Spellcraft +8; *Feats:* Fast Learner, Scribe Scroll, Toughness.

Wizard Spells Prepared (*2, CL2, concentration +6, melee touch +0, range touch +4): **0** – *detect magic, detect poison, ghost sound* (DC 14), *ray of frost*; **1st** – *color spray* (DC 15), *mage armor, shield*.

Special Abilities: **Empathic Link with Familiar (Su)** – You have an empathic link with your Arcane Familiar; **Familiar Bonus** – +3 to sight-based Perception checks in shadows, you gain the Alertness feat while your familiar is within arm's reach; **Hand of the Apprentice (7/day) (Su)** – as a standard action, throw melee weapon (use Int instead of Dex) and instantly returns; **Share Spells with Familiar** – can cast spells with a target of "You" on the familiar with a range of touch.

Languages: Common (Thyatian), Traldaran, Elven, Draconic, Gnome, Goblin.

Possessions: dagger, quarterstaff, 48 royals (gp).

Spellbook: In addition to spells prepared, **1st** – *Burning Hands, Comprehend Languages, Endure Elements, Magic Weapon, Ray of Enfeeblement, Shield*

Companions: Owl (Arcane familiar)

Arcane Familiar of Magic-User, male owl: CR ½; Tiny magical beast (animal); HD 1d8; hp 5; Init +3; Spd 10 ft., fly 40 ft. (average); Space 2 ft.; Reach 0 ft.; AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size); Atk melee +5 (1d4-2, talon); BA +0, CMB +1, CMD 9; AL N; SV Fort +2, Ref +5, Will +4; Str 6, Dex 17, Con 11, Int 6, Wis 15, Cha 6.

Skills: Acrobatics +3 (-5 to jump), Appraise -1, Fly +7, Linguistics -1, Perception +10, Spellcraft -1, Stealth +15; Racial Modifiers +4 Perception, +4 Stealth; *Feats:* Weapon Finesse

Special Abilities: **Improved Evasion (Ex)** – no damage on successful reflex save; half on failed save; **Low-Light Vision** – see twice as far as a human in low light, distinguishing color and details

D.3 Additional Level 1 Starting Characters

These are not included in the module, but here are some types of Mystaran characters you can create using Pathfinder (D&D3.75e) system.

Conversion Notes: Unlike the BECMI (Original Dungeons & Dragons), races are separate from classes in Pathfinder, and any race can play any class. Discuss the character background concept with the DM, as some race + class combinations may be uncommon and require extra background information.

Thief, male human Rogue 1: CR ½; Medium humanoid (human); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge); Atk +2 melee (1d6+1/19-20, shortsword) +2 ranged (1d4+1/19-20, dagger, 10 ft.); BA +0, CMB +1, CMD 14; AL CG; SV Fort +0, Ref +4, Will +2; Str 12, Dex 15, Con 10, Int 14, Wis 15, Cha 12.

Skills: Acrobatics +6, Climb +5, Disable Device +7, Disguise +5, Escape Artist +6, Linguistics +6, Perception +6, Sense Motive +6, Sleight of Hand +6, Stealth +6, Use Magic Device +5; *Feats:* Dodge, Weapon Finesse

Special Abilities: **Sneak Attack +1d6** – Attacks deal extra damage if flank foe or if foe is flat-footed; **Trapfinding +1** – Gain a bonus to find or disable traps, including magical ones.

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

Possessions: leather armor, dagger, shortsword, thieves' tools, 88 royals (gp)



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Elf of Vyalia Clan, female elven Ranger 1: CR ½; Medium humanoid (elf); HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex); Atk melee +2 (1d8+1/19-20, longsword) or dagger +2 (1d4+1/19-20, dagger) or ranged +2 (1d4+1/19-20, dagger, 10 ft.) or ranged +4 (1d8/×3, longbow, 100 ft.); BA +1, CMB +2, CMD 15; AL N; SV Fort +2, Ref +5, Will +2 (+2 vs. enchantments); Str 12, Dex 16, Con 10, Int 15, Wis 14, Cha 13.

Skills: Climb +5, Craft (bows) +6, Handle Animal +5, Heal +6, Perception +8, Spellcraft +6 (+8 to identify magic item properties), Stealth +7, Survival +6; *Feats:* Deadly Aim

Special Abilities: **Deadly Aim -1/+2** – Trade a penalty to ranged attacks for a bonus to ranged damage; **Elven Immunities - Sleep** – You are immune to magic sleep effects; **Elven Magic** – +2 to Spellcraft checks to determine the properties of a magic item; **Favored Enemy (Magical Beasts +2) (Ex)** – +2 to rolls vs. Favored Enemy (Magical Beasts) foes; **Low-Light Vision** – See twice as far as a human in low light, distinguishing color and detail; **Track +1** – Add the listed bonus to survival checks made to track; **Wild Empathy +2 (Ex)** – Improve the attitude of an animal, as if using Diplomacy.

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

Possessions: leather armor, dagger, longbow, longsword, artisan's tools, 68 royals (gp)

Gnome of Highforge, male gnomish Rogue 1: CR ½; Small humanoid (gnome); HD 1d8; hp 8; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size); Atk -1 melee (1d8-2/19-20, longsword) or -1 ranged (1d8-2/×3, longbow, 100 ft.) or +0 ranged (1d4-2/×2, dart, 20 ft.); BA +0, CMB -1, CMD 12; AL CG; SV Fort +0, Ref +5, Will +0 (+2 vs. illusions); Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 12.

Skills: Acrobatics +7 (+3 to jump), Bluff +5, Climb +4, Craft (mechanical) +9, Disable Device +10, Disguise +5, Escape Artist +7, Linguistics +7, Perception +6, Sleight of Hand +9, Stealth +11; *Feats:* Deft Hands,

Spell-Like Abilities (CL4; concentration +2) – 1/day - *dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*.

Special Abilities: **Defensive Training** – +4 Gain a dodge bonus to AC vs monsters of the Giant subtype; **Hatred** – +1 Gain a bonus to attack vs goblinoid/reptilian humanoids; **Low-Light Vision** – See twice as far as a human in low light, distinguishing color and detail; **Sneak Attack +1d6** – Attacks deal extra dam if flank foe or if foe is flat-footed; **Trapfinding +1** – Gain a bonus to find or disable traps, including magical ones.

Languages: Common (Thyatian), Traldaran, Draconic, Elven, Gnome, Goblin, Sylvan

Possessions: artisan's tools, thieves' tools, 35 royals (gp)

Monk, female human Monk 1: CR ½; Medium humanoid (elf); HD 1d8+1; hp 9; Init +3; Spd 30 ft.; AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 Wis); Atk melee +0 (1d6, unarmed strike) or melee -1/-1 (1d6, unarmed strike flurry of blows); BA +0, CMB +0, CMD 18; AL LN; SV Fort +2, Ref +5, Will +6; Str 10, Dex 16, Con 10, Int 10, Wis 18, Cha 10.

Skills: Climb +4, Heal +5, Linguistics +1, Perception +8, Stealth +7; *Feats:* Crushing Blow, Dodge, Eclectic, Improved Unarmed Strike, Stunning Fist.

Special Abilities: **Crushing Blow (-4)** – Stunning Fist reduces target's AC; **Flurry of Blows -1/-1 (Ex)** – As full-round action, higher BAB and combo unarmed as if two-weapon fighting; **Improved Unarmed Strike** – Unarmed strikes don't cause attacks of opportunity, and can be lethal; **Stunning Fist (1/day, DC 15)** – You can stun an opponent with an unarmed attack.

Languages: Common (Thyatian), Common (Hulean)

Possessions: 35 royals (gp)

Bard, male halfling Bard 1: CR ½; Small humanoid (halfling); HD 1d8+1; hp 9; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size); Atk melee shortsword +0 (1d4-1/19-20, shortsword) or ranged +3 (1d3-1, sling, 50 ft.); BA +0, CMB -2, CMD 10; AL CG; SV Fort +1, Ref +5, Will +4 (+2 vs. fear); Str 9, Dex 14, Con 10, Int 14, Wis 12, Cha 18.

Skills: Skills Acrobatics +8 (+4 to jump), Climb +1, Disguise +8, Escape Artist +6, Linguistics +6, Perception +7, Perform (wind instruments) +8, Sleight of Hand +6, Stealth +10; *Feats:* Well-prepared.

Bard Spells Known (* /2, CL1, concentration +3, melee touch +0, range touch +3): **0** – *lullaby* (DC 14), *prestidigitation*, *summon instrument*, *unwitting ally* (DC 14); **1st** – *charm person* (DC 15), *summon monster I*.

Special Abilities: **Bardic Knowledge +1 (Ex)** – Add +1 to all knowledge skill checks; **Bardic Performance (standard action, 8 rounds/day)** – Your performances can create magical effects: countersong, distraction, fascinate [DC 14], inspire courage +1; **Fearless** – +2 racial bonus vs Fear saves; **Well-Prepared (Sleight of Hand)** – DC 10+ gp cost check and you "happen" to have the desired item on your person.



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Languages: Common (Thyatian), Traldaran, Elven, Goblin, Halfling

Possessions: shortsword, sling, sling bullets (10), 87 royals (gp), 8 cronas (sp).

D.4 Additional Level 2 Starting Characters

These are not included in the module, but here are some types of Mystaran characters you can create using Pathfinder (D&D3.75e) system:

Conversion Notes: In Pathfinder, any race can multiclass in any combination desired, and the character level is the sum total of all class levels. Presented here are some combinations

Thief, male human Cleric of Zirchev 1/Rogue 1: CR 1; Medium humanoid (human); HD 2d8+1; hp 16; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge); Atk +2 melee (1d6+1/19-20, shortsword) or +2 melee (1d3+1, unarmed strike, non-lethal) or +2 ranged (1d4+1/19-20, dagger, 10 ft.); BA +0, CMB +1, CMD 14; AL CG; SV Fort +2, Ref +4, Will +4; Str 12, Dex 15, Con 10, Int 14, Wis 15, Cha 12.

Skills: Acrobatics +6, Bluff +5, Climb +5, Craft (traps) +6, Diplomacy +5, Disable Device +7, Disguise +5, Escape Artist +6, Heal +6, Knowledge (local) +6, Linguistics +6, Perception +6, Sense Motive +6, Sleight of Hand +6, Stealth +6, Use Magic Device +5; *Feats:* Dodge, Scribe Scroll, Weapon Finesse.

Cleric Spells Prepared (* /2+1, CL1, concentration +3, melee touch +2, range touch +2): **0** – detect magic, detect poison, read magic; **1st** – command (DC 13), entangle (DC 13), magic weapon

Special Abilities: **Blast Rune (5/day) (Sp)** – Blast Rune trap deals 1d6 energy damage; **Cleric Channel Positive Energy 1d6 (4/day, DC 11) (Su)** – Positive energy heals the living and harms the undead; negative has the reverse effect; **Knowledge Variant Channeling (±1 Sacred)** – bonus to Perception and Knowledge skills; **Sneak Attack +1d6** – Attacks deal extra dam if flank foe or if foe is flat-footed; **Trapfinding +1** – Gain a bonus to find or disable traps, including magical ones; **Wooden Fists +1 (5 rounds/day) (Su)** – Unarmed attacks are lethal, do not provoke AoO, and gain +1 damage.

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

Possessions: leather armor, dagger, shortsword, artisan's tools (Craft[traps]), thieves' tools, 83 royals (gp)

Notes: Player must decide if variant channeling option will be used during the character's creation (before play). For regular channeling, the PC can heal for 1d6. For variant channeling, the channeling heals 1d3 instead, and gets the variant channeling bonus until the end of the next turn.

Elf of Vyalia clan, female elven Druid 1/Ranger 1: CR 1; Medium humanoid (elf); HD 1d8+1d10+1; hp 16; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex); Atk melee +2 (1d8+1/19-20, longsword) or dagger +2 (1d4+1/19-20, dagger) or ranged +2 (1d4+1/19-20, dagger, 10 ft.) or ranged +4 (1d8/×3, longbow, 100 ft.); BA +1, CMB +2, CMD 15; AL N; SV Fort +4, Ref +5, Will +4 (+2 vs. enchantments); Str 12, Dex 16, Con 10, Int 15, Wis 14, Cha 13.

Skills: Climb +5, Craft (bows) +6, Handle Animal +5, Heal +6, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (nature) +8, Perception +9, Profession (herbalist) +6, Spellcraft +6 (+8 to identify magic item properties), Stealth +8, Survival +8; *Feats:* Deadly Aim

Druidic Spells Prepared (* /2, CL1, concentration +3, melee touch +2, range touch +4): **0** – create water, purify food and drink (DC 12), stabilize; **1st** – blend, entangle (DC 13).

Special Abilities: **Animal Companion Link (Ex)** – You have a link with your Animal Companion; **Deadly Aim -1/+2** – Trade a penalty to ranged attacks for a bonus to ranged damage; **Elven Immunities - Sleep** – You are immune to magic sleep effects; **Elven Magic** – +2 to spellcraft checks to determine the properties of a magic item; **Favored Enemy (Magical Beasts +2) (Ex)** – +2 to rolls vs. Favored Enemy (Magical Beasts) foes; **Low-Light Vision** – See twice as far as a human in low light, distinguishing color and detail; **Share Spells with Companion (Ex)** – Can cast spells with a target of "you" on animal companion, as touch spells; **Track +1** – Add the listed bonus to survival checks made to track; **Wild Empathy +3 (Ex)** – Improve the attitude of an animal, as if using Diplomacy; **Woodland Stride (Ex)** – Move through undergrowth at normal speed.

Languages: Common (Thyatian), Traldaran, Druidic, Elven, Goblin

Possessions: leather armor, dagger, longbow, longsword, artisan's tools, 43 royals (gp)

Animal Companion of Elf, leopard: CR 1; Small animal; hp 13 (+2); Init +5; Spd 50 ft.; AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size); Atk melee +3 (1d4+1, bite) and melee +3 (1d2+1, 2 claws); BA +1, CMB +1, CMD 16 (20 vs. trip); AL N; SV Fort +4, Ref +8, Will +1; Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6.



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Skills: Acrobatics +5 (+13 to jump), Escape Artist +7, Perception +1, Stealth +16 (+20 in Undergrowth);
Feats: Stealthy

Special Abilities: **Low-Light Vision** – see twice as far as a human in low light, distinguishing color and detail;
Scent (Ex) – detect opponents within 15+ feet by sense of smell; **Trip (Ex)** – can make a trip attempt on a successful attack.

Gnome of Highforge, male elven Rogue 1/Illusionist 1: CR 1; Small humanoid (gnome); HD 1d6+1d8; hp 14; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size); Atk -1 melee (1d8-2/19-20, longsword) or -1 ranged (1d8-2/x3, longbow, 100 ft.) or +0 ranged (1d4-2/x2, dart, 20 ft.); BA +0, CMB -1, CMD 12; AL CG; SV Fort +0, Ref +5, Will +2 (+2 vs. illusions); Str 10, Dex 16, Con 10, Int 16, Wis 10, Cha 12.

Skills: Acrobatics +7 (+3 to jump), Bluff +5, Climb +4, Craft (mechanical) +9, Diplomacy +5, Disable Device +10, Disguise +5, Escape Artist +7, Knowledge (arcana) +7, Knowledge (engineering) +7, Linguistics +7, Perception +6, Profession (engineer) +4, Sleight of Hand +9, Spellcraft +7, Stealth +11, Use Magic Device +5;
Feats: Deft Hands, Scribe Scroll

Arcane School Spell-Like Abilities (CL2; concentration +3) - 6/day – *blinding ray*

Spell-Like Abilities (CL2; concentration +3) – 1/day - *dancing lights*, *ghost sound* (DC 12), *prestidigitation*, *speak with animals*.

Illusionist Spells Prepared (* /2+1, CL1, concentration +3, melee touch +1, range touch +4): **0** – *daze* (DC 13), *ray of frost*, resistance; **1st** – *color spray* (DC 15), *mage armor*, *sleep* (DC 14).

Special Abilities: **Arcane Bond (Wand) (1/day) (Sp)** – Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level); **Blinding Ray (6/day) (Sp)** – As a standard action, ranged touch vs foe in 30 ft blinds for 1 rd (dazzles if more HD); **Defensive Training** – +4 Gain a dodge bonus to AC vs monsters of the Giant subtype; **Extended Illusions (+1 rds) (Su)** – Increase duration of illusion spells by 1/2 level (permanent at 20); **Hatred** – +1 Gain a bonus to attack vs goblinoid/reptilian humanoids; **Low-Light Vision** – See twice as far as a human in low light, distinguishing color and detail; **Opposition Schools (Divination, Necromancy)** – You must spend 2 slots to cast spells these schools; **Specialized School (Illusion); Sneak Attack +1d6** – Attacks deal extra dam if flank foe or if foe is flat-footed; **Trapfinding +1** – Gain a bonus to find or disable traps, including magical ones.

Languages: Common (Thyatian), Traldaran, Draconic, Elven, Gnome, Goblin, Sylvan

Possessions: *arcane bond wand*; artisan's tools, thieves' tools, *spellbook*, 135 royals (gp)

Spellbook: In addition to spells prepared, **1st** – *disguise self*, *illusion of calm*, *silent image*

Monk, female human Monk 1/Cleric 1: CR 1; Medium humanoid (elf); HD 2d8+2; hp 18; Init +3; Spd 30 ft.; AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 Wis); Atk melee +0 (1d6, unarmed strike) or melee -1/-1 (1d6, unarmed strike flurry of blows); BA +0, CMB +0, CMD 18; AL LN; SV Fort +5, Ref +6, Will +9; Str 10, Dex 16, Con 10, Int 10, Wis 18, Cha 10.

Skills: Climb +5, Heal +8, Linguistics +4, Perception +9, Stealth +8; **Feats:** Crushing Blow, Dodge, Eclectic, Improved Unarmed Strike, Stunning Fist.

Cleric Spells Prepared (* /2+1, CL1, concentration +5, melee touch +0, range touch +3): **Domains** – Strength, Protection (Defense); **0** – *detect poison*, *guidance*, *resistance*; **1st** – *magic weapon*, *shield*, *shield of faith*.

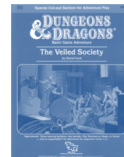
Special Abilities: **Battle/Wrath Variant Channeling (±1 Sacred)** – bonus to damage and critical hit confirmation; **Cleric Channel Positive Energy 1d6 (3/day, DC 10) (Su)** – Positive energy heals the living and harms the undead; negative has the reverse effect; **Crushing Blow (-4)** – Stunning Fist reduces target's AC; **Deflection Aura (1 rounds, 1/day) (Su)** – 20' aura grants +2 AC and +2 CMD; **Flurry of Blows -1/-1 (Ex)** – As full-rd action, higher BAB and combo unarmed as if two-weapon fighting; **Improved Unarmed Strike** – Unarmed strikes don't cause attacks of opportunity, and can be lethal; **Strength Surge (7/day) (Sp)** – Grant +1 to a melee attack or strength check; **Stunning Fist (1/day, DC 15)** – You can stun an opponent with an unarmed attack.

Languages: Common (Thyatian), Common (Hulean)

Possessions: 70 royals (gp)

Notes: Player must decide if variant channeling option will be used during the character's creation (before play). For regular channeling, the PC can heal for 1d6. For variant channeling, the channeling heals 1d3 instead, and gets the variant channeling bonus until the end of the next turn.

Tactics: *Shield* and *Shield of Faith* spells will change Armor class to the following: AC 24, touch 20, flat-footed 20 (+2 deflection, +3 Dex, +1 dodge, +4 shield, +4 Wis). *Shield of Faith* adds +2 to CMD. *Magic Weapon* adds +1 to attack and damage with unarmed strike.



THE VEILED SOCIETY

Pathfinder (D&D 3.75e) Conversion

By Joaquín Menchaca (2015-Apr)

Bard, male halfling Bard1/Sorcerer1: CR 1; Small humanoid (halfling); HD 1d6+1d8+1; hp 14; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size); Atk melee shortsword +0 (1d4-1/19-20, shortsword) or ranged +3 (1d3-1, sling, 50 ft.); BA +0, CMB -2, CMD 10; AL CG; SV Fort +1, Ref +5, Will +6 (+2 vs. fear); Str 9, Dex 14, Con 10, Int 14, Wis 12, Cha 18.

Skills: Acrobatics +8 (+4 to jump), Climb +1, Craft (jewelry) +6, Disguise +8, Escape Artist +6, Linguistics +6, Perception +7, Perform (wind instruments) +9, Profession (cook) +5, Sleight of Hand +6, Stealth +10, Use Magic Device +8; *Feats:* Eschew Materials, Well-prepared.

Bard Spells Known (* / 2, CL1, concentration +3, melee touch +0, range touch +3): **0** – *lullaby* (DC 14), *prestidigitation*, *summon instrument*, *unwitting ally* (DC 14); **1st** – *charm person* (DC 15), *summon monster I*.

Sorcerer Spells Known (* / 4, CL1, concentration +3, melee touch +0, range touch +3): **0** – *disrupt undead*, *drench* (DC 14), *ghost sound* (DC 14), *root*; **1st** – *ear-piercing scream* (DC 15), *mage armor*.

Special Abilities: **Bardic Knowledge +1 (Ex)** – Add +1 to all knowledge skill checks; **Bardic Performance (standard action, 8 rounds/day)** – Your performances can create magical effects; **Beguiling Voice (7/day) (Ex)** – At 1st level, you can use the sound of your voice to lull a target creature into taking no action. This ability acts as the daze spell, except it is language dependent, has a duration of 1 round, and affects a living creature whose Hit Dice do exceed your sorcerer level; **Bloodline Arcana (Maestro)** – cast spell with verbal component and no somatic or material component, treat your caster level as if it were one level higher; **Bloodline Powers (Maestro)** – use songs in your head to create magical effects; **Eschew Materials** – Cast spells without materials, if component cost is 1 royal (gp) or less; **Fearless** – +2 racial bonus vs Fear saves; **Well-Prepared (Sleight of Hand)** – DC 10+ gp cost check and you "happen" to have the desired item on your person.

Languages: Common (Thyatian), Traldaran, Elven, Goblin, Halfling

Possessions: shortsword, sling, sling bullets (10), artisan's tools, 82 royals (gp), 8 cronas (sp).



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F. Change History

Ver.	Date	Author	Notes
.100	200212	Joaquin	Initial Draft
.110	200212	Joaquin	Text description of clans/Races, City Details
.120	200212	Joaquin	Update city detail (Mystara Mailing List)
.121	200212	Joaquin	Update city detail (Mystara3E Yahoo Group)
.200	200212	Joaquin	Documented NPC characters in Investigation
.230	20030219	Joaquin	Updated Kobold and other encounters
.300	20150413	Joaquin	Initial Restart (in process of converting DnD3e stats to PF stats)
.301	20150416	Joaquin	Added Cartha, Zweis, Estaish, Antonic, Giant Guard, NPCs, etc.
.302	20150417	Joaquin	Added notes on skill usage and ambush section, cleric leaders, others
.303	20150419	Joaquin	Dirty Fighter, Soldiers, Commoners, Zombies, Horsemen/Horses, tribune
.304	20150429	Joaquin	PreGen Characters, Corrections, Kobolds revised
.400	20150427	Joaquin	PreGen PCs revised, Corrections, New Monster (Siren Flower)