



SCARS OF THE THIRD CRUSADE

BY JASON BRICK



SCARS OF THE THIRD CRUSADE

PATHFINDER SOCIETY SCENARIO #5-22

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The inquisitions of the Third Crusade captured demonic enemies in and around Kenabres, but brought widespread paranoia and the persecution of many innocent souls. This added a new source of fear to an already terrifying war, creating zealots both for and against the leading inquisitor Hulrun Shappok and his cause. In the years since, Hulrun has seen the error of his ways, relaxed his policies, and ceased the witch-hunts common decades ago. Most of his disciples followed suit, but a few remained fervently vigilant for signs of corruption. Fewer still survived the recent attack on Kenabres.

One such zealot was Ekira Corum, a promising acolyte who escaped Kenabres solely because her mentor gave his life so she and other young clerics could flee. Faced with the fall of the citadel she *knew* was invulnerable, Ekira became convinced that only treachery could have breached the city's walls. When her fellow refugees disagreed, she abandoned them and began a personal crusade to find the traitors and bring them to justice.

Her investigations uncovered that hundreds of Pathfinders had entered Mendev just before Kenabres' fall. Though these Pathfinders were preparing for an expedition to a lost dwarven Sky Citadel in the Worldwound—an expedition intended to *help* Mendev and Kenabres fight the demonic hordes—Ekira became certain the Pathfinders were spies responsible for the fall of her city and the death of her mentor. Over several months, Ekira cherry-picked rumors and facts to gather information that confirmed her beliefs. She brought her evidence to local commanders, but they rightly rejected her claims. Since then, Ekira has wandered rural Mendev to share her warnings about the treacherous Pathfinders to all who will listen.

Left to her own devices, Ekira might not present a threat to the Society; however, the arrival of two servants of the demon lord Shax has led to complications. Dalton Krunne is a murderer released from a Chelish prison by Tancred Desimire, a sworn enemy of the Pathfinder Society and demoniac pledged to Shax's service. Hoping

WHERE ON GOLARION?

Scars of the Third Crusade takes place in the village of Dawnton, located in southern Mendev in the plain between the Egelsee River and the western arm of Estrovian Forest. For more information regarding Mendev and the threats posed by the demons to the west, see *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: The Worldwound*, available at bookstores and game stores everywhere, and online at paizo.com.



to sow mayhem to disrupt the Society and its allies, Desimire sent Dalton into central Mendev to stir up trouble. The quasit Tovril recently joined Dalton, and although the two enjoyed the simple pleasures of murder and mayhem, they saw in Ekira an opportunity for even more delicious fun: the corruption of a holy warrior. They followed her to the village of Dawnton and shortly thereafter sent a letter to Starrise Spire, the Pathfinder Society's principal lodge in the region, with news of an ancient Sarkorian site uncovered in a nearby field. When the Pathfinders sent to investigate arrived in Dawnton, Krunne committed a pair of grisly murders while Tovril helped him plant evidence to implicate the Pathfinders. The next morning, Tovril hovered near Ekira while invisible, claiming to be the voice of Iomedae, assuring

her that the Pathfinders were guilty, and convincing her that she was the Inheritor's chosen agent.

Desperate for some affirmation of her suspicions, Ekira never questioned the voice of her deity and leapt at the opportunity. She brought the evidence before Tobias Luin, Dawnton's sheriff and mayor. Under the laws of Dawnton, punishment for capital crimes comes to a vote of the townspeople. Ekira, spurred on by Tovril's whispers, riled up the populace to demand the death penalty for all three Pathfinders. Their execution is set for seven days from the beginning of the adventure.

Starrise Spire has received word of the situation and sends the PCs to investigate the murders. If the captured Pathfinders are guilty, the PCs are under orders to let the executions happen as planned—a necessary sacrifice to maintain the Society's good standing in the region. However, the senior Pathfinders believe the Pathfinders are innocent.

SUMMARY

The adventure begins as the PCs approach Dawnton. In the hours before they reach town, they encounter a steady stream of travelers on their way to watch the imminent execution. Ekira's efforts to spread word of the imminent execution have lured nearly 1,000 people from the surrounding countryside and other nearby settlements.

Once they reach Dawnton, the PCs investigate the murders by speaking with the condemned prisoners, examining a crime scene, interviewing locals, and culling rumors. As they do so, their actions come to the attention both of Ekira and her villainous shadows Dalton Krune and Tovril the quasit, as well as that of the village sheriff and the flood of townspeople.

As Krune and Tovril monitor the PCs, they attempt to frame one member of the party for a third murder. This makes the locals even more suspicious of the adventurers, especially if the PCs can't prove their innocence. Ultimately, Krune decides the PCs are too close to the truth and sets up an ambush to end their interference. This battle draws the attention of a nearby crowd, and Ekira and Sheriff Tobias arrive to investigate the commotion. The PCs must convince the two authorities and a growing mob that they—both the condemned Pathfinders and the PCs themselves—are not to blame. Their evidence, the strength of their arguments, and the village's perception of the PCs

combine to determine who is on their side in the likely event that fighting ensues.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

Venture-Captain Jorsal of Lauterbury is stoic yet shows signs of exhaustion as he strides into the room and places a piece of paper on the table. "Pathfinders, some weeks ago we received this letter from an anonymous source, advising us of the discovery of a Sarkorian site in rural Mendev, near the village of Dawnton. We sent three Pathfinders to perform an initial investigation.

"Word came to us two days ago that the entire team has been arrested for murder and is scheduled to be hanged in seven days' time. I would appreciate your traveling to Dawnton, investigating the crimes, and finding any evidence necessary to clear their names."

He pauses for a moment, as if gathering his will or holding back strong emotion. "As much as it grieves me to think this possible, you may find evidence that implicates our comrades. If they are guilty of this crime, let them hang. It's justice of a sort, and we must all remember

that we are guests in Mendev and subject to all its laws. Your predecessors' reputation has tarnished the Pathfinders' name in Dawnton, so I recommend you not travel and investigate openly as Pathfinders agents.

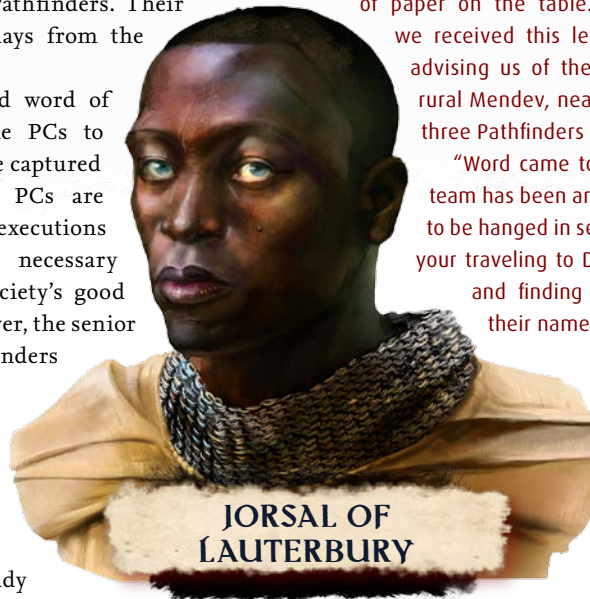
"Be careful," he recommends, "and remember that three comrades are relying on you."

Venture-Captain Jorsal requests that the PCs depart the following morning or earlier, giving them enough time to pack their things and purchase any equipment. The debacle in Dawnton has developed rapidly, and he has little more information than what he has told the PCs. If asked, he notes that the road should take about three days to travel by horse, and he offers to loan the PCs mounts for the trip."

Diplomacy (gather information) or Knowledge (local)

Before departing Nerosyan, the PCs might be able to learn more about Dawnton.

10+ Dawnton is a small village at the crossroads of the local trade highway and the Setian River, a tributary of the Egelsee. It has a small permanent population, but



swells to many times its size on festival days and during the harvest.

15+ As with many small villages in the region, Dawnton has become distrustful of strangers since the fall of Kenabres. This distrust is especially virulent toward tieflings and others with demonic roots, influence, or appearance.

20+ Tobias Luin is both the village's sheriff and mayor. Local opinion holds that he is fair to the point of being soft. It is unusual that he would hold an execution, but local law calls for a vote of the citizenry to decide the fate of those guilty of capital crimes.

25+ There are rumors of similar brutal crimes in other villages near Dawnton. When a guilty party was found in those cases, execution was always the result.

FACTS AND FABRICATION

During the investigation, the PCs have numerous opportunities to canvass the village, make friends, and question the locals about what they may have seen or heard about the recent murders. The more the PCs can impress the people of Dawnton—typically through a skill check or ability check—the more accurate the information they learn. This information is presented as true rumors and false rumors that the PCs learn as part of their investigations, and many of the locations around the town might provide the PCs one or more of each type of rumor depending on the outcome of skill checks. The more successful the PCs are during a phase at any given place, the more helpful the rumors that they are likely to hear.

Each day is broken into three major phases (morning, afternoon, and evening) in which the PCs can inspect or interact with a location or major NPC. Quick errands or meetings, such as the PCs gathering to share notes, do not take a phase to complete. At the beginning of a phase, allow the PCs to choose which locations to frequent. These locations each suggest several skill checks, ability checks, or saving throws that the PCs might attempt to hear rumors, though a PC can only attempt one such check per phase. Locations detailed in the Investigation portion of this adventure provide two different values for the skill check DC, which indicate the DCs that must be met or exceeded in Subtiers 1–2 and 4–5 respectively. If a PC meets or exceeds the DC, he earns the PCs one success at that location during that phase. For every 5 points by which a PC exceeds the listed DC, the PCs earn one additional success at that location. The location's development section details how many rumors the PCs learn based on the number of successes they earned, though the PCs can only learn one rumor at a location for each actively investigating PC each phase; if the PCs would learn more rumors than there are PCs at a location,

ADVENTURE TIMELINE

It takes the PCs three days to make preparations and travel to Dawnton, and the PCs arrive in the early evening of the third day. The prisoners are scheduled to be hanged at dawn on the seventh day, giving the PCs that evening plus three full days to solve the case and prove their colleagues' innocence.

randomly determine which rumors they learn. Use the **Investigation Tracking Sheet** on page 22 to keep track of which rumors the PCs have heard and where they heard them.

The PCs experience diminishing returns if they send too many people to investigate a particular location. First, there is a limit to the number of rumors a particular location can provide. Second, for every two PCs that investigate a particular location in one phase, reduce their final number of successes by 1 for that phase. One additional complication is that the people of Dawnton are intolerant of tieflings and others who demonstrate overtly fiendish features. At the beginning of each day, such a character can attempt a DC 18 Disguise check to avoid suffering a –2 penalty on Charisma-based skill checks with the local population.

The array of skills and ability checks that appear among the locations provide PCs of nearly all backgrounds some way of contributing to the investigation. However, because low-level characters tend not to have a wide variety of skills, be flexible in allowing the PCs to come up with creative uses of the skills they have. Craft and Profession skills in particular might be helpful in finding common ground with the hardworking folk of southern Mendev. The checks made to find clues and rumors assume the PCs are spending much of the phase investigating, making it possible to take 10 on checks to interact with NPCs or search a large area but virtually impossible to take 20.

RUMORS AND CLUES

Although there are several physical pieces of evidence that the PCs can find to help prove their comrades' innocence, a large portion of the investigation involves piecing together rumors to understand the larger story. Several of these rumors also prompt the PCs to investigate other locations or look for particular clues. When a PC learns a true or false rumor, roll 1d8 and consult the respective list below. If you roll a true rumor that the PCs have already heard, reroll until the PCs hear something new. Should the PCs learn all of the true rumors, each additional true rumor instead debunks one of the false rumors that PCs have already heard. If you roll a false rumor that the PCs have already heard, repeat the rumor with minor changes to the details to cast doubt as to whether or not it might actually be true.

PATHFINDER SOCIETY SCENARIO

TOWN SENTIMENT MODIFIERS

Event	Sentiment Adjustment
Each day in which one or more PCs investigated a location	+1
Mentioning witchcraft, demons, or the desire to free the prisoners	+1
Using coercion or threats (including most uses of Intimidate)	+2
Engaging in violence of any kind (whether or not the PCs started it)	+4
Changing the attitude of Tobias Luin to friendly or helpful	-2

TOWN SENTIMENT TRACK

Town Sentiment	Results
3.	Ekira confronts the PCs and inquires about their business. Begin Encounter 1.
4.	Apply a -2 penalty on rolls made while interacting with the villagers for the rest of the scenario.
6.	A group of concerned citizens ruins the crime scene at Otto's farm that night. If the PCs visit the farm, they find none of the physical evidence described at that location, but they do find evidence of someone tampering with the site.
8.	Increase the penalty on all rolls while interacting with the villagers to -4.
10.	A group of town roughs confronts the party. Begin Encounter 2.
13.	Sheriff Luin confronts the PCs and instructs them to leave town by the end of the day (if morning) or the next dawn (if afternoon or evening). Failure to leave by that time advances the track 3 more points.
16.	Sheriff Tobias and Ekira immediately attempt to arrest the PCs on suspicion of conspiracy with the condemned, attempted jailbreak, consorting with demons, and any mayhem the party has conducted while in town. Begin Encounter.
5.	Dalton Krunne is on site for the accusations, but Sheriff Tobias makes the accusations instead. When combat begins, Krunne joins the combat as a "concerned citizen." Otherwise, run the encounter as described.

True Rumors

1. Otto, a farmer who lives just outside Dawnton, found the body of the first victim the morning the accused Pathfinders arrived. He's still going about his business as though nothing had happened.

2. Everybody knows Ekira hated Pathfinders even before this series of murders. She was elated—almost

disturbingly so—at the decision to execute the condemned prisoners.

3. Another stranger, this one tall and quiet with a patch of hair missing from the back of his head, has been in town for about as long as the Pathfinders have. He sometimes asks more questions about the accused than is considered seemly in these parts.

4. Some aren't sure the prisoners are guilty, but it's hard to get anybody to speak his mind with that inquisitor throwing accusations and the whole crowd screaming to see some necks get stretched.

5. The sheriff himself wants to hang the murderers. He has a written testimony from a witness that says they're guilty.

6. Orug Foram discovered the second victim in front of his general store. He says he fought the murderer before he escaped, but has been known to stretch a point in the name of a good story.

7. Ekira says that Iomedae began speaking to her directly after she arrived in Dawnton. She's thinking about setting down roots here, establishing a church, maybe even challenging Sheriff Tobias Luin for the title of mayor.

8. When he arrived at the second murder site, Sheriff Luin found a dagger that fit a sheath belonging to one of the Pathfinders who was hiding nearby.

False Rumors

1. Two small children saw one of the Pathfinders mutilating the body of the second victim. They barely escaped when the Pathfinder chased them.

2. On the night of the first murder, two of the murderers were seen dancing in a devil's circle in the woods outside of town.

3. When the Pathfinders were arrested, the accused halfling had blood all over his hands and clothes.

4. There's going to be a jailbreak tomorrow night. The Pathfinder Society sent another gang of their adventurers to bust the first bunch out. Those thugs all have orders to kill the sheriff and anybody who gets in their way.

5. Ekira is a demon posing as an inquisitor. She's used this trick to murder ten heroes up and down the countryside, and nobody is brave enough to speak up.

6. Otto worships demons out at his farm. That's why the murderers skinned the first one alive out on his property.

7. When Kenabres fell, half the survivors got possessed by demons. Those poor Pathfinders most certainly killed those people, but it's not really their fault.

8. There's a witch in town who plans to bring the hanged murderers back as undead. They'll slaughter the whole town on the morning of the execution.

TOWN SENTIMENT TRACK

Most of this adventure consists of the PCs poking around town in an attempt to find out what's going on. This brings them clues and rumors they need to solve the mystery, but as the PCs investigate the village, the village also investigates them. The people of Dawnton are on edge in the wake of the murders, and citizens who don't actively believe a demon is loose are at least suspicious that adventuring types are up to no good. PC interactions with villagers affect how the crowd responds to them in subsequent encounters and can trigger special events.

At the end of the first phase each day, each PC can attempt a DC 15 Bluff, Disguise, or Stealth check (DC 18 in Subtier 4–5). If half (rounded up) of the PCs succeed at the check, the first time that the PCs would advance the Town Sentiment Track that day, they reduce the number of points by which the track advances by 1.

The track begins at 0, and the GM should advance the track according to the following guidelines.

OPPOSITION TRACK

Krunne and Tovril are enjoying their corruption of Ekira and suspect the Pathfinder Society might send somebody to ruin their plans. They keep a close ear and keen eye out for signs of this interference. As word of the PCs' investigation gets around, they respond by making their own inquiries, eventually inspiring them to act against the PCs directly. The Opposition Track represents this awareness and involvement.

The track begins at 0, and the GM should advance the track according to the following guidelines.

DAWNTON

Dawnton is little more than the crossroads of a highway and a navigable river, and its population barely exceeds 100 during most of the year. Because of this crossroads, though, as many as 3,000 people converge on the settlement just after the harvest to transfer crops from wagons to barges. In the off season, more than half the village's buildings lie empty, awaiting their seasonal tenants' return. At the peak of harvest season, a tent city forms in the fields east of town to house and support the surplus population.

It is not harvest season, but Dawnton is crowded with visitors who have come to witness the executions. Despite the morbid circumstances, the villagers see this as an unexpected opportunity to gossip, barter, and celebrate, giving much of the village a festive atmosphere complete with games and drunken revelry. At night, most of the village becomes eerily quiet as people retire and fearfully watch the shadows for signs of more murderers or demons. A portion of the tent city remains active long into the night.

OPPOSITION MODIFIERS

Event	Track Adjustment
Each day (or fraction thereof) that the PCs spend in Dawnton	+1
Each phase the spend investigating one or more locations	+1
Completing Encounter 1	+2
Visiting the prisoners	+2
One or more of the PCs admit to being Pathfinders	+2
Any action that gets widespread attention, such as engaging in violence or buying a round for the house	+1

OPPOSITION TRACK

Opposition Score	Results
0-4	Neither Tovril nor Dalton is aware of the PCs or their intent.
5-6	Dalton begins asking pointed questions about the PCs. The next time a PC learns a true rumor, she also learns that somebody matching Krunne's description has taken an interest in the PCs' investigation.
7	Tovril takes the form of a stork and begins shadowing the PCs by watching from rooftops. The PCs at that location can spot the inquisitive bird with a successful DC 24 Perception check.
8	Tovril and Dalton decide to commit another murder and frame the PCs for the crime. Begin Encounter 3.
10	Dalton decides to murder the PCs. Begin Encounter 4.

Also see the appendix on page 18 for descriptions and statistics for the major NPCs in Dawnton: Ekira Corum, Tobias Luin, Dalton Krunne, and Tovril.

A. Orug's General Store

One of two permanent businesses in town, this sprawling shop occupies three large storefronts on the main road. The center room is the general store, where PCs can purchase most mundane supplies below the village purchase limit. The east room holds stored goods, an office and a small apartment for Orug Foram (half-orc commoner 3) and his wife Tessa Greenagh (half-elf expert 2). The west building is Orug's barbershop. It contains two chairs in the front and three rooms in back for hot baths, and it is Dawnton's main hub for gossip.



B. Heath and Harvest

The village's inn is huge for a settlement of this size, but it's full to bursting during the harvest season. It's quite full at the time of the adventure, but it still has two rooms available for the PCs if they don't mind sharing. The pub downstairs is the only restaurant option available in town during the off months, and still very busy at mealtimes despite the competition from food stalls at the tent city. Staying at the inn costs 1 gp per night and includes meals.

Ekira has taken a room here on the second floor facing the street. When she takes breaks from patrolling the village and settling disputes, she often passes the time in a corner of the pub.

C. Tobias Luin's House

As befits his station as the village's mayor and sheriff, Tobias's house is the largest private residence in Dawnton. He lives there alone, having lost much of his family in a demon attack more than ten years earlier, but his basement doubles as the region's jail, where he currently keeps the three Pathfinder prisoners. Though the building is hardly an airtight prison, a trio from the local militia—the closest thing Dawnton has to a police force or town guard—stands watch outside at all hours.

Use the brigand stats from *Pathfinder RPG NPC Codex* 266, but the militia soldiers have Alertness instead of Skill Focus (Stealth), granting them a +4 bonus on Perception checks. Even were the PCs to break the other Pathfinders out of the jail, it would do nothing to clear the criminal charges. In fact, it could simply confirm what the local already believe.

D. Tent City

Dozens of tents of sundry sizes ring an open area where the visitors gather for games and talk. During the day, the place feels like a county fair, complete with food stalls, music, jugglers, and sports. At night, the residents huddle in their tents or in the central beer garden, watching the shadows closely.

E. Beer Garden

At the center of the tent city's open area stands a broad beer garden with walls constructed of beer barrels and crates. This is the social hub for the country folk. During the day, it's hard to find a place to stand and difficult to be heard over the noise. At night, approximately a dozen adults sit and drink, watching outward and speaking in low whispers.

INVESTIGATION

The following are key locations where the PCs can find clues or learn rumors. Investigating one sufficiently takes an entire phase, even if the checks made at that location are unsuccessful. At the beginning of the adventure, the PCs are likely unaware of the significance of Otto's farm and do not know to investigate it, but they might learn of it through rumors or reviewing the evidence with Ekira or Tobias. If the PCs try to investigate a location other than the ones listed, adapt one of the existing locations (typically the "Word on the Street" location) to let them learn rumors.

Rewards: *Scars of the Third Crusade* is an adventure that includes little treasure, but Venture-Captain Jorsal of Lauterbury is willing to reward them out of pocket for their efforts. For the purposes of calculating experience earned, treat each day of investigation (or fraction thereof) as an encounter. If the PCs fail to secure at least four pieces of evidence and also fail to complete the scenario, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 150 gp.

Out of Subtier: Reduce each PC's gold earned by 300 gp.

Subtier 4–5: Reduce each PC's gold earned by 450 gp.

Interviewing the Prisoners

At some point the PCs may want to interview the prisoners, which means first speaking to Tobias Luin. Luin's starting attitude is unfriendly, though that's more a product of how stressful the past week has been than it is any intended animosity. If the PCs can improve his attitude to indifferent or better (DC 20+), he is willing to escort them to his home and give them a few minutes to meet with the prisoners—on the condition that he is present during the meeting. Grant the PCs a +2 circumstance bonus on the check if they use evidence or a rumor in the prisoners' favor to press their case. Increase this bonus to +5 in Subtier 1–2.

The condemned know very little about the murders for which they were framed. They arrived on a mission to investigate a Sarkorian ruin and were arrested in their beds on their second night in town. They didn't fight and haven't tried to escape because they don't want to risk harming Luin or any other innocents. They are well-fed and haven't been mistreated, though all three are worried about their impending executions. If asked about the evidence against them, they have no real refutation but claim to have been in their rooms at the time of the second murder. Corwin Burke mentions that he thinks they first became suspects after Tobias Luin received a letter identifying them as the culprits.

If the PCs shift Luin's attitude to friendly or helpful, he openly discusses the details of the case as they are leaving the interview. He lays out the evidence accumulated

EVIDENCE FOR THE PROSECUTION

Despite her zeal, Ekira would not be so eager to execute three strangers if not for the evidence she has found or received. Depending on how well conversations go with Luin or Ekira, the PCs might learn some or all of the facts against the trio of Pathfinders.

1. The murders began the night the Pathfinders came to town and ceased as soon as the Pathfinders were arrested.

2. At the scene of the second murder, Luin found a dagger belonging to Dakota Spire, one of the dwarven Pathfinders.

3. All three Pathfinders were seen at Otto's farm just hours before someone found the first victim there.

4. Ekira received an anonymous letter from a concerned but frightened citizen identifying the Pathfinders as the murderers.

FAIRGROUND RUMORS

Successes	Results
4+	Two true rumors
3	One true rumor
1–2	One true rumor and one false rumor
0	Two false rumors

against the prisoners (see the Evidence for the Prosecution sidebar), including the letter written by an anonymous witness. With a successful DC 13 Linguistics check or DC 18 Perception check, a PC can determine that the handwriting is identical to that on the letter sent to the Pathfinder Society warning of the imminent executions.

Rumors: There are no rumors available at this location, though the handwriting sample is useful physical evidence.

Development: Note that visiting the prisoners advances the Opposition Track one point.

Fairgrounds

During the morning and afternoon, the field near the tent city is abuzz with activity. An impromptu marketplace springs up during the early hours of the morning, locals set up festival games, and dozens of men and women of all ages participate in contests and sports. The vast majority of the people visiting Dawnton for the execution grew up in the region and are familiar faces, but strangers like the PCs may have a hard time fitting in and convincing others to talk. Soon after arriving, though, it should be clear that those who excel at the local contests and sports tends to win friends quickly. If the PC tries to hear rumors without participating in these sports, he should use the guidelines for the Word on the Street location instead.

PATHFINDER SOCIETY SCENARIO

OTTO'S FARM RUMORS

Successes	Results
3+	One true rumor
1-2	One true rumor and one false rumor
0	One false rumor

GENERAL STORE RUMORS

Successes	Results
4+	Three true rumors and one false rumor
3	Two true rumors and two false rumors
1-2	One true rumor and three false rumors
0	Three false rumors

There is a wide range of sports played each day, and the GM is at liberty to present these events as she sees fit and to accommodate the skills that the PCs might want to use. Ideal skill choices are Acrobatics, Climb, Ride, and Swim.

Rumors: The DC to earn successes here is 12 (DC 15 in Subtier 4–5). The PCs can learn as many three true rumors and three false rumors at this location. After the PCs investigate here for one phase, check the Fairgrounds Rumors Table to see what they've learned based on their number of successes.

Development: Any PC who earned at least one success at the fairgrounds gains a +2 circumstance bonus on checks made to learn rumors at the beer gardens.

Otto's Farm

Otto's farm covers 10 acres of land that are presently unplanted and a farmhouse at the center of the fields. A line of trees along the west side of the house forms a windbreak. The property is five miles down the main road from Dawnton, and PCs can recognize it by its distinctive yellow hexagonal sign. Although hundreds of people have passed the farm in the past week, Otto (human commoner 2/expert 1) is a private and imposing sort who has kept his farm clear of interlopers and the crime scene largely undisturbed.

Otto is a powerfully built, clean-shaven man in his late thirties. He calls out to the PCs as they approach, accusing them of being trespassers and insisting they leave. He even lobs a few warning shots with a sling if they move too slowly for his liking. The PCs can convince Otto to show them around with a successful DC 14 Diplomacy check. As he walks them around his property, he relates that he had come out before dawn to feed his chickens when he spotted the victim (a young man) hanged and swinging from a tree. Otto is very insistent about the man having been naked, though he clarifies a moment later that the corpse wasn't simply without clothes. It

had been skinned—skinned alive, according to Otto's somewhat imaginative estimation.

With a successful DC 14 Survival check, a PC can discover Medium humanoid tracks that come and go to Dawnton. In addition, the PC spots places where blood has stained the soil. By exceeding the DC by 5 or more or by succeeding at a subsequent DC 15 Heal or Knowledge (nature) check, the PC can also determine that there is not nearly enough blood present for the victim to have died here. It appears that he was killed elsewhere and then carried here, which would have taken considerable time and possibly occurred before the trio of Pathfinders had even come to Dawnton.

As Dalton Krunne prepared the body for display, one of his obsidian buttons fell from his coat and landed in the grass. A PC who succeeds at a DC 18 Perception check finds the button. If the PCs already discovered Dalton's tracks, they receive a +2 circumstance bonus on the Perception check. Anyone who succeeds at a DC 12 Appraise or Knowledge (local) check recognizes such a button is quite atypical for the region, suggesting whoever lost it is not originally from Dawnton. If a PC has the opportunity to interact with Dalton in later encounters, she can match it to the others on his clothing with a DC 19 Perception check.

In Subtier 4–5, light rain has degraded a few of the clues. This increases the DC of all Perception and Survival checks made to investigate the area by 3.

Rumors: Otto has not been to Dawnton since the murder, so he only knows one true rumor and one false rumor. The DC to learn rumors here is 12 (DC 15 in Subtier 4–5), using Bluff, Diplomacy, or Intimidate. After the PCs investigate here for one phase, check the Otto's Farm Rumors Table to see what they've learned based on their number of successes.

General Store

Orug Foram and Tessa Greenagh are the proprietors of the only general store in town. They are also incorrigible gossipmongers, and with the heavy traffic their shop has seen over the last week, they have accumulated and shared dozens of juicy secrets. Hearing anything of substance requires the PCs converse with either Orug or Tessa. Ideal skills for hearing relevant rumors are Bluff, Diplomacy, and Intimidate, though a PC could also use a relevant Craft or Profession skill to find common ground with the proprietors and make them friendlier. Orug tends to exaggerate rumors, whereas Tessa tends to have a better sense of what is true, but neither is wholly accurate or misleading.

Regardless of how many successes the PCs earn, Orug inevitably tells the story about how he "witnessed" the second murder. This is true, if you define "witness" as

hearing a scream and a thump from outside and seeing a tall person running away into the dark—a sharp contrast to the height of the three “guilty” Pathfinders, as attentive players might realize. Orug tells the tale as if he saw the murderer with his own eyes and even tried to intervene. He even suggests he attacked the murderer but was overcome by a cheap and cowardly blow.

Rumors: The DC to earn successes here is 10 (DC 13 in Subtier 4–5). The PCs can learn as many four true rumors and six false rumors at this location. After the PCs investigate here for one phase, check the General Store Rumors Table to see what they’ve learned based on their number of successes.

Beer Garden

The surge in visitors keeps Dawnton’s pub, Heath and Harvest, and the tent city’s beer garden packed. PCs can use the lighthearted atmosphere to learn about the recent murders and other news. Ideal skills for investigating this location include Bluff, Diplomacy, and Perform, but a PC can instead attempt a Fortitude save to outdrink those around him until they start talking too much. A PC can spend 10 gp to buy the house a round (20 gp in Subtier 4–5, as the establishment is particularly crowded), granting a +2 on his check to learn rumors this phase.

Rumors: The DC to earn successes here is 10 (DC 13 in Subtier 4–5). The PCs can learn as many three true rumors and three false rumors at this location. After the PCs investigate here for one phase, check the Beer Garden Rumors Table to see what they’ve learned based on their number of successes.

Development: Note that buying the house a round also advances the Opposition Track by one point.

Word on the Street

Perhaps the biggest location to investigate is Dawnton itself. With many times its normal population crowding the fields and buildings, there are hundreds of people meandering down the streets, chatting outdoors, and just passing the time somewhere other than at one of the locations described above. PCs can overhear many interesting rumors while patrolling Dawnton. This is also a good catchall substitute to handle PC investigations that might not fit for any other location. Ideal skills for investigation this location include Diplomacy and Knowledge (local), though as long as a player has a reasonable explanation for how he intends to use a skill, a PC could use most skills here. Being out in the open does have its disadvantages, though, as the PCs are more exposed to Tovril’s surveillance.

Rumors: The DC to earn successes here is 10 (DC 13 in Subtier 4–5). The PCs can learn as many three true rumors and three false rumors at this location. After the

BEER GARDEN RUMORS

Successes	Results
4+	Two true rumors
3	One true rumor and one false rumor
2	Two false rumors
0–1	One false rumor; advance the Town Sentiment Track by one point

WORD ON THE STREET RUMORS

Successes	Results
4+	Two true rumors
3	One true rumor and one false rumor
2	Two false rumors
0–1	One false rumor; advance the Opposition Track by one point

PCs investigate here for one phase, check the Word on the Street Table to see what they’ve learned based on their number of successes.

Other Investigations

If the PCs go “off script,” reward their creativity by basing the results of what they do on one of the investigations above. For example, if they choose to drink whiskey with an old farmer outside of town, use the “Carousing” listing to determine what they learn. This will give them something concrete for the game time spent and their ingenuity. In any off-script encounter, even a total failure points the PCs toward Otto’s farm, Orug’s general store, or Tobias Luin’s house. Those are the three locations with unique and important clues.

ENCOUNTERS

Encounters in *Scars of the Third Crusade* happen on a timeline, triggered by the PCs’ progress on the Town Sentiment and Opposition Tracks. Once one track reaches the appropriate threshold, begin the triggered encounter at the soonest logical opportunity.

Encounter 1: The Inquisitor

When the Town Sentiment Track reaches 3 points, word reaches Ekira that strangers with armor and weapons are asking about her prisoners. She approaches the PCs, asks about their intentions in town, and inquires whether they are members of the Pathfinder Society. Her starting attitude is unfriendly. If she discovers the PCs are Pathfinders, either by their own admission or a because of a failed Bluff check, her attitude shifts to hostile. Unless the PCs become outright combative, this encounter consists of verbal sparring and ends with Ekira

DIVINATION SPELLS

Because this is a low-level adventure, the DM needn't worry much about a divination spell bringing investigations to a close in the first ten minutes of play. However, even novice casters have access to some divination magic. Use the examples below to help reward good use of class abilities without giving away the whole plot at once.

Detect evil: Separating the evil from the good can narrow a suspect list quickly, but *detect evil* only senses those with special auras (such as evil outsiders) or 5 or more Hit Dice. As a result, it's difficult to verify that Dalton is evil in Subtier 1–2. Because of Ekira's ability to detect alignments, Tovril uses his *wand of undetectable alignment* on himself (and Dalton in Subtier 4–5) daily.

Augury: A cleric could cast this spell asking if it is advisable to hang the suspects, arrest somebody else, kill Ekira, etc. This information can be helpful in pointing the PCs in the right direction or away from the wrong path, but doesn't provide enough detail to solve the murder instantly and gives no manner of proof to show to Luin or Ekira.

Zone of truth: Dalton Krunne is an accomplished liar, but he's even more accomplished at dodging direct questions. If required, he gladly enters a *zone of truth* and answers every question with nothing but the truth—but nothing near the whole truth. Most interrogations of Dalton result in, at best, frustrating but tantalizing circumstantial revelations.

warning the PCs not to interfere with the justice Iomedae demands. It's possible through excellent Diplomacy rolls to shift her attitude to indifferent or friendly, but that doesn't make her any less determined to see her prisoners swing from a gallows.

During the conversation, Ekira lets slip that the "Voice of Iomedae" has told her that the Pathfinders in town and the entire Pathfinder Society are engaged in villainy. If pressed, she proudly proclaims that her deity speaks directly to her and has done so since Ekira's arrival in Dawnton. If the PCs change Ekira's attitude to indifferent, she can point them to Tobias Luin to answer any questions they have about the recent murders. If she is friendly or helpful, she tells the PCs about the letter that led her to arrest the Pathfinders in addition to the evidence she has gathered against them (see the Evidence for the Prosecution sidebar on page 9).

Development: If Ekira learns that the PCs are Pathfinders, she begins advising villagers to steer clear of them. In addition to advancing the Opposition Track, this advances the Town Sentiment Track by one point.

Faction Notes: Silver Crusade faction PCs should be concerned by Ekira's interpretation of Iomedae's faith, even if she is receiving messages from a celestial mouthpiece. A PC can discern that Ekira is taking

liberties with the legal process, stretching the tenets of the Inheritor, and exhibiting unsettling zealotry with a successful DC 15 Knowledge (religion) or DC 20 Sense Motive check. A second DC 15 Knowledge (history or religion) check allows a PC to remember that during the Third Mendevian Crusade, Mendev suffered from the witch hunts led by overzealous inquisitors of Iomedae, and Ekira's uniform and behavior hearken back to that disastrous campaign. There's little the PCs can do to correct Ekira's behavior at this time, but this knowledge may help the PCs later.

Encounter 2: Neighborhood Watch (CR 2)

Once the Town Sentiment Track reaches 6, a small mob of local toughs accosts the PCs in the street and attempts to drive them out of town. The confrontation begins with the gang approaching the PCs from two sides. Since these are amateurs and the PCs are professionals, the PCs should see this move coming from a mile away. If the PCs run, the mob lets them go but repeats the encounter the next time the PCs come into town.

Creatures: The confrontation begins when Torben Sacha (human commoner 2), the eldest son of a local farming family, tells the PCs they aren't wanted in town. He claims, "Dawnton doesn't need any more 'help' from the likes of you. You should just move along before somebody gets hurt." The toughs' starting attitude is unfriendly (DC 19 to improve), and although they would enjoy running the PCs out of town, they're willing to hear out the PCs long enough for the Pathfinders to attempt Diplomacy or Intimidate checks. If a PC earned one or more successes while investigating the fairgrounds, that PC recognizes a few of them and gains a +2 circumstance bonus on checks made to influence the toughs.

If the PCs improve the group's attitude to indifferent or better, the villagers grumble and make a few half-hearted threats before departing. If the group's attitude remains unfriendly after the PCs attempt a check to calm them, Torben tries to punch one of the PCs while his friends watch. Resolve this as a brief combat encounter unless the PCs can calm Torben in some other way. If the group's attitude shifts to hostile, all of them attack.

The challenge rating of this encounter is lower due to the combatants' lack of equipment.

All Subtiers

LOCAL TOUGHS (7)

CR 1/2

Pig farmer (*Pathfinder RPG NPC Codex* 256)

hp 9

OFFENSE

Melee unarmed strike +2 (1d3+1 nonlethal)

Encounter 2: Neighborhood Watch



1 square = 5 feet

Pathfinder Map Pack: Marketplace

TACTICS

During Combat The toughs make unarmed strikes against nearby PCs to deal nonlethal damage.

Morale A tough attempts to flee if reduced to 5 or fewer hit points. If four or more toughs are unconscious or dealt lethal damage, they all attempt to flee.

STATISTICS

Gear peasant's outfit

Development: If only Torben attacks and he takes damage, his friends drag him away to nurse his wounds at the pub. So long as the PCs did not deal lethal damage to him, this only advances the Town Sentiment Track by one point (rather than four); dealing lethal damage advances the track by four points as usual. If the toughs turn hostile and attack, the Town Sentiment Track automatically advances by four points unless the PCs take spectacular steps to end the combat quickly and nonviolently. Should the PCs somehow lose this fight, the toughs leave them unconscious in the street. Unless Dalton and Tovril have already decided to frame the PCs (see Opposition Track on page 7), nobody even robs the them.

If one of the toughs dies, Sheriff Tobias Luin gathers a handful of villagers to help him arrest the PCs. This begins Encounter 5, but Luin makes the accusations rather than Dalton Krunne.

Encounter 3: Framed

Once the Opposition Track reaches 8, Dalton Krunne and Tovril decide the best defense is a good offense. The next time one of the PCs is in Dawnton, Tovril invisibly attempts to steal a dagger or other sheathed light weapon from her. He prefers to snatch the weapon while the PC is sleeping or otherwise inattentive, but if he must, he attempts a Sleight of Hand check to take the weapon. If he's unsuccessful, he hides and tries again later against a promising target. Assuming the PC does not notice the theft in progress, allow the PC a DC 20 Perception check later that phase to notice the weapon's absence.

Just after dusk, a cry brings a crowd to the alley just north of the Hearth and Harvest. When the PCs arrive, they find a crowd gathered around the bodies of two murdered men with the stolen weapon still embedded in the younger man's chest. From the crowd, Tovril shouts, "The dagger! It belongs to that one!" The crowd scowls at the PC whose weapon Tovril stole and surrounds her to await the sheriff's arrival.

The crowd surrounds the PCs, pushing and shoving but doing no real violence until Sheriff Luin arrives a few seconds later. He listens to the PCs' alibis as the crowd shouts accusations, giving the PCs an opportunity to shift his attitude with a Diplomacy check. A PC can instead use Bluff in place of Diplomacy to change Luin's attitude

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and fabricate a compelling cover story. So long as the PCs do not attempt violence, Tobias Luin is able to calm the onlookers and convince everyone to retire for the night. As the crowd disperses, he informs the PCs that he's not ready to arrest them, but he's not ready to let them traipse about unwatched. For the rest of the scenario, villagers regularly check in on the PCs to make sure they're not up to any trouble. Advance the Town Sentiment Track by 1 point if Luin is friendly or helpful by the end of the encounter. Increase this to 2 points if he is indifferent or unfriendly and 3 points if he is hostile. If the PCs attack, transition directly into the combat portion of Encounter 5, but Ekira only arrives and joins the combat at the beginning of the second round.

Encounter 4: Ambushed (CR 2 or CR 5)

Once the Opposition Track reaches 10, Dalton Krunne decides it's better to kill the PCs outright than to wait for a frame job that may or may not work. He moves to trap and ambush the PCs. Just after dark on the same day, a random villager hands one PC a letter; give that character **Player Handout 1**. If asked, he tells them a small girl gave it to him, asking that the letter to be delivered to someone matching the PC's description. The messenger is telling the truth, knows very little about the murders, and has little information that might allow the PCs to track down the girl.

With a successful DC 13 Linguistics check or DC 18 Perception check, a PC can determine that the handwriting is identical to that on the letter sent to the Pathfinder Society warning of the imminent executions (as well as that of the written testimony that Sheriff Luin received). Even PCs who fail to match the handwriting are likely to smell the trap that Dalton has set, but it's also one of the best leads available and carries with it the promise of an honest fight. If the PCs do decide to ignore this lead, Dalton goes to Ekira and claims that he saw the PCs consorting with a demon. Eyes practically blazing with righteous fury, Ekira gathers Luin and a mob and confronts the PCs; begin Encounter 5.

Whether or not they identify this as a trap, the letter is the most concrete clue and best lead available and carries the promise of an honest fight. It's virtually impossible that the PCs would fail to follow the directions and find the house. If they *do* ignore this obvious invitation to a knock-down, drag-out brawl, Krunne goes to Ekira claiming he saw them consorting with a demon. Ekira then confronts the PCs as soon as they come out into public, bringing Sheriff Luin and a crowd with her. Go to Encounter 5.

The house is two stories tall with part of its ground floor's space dedicated to cottage industries. The second story is accessible by two twisting stairwells and is broken into a warren of small bedrooms and a central living

space. All of the interior doors are ajar, and the windows are cracked about one foot. The exterior of the house is sided with wooden planks that require a successful DC 15 Climb check to scale.

Creatures: When the PCs arrive, Dalton Krunne is hiding in the central room on the second floor. As the PCs explore the house, he maneuvers to sneak up behind them and attack, even going so far as to slip out of an open window, circle around to the entrance, and creep back into the house. There are no other creatures in the house.

Subtier 1–2 (CR 2)

DALTON KRUNNE **CR 2**

hp 23 (see stats on page 20)

TACTICS

Before Combat Dalton maneuvers to attack the PCs from behind.

During Combat Dalton makes use of the cramped quarters and twisting passageways to strike quickly, retreat, and hide. He continues to hit and run for as long as he can.

Morale Dalton fights until reduced to 5 or fewer hit points, at which point he tries to escape the house while screaming for help.

Subtier 4–5 (CR 5)

DALTON KRUNNE **CR 5**

hp 54 (see stats on page 20)

TACTICS

Before Combat Dalton maneuvers to attack the PCs from behind.

During Combat Dalton makes use of the cramped quarters and twisting passageways to strike quickly, retreat, and hide. He continues to hit and run for as long as he can.

Morale Dalton fights until reduced to 5 or fewer hit points, at which point he tries to escape the house while screaming for help.

Development: While the PCs are traveling to the house and exploring it, Tovril has convinced Ekira that another crime is imminent and that only she can stop it. Using her as his mouthpiece, the quasit gathers an angry mob led by the inquisitor and directs them to march upon the house where the PCs are. By the encounter with Dalton concludes, the mob—torches, pitchforks, and all—has already arrived. Move to Encounter 5 immediately.

Rewards: If the PCs fail to defeat Dalton Krunne, either by killing him or causing him to flee, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 175 gp.

Out of Subtier: Reduce each PC's gold earned by 395 gp.

Subtier 4–5: Reduce each PC's gold earned by 615 gp.

Encounter 5: The Trial (CR varies)

Depending on the circumstances, some combination of Ekira, Tobias Luin, Dalton Krunne, Tovril, and an angry mob confront the PCs to accuse them of murder, witchcraft, obstruction of justice, or some combination of those and other crimes. If this encounter follows Encounter 4 and Dalton is alive, he screams for help while accusing the PCs of murder and demon worship in the same breath. If he is dead, it's almost guaranteed that he died at the PCs' hands, and the NPCs latch onto this as evidence that the PCs have killed an apparently innocent villager. This confrontation can also begin as a result of the Town Sentiment Track reaching 16 or the PCs committing particularly violent crimes, in which case they must still defend themselves against the angry villagers. This encounter is presented as though it follows Encounter 4, but the GM can adapt who makes which claims to fit the particular circumstances.

Ekira demands that Tobias Luin arrest the PCs, but Luin instead gives Dalton and the PCs a chance to make their case. Dalton begins, claiming that he saw the PCs murder a young man the night before and that the PCs tracked him to the abandoned building and attempted to silence him. Once Dalton has made his case, Luin gives the PCs their turn. If the PCs try to interrupt Dalton or become threatening in any way toward anybody during Dalton's testimony, apply a –2 penalty on all skill checks made for their defense.

During the defense, the PCs present their evidence and arguments to Luin and Ekira. Each piece of evidence allows the PCs to attempt a Diplomacy or Profession (barrister) check to sway the opinions of the sheriff, inquisitor, and crowd. Each piece of evidence grants a bonus on that check and, if successful, all subsequent checks as well. The circumstance bonus for each piece of evidence is below. Some PC may come up with additional evidence beyond the examples listed below; feel free to reward up to a +4 bonus for other legitimate evidence based on its relative effectiveness compared to the examples presented here. Additionally, if you feel the players do a particularly good job roleplaying their argument, feel free to grant them as much as a +4 bonus on one Diplomacy check per PC in secret to reward them for getting into the story. The DC to influence Tobias and the mob is 17, and exceeding this DC by 5 or more also means that the PCs successfully influence Ekira. Increase the DC by 3 in Subtier 4–5 to reflect the particularly Tovril's effective rabbleroxing, and remember to apply any penalties the PCs may have based on the Town Sentiment Track.

Evidence at Otto's Farm (+2): The PCs might attest that victim found at Otto's farm was murdered at a remote location and moved there long after, which does

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not line up with the timeline for when the Pathfinders arrived in Dawnton.

The Obsidian Button (+1): If the PCs bring forth the obsidian button found at Otto's farm, they can demonstrate that it does not match the clothing worn by the Pathfinders. The bonus granted for presenting this evidence increases by 2 if the PCs can also link the button to the clothing that Dalton is wearing.

Handwriting Comparison (+2): If the PCs bring forth the letter sent to Venture-Captain Jorsal of Lauterbury and either of Dalton's other notes (either his letter to the sheriff or the faked hostage letter from Encounter 4), they can demonstrate the same person wrote the letters and seemed intent on luring more Pathfinders to Dawnton to be executed. Increase the bonus this evidence grants by 2 if the PCs present all three letters.

Orug's Testimony (+2): If the PCs call forth Orug as a witness, he can relate his having glimpsed the killer on the night of the first murder—specifically that the murderer was tall, whereas the three Pathfinders arrested are all quite short.

Supporting Rumors (+0): For every three true rumors the PCs present, they can attempt another check to influence the NPCs. Neither Tobias nor Ekira hold these rumors in high regard, but they provide context for the PCs to continue pressing their case.

Fabricated Evidence (+0): The PCs can attempt to fabricate evidence with a successful DC 21 Bluff check (DC 25 in Subtier 4–5). The Bluff DC to present fabricated evidence increases by 2 each additional time the PCs use this option, as their testimony becomes increasingly hard to believe the more their testimony deviates from the crowd's understanding of events. If the PCs fail the Bluff check, the number of successful checks they need to influence Luin and Ekira both increase by one.

Creatures: The PCs can continue to present evidence until they have failed to influence Ekira with three or more checks, at which point she declares the PCs have spoken their piece. She then announces her judgment. If the PCs succeeded at three or more checks to influence Ekira, she declares them innocent. If they failed to do so but succeeded at three or more checks to influence Tobias, he objects to her verdict and protests that she is failing to listen to the facts; Tobias and the mob do not participate in the ensuing combat. If the PCs do not succeed at three or more checks to influence either party, they face the wrath of Ekira, Sheriff Luin, and the angry mob. Dalton Krunne, if present, drinks any available healing potions during the PCs' testimony and joins in any ensuing combat as a "concerned citizen."

If the PCs are declared innocent, Dalton Krunne pulls a dagger and attacks them. He is having too much fun to let a full investigation jeopardize his murderous plans.

As the mob panics, Luin and Ekira have their hands full trying to keep the crowd in check as the PCs fight, and Tovril supports Dalton in combat rather than Ekira.

The combat takes place in a 20-by-20-foot area hemmed in by the crowd of villagers. A creature can only move through the crowd at one-quarter normal speed unless he succeeds at a DC 15 combat maneuver or Intimidate check, in which case the crowd is only difficult terrain for that movement. If the PCs didn't succeed at enough checks to influence Tobias Luin, the mob is hostile, increasing the DC to move through it to 20. In addition, the angry mob deals 1d4 points of damage (1d4+3 in Subtier 4–5) to any PC who travels through or ends his turn in the mob. A PC in a square adjacent to the mob must succeed at a concentration check to cast spells as though experiencing vigorous motion (DC 10 + spell level) due to the villager's shoving hands and harassment. In addition, the mob counts as an enemy for the purposes of flanking.

At any time during the combat with Ekira or Tobias, the PCs can surrender and be arrested. Any dying PCs are stabilized when the PCs are arrested. Dalton Krunne finds this outcome acceptable, as he assumes it will lead to the PCs' execution.

Should the PCs use magic or other effects to negate Tovril's invisibility, they can attempt a DC 15 Diplomacy check (DC 19 in Subtier 4–5) to quickly convince Ekira that she has been deceived and that she should stop attacking them. She joins the PCs in fighting Tovril (who tries to flee) and Dalton Krunne.

Subtier 1–2 (CR Varies)

DALTON KRUNNE

CR 2

Male human rogue (knife master) 3 (see page 20)

hp 23

TACTICS

During Combat Dalton uses the distraction of the mob to set up sneak attacks. He favors attacking different targets than Ekira is fighting.

Morale Dalton fights to the death, as his death will only serve to condemn the PCs further.

EKIRA

CR 2

Female human inquisitor of Iomedae 3 (see page 18)

hp 23

TOBIAS LUIN

CR 1

NG town watcher (*Pathfinder RPG NPC Codex* 128)

hp 15

OFFENSE

Special Attacks favored enemy (evil outsider) +2

TACTICS

SCARS OF THE THIRD CRUSADE

During Combat Tobias favors nonlethal tactics such as throwing a tanglefoot bag to capture a criminal. He shoots at opponents who harm innocents or his allies.

Morale Tobias attempts to retreat if reduced to 5 or fewer hit points. If his fleeing would endanger innocent lives, he fights to the death.

TOVRIL CR 3

Male quasit cleric of Shax 1 (see page 20)

hp 25

Subtier 4–5 (CR Varies)

DALTON KRUNNE CR 5

Male human rogue (knife master) 6 (see page 20)

hp 54

TACTICS

Use the tactics from Subtier 1–2.

EKIRA CR 5

Female human inquisitor of Iomedae 6 (see page 18)

hp 48

TOBIAS LUIN CR 1

NG town watcher (*Pathfinder RPG NPC Codex* 128)

hp 15

OFFENSE

Special Attacks favored enemy (evil outsider) +2

TACTICS

During Combat Tobias favors nonlethal tactics such as throwing a tanglefoot bag to capture a criminal. He shoots at opponents who harm innocents or his allies.

Morale Tobias attempts to retreat if reduced to 5 or fewer hit points. If his fleeing would endanger innocent lives, he fights to the death.

TOVRIL CR 3

Male quasit cleric of Shax 1 (see page 20)

hp 25

Development: If the PCs are able to convince Ekira that they are innocent, either through testimony or by unveiling Tovril during combat, she proclaims that the PCs are free to go and that she will reexamine the evidence against the other three Pathfinders without prejudice clouding her mind. If the PCs instead subdued Ekira and won Tobias Luin's support, he intercedes to repeat that they are innocent and that he will deal with Ekira himself. If the PCs found themselves fighting everyone, the crowd breaks apart and flees once the PCs have defeated both the sheriff and the inquisitor. In such an event, nobody stops the PCs from freeing the prisoners and leaving Dawnton.

Faction Notes: Silver Crusade faction PCs have an opportunity to correct Ekira's zealous interpretation of Iomedae's teachings. Doing so is easiest if the PCs resolved the encounter without fighting her. She is willing to be convinced that the Pathfinder Society may not have been to blame for the attack on Nerosyan with a successful DC 20 Diplomacy check. A PC gains a cumulative +2 bonus (maximum +4) on this check for each brief story she can tell about slaying demons, saving innocents, or other acts of good performed as part of a Pathfinder Society mission. Alternatively, a PC who wears the holy symbol of a lawful good deity can attempt a DC 15 Knowledge (religion) check to convince her that she has strayed from Iomedae's teachings. Any of these convince her to abandon her hatred of the Society and return to the commonly accepted teachings of the church of Iomedae.

If the PCs forcibly subdued Ekira, she is unwilling to listen to their advice. Being attacked by Pathfinders only confirms her suspicions further.

Rewards: If the PCs fail to resolve this encounter either through violence or eloquence, reduce each PC's gold earned as follows.

Subtier 1–2: Reduce each PC's gold earned by 185 gp.

Out of Subtier: Reduce each PC's gold earned by 490 gp.

Subtier 4–5: Reduce each PC's gold earned by 795 gp.

CONCLUSION

If the PCs defeat Dalton and Tovril without killing innocent bystanders, they leave Dawnton with the accused Pathfinders in tow for debriefing at Starrise Spire. Unless she is completely redeemed in the final encounter, Ekira considers this a defeat and an intentional humiliation and continues her antagonism toward the Pathfinder Society in general—and the PCs in particular.

If the PCs defeat Dalton and Tovril with civilian casualties, Sheriff Tobias runs them and their fellow Pathfinders out of town before the inevitable lynch mob has time to fully develop. Ekira considers this evidence that all Pathfinders are corrupt, and she continues her crusade against them in a region that now has even more reason to hate and fear Pathfinders. If Sheriff Tobias is one of the civilian casualties, another prominent villager escorts the PCs out of town. The PCs can escape, but they must leave the condemned behind.

If the PCs redeem Ekira, she personally releases the prisoners and accompanies them to Starrise Spire. She formally apologizes for her actions and offers to assist the Pathfinder Society in the future as a means of atoning.

If the PCs escape without proving their innocence or freeing the condemned, the executions occur on schedule. Ekira, now firmly under the influence of Tovril, uses the event to "prove" the guilt and complicity of all Pathfinders while Krunne continues his murder spree

CAPTURED!

If the PCs are captured, either by being knocked out during an arrest attempt or not resisting arrest at all, they are scheduled to hang with the Pathfinders they came to rescue. Once all PCs have been arrested, the adventure ends. This is not quite the death sentence it appears to be, as a character can spend 2 Prestige Points to have the Society send a third team to clear him of the worst charges and win his freedom. The original prisoners as well as any PCs who did not pay the Prestige Points are hanged the following morning.

unchecked. The region becomes a hazardous place for any Society members to travel openly.

Reporting Notes

If Ekira survived until the end of the scenario, check box A on the reporting sheet. If the PCs convinced Ekira to abandon her hatred of the Pathfinder Society (or otherwise redeem her through the Silver Crusade faction goals), check box B. If Tobias Luin survived until the end of the scenario, check box C. If Tovril survived and escaped, check box D.

Primary Success Conditions

The PCs successfully complete their main mission if they free the captured Pathfinders and clear them of all charges. Doing so earns each PC 1 Prestige Point.

Secondary Success Conditions

The PCs successfully complete their secondary success condition if they fulfill the primary success conditions without having advanced the Town Sentiment Track to 9 or higher and without dealing lethal damage to Tobias Luin. Doing so earns each PC 1 additional Prestige Point and the Mendevian Commendation boon on his Chronicle sheet.

Faction Goals

Silver Crusade faction PCs advance their cause if they are able to redeem Ekira, which they can only do by convincing her of their innocence in Encounter 5 or unveiling Tovril's influence. After that, a PC must persuade Ekira to reexamine her philosophies and return to Iomedae's core teachings or the church. Alternatively, a PC could convince her to convert to the worship of a different lawful good, lawful neutral, or neutral good deity, which uses the same skill checks, DC, and circumstances. Doing so earns each Silver Lodge faction PC the Light of Redemption boon on her Chronicle sheet.

APPENDIX: CAST OF CHARACTERS

The characters in this adventure aren't tied to particular locations, and the PCs are likely to encounter them at different places depending on how the investigation unfolds. Below is an overview of the key NPCs in the adventure.

Ekira Corum

Ekira (LG female human inquisitor) is short for a human and keeps her blond hair cut short. She is driven, focused, and intense, both in kindness and in vengeance, and she is suspicious of anybody who looks like an adventurer or Pathfinder. Ekira wears her wounded rage at the loss in Kenabres plainly on her face, expresses it in her voice, and inflicts it on perceived miscreants through her judgments.

Under most circumstances, Ekira is a perceptive albeit impulsive detective, but a year of earning the disdain of her peers for her theories about the Pathfinder Society has left her particularly irritable and eager to accept proof that she is right. Were it not for this, the quasit Tovril might never have succeeded at tricking the inquisitor into accepting him as a divine messenger from Iomedae. Ekira does not normally understand Celestial, but when she hears Iomedae's messenger calling to her in the language of angels, she casts *comprehend languages* to interpret the divine message.

Subtier 1–2

Ekira	CR 2
Female human inquisitor of Iomedae 3 (<i>Pathfinder RPG Advanced Class Guide</i> 38)	
LG Medium humanoid (human)	
Init +6; Senses Perception +8	
DEFENSE	
AC 16, touch 10, flat-footed 16 (+6 armor)	
hp 23 (3d8+6)	
Fort +4, Ref +1, Will +5	
OFFENSE	
Speed 20 ft.	
Melee mwk cold iron longsword +5 (1d8+2/19–20)	
Ranged mwk composite shortbow +3 (1d6+2/×3)	
Inquisitor Spell-Like Abilities (CL 3rd; concentration +5)	
5/day—touch of glory (+3)	
At will—detect alignment	
Inquisitor Spells Known (CL 3rd; concentration +5)	
1st (4/day)— <i>command</i> (DC 13), <i>comprehend languages</i> , <i>cure light wounds</i> , <i>protection from chaos</i>	
0 (at will)— <i>brand</i> ^{APG} (DC 12), <i>daze</i> (DC 12), <i>detect magic</i> , <i>detect poison</i> , <i>guidance</i> , <i>light</i>	
Domain Glory	

SCARS OF THE THIRD CRUSADE

TACTICS

Before Combat Ekira uses her touch of glory domain ability on herself.

During Combat If given an opportunity, Ekira casts a spell such as *protection from chaos* or *divine favor* to augment her combat abilities as she bellows an oath to Iomedae. She uses her longsword and class abilities to cut down whomever she deems guilty.

Morale Ekira fights to the death unless talked down by the PCs (see Encounter 5).

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 8, **Wis** 14, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 14

Feats Blind-Fight, Improved Initiative, Paired Opportunist^{APG}, Persuasive

Skills Climb +2, Diplomacy +8, Heal +6, Intimidate +11, Knowledge (planes) +4, Knowledge (religion) +5, Perception +8, Sense Motive +7, Survival +7, Swim +2

Languages Common

SQ cunning initiative, judgment 1/day, monster lore +2, solo tactics, stern gaze, track +1,

Combat Gear *scroll of divine favor*, holy water (2); **Other Gear** masterwork chainmail, masterwork cold iron longsword, masterwork composite shortbow with 20 cold iron arrows, *scabbard of honing*^{UE}, *The Acts of Iomedae* (holy text), silver holy symbol of Iomedae, 33 gp

Subtier 4–5

EKIRA

CR 5

Female human inquisitor of Iomedae 6 (*Pathfinder RPG Advanced Class Guide* 38)

LG Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 18, touch 10, flat-footed 18 (+7 armor, +1 shield)

hp 48 (6d8+18)

Fort +7, **Ref** +2, **Will** +7

OFFENSE

Speed 20 ft.

Melee +1 cold iron longsword +8 (1d8+3/19–20)

Ranged mwk composite shortbow +5 (1d6+2/×3)

Special Attacks bane (6 rounds/day)

Inquisitor Spell-Like Abilities (CL 6th; concentration +8) 5/day—touch of glory (+6)

At will—detect alignment

6 rounds/day—*discern lies* (DC 15)

Inquisitor Spells Known (CL 6th; concentration +8)

2nd (4/day)—*flames of the faithful*^{APG}, *resist energy*, *spiritual weapon*, *zone of truth* (DC 14)

1st (5/day)—*command* (DC 13), *comprehend languages*, *cure light wounds*, *protection from chaos*

0 (at will)—*brand*^{APG} (DC 12), *daze* (DC 12), *detect magic*, *detect poison*, *guidance*, *light*

Domain Glory

TACTICS

Before Combat Ekira uses her touch of glory domain ability on herself.

During Combat If given an opportunity, Ekira casts a spell such as *flames of the faithful* or *divine favor* to augment her combat abilities as she bellows an oath to Iomedae. She uses her longsword and class abilities to cut down whomever she deems guilty.

Morale Ekira fights to the death unless talked down by the PCs (see Encounter 5).

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 8, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +6; **CMD** 16

Feats Blind-Fight, Improved Initiative, Outflank^{APG}, Paired Opportunist^{APG}, Persuasive, Weapon Focus (longsword)

Skills Climb +2, Diplomacy +9, Heal +6, Intimidate +16, Knowledge (planes) +6, Knowledge (religion) +8,



EKIRA CORUM

PATHFINDER SOCIETY SCENARIO

Perception +11, Sense Motive +11, Survival +11, Swim +2
Languages Common
SQ cunning initiative, judgment 2/day, monster lore +2, solo tactics, stern gaze, track +3
Combat Gear *scroll of divine favor*, holy water (2); **Other Gear** +1 chainmail, +1 cold iron longsword, masterwork composite shortbow with 20 cold iron arrows, *shield cloak*, *The Acts of Iomedae* (holy text), silver holy symbol of Iomedae, 41 gp

Dalton Krunne

Dalton Krunne (CE male human rogue) has murdered over 60 innocent humanoids in his life, and he plans to kill at least as many more before he meets his own end. An accomplished sneak and liar, Dalton has only been caught and made to stand trial for a dozen of his kills. Even then, he walked free from all but one thanks to cunning alibis and his steady courtroom presence. He was imprisoned at Sinner's End until he escaped with the help of Tancred Desimire, a worshipper of the demon lord Shax who wants to further the ends of his patron by spreading fear and pain throughout Golarion. Desimire directed Dalton to sow chaos in central Mendev, much to the murderer's delight.

Dalton recently joined the quasit Tovril, who convinced him (at least temporarily) that inflicting mental and spiritual pain on Ekira would be even more fun than inflicting physical pain at random. Krunne is tall and thin. He currently wears his dark hair short and keeps his beard trimmed to a small patch on his chin.



DALTON KRUNNE

Subtier 1–2

DALTON KRUNNE	CR 2
Male human rogue (knife master) 3 (<i>Pathfinder RPG Ultimate Combat</i> 72)	
CE Medium humanoid (human)	
Init +3; Senses Perception +8	
DEFENSE	
AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)	
hp 23 (3d8+6)	
Fort +2, Ref +6, Will +3	
Defensive Abilities evasion, blade sense +1	
OFFENSE	
Speed 30 ft.	
Melee mwk dagger +6 (1d4/19–20)	
Ranged dagger +5 (1d4/19–20)	
Special Attacks sneak stab +2d8	

TACTICS

Dalton's tactics vary by the encounter. See the encounter's Creatures section for his tactics during that encounter.

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 14, **Cha** 8
Base Atk +2; **CMB** +2; **CMD** 15
Feats Deceitful, Stealthy, Weapon Finesse
Skills Acrobatics +9, Bluff +7, Climb +6, Disable Device +10, Disguise +7, Escape Artist +11, Intimidate +4, Perception +8, Sense Motive +8, Sleight of Hand +7, Stealth +11
Languages Abyssal, Common
SQ hidden blade +1, rogue talents (fast stealth)
Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, smokestick (3);
Other Gear leather armor, masterwork dagger, daggers (4), *feather token* (bird), *nightdrops*^{UE}, chalk, hooded lantern, ink, inkpen, oil (2 pints), 10 sheets of paper, thieves' tools, tindertwig (10), weapon blanch^{UE} (cold iron), 60 gp

Subtier 4–5

DALTON KRUNNE	CR 5
Male human rogue (knife master) 6 (<i>Pathfinder RPG Ultimate Combat</i> 72)	
CE Medium humanoid (human)	
Init +4; Senses Perception +11	
DEFENSE	
AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)	
hp 54 (6d8+24)	
Fort +5, Ref +9, Will +4	
Defensive Abilities evasion, uncanny dodge, blade sense +2	
OFFENSE	
Speed 30 ft.	
Melee +1 dagger +10 (1d4+1/19–20)	
Ranged dagger +9 (1d4/19–20)	
Special Attacks sneak stab +3d8	
TACTICS	
Dalton's tactics vary by the encounter. See the encounter's Creatures section for his tactics during that encounter.	
STATISTICS	
Str 10, Dex 18, Con 16, Int 13, Wis 14, Cha 8	
Base Atk +4; CMB +4; CMD 19	
Feats Deceitful, Dodge, Stealthy, Weapon Finesse, Weapon Focus (dagger)	
Skills Acrobatics +13, Bluff +10, Climb +9, Diplomacy +3, Disable Device +16, Disguise +10, Escape Artist +15, Intimidate +6, Perception +11, Sense Motive +11, Sleight of Hand +8, Stealth +15	
Languages Abyssal, Common	
SQ hidden blade +3, rogue talents (fast stealth, resiliency, weapon training)	

SCARS OF THE THIRD CRUSADE

Combat Gear *potion of cure moderate wounds, potion of invisibility, potion of bear's endurance, smokestick* (3);
Other Gear +1 studded leather, +1 dagger, daggers (4), feather token (bird), *nightdrops*^{UE}, chalk, hooded lantern, ink, inkpen, oil (2 pints), 10 sheets of paper, thieves' tools, tindertwig (10), weapon blanch^{UE} (cold iron), 15 gp

Tovril

Tovril (CE male quasit cleric) served the drow priestess Inexora Vexidyre until she met her end at the hands of Pathfinder agents in the Tower of the Ironwood Watch. His mistress dead, Tovril claimed her soul and traveled back to the Abyss to exchange the soul for power. His reward was not a stronger form but rather the power to channel Shax's demonic power as a cleric. Tovril has returned to Golarion with orders to aid and advise Shax's mortal servants—an assignment that both chafes at Tovril's growing pride and delights him when he can command cultists. So far, Tovril's partnership with Dalton Krunne has been successful and entertaining, but Tovril hopes to push Ekira to the point of bloodthirsty violence. In doing so, he hopes that he can corrupt and claim another soul to bargain for even greater power.

Tovril's skin and broad scales are red. When he grows excited, they turn black at the edges as if smoldering.

All Subtiers

TOVRIL	CR 3
Male quasit cleric of Shax 1	
CE Tiny outsider (chaotic, demon, evil, extraplanar)	
Init +4; Senses darkvision 60 ft.; Perception +9	
DEFENSE	
AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)	
hp 25 (4 HD; 3d10+1d8+5); fast healing 2	
Fort +4, Ref +7, Will +8	
DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10	
OFFENSE	
Speed 20 ft., fly 50 ft. (perfect)	
Melee 2 claws +9 (1d3-2 plus poison), bite +9 (1d4-2)	
Space 2 1/2 ft.; Reach 0 ft.	
Special Attacks channel negative energy 4/day (DC 11, 1d6),	
Spell-Like Abilities (CL 6th; concentration +7)	
At will— <i>detect good, detect magic, invisibility</i> (self only)	
1/day— <i>cause fear</i> (30-foot radius, DC 12), <i>commune</i> (six questions)	
Domain Spell-Like Abilities (CL 1st; concentration +4)	
6/day— <i>touch of evil</i> (1 rounds)	
6/day— <i>inspiring word</i> (1 rounds)	
Cleric Spells Prepared (CL 1st; concentration +4)	
1st— <i>cure light wounds, liberating command</i> ^{UC} , <i>protection from good</i> ^D	

0 (at will)—*bleed* (DC 13), *guidance, light*
D domain spell; **Domains** Evil, Nobility

TACTICS

During Combat Tovril remains invisible, and targets Ekira with beneficial spells and effects while encouraging her in Celestial. He avoids performing actions that would end *invisibility* so that he might continue his corruption of the inquisitor, though he tends to giggle when everything is going according to plan during Encounter 5 (DC 20 Perception to detect the approximate location).

Morale Tovril does not actually want to fight, and he flees if his invisibility is compromised or when he is reduced to 10 or fewer hit points.

STATISTICS

Str 6, **Dex** 18, **Con** 13, **Int** 11, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 13

Feats Skill Focus (Bluff), Weapon Finesse

Skills Bluff +10, Fly +22, Knowledge (planes) +6, Knowledge (religion) +4, Linguistics +4, Perception +9, Sleight of Hand +10, Stealth +18

Languages Abyssal, Celestial, Common; telepathy (touch)

SQ change shape (stork [use stats for a raven with the giant simple template] or wolf)

Combat Gear *scroll of shield of faith, wand of undetectable alignment* (15 charges); **Other Gear** 4 small rubies (50 gp each), silver holy symbol of Shax, 8 gp

SPECIAL ABILITIES

Poison (Ex) Claw—injury; *save* Fortitude DC 14 (includes a +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

Tobias Luin

Tobias is the mayor and sheriff of Dawnton (NG male halfling ranger). He is thick-chested for a halfling and proud of his long, white braid of hair, which was prematurely grayed by his experiences in the Fourth Mendevian Crusade that he joined 15 years ago. During his two years of service, he lost his family to raids and his friends on missions. Emotionally and physically exhausted, he returned to Dawnton to live out his life as a farmer, but the villagers recognized him as a hero and soon elected him mayor and sheriff.

Tobias's driving goal is to keep Dawnton safe and as peaceful as possible during the off months so that he has enough patience to keep things at a low boil during the harvest. He finds Ekira's zeal discomfiting, but if executing a few murderers keeps everything running smoothly, he's willing to see it done. Compared to the inquisitor, the sheriff is forgiving and flexible in his justice, so long as Ekira isn't breathing down his neck. Tobias never leaves home without his trademark wooden beer stein clipped to his belt, which he fills at every opportunity as a way of keeping conversations relaxed and friendly.

PATHFINDER SOCIETY SCENARIO

All Subtiers

TOBIAS LUIN

CR 1

NG town watcher (*Pathfinder RPG NPC Codex* 128)

hp 15

OFFENSE

Special Attacks favored enemy (evil outsider) +2

TACTICS

During Combat Tobias favors nonlethal tactics such as throwing a tanglefoot bag to capture a criminal. He shoots at opponents who harm innocents or his allies.

Morale Tobias attempts to retreat if reduced to 5 or fewer hit points. If his fleeing would endanger innocent lives, he fights to the death.

The Prisoners

The three condemned Pathfinders are Corwin Burke (NG male halfling ranger 2), Torum Grunsch (N male dwarf cleric 3) and Dakota Spire (LG female dwarf fighter 1). They are frightened but unharmed, and they look to any hope of rescue with abject optimism. Burke is a short, thin, quick redhead with a wry wit even in these dire straits. Grunch and Spire could be fraternal twins, though they're not related. Both are taciturn, thicker than they are tall, and wear their black hair in long braids. Spire has a wide scar along the top of his right forearm.

LETTER

Please help. I know you are innocent and that your friends are innocent. The real killer has me trapped in a house at the edge of town, near the fair. It's the one with white walls and two chimneys. He made me write the letters to trap them and you. He has left to kill again and locked me in the attic. I will try to get one of the children at the fair to bring you this letter. Please rescue me.

INVESTIGATION TRACKING SHEET

Town Sentiment	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
Opposition	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>			

	True Rumors	False Rumors
Fairgrounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Otto's Farm	<input type="checkbox"/>	<input type="checkbox"/>
General Store	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Beer Garden	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Word on the Street	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SCARS OF THE THIRD CRUSADE

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Pathfinder Society Scenario #5-22: Scars of the Third Crusade

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Osirion
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Silver Crusade	<input type="checkbox"/> Taldor
<input type="checkbox"/> A	<input type="checkbox"/> B	<input type="checkbox"/> C	<input type="checkbox"/> D

Character # Prestige Points

Character Name
☐ Andoran ☐ Cheliah ☐ Grand Lodge ☐ Osirion
☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

Character # Prestige Points

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☐ Qadira ☐ Sczarni ☐ Silver Crusade ☐ Taldor

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Pathfinder Society Scenario #5–22: Scars of the Third Crusade

Character Chronicle #

A.K.A. _____			
Player Name	Character Name	Pathfinder Society #	Faction

This Chronicle sheet grants access to the following:

Light of Redemption (Silver Crusade faction): You have helped to redeem a wayward priest, and in doing so you have affirmed your own beliefs and convictions. Whenever you would receive more than one Will save to overcome an enchantment (compulsion) effect, you gain a +1 bonus on the extra Will save against that effect. You can cross this boon off your Chronicle sheet to reduce the Prestige Point cost of an *atonement* spell by 2.

Mendevian Commendation: You have received a medal for your service to Mendev and the Fifth Crusade. For every Mendevian Commendation you have, you gain a cumulative +1 bonus on Charisma-based skill and ability checks made to influence crusaders of Mendev (maximum +3).

All Subtiers

bird feather token (300 gp)
nightdrops (250 gp; *Ultimate Equipment* 312)
potion of cure moderate wounds (300 gp)
potion of invisibility (300 gp)
scabbard of honing (500 gp; *Pathfinder RPG Ultimate Equipment* 318)

Subtier 4–5

potion of bear's endurance (300 gp)

Notes

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1–2	255	510
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
MAX GOLD	Out of subtier	593	1,185
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	4–5	930	1,860
MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	—	—	—
EXPERIENCE	Starting XP		
	+		GM's Initials
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
FAME	Initial Prestige	Initial Fame	
	+		GM's Initials
	Prestige Gained (GM ONLY)		
	—		
	Prestige Spent		
	Current Prestige	Final Fame	
GOLD	Starting GP		
	+		GM's Initials
	GP Gained (GM ONLY)		
	+		GM's Initials
	Day Job (GM ONLY)		
	—		
	Gold Spent		
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #