

#5-22 Scars of the Third Crusade

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GA PFS

Town Sentiment Track

Sentiment	Results
<input type="checkbox"/> <input checked="" type="checkbox"/>	-
<input type="checkbox"/>	Ekira confronts the PCs and inquires about their business. Begin Encounter 1.
<input type="checkbox"/>	Apply a -2 penalty on rolls made while interacting with the villagers for the rest of the scenario.
<input type="checkbox"/>	-
<input type="checkbox"/>	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.
<input type="checkbox"/>	-
<input type="checkbox"/>	Increase the penalty on all rolls while interacting with the villagers to -4.
<input type="checkbox"/>	-
<input type="checkbox"/>	A group of town roughs confronts the party. Begin Encounter 2.
<input type="checkbox"/> <input checked="" type="checkbox"/>	-
<input type="checkbox"/>	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.
<input type="checkbox"/> <input checked="" type="checkbox"/>	-
<input type="checkbox"/>	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.

Town Sentiment Modifiers

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

End of the first phase every day, each PC can attempt a Bluff, Disguise or Stealth check (DC 15 or 18). If $\frac{1}{2}$ the party or more succeed, reduce the first track advancement of that day by 1.

Opposition Track

Score	Results
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Neither Tovril nor Dalton is aware of the PCs or their intent.
<input type="checkbox"/> <input checked="" type="checkbox"/>	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.
<input type="checkbox"/>	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.
<input type="checkbox"/>	Tovril and Dalton decide to commit another murder and frame the PCs for the crime. Begin Encounter 3.
<input type="checkbox"/>	-
<input type="checkbox"/>	Dalton decides to murder the PCs. Begin Encounter 4.

Opposition Modifiers

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

Rumors

Fairgrounds (DC 12 or 15; Acrobatics, Climb, Ride, Swim)

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

Otto's Farm (DC 12 or 15; Bluff, Diplomacy, Intimidate)

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

General Store (DC 10 or 13; Bluff, Diplomacy, Intimidate, Craft, Profession)

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

Beer Garden (DC 10 or 13; Bluff, Diplomacy, Perform, Fort Save)

Successes	Results
4+	Two true rumors
3	One true rumor and one false rumor
2	Two false rumors
0-1	One false rumor, advance Town Sentiment Track by one

Word on the Street (DC 10 or 13; Diplomacy, Knowledge (local))

Successes	Results
4+	Two true rumors
3	One true rumor and one false rumor
2	Two false rumors
0-1	One false rumor, advance Opposition Track by one

Maximum Rumors

Location	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"/>
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"/>

True Rumors	
D8	Rumor
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	
D8	Rumor
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.

LOCAL TOUGHS

Human commoner 2

CN Medium humanoid (human)

Init -1; **Senses** Perception +0**DEFENSE****AC** 9, touch 9, flat-footed 9 (-1 Dex)**hp** 9 (2d6+2)**Fort** +1, **Ref** -1, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** unarmed strike +2 (1d3+1 nonlethal)**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**Str** 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8**Base Atk** +1; **CMB** +2; **CMD** 11**Feats** Skill Focus (Handle Animal, Heal)

Skills Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5

Languages Common

CR ½

TOBIAS LUIN

Halfling ranger 2

LN Small humanoid (halfling)

Init +3; **Senses** Perception +8**DEFENSE****AC** 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)**hp** 15 (2d10)**Fort** +4, **Ref** +7, **Will** +2; +2 vs. fear**OFFENSE****Speed** 20 ft.**Melee** short sword +4 (1d4+1/19–20)**Ranged** mwk shortbow +7 (1d4/x3)**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.

STATISTICS**Str** 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +2; **CMD** 15**Feats** Point-Blank Shot, Precise Shot

Skills Acrobatics +7 (+3 when jumping), Climb +8, Diplomacy +1, Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Stealth +12, Survival +6, Swim +5

Languages Common, Halfling**SQ** track +1, wild empathy +2**Combat Gear** potion of cure light wounds, tanglefoot bags (2), thunderstone;

Other Gear masterwork studded leather, masterwork shortbow with 20 arrows, short sword, 84 gp

EKIRA

Female human inquisitor of lomedae 3

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/x3)

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)—*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 *protection from chaos* or *divine favor* to augment her combat abilities as she bellows an oath to lomedae. 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 lomedae (holy text), silver holy symbol of lomedae, 33 gp

CR 2**EKIRA**

Female human inquisitor of lomedae 6

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/x3)

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

Same as Subtier 1-2 with the following change:

During Combat Ekira casts a spell such as *flames of the faithful* or *divine favor* to augment her combat abilities.

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, 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 lomedae (holy text), silver holy symbol of lomedae, 41 gp

CR 5

DALTON KRUNNE

Male human rogue (knife master) 3

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**CR 2****DALTON KRUNNE**

Male human rogue (knife master) 6

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)**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**CR 5**

TOVRIL

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—*detect good, detect magic, invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 12), *commune* (six questions)

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

6/day—touch of evil (1 rounds)

6/day—inspiring word (1 rounds)

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

1st—*cure light wounds, liberating command^{JC}, protection from good*^P

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

CR 3

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.