



Forgive Us notes on “3.PF” conversion

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The references are to first edition of *Forgive Us* (ISBN 978-952-5904-56-7).

GMG = GameMastery Guide

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Creating a Mutant Thing

“Mutant thing” is an inherited or acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A mutant thing retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 1 (minimum 2).

Alignment: Changes to neutral.

Type: If applied to a creature of the animal or vermin type, the creature’s type changes to magical beast . Do not recalculate HD, BAB, or saves.

Senses: Mutant things gain low-light vision.

Armor Class: Natural armor improves by +2.

Melee: A mutant thing gains two tentacle attacks. It loses the ability to use manufactured weapons.

Special Abilities: A mutant thing gains the grab special attack, and can use it in conjunction with its tentacle attacks, as well as

Disease (Su) Mutant contagion: Tentacle—injury ; save Fort DC 11 + Con modifier ; onset 1 hour ; frequency 1 hour ; effect 1d3 Int damage ; cure 1 save. A creature whose Intelligence is reduced to 0 by mutant contagion becomes a mutant thing itself, applying the mutant thing template to itself. The change, once begun, takes 1 hour.

Abilities: Int set at 3, unless already lower.

Languages: Mutant things cannot speak.

The Butcher (EL 2)

Mutant Thing Riding Dog

CR 2

XP 600

N Medium magical beast (augmented animal)

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 13 (2d8+4)

Fort +5; Ref +5; Will +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+2 plus trip), 2 tentacles –2 (1d4+1 plus disease and grab)

Special Attacks disease

STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +3 (+7 grappling); CMD 15 (19 vs. grapple and trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking)

SPECIAL ABILITIES

Disease (Su) Mutant Contagion: Tentacle—injury ; save Fort DC 13 ; onset 1 hour ; frequency 1 hour ; effect 1d3 Int damage ; cure 1 save. The save DC is Constitution-based. A creature whose Intelligence is reduced to 0 by mutant contagion becomes a mutant thing itself, applying the mutant thing template to itself. The change, once begun, takes 1 hour.

The mutant things are creatures of instinct and act only to spread their corruption to others. They are not too intelligent and when trapped or restrained tend to go into a sort of hibernation after a few hours of captivity.

The Vaults

Ring of Slumber Undisturbed

Aura strong enchantment; CL 16th

Slot ring; **Weight** —

Description: A ring of clear glass. When activated for its *invisibility* effect, the wearer must make a DC 17 Will save or be affected by a *deeper slumber* spell in addition to the *invisibility*.

Creation

Magic Items *ring of invisibility*

Mutant Thing Thieves

CR 3

XP 800

N Medium humanoid (human)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 dodge, +2 natural)

hp 16 (3d8+3)

Fort +2; **Ref** +6; **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee 2 tentacles +3 (1d4+1 plus disease and grab)

Special Attacks disease, sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 3, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3 (+7 grappling); **CMD** 16 (20 vs. grapple)

Feats Dodge, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Bluff +5, Climb +7, Escape Artist +11, Perception +9 (+10 to find traps), Stealth +11

Languages Common (cannot speak)

SQ rogue talent (fast stealth), trapfinding +1

Gear leather armor, random items of gear that the mutant things have not dropped, such as daggers, saps, coin pouches with 1d6 sp, or thieves' tools. One of the mutant things used to be the treasurer Clay and carries the safe key (The Potter, p. 15) in a coat pocket.

SPECIAL ABILITIES

Disease (Su) Mutant Contagion: Tentacle—injury ; save Fort DC 12 ; onset 1 hour ; frequency 1 hour ; effect 1d3 Int damage ; cure 1 save. The save DC is Constitution-based. A creature whose Intelligence is reduced to 0 by mutant contagion becomes a mutant thing itself in a Carpenteresque shower of gore, applying the mutant thing template. The change, once begun, takes 1 round.

Unexpected Visitors (EL 7)

Aggarwal

XP 800

Male human cavalier (*APG*) 4

LN Medium humanoid (human)

Init +3; **Senses** Perception +0

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 shield)

hp 34 (4d10+12)

Fort +8, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee mwk rapier +8 (1d6+2/18-20) or lance +6 (1d8+3/x3)

Ranged mwk composite shortbow +8 (1d6+2/x3)

Special Attacks cavalier's charge, challenge 2/day (allies gain +2 to hit foe)

TACTICS

Before Combat Aggarwal drinks his *potion of bull's strength*.

During Combat Aggarwal uses *tactician* to grant Fieldhouse his *Precise Strike* and charges into battle.

Morale Aggarwal fights to the death.

STATISTICS

Str 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 20

Feats Dodge, Great Fortitude, Precise StrikeAPG, Weapon Finesse

Skills Acrobatics +7, Climb +7, Handle Animal +7, Intimidate +7, Ride +10, Swim +7

Languages Common, +1 other

SQ aid allies, dragon's skills, expert trainer, mount (Kragodan), order of the dragon, ride mount, tactician 1/day (Precise Strike)

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, alchemist's fire, 2 tanglefoot bags; **Other Gear** masterwork rapier, masterwork composite shortbow (+2 Str bonus), 20 arrows, masterwork buckler, masterwork studded leather armor, backpack, 89 sp

Kragodan

Horse animal companion

N Large animal

Init +2; **Senses** low-light vision, scent ; **Perception** +5

DEFENSE

AC 22, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 dodge, +6 natural, -1 size)

hp 30 (4d8+12)

Fort +9, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +7 (1d4+5/x2) and 2 hooves +7 (1d6+5/x2)

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

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 22

Feats Dodge, Great Fortitude

Skills Acrobatics +4, Climb +7, Perception +5, Swim +7

SQ tricks (combat riding, stay, work)

Gear chain barding, riding saddle

Fieldhouse

XP 800

Male human barbarian (drunken brute; *APG*) 4

N Medium humanoid (human)

Init +3; **Senses** Perception +0

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex)

hp 51 (2d12+2d10+22); Diehard

Fort +11, **Ref** +1, **Will** +2

Defensive Abilities uncanny dodge

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee mwk greatsword +11 (2d6+7/19-20)

Ranged mwk longbow +6 (1d8/x3)

Special Attacks rage (9 rounds/day), rage powers (good for what ails youAPG)

TACTICS

Before Combat Fieldhouse drinks his *potion of barkskin*.

During Combat Fieldhouse rages and charges into melee, seeking to flank his foes with Aggarwal.

Morale Fieldhouse fights to the death.

Base Statistics When not raging, Fieldhouse's stats are AC 17, touch 11, flat-footed 16; hp 43; Fort +9, Will +0; Melee mwk greatsword +9 (2d6+4/19-20); Str 16, Con 16; CMB +7; Skills Climb +6

STATISTICS

Str 20, **Dex** 12, **Con** 20, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +4; CMB +9; CMD 18

Feats Diehard, Endurance, Weapon Focus (greatsword)

Skills Acrobatics +4, Climb +8, Linguistics +5, Perception +7, Survival +7

Languages Common, Draconic, Dwarven, Elven, Gnome, Sylvan

SQ raging drunk

Combat Gear potion of barkskin, potion of cure moderate wounds, 2 alchemist's fires, thunderstone, 5 bottles of rum; **Other Gear** masterwork greatsword, masterwork longbow, 20 arrows, masterwork chainmail, backpack, 50 sp

Ross**CR 3**

XP 800

Male human sorcerer 4

N Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 24 (4d6+8)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4)

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day) — *web* (DC 16)

1st (7/day) — *identify*, *magic missile*, *shield*, *unseen servant*

0 (at will) — *detect magic*, *disrupt undead*, *light*, *mage hand*, *prestidigitation*, *read magic*

Bloodline arcane

TACTICS

Before Combat Ross casts shield upon himself.

During Combat Ross tries to catch as many enemies in a web as possible and then drop his stinking cloud on them.

Morale Ross fights for as long as the other three members of his party remain standing. If they all fall, he surrenders.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 13

Feats Deceitful, Eschew Materials, Magical Aptitude, Silent Spell

Skills Bluff +10, Disguise +10, Intimidate +8, Knowledge (local) +5, Perform (act) +8, Spellcraft +7, Use Magic Device +13

Languages Common, Draconic

SQ arcane bond (ring), bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (1/day)

Combat Gear *scroll of stinking cloud*, *wand of command undead* (18 charges); **Other Gear** ring (arcane bond), disguise kit, 5 sp

| | |
|------------------|-------------|
| Fergusson | CR 3 |
|------------------|-------------|

Male ghaſt (*Beſtiary*)

TACTICS

During Combat Fergusson keeps a diſtance from his allies ſo as not to catch them in his ſtench aura and targets lightly-armored foes firſt.

Morale Fergusson fights to the death.

Yeah I’m the Taxman (EL 3)

| | |
|----------------|-------------|
| Cuſhing | CR 2 |
|----------------|-------------|

XP 400

Male human cleric of the Conqueror Worm 3

CE Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC , touch , flat-footed (+ armor, + Dex)

hp 17 (3d8)

Fort +2, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6/18-20)

Ranged piſtol +4 (1d8/x4)

Special Attacks channel negative energy 3/day (DC 11, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +6)

6/day — copycat (3 rounds), touch of evil (1 round)

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd — *augury*, *invisibility*^D, *ſilence* (DC 15)

1ſt — *bleſs*, *command* (DC 14), *detect good*, *protection from good*^D

0 — *bleed* (DC 13), *detect magic*, *guidance*, *reſiſtance*

D Domain ſpell; **Domains** Evil, Trickery

TACTICS

Before Combat Cuſhing caſts *bleſs* on his troops.

During Combat Cuſhing ſtays to the rear, firing his piſtols and targeting caſters with ſilence.

Morale When only one of his cultiſts is ſtill ſtanding, he caſts *invisibility* and makes a run for it.

STATISTICS

Str 13, **Dex** 14, **Con** 8, **Int** 12, **Wis** 17, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 15

Feats Command Undead, GunsmithingUC, Martial Weapon Proficiency (pistol)

Skills Bluff +6, Disguise +6, Knowledge (religion) +7, Sense Motive +9

Languages Abyssal, Common

SQ aura

Combat Gear *potion of cure light wounds*; **Other Gear** rapier, 2 pistols, powder horn, 20 bullets, gunsmith's kit, wooden holy symbol of the Conqueror Worm

For the fake taxmen, use foot soldiers (*GameMastery Guide*).