

PATHFINDER®



SHADOWS AND SCARECROWS

By Jacob W. Michaels

Bounty: 3

Level: 1

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1-1.5 HOURS



LEVEL: 1



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*

Maps: *Pathfinder Flip-Mat Classics: Hill Country*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SUMMARY

Several people have gone missing from a small community in shadow-shrouded Nidal, but who or what is responsible? It's up to a handful of adventurers to find out. The PCs must sift through clues from the anguished community to discover the answer. If they puzzle out the mystery, they can follow the leads into the surrounding hills to face the "monster" who is responsible.

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ADVENTURE BACKGROUND

The Atteran Ranches, a loose confederacy of horse breeders and trainers in the northern plains of Nidal, have long given lip service to the sadistic god Zon-Kuthon and Nidal's Umbral Court while secretly harboring followers of Desna. Among these settlements lies Rannan's Ranch, a village built around the homestead of Rannan Atteran.

The local Kuthite priestess, Teflar, has been careful to avoid conflict with the locals. Secretly, however, she was sent to Rannan's Ranch to root out a hidden cult of Desnans. To this end, Teflar brought an acolyte, Kareida, to spy on the ranch's people. Kareida posed as a lone traveler looking for work, hoping to earn the heretics' trust enough to get close to them. Kareida excelled at her mission. By using covert signs of Desna's worship, she even managed to convince one family devoted to Desna that she shared their faith, and that her own parents had been killed by Kuthites. In response, the family welcomed her into their home and cared for her as one of their own. When Kareida reported to Teflar that she had found suspected cultists, Teflar praised her, and asked her to honor Zon-Kuthon by torturing and interrogating the traitors. Despite her original intentions, Kareida couldn't bring herself to torture those who had treated her with such openness and warmth. After failing this test of her twisted faith, Kareida fled nearly a month ago.

Afraid Teflar would continue with her plan but knowing she was no match for the priestess in a direct confrontation, Kareida set out to disrupt her former mentor's work in secret. She donned a scarecrow disguise to throw Teflar off her trail and began sneaking into the village to spirit the followers of Desna away to safety in the nearby hills.

GETTING STARTED

The adventure begins at the ranch of Rannan Atteran, shortly after the PCs arrive in Rannan's Ranch. After finding their way to the town square, the party observes Rannan, a short human man wearing riding leathers, hammer a piece of parchment onto a post. Afterward, he lingers nearby, speaking with villagers. If the PCs investigate, they can discern easily that the note is both a

WHERE ON GOLARION?

This adventure takes place in the Atteran Ranches in the northern reaches of Nidal, where the oppressive priesthood of Zon-Kuthon holds slightly less sway. More detail on Nidal can be found on page 103 of the *Pathfinder Lost Omens World Guide*.



warning and call for help. When they read the note, give the PCs **Handout: Rannan's Warning**.

If the PCs approach Rannan, he explains that he just returned from a trip to another ranch, but tells them what little he knows. In the last 2 weeks, four villagers have gone missing: a rancher named Nema; Lieraka and Maredine, a married couple who were abducted from their homes overnight; and Etendon, a farmer who was taken while working in a pasture just yesterday.

RELIGION OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Religion or Society check to Recall Knowledge gains insight that might help them unravel the mystery.

Critical Success As success, but the PC also remembers that Kuthite priests and mercenary "dream hunters" try to root out these dissidents.

Success The PC knows the Atteran Ranches act subservient to Nidal's leadership and Zon-Kuthon, but many shelter followers of Desna, known as Dreamers.

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Critical Failure The PC believes a Nidalese tradition involves sending people into the wilderness with nothing but the clothes on their back to experience pain and purge their weakness, as Zon-Kuthon teaches. Unfortunately, not everyone returns from the journey. Perhaps the missing people are victims of this practice.

HERO POINTS

As the PCs begin to investigate, remind them that they each have 1 Hero Point available.

GATHERING CLUES

If the PCs express interest in taking up the bounty, Rannan suggests the PCs talk to Teflar, the local priestess of Zon Kuthon, who is searching for the missing people. He reminds them before they go that Zon-Kuthon is the patron deity of Nidal, and that they should step carefully around the priestess—their actions in the village could have consequences for everyone who lives there. He also instructs the PCs that they can most likely find Teflar tending a nearby shrine to the Midnight Lord and gives the PCs the locations of the families of the missing people.

TO THE POINT

Teflar (NE female human priestess of Zon Kuthon) tells the PCs that she suspects that her former acolyte—a 19-year-old woman named Kareida—is responsible for the disappearances. She says she sent Kareida away a month ago because her faith wasn't strong enough, and she set a poor example for the village youth. Now, Teflar says, she fears Kareida seeks vengeance. While Teflar does in fact suspect Kareida, she is twisting the story to suit her narrative. Each PC can attempt a DC 18 Perception check to Sense Motive to learn more.

Critical Success As success, and the PCs realize that the way Teflar speaks about her standards for Kareida suggests that she trained her acolyte in one of the more demanding doctrines. This knowledge gives the PC a +1 circumstance bonus to their Will save against Kareida's Masked Intentions ability in area A.

Success The PC suspects Teflar's recounting isn't fully accurate: Kareida probably ran away from her training, something Teflar didn't take well. The priestess is most likely looking for her former acolyte instead of the missing people, and certainly won't let the missing villagers' safety take precedence over punishing Kareida.

Failure The PC takes Teflar at her word.

HEALING HANDS

Nema's husband **Hektril** (NE male human veterinarian) is a devout Kuthite working through his rage and sorrow while helping one of the region's famed nidarrmar horses.

Unfortunately, the injured animal sensed his emotional distress and won't let him get close. Hektril remains too upset to talk as long as the horse remains untreated. Each PC can attempt a DC 15 Nature check to Command the Animal to settle or a DC 15 Medicine check to Treat its Wounds (a PC automatically succeeds by using magic such as *charm* or *heal*), or a DC 15 Intimidation check to Coerce Hektril into calming down.

Critical Success As success, and he praises the priestess's connection to Zon-Kuthon. This foresight gives the PCs a reaction they can use once during this adventure to gain a +1 circumstance bonus to a saving throw against one of Teflar's spells in area A (inform the PC of this when they begin the fight against Teflar).

Success Hektril says he was with Teflar, the local Kuthite priestess, when his wife disappeared. Teflar immediately started searching for Nema as soon as she heard. He adds that the priestess has been combing the nearby hills, and has found some strange tracks in that area. This information allows the PCs to Track Kareida.

Failure The PC can't calm Hektril or the horse.

Critical Failure As failure, plus the agitated horse lashes out at the PC, dealing 1d6+4 bludgeoning damage (DC 15 basic Reflex save).

ON THE MOVE

Ernam and **Airill Arborshade** (LN male halfling animal herders) noticed that their adult son, Etendon, went missing several days ago. They're looking for him, but they can't go too far because they have two younger children, Avienue and Meira. They're too driven to stop to talk, but the PCs can borrow mounts to accompany them as they look for clues around the ranch. A PC who succeeds at a DC 13 Athletics check to Ride can keep up with the herders long enough for them to share some information. A PC who succeeds at DC 13 Deception check to Lie about a potential clue can slow down Ernam and Airill long enough that they reveal what they know.

Critical Success As success, plus they share their tracking methods in the hills, giving the PCs a +2 circumstance bonus to their Survival check to Track Kareida.

Success Ernam and Airill reveal they found strange single-point tracks (Kareida made shoes to leave tracks that resemble that of a scarecrow). They direct the PCs to the tracks, allowing the PCs to Track Kareida (see Finding the Missing People on page 5).

Failure Ernam and Airill believe the PCs are only slowing them down and refuse to speak with them.

A LITTLE SECRET

Litrial (NG male fetchling farmer) and his wife **Ruiha** (NG female human farmer) are secretly followers of

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Desna. Litrial's brother **Lieraka** and his wife **Maredine**, are among the missing people. They disappeared from their house in the middle of the night last night, and Litrial and Ruiha are currently searching that house for clues about the disappearance. Each PC can attempt a DC 15 Perception check to find a small paper butterfly with folded wings dotted with black spots tucked away under the bed. It is clear to any PC who succeeds at a DC 10 Religion check that butterflies are associated with the goddess Desna; worshippers of Desna automatically succeed at this check. If the PCs find the butterfly, they can each attempt a DC 20 Diplomacy check to convince Litrial to share the meaning of the symbol. PCs who profess faith in Desna or another chaotic or good deity reduce this DC by 5. PCs who can prove a connection to such a deity, such as clerics or champions, reduce this DC by 10.

Critical Success As success, plus Litrial shares techniques for moving about undetected, giving the PCs a +2 circumstance bonus to their Stealth check to follow Teflar.

Success Litrial explains that the symbol is a sign from Lieraka and Maredine that they ran into trouble and have fled the village, and that he and his wife should do the same. He confides in them that he worries that Teflar might be the reason they had to run away, and Ruiha warns the PCs to be careful around her. If asked directly, they admit that the four of them are secretly followers of Desna.

Failure The PCs find no clues, and eventually Litrial asks them to leave the house. Shortly after the PCs leave, Ruiha finds the butterfly, and the couple runs off into the wilderness.

FINDING THE MISSING PEOPLE

When they're ready, the PCs can head into the hills to find the missing people. A single PC who is trained in Survival can attempt a DC 18 Survival check to Track Kareida. Alternatively, a single PCs can attempt DC 18 Stealth check to lead the group after Teflar, who by this point is searching for Kareida.

Critical Success As success, plus if they Tracked Kareida, the PCs get a +2 circumstance bonus to Perception checks for initiative in area **A**; if they followed Teflar, the PCs get a +2 circumstance bonus to Stealth checks for initiative.

Success The PC leads the group to the correct location.

Failure As success, but it takes most of the day; the PCs arrive at area **A** just as the sun sets, casting them in dim light.

A. KAREIDA'S HIDEOUT MODERATE 1

Kareida led the Dreamers to a spot in the nearby hills where she has been hiding. A winding path leads up a slope that is difficult terrain to ascend. A PC who succeeds at a DC 15 Athletics check to climb can scale the 5- to 10-foot ledges easily. Use the map on page 6 for this area.

Creatures: Teflar has just arrived at the place where Kareida and the Dreamers are hiding. She plans to kill Kareida and everyone with her, then blame Kareida for everything. Kareida wears a scarecrow mask. The rest of her scarecrow costume is stashed away in the cave.

How the PCs arrived here determines where everyone is positioned at the start of the encounter.

If the PCs Followed Teflar: The PCs begin at the area marked **A3** on the map, Teflar is at the area marked **A2**, and Kareida and the Dreamers are at area **A1**.

If the PCs Tracked Kareida: The PCs begin at the area marked **A2**, and Kareida and the Dreamers at the area marked **A1** on the map. Teflar is at area **A3**, though the PCs may not be aware of her.

In either situation, when Kareida sees the PCs, she assumes they are dream hunters working with Teflar and attacks, and cries out that they can't take these people away from her. She tries to keep PCs away from the Dreamers by attempting to Shove a PC who gets too close off a ledge. A PC who observes the Dreamers' reactions and succeeds at a DC 15 Perception check to Sense Motive notices that the villagers are scared of Teflar, not Kareida. A PC can use an action to attempt a Diplomacy or Intimidation check against Kareida's Will DC to get her to stop fighting. Most of the Dreamers are unarmed and don't participate in the combat, fearing that any direct action against Teflar could have terrible consequences for their families. Kareida is knocked out, not killed, if she is reduced to 0 Hit Points.

Teflar is content to look for an opportune moment to strike either Kareida or the PCs as they fight. She wants to keep space between herself and the PCs so she can target them with spells. If Kareida is conscious while the PCs fight Teflar, Kareida is too scared of her former mentor to help and uses her actions to move toward the Dreamers to keep them safe (once the encounter begins, the Dreamers retreat behind several large stones, where they are safe from stray spells or weapons).

TEFLAR

CREATURE 2

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +8; low-light vision

Languages Common, Shadowtongue

Skills Deception +8, Intimidation +8, Religion +7, Stealth +5

Str +0, **Dex** +1, **Con** +2, **Int** +0, **Wis** +3, **Cha** +4

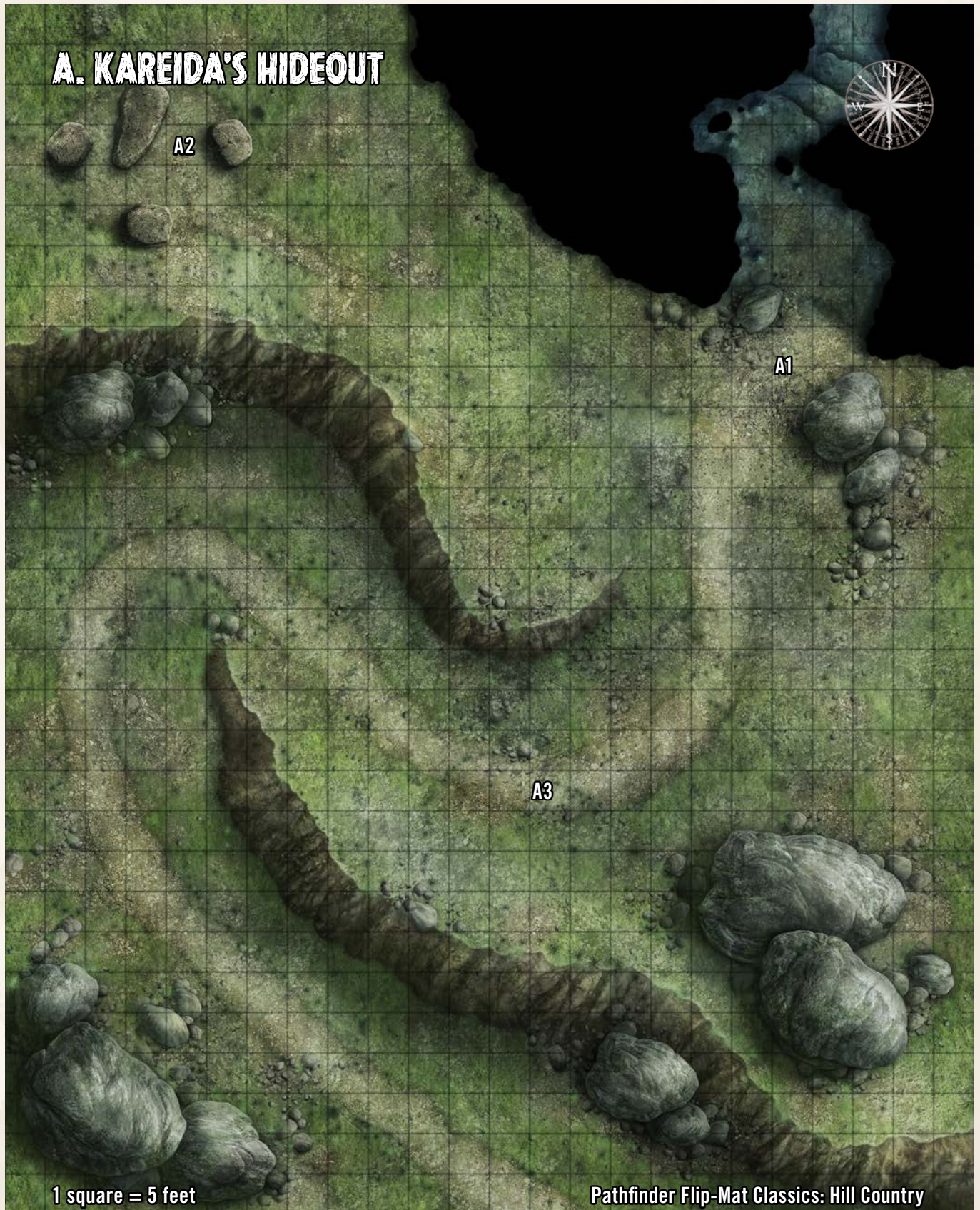
Items leather armor, religious symbol of Zon-Kuthon, spiked gauntlet

AC 16; **Fort** +7, **Ref** +6, **Will** +10

HP 28

Invigorating Agony ➤ **Requirement** Teflar has spent at least 1 Focus Point; **Trigger** Teflar takes bleed, piercing, or slashing damage; **Effect** Teflar regains 1 Focus Point.

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Speed 25 feet

Melee ♦ spiked gauntlet +7 (agile, free-hand), **Damage** 1d4 piercing

Divine Prepared Spells DC 18, attack +10; **1st** *command*, *harm* (×5), *phantom pain*, *ray of enfeeblement*; **Cantrips** *chill touch*, *daze*, *divine lance*, *know direction*, *shield*

Cleric Domain Spells 1 *Focus Point*, DC 18; **1st** *savor the sting* (Core Rulebook 396)

KAREIDA

CREATURE 1

UNIQUE N MEDIUM HUMAN HUMANOID

Perception +7; low-light vision

Languages Common, Shadowtongue

Skills Athletics +7, Crafting +4, Deception +5, Stealth +6

Str +3, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

Items javelin (3), mace, scarecrow mask, spiked chain

AC 15; **Fort** +8, **Ref** +7, **Will** +6

HP 25

Masked Intentions (aura, mental, visual) 30 feet. Kareida's mask hides her focus in a fight. Enemies that start their turn in the aura or enter it must succeed at a DC 16 Will save or become flat-footed to Kareida and take a -2 circumstance penalty to saving throw DCs against skill checks Kareida makes against them until the start of their next turn. On a critical success, the foe is temporarily immune for 1 minute. If Kareida is not wearing her scarecrow mask, she loses this ability.

Speed 25 feet

Melee ♦ mace +7 (shove), **Damage** 1d6+3 bludgeoning

Melee ♦ spiked chain +7 (disarm, finesse, trip), **Damage** 1d8+3 slashing

Ranged ♦ javelin +7 (thrown 30 feet), **Damage** 1d6+3 piercing

Development: After the PCs defeat Teflar, they can return to the ranch with the missing villagers. Without the looming threat of Teflar, the Dreamers know they at least have time to assure their families of their safety. If

SCALING KAREIDA'S HIDEOUT

To adjust for larger groups of PCs, use the following adjustments.

5 PCs: Apply the elite adjustment (*Bestiary* 6) to Teflar.

6 PCs: Apply the elite adjustment (*Bestiary* 6) to Teflar. Additionally, Teflar has the following aura active, granted to her by her faith in Zon-Kuthon.

Feel the Blades (aura, divine, enchantment, feat, mental, visual) 30 feet. When a creature ends its turn in this aura, it feels and sees sharp blades piercing its skin. The creature must succeed at a DC 17 Will save or become frightened 1 (frightened 2 on a critical failure).

Kareida survives, the Dreamers return to the ranch long-term. Kareida takes Teflar's place as the ranch's priestess, eventually coming to the worship of Desna while using her history to fool any true Kuthites.

When the PCs return to town with the Dreamers, Rannan is delighted and relieved, and after warmly greeting the returning people, he quickly fetches the PCs' reward.

CONCLUSION

After receiving their reward, the PCs are free to spend time in Rannan's Ranch or move on to other adventures.

OBJECTIVE

The PCs fulfill their objective if they defeat Teflar. For home groups, award 100 XP to your players; this includes their awards for finding the missing people and defeating Teflar, and an accomplishment bonus for fulfilling the bounty. Pathfinder Society GMs, see Organized Play (page 10) for determining appropriate rewards.

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APPENDIX: GAME AIDS



Scarecrow Bounty Poster

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HANDOUT: RANNAN'S WARNING

Ranchers and farmhands, beware! Several people have gone missing over the last month, leaving their possessions behind. Locals believe a rampaging monster to be responsible: a haunted scarecrow that roams the fields. Travel in groups, don't tarry in dangerous places, and keep your children under constant watch until the creature responsible is found and slain.

Anyone who finds the missing people or kills the beast will get a half-share of profits from the sale of my finest steed when it's taken to market at the end of the month, or food and supplies of equal value. If you can't leave the ranch without putting your family at risk, don't pursue!

—Rannan

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ORGANIZED PLAY

CHRONICLE SHEET

Characters playing this scenario for Pathfinder Society credit earn a Chronicle Sheet. If the PCs defeat Teflar, they earn 4 gp each. Bounties do not grant Downtime.

The organized play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

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Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned?	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A
			Fame Earned:

Character Name:		Faction:	
Org Play #:	-2	Level	<input type="checkbox"/> Grand Archive <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Verdant Wheel
			<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

Character Name:		Faction:	
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			<input type="checkbox"/> Slow Track <input type="checkbox"/> Dead <input type="checkbox"/> Infamy

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Bounty #3: Shadows and Scarecrows

Character Chronicle #

Chronicle Code

Q8Y7

A.K.A. _____		- 2		Faction _____	Reputation _____
Player Name _____	Character Name _____	Organized Play # _____	Character # _____	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

You accepted a bounty to find missing people and slay the monster that was thought to be responsible for their disappearances. Not all was as it seemed, however: the missing people had fled of their own volition, fearful that the local priest of the sadistic god Zon-Kuthon would come after them for their faith in the goddess Desna. You arrived just in time to stop this priest from harming Desna's faithful or exacting revenge on her former acolyte, who had helped lead Desna's worshippers to safety.

Items		Purchases		REWARDS
	Items Sold / Conditions Gained			

TOTAL VALUE OF ITEMS SOLD Add 1/2 this value to the "Items Sold" Box		<input type="text"/>		
Items Bought / Conditions Cleared				

TOTAL COST OF ITEMS BOUGHT		<input type="text"/>		
Notes				

FOR GM ONLY				
EVENT _____	EVENT CODE _____	DATE _____	Game Master's Signature _____	GM Organized Play # _____