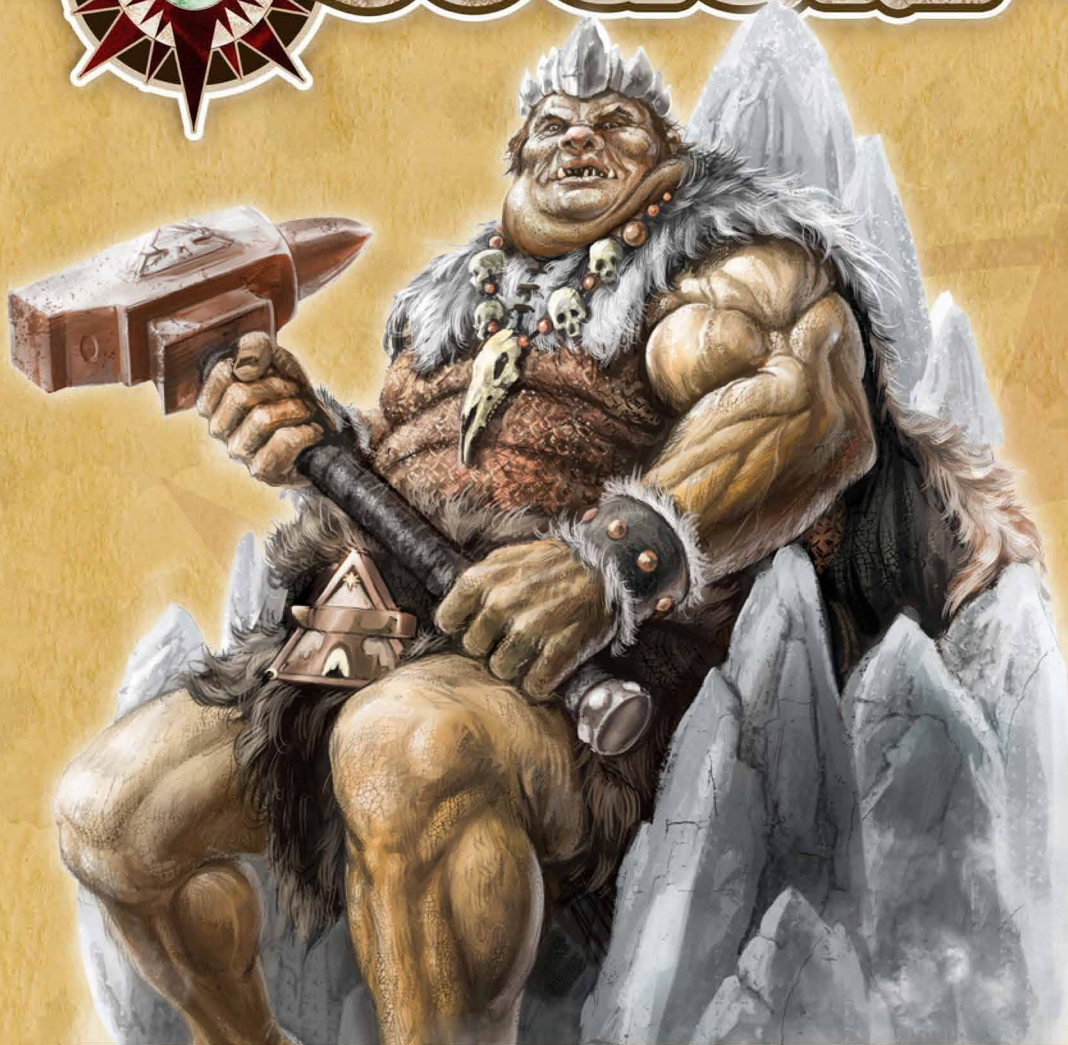


Pathfinder Society Scenario #4-04



# PATHFINDER SOCIETY



## KING OF THE STORVAL STAIRS

By Dennis Baker



# KING OF THE STORVAL STAIRS

PATHFINDER SOCIETY SCENARIO #4-04

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*Pathfinder Society Scenario #4-04: King of the Storval Stairs* is a Pathfinder Society Scenario designed for 7th- to 11th-level characters (Tier 7–11; Subtiers 7–8 and 10–11). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, and the *Pathfinder RPG Advanced Player's Guide*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

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# KING OF THE STORVAL STAIRS

BY DENNIS BAKER



The frontier region of Varisia in northwestern Avistan is a land divided. While the three city-states of Korvosa, Magnimar, and Riddleport split the Varisian lowlands politically, the very terrain is hewn in two by a great cliff-face known as the Storval Rise, which separates the lush lowlands of the west and south from the barren, hostile desert of the Storval Plateau. The Storval Rise reaches heights of over 1,000 feet in many places, but at one site along the rise's western wall, it stands only 400 feet from the fertile land below. Here, in the ancient days of the empire of Thassilon, enslaved giants built a massive set of stairs, sized for their own kind rather than for humans, surrounded by structures and statues of immense proportions.

Called the Storval Stairs, this cyclopean stairway has long served as a path between the Varisian lowlands and the Storval Plateau. Unfortunately, it has also been constantly contested by an assortment of creatures that find the ancient ruins provide not only a convenient and fortified shelter but also a source of food, as vulnerable caravans and explorers traverse them in both directions. A few years ago, a tribe of stone giants took control of the stairs, driving off other threats, but the giants were themselves driven off by ambitious adventurers, leaving the passage clear. That period of relative quiet didn't last long, however, and a flight of harpies soon occupied the stairs and claimed them as their territory. Led by the ambitious harpy queen Lareecan, the monstrous avian tribe claimed the stairs for nearly 2 years, but all that changed when the hill giant chieftain Formoch arrived.

Formoch, a devout worshiper of Minderhal, giant god of creation, justice, and strength, led his tribe to the stairs at the urging of his mysterious Kellid advisor and lover Atga, who promised him the stairs would provide him an ample supply of human captives to sacrifice to their evil god. The hill giant chief established himself as the stairs' newest despot, the self-proclaimed King of the Storval Stairs, and drove the harpies out of the prime lairs amid the massive ruins to a new, more crowded aerie at the top of one of the great statues of the runelord Karzoug flanking the foot of the stairs.

## WHERE ON GOLARION?

*King of the Storval Stairs* takes place in the ancient Thassilonian ruin known as the Storval Stairs. This giant-sized stone staircase connects the fertile lowlands of western Varisia with the barren scrubland of the Storval Plateau. Rising 400 feet up the steep Storval Rise, the stairs are flanked by dozens of structures of immense proportions and towering statues replicating the visage of Karzoug, Runelord of Greed. For more information on Varisia, the modern land occupying much of the area of the fallen empire of Thassilon, see *Pathfinder Player Companion: Varisia*, *Birthplace of Legends*, the *Shattered Star Adventure Path*, and *Pathfinder Adventure Path: Rise of the Runelords Anniversary Edition*, all available at your local bookstore or hobby store or online at [paizo.com](http://paizo.com).



These monstrous conflicts and power struggles are common to the Storval Stairs, and generally wouldn't affect the civilized races of Varisia, except for the occasional caravan or adventurer traversing the stairs. Unfortunately, recent events have greatly increased traffic through the passage, as explorers now flock to the newly-discovered Thassilonian city of Xin-Shalast in the mountains north of the Storval Plateau. Among the groups interested in such exploration is the Pathfinder Society, which has vastly increased its presence and resources in the region in part because of the wider focus on the potential discoveries hidden amid Varisia's countless ruins.

## GM RESOURCES

*King of the Storval Stairs* makes use of the *Pathfinder RPG Core Rulebook*, the *Pathfinder RPG Bestiary*, and the *Pathfinder RPG Advanced Player's Guide*. The adventure assumes the GM has access to these sourcebooks and specific rules referenced are not reprinted herein. In addition to these books being available for purchase in bookstores and game stores worldwide, all rules referenced in this adventure can be found in the free online Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd).

A week ago, a Pathfinder supply caravan disappeared near the stairs, and as word of the ruin's new king reached Magnimar along with tales of the exorbitant tariffs the hill giants now demand for passage through their realm, the caravan's likely fate was instantly clear to Venture-Captain Sheila Heidmarch. Only by clearing out the stairs' monstrous inhabitants and establishing a lasting Pathfinder presence to defend against future giant invasions can the Storval Stairs be trusted as a means of passage between the settled lowlands of Varisia and the unfathomable riches and arcane discoveries of the Storval Plateau.

## SUMMARY

Magnimar's venture-captain, Sheila Heidmarch, tasks a team of Pathfinders with traveling to the Storval Stairs, dealing with any monstrous threats in the strategically vital area, and holding the ruins against invaders until a Varisian caravan carrying Society reinforcements arrives to establish a long-term way station there. During the briefing, a messenger arrives from Riddleport to deliver a message from Sczarni faction head Guaril Karela. He expresses his concern about the situation at the Storval Stairs and urges the Pathfinders to perform their job well. In order to facilitate their journey to the stairs (nearly 500 miles by road), he also provides a *scroll of greater teleport* for them to use to reach the location of the missing caravan (divined by scrying on one of the distinctively painted wagons). While Heidmarch doesn't trust Karela, she nevertheless encourages the PCs to use the scroll and get their mission underway quickly.

When the PCs arrive at the location described by Karela in his letter, they discover vultures circling the savaged remains of a caravan that had been approaching the stairs from the southwest. A small band of giants is currently picking through the wreckage and attacks the PCs upon arrival. An investigation of the ruined caravan reveals signs of a harpy attack.

As the PCs climb the Storval Stairs after recovering from their initial conflict with the giants, they can discover further evidence of the ongoing struggle for

control of the ruins between the harpies and giants. About halfway up the stairs, they reach a massive landing. In the center of the landing, several humans and giants are staked out in various torturous poses. These are the victims of the harpies' most recent raid at the foot of the stairs, and all are now long-dead.

A constant stream of smoke pours from the building to the landing's north a cloud, along with the guffaws and hollers of the giants within, who are in the process of torturing an Aspis Consortium agent the PCs can either save or leave to the giants' twisted whims. While the Pathfinders investigate the hill giants' ruckus in the northern building, the Lareecan and her flock lay an ambush, hoping to draw easy prey out into the open with their seductive songs.

After dealing with the giants and harpies on the stairs, the PCs can secure the site and await the arrival of the Pathfinder reinforcements. Before the Pathfinders arrive, however, Formoch, Atga, and a contingent of hill giant warriors return from their most recent pilgrimage to make sacrifices to Minderhal on the Storval Plateau. It falls to the Pathfinders to defend the stairs from this final assault to prevent the site from falling back into the hands of the King of the Storval Stairs.

## GETTING STARTED

The Pathfinders begin the adventure in the Magnimar Pathfinder Lodge at Heidmarch Manor, where they await their briefing in the sitting room. Venture-Captain Sheila Heidmarch enters the room, gives them a quick once-over and launches into the assignment in her characteristically deep voice.

"Thank you for coming, Pathfinders. You look well qualified for the task at hand, and I'm relieved a team such as yours was available so far from the Society's heart in Absalom. How familiar are you with the ruins of ancient Thassilon? Well, you're going to be getting a lot more familiar with one of the most strategically important sites in the entirety of Varisia—the Storval Stairs.

This stairway—carved by giants and scaled appropriately for creatures of their size—provides the easiest means of climbing the Storval Rise west of the Iron Peaks. Thus, it also provides the swiftest means of getting supplies and personnel to and from the ruins of Xin-Shalast and other sites of interest on the Storval Plateau. We had a supply caravan go missing a week ago; its last reported location was near the stairs, and rumors I've been hearing from as far away as Riddleport indicate this isn't the only similar situation in recent months. Some reports claim a tribe of hill giants have claimed the Storval Stairs as their territory and are demanding exorbitant tariffs to pass in either direction. Apparently they're led by the self-proclaimed King of the Storval Stairs, who doesn't like the

idea of anyone traveling through his kingdom without paying their due.”

A knock sounds on the door, and a messenger sticks her head in shyly. In her hand she holds a leather scroll case embroidered with traditional Varisian beadwork. “A message for you, Lady Heidmarch. From your cousin Guaril in Riddleport.” Sheila accepts the missive, tips the courier, and turns back to the matter at hand, shaking her head.

“I’ve told that greasy charlatan to stop calling me family...” The venture-captain draws the scroll from the case and quickly reads it, raising one eyebrow inquisitively. “Well, this is fortuitous. It seems ‘Cousin’ Karela is also interested in your mission, and wants to ensure your success in a timely fashion. No doubt he has some ulterior motives that don’t align with our own... Then again, we’re likely to use his influence among the Varisian people to populate the supply caravans to and from the Storval Plateau, so perhaps his motivation is not so different after all.

“Travel to the Storval Stairs and confirm what happened to our supply wagons. While you’re there, take care of this so-called king and ensure he and his giant followers don’t present a problem for us in the future. Then hold the location until a larger contingent of Pathfinders arrives to set up a more permanent way station there. It’s nearly a five hundred mile journey, but our ‘cousin’ has seen to it that won’t be a problem for you—he included a scroll here to teleport you to a location another ‘relative’ of his divined as the current location of the supply caravan. He says it was expensive but a good investment, and that you’re worth it.”

Sheila holds the scroll out for the taking, the sketch of the location one should use as its destination visible in its uncurling corner. “Best of luck, Pathfinders.”

If the players have any questions, Sheila helpfully provide the following replies.

**Why hasn’t Magnimar’s government gotten involved?** “Although Magnimar is a city-state with a outlying holdings, the Storval Stairs lies beyond even Ravenmoor, which marks the very edge of what the city claims and can reasonably maintain. Intervention in conflicts outside those holdings is more or less at the whim of Lord-Mayor Grobaras, and he rarely intervenes unless he has a financial stake in matters.”

**Do you know anything more about this King of the Storval Stairs?** “Rumors describe him as a brute of a hill giant, and many claim even his own people fear him. He is said to follow one of the giant gods and sacrifice prisoners or slaves at a holy site on the Storval Plateau if they don’t pay his tariffs.”

**Are there any other threats on the stairs?** “The stairs have been a trouble spot for years and have a reputation for sheltering harpies and trolls. Since the giants moved in, they seem to have driven off most other monsters.”

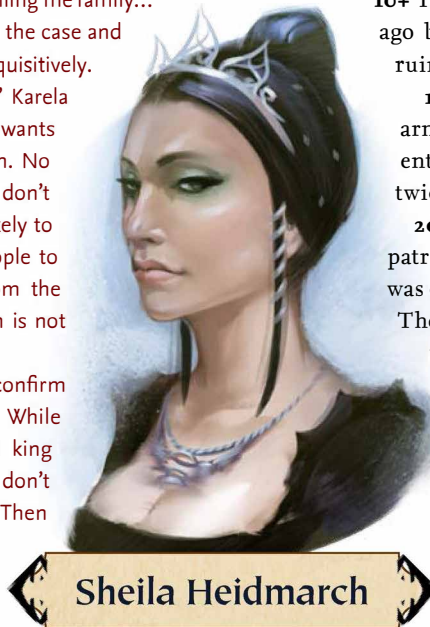
## Knowledge (history)

The player characters may wish to research the Storval Stairs’ ancient history before heading to the site.

**10+** The Storval Stairs were created millennia ago by the empire of Thassilon and many ruins surround the stairs themselves.

**15+** The stairs originally housed an army of giants, and the proportions of the entire site are suited for creatures at least twice the size of a human.

**20+** The Shoanti Hawk Clan has patrolled the stairs for generations, and was driven off only recently by stone giants. Though the giants were later driven away, the Shoanti have not returned to their patrols of the stairs, leaving the site undefended for new creatures to claim as their lairs.



## Knowledge (local) or Diplomacy (gather information)

Investigating local news and rumors may give PCs more information about the Storval Stairs in the present day.

**10+** The Storval Stairs serve as a connection between the Varisian lowlands and the elevated Storval Plateau. It’s the easiest route between destinations on the plateau and western Varisia (though still an arduous trek).

**20+** In addition to the giants spoken of in current reports, harpies and trolls are also known to claim the Storval Stairs from time to time.

**25+** Some Magnimarian merchants are said to have negotiated a deal with the Shoanti Hawk Clan to guard a caravan through the stairs. Rumor has it the missing Pathfinder expedition had a Hawk Clan escort.

**30+** A powerful Kellid witch has taken the King of the Storval Stairs as a lover, and they sacrifice prisoners and slaves to a god of the giants on the Storval Plateau.

**35+** The King of the Storval Stairs is a powerful cleric of Minderhal, a giant god of creation and destruction.

If the Pathfinders choose to use the *scroll of greater teleport* provided by Guaril Karela, the journey is instantaneous, as the scroll includes a sketch of a distinctive rock formation to which the PCs can teleport without a chance of failure (Use Magic Device DC 38; caster level check DC 19). If none

of the PCs can use the scroll, they may pay a spellcaster in Magnimar to do so for them (he charges 1,137 gp or 3 PP for the service). Alternatively, the PCs can make the journey overland, which takes nearly 3 weeks.

## PART ONE: TAKING THE STORVAL STAIRS

However the PCs get to the last known site of the supply wagons, the adventure truly begins when they reach area A. After this initial encounter, the PCs can approach the remaining encounter areas in this part of the adventure in any order they prefer. While the adventure presents them in the order they are likely to be encountered by PCs traveling solely by foot, flying PCs or those with short-range teleportation abilities may face these challenges in a different order. Once the PCs have defeated the giants in areas A and D and the harpies in either area E or F, they should have a day or two to make camp and prepare the way for the Pathfinder reinforcements in Part Two.

### A. CARAVAN CARNAGE (CR 9 OR CR 12)

If the Pathfinders teleport to the location on Guaril Karela's scroll, they find themselves a dozen yards from the edge of a small caravan—or what's left of it. If they traveled overland, they can see a plume of smoke rising before the imposing shadow of the Storval Rise about 2 days outside Ravenmoor. There is no map for this encounter; the broken wagons form an area roughly 40 feet in diameter with a large fire in the center.

Five hundred feet from the foot of the Storval Stairs lie the remains of what appears to have recently been a small caravan, now scattered over a large area. Most of the wagons are overturned, and the corpses of livestock, hill giants, and a few humans litter the area. The smell of rotting flesh permeates the air, and a haze of flies surrounds the carcasses on the ground. A pile of broken wagons burns in the center of the wreckage, sending a plume of thick, black smoke into the afternoon air, visible for miles.

When the Pathfinder Society supply caravan reached the top of the Storval Stairs, they encountered a hill giant guard who demanded the caravan pay several thousand gold pieces in order to be escorted down the stairs without harassment. The Pathfinders' guide agreed to pay the fee, and the supply caravan had just finished the climb down the stairs and were in the process of reassembling their wagons at the bottom when the proud wagon-drivers decided to jump the lone hill giant overseeing their passage, hoping to retake the large sum of coins they'd

paid to get past the obstacle. Seeing the conflict from their new roost atop one of the two statues flanking the stairs' lower end, Larecan and her fellow harpies swooped in, attacking both humans and giants. The harpies were victorious and have stolen the caravan loot and desecrated or removed most of the humanoid bodies.

**Creatures:** A pair of hill giants shamle through the devastated caravan, unsuccessfully looking for bits of overlooked food or interesting treasure. In Subtier 10–11 an elite hill giant barbarian instead leads a small squad of three standard hill giants. In both subtiers, the giants have plugged their ears with makeshift earplugs in order to combat the frequent aural assaults of their hated harpy enemies. These earplugs impart a –5 penalty on Perception checks requiring hearing but grant a +2 bonus on saving throws against harpies' captivating song attacks and other sonic effects.

The hill giants can be positioned randomly around the area as the situation allows, given the PCs' means of arrival. These creatures attack the Pathfinders immediately upon seeing them, taking them for survivors of the original caravan.

### Subtier 7–8 (CR 9)

<b>HILL GIANTS (2)</b>	<b>CR 7</b>
<b>hp</b> 85 each ( <i>Pathfinder RPG Bestiary</i> 150)	
<b>Senses</b> low-light vision; Perception +6 (+1 for checks requiring hearing)	
<b>Fort</b> +11, <b>Ref</b> +2, <b>Will</b> +3; +2 vs. harpy song and similar sonic effects	
<b>TACTICS</b>	

**During Combat** The giants are frustrated with the harpies' cat-and-mouse games and quickly jump at the opportunity to enter melee with foes they can reach. Eager to smash and destroy, they use Power Attack (–2/+6) every round unless they have problems hitting the PCs.

**Morale** Brutish and frustrated, the hill giants fight to the death.

### Subtier 10–11 (CR 12)

<b>HILL GIANT BARBARIAN</b>	<b>CR 10</b>
Hill giant barbarian 3 ( <i>Pathfinder RPG Bestiary</i> 150)	
CE Large humanoid (giant)	
<b>Init</b> +5; <b>Senses</b> low-light vision, scent; Perception +10 (+5 for checks requiring hearing)	
<b>DEFENSE</b>	
<b>AC</b> 24, touch 9, flat-footed 23 (+6 armor, +1 deflection, +1 Dex, +9 natural, –2 rage, –1 size)	
<b>hp</b> 158 (13 HD; 10d8+3d12+94)	
<b>Fort</b> +18, <b>Ref</b> +6, <b>Will</b> +8; +2 vs. harpy song and similar sonic effects	
<b>Defensive Abilities</b> rock catching, trap sense +1, uncanny dodge	

# The Storval Stairs

1 square = 10 feet



### SCALING ENCOUNTER A

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 7–8:** Replace one of the hill giants with a winter wolf (hp 57, *Pathfinder RPG Bestiary* 280), Formoch's "pet" and one of the tribe's few non-giant allies.

**Subtier 10–11:** Reduce the number of normal hill giants accompanying the hill giant barbarian from three to one.

#### OFFENSE

**Speed** 30 ft.

**Melee** Large +1 *greatclub* +22/+17 (2d8+17), 2 slams +20 (1d8+11)

**Ranged** rock +11 (1d8+11)

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

**Special Attacks** rage (13 rounds/day), rage powers (scent), rock throwing (120 ft.)

#### TACTICS

**During Combat** The giant is frustrated with the harpies' cat-and-mouse games and quickly jumps at the opportunity to enter melee with foes it can reach. Eager to smash and destroy, it uses Power Attack (–3/+9) every round unless it has problems hitting the PCs.

**Morale** Brutish and extremely aggressive, the giant barbarian does not surrender or stop fighting so long as it is raging and an enemy still stands.

**Base Statistics** When not raging, the barbarian's statistics are

**Senses** low-light vision; **AC** 26, touch 11, flat-footed 25; **hp** 132;

**Fort** +16, **Will** +6; **Melee** Large +1 *greatclub* +20/+15 (2d8+14), 2 slams +20 (1d8+11); **Ranged** rock +9 (1d8+9); **Str** 29, **Con** 21;

**CMB** +20, **CMD** 32; **Skills** Climb +10, Intimidate +16.

#### STATISTICS

**Str** 33, **Dex** 12, **Con** 25, **Int** 6, **Wis** 12, **Cha** 5

**Base Atk** +10; **CMB** +22; **CMD** 32

**Feats** Cleave, Combat Reflexes, Improved Initiative, Intimidating Prowess, Martial Weapon Proficiency (*greatclub*), Power Attack, Weapon Focus (*greatclub*)

**Skills** Climb +12, Intimidate +18, Perception +10 (+5 for checks requiring hearing)

**Languages** Giant

**SQ** fast movement

**Combat Gear** 10 rocks; **Other Gear** Large chainmail, Large +1 *greatclub*, *cloak of resistance* +1, *ring of protection* +1, earplugs made from hair and coagulated blood

#### HILL GIANTS (3)

CR 7

**hp** 85 each (*Pathfinder RPG Bestiary* 150)

**Senses** low-light vision; Perception +6 (+1 for checks requiring hearing)

**Fort** +11, **Ref** +2, **Will** +3; +2 vs. harpy song and similar sonic effects

#### TACTICS

**During Combat** The giants are frustrated with the harpies'

cat-and-mouse games and quickly jump at the opportunity to enter melee with foes they can reach. Eager to smash and destroy, they use Power Attack (–2/+6) every round unless they have problems hitting the PCs.

**Morale** Brutish and frustrated, the hill giants fight to the death.

**Development:** The clearing overflows with the shattered and burned wreckage of the caravan. A huge pile of wagons and other debris burns in the center of the clearing to no discernible purpose. The trampled and burned remains of a variety of trade goods litter the clearing. The only item of obvious worth that remains is a pair of finely carved ivory tusks that were hidden from whoever looted the site by an overturned wagon.

Of the humans from the caravan, only two live, though neither is currently in this area. The harpies abducted one to their roost in area E as a plaything; the other escaped the harpies and now serves as entertainment for the hill giants in area D.

A PC who succeeds at a DC 25 Survival check while searching the wreckage turns up a set of arrows and claw marks on the wagons that are inconsistent with either giant or the human combatants. A successful DC 30 Survival check reveals a single pair of birdlike talon prints on the ground near a corpse.

If the characters take the time to extinguish the fire and sift through the ashes, they discover a Medium, non-humanoid cadaver, burned to near unrecognizability, and a masterwork morningstar decorated with a bird's skull. With a successful DC 18 Heal check, a PC can identify the cadaver as a harpy skeleton, its skull crushed in by a single massive blow.

**Faction Notes:** Grand Lodge faction PCs may be interested to hear that the idea of settling at the stairs comes from the Kellid sorcerer's desire to gain tribute and slaves for Minderhal. Learning such information, either here or elsewhere in the adventure, earns Grand Lodge faction PCs 1 Prestige Point.

Silver Crusade faction PCs should be interested in discovering the location of the temple of Minderhal where Formoch offers his sacrifices. All of the giants know the temple's location and reveal details with a successful Bluff or Intimidate check (see the Questioning the Giants sidebar on page 9 for the associated skill DCs). The giants report that Formoch travels "up the river to the temple in the Gnashers' foothills." Recovering this information from a giant in this encounter or elsewhere in the scenario earns Silver Crusade faction PCs 1 Prestige Point.

**Rewards:** If the PCs defeat the hill giants, reward each subtier thus.

**Subtier 7–8:**

Give each PC 6 gp.



**Subtier 10–11:**

Give each PC 477 gp.

**B. Foot of the Stairs**

When the PCs approach the foot of the Storval Stairs, read or paraphrase the following.

The ancient ruins at the base of the stairs lurk in the perpetual shadow of the monstrous cliffs known as the Storval Rise. The stairs form a fifty-foot-wide cleft cut deep into the cliff. The stairs bear the weight of the millennia lightly; though rounded with age and cracked in a few places, they remain level from end to end. Each ponderous two-foot-deep step stretches two feet upwards. Massive landings flanked by monstrous structures obscure the top of the stairs from the bottom. The angle of the sun means shadows blanket the entire length of the Stairs, and will probably do so all day except for a short period around midday.

Massive statues flank the stairs; they rise three hundred feet above the base of the stairs and proudly looking out over the surrounding countryside as if standing guard. Each statue holds an immense tome in one arm and a deadly looking glaive in the other.

On either side of the statues, buildings carved directly out of the cliff face rise from the valley floor. The gargantuan proportions of the structures make it difficult to judge their height. They rise nearly to the top of the plateau, four hundred feet above the valley floor.

Player characters who succeed at a DC 20 Knowledge (history) check recognize the statues as representing Karzoug, the Runelord of Greed. If the PCs didn't make Knowledge checks about the ruins at the start of the adventure, they can do so now using the same tables, but without access to the Pathfinder Lodge's library.

The stairs are built for giants; each step is 2 feet high and 2 feet deep. The stairs counts as extremely difficult terrain for the purposes of ascending or descending; movement by Medium or smaller creatures costs 3 squares of movement per square traveled, or 4 squares of movement per diagonal square traveled. Medium and smaller characters cannot charge or take a 5-foot-step up or down the stairs. This applies to any encounter on the stairs, not just in this area. Large or larger creatures treat the stairs as difficult terrain as normal.

**C. The Parade Grounds**

The stairs cut deep into the cliff at this point, and walls tower fifty feet or more overhead on either side. A massive landing, fifty feet to a side, offers a brief respite from the relentless climb. To the north and south, large hewn caverns with elaborate facades plunge deep into the solid bedrock of the

**QUESTIONING THE GIANTS**

Though none of the giants surrender, it is possible the PCs might capture one alive for questioning. Terrible hygiene, rampant baldness in both sexes, and obesity mean it is often unclear whether a given giant is male or female, but both genders are represented equally among the hill giants here.

The hill giants are simple-minded, and they mostly think about smashing things smaller than themselves or avoiding getting hurt by anything larger. If captured, a hill giant can be tricked into revealing most anything with a successful DC 15 Bluff check; alternately a successful DC 20 Intimidate check and a solid smack to the head is enough for a PC to jar the giants into speaking (or DC 24 for hill giant barbarians). The giants fear Formoch and most of their conversation is colored with vivid descriptions of the sorts of punishments the PCs will face when Formoch returns from offering sacrifices to Minderhal. How soon Formoch is returning and how many giants are with him is less clear. "Soon" and "many" are typical answers.

Unless specifically asked about the Kellid sorcerer Atga, the giants do not mention her. If prompted, they say little beyond the fact that she wields powerful magic and does Formoch's bidding. They do not fear Atga, but leave her alone out of fear of the harsh punishments Formoch dishes out to any who bother her.

If asked why the giants have settled the Storval Stairs, the prisoner looks confused briefly and suggests that "Little Atga" told them the stairs were the best place for the tribe to collect tribute and slaves for Minderhal.

For more information about hill giants, their behavior, and their culture, refer to *Pathfinder Campaign Setting: Giants Revisited*.

cliff, three to the north and one to the south. Though the sun shines in the sky above, the landing is in the shadow of the walls towering on either side.

A macabre scene of torture and ruin defiles the landing. Flies swarm around four human-sized corpses held vertical by impaling stakes. Another lifeless body is suspended twenty feet above the landing, its limbs dislocated by the merciless pull of taut ropes affixed to hooks in the walls.

A pair of tortured hill giants completes the display. One is barely alive; she is hog-tied, and lurches and convulses as she tries to free her broken limbs from the sturdy ropes. Her companion is similarly bound, but is dead, with vultures picking the meat from his bones. The wreckage of several wagon beds lies near the northern caverns.

Oily black smoke pours from the large central opening on the north side of the landing, carrying the putrid smell of burnt hair and decomposing flesh. A loud whimpering sound and a man's terrified scream fills the air from the cave.

All of the victims on the landing are the harpies' handiwork. After the harpies slaughtered most of the Pathfinder expedition at the foot of the stairs, they took the time to torture and kill the few survivors (both human and giant) who were captured alive or surrendered. For the giants who remain, the harpies are still a threat. When the bird-women grow bored, they use their captivating voice to lure one of the giants out of their cavern shelter in area **D** for more sadistic acts.

Three of the dead humans are fairly nondescript human guards, but one of the impaled corpses is a Shoanti of the Hawk Clan, identifiable by his distinctive tattoos with a DC 15 Knowledge (local) check.

**Faction Notes:** Qadira faction PCs will be most interested in the Shoanti victim here. Unfortunately, he is quite dead and can only be questioned with the assistance of magic (the harpy queen's treasure trove in area **F** contains a scroll of *Speak with Dead*). Once this obstacle is overcome, the Hawk Clan Shoanti reveals that his clan avoids the Storval Stairs because wild hawks have not been seen there for years. He views his unpleasant death as a direct result of ignoring that simple but ominous omen. Learning the Hawk Clan's reason for no longer guarding the Storval Stairs earns Qadira faction PCs 1 Prestige Point.

## D. Smoke and Torture (CR 10 or CR 13)

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The facade of this two-storied cave structure rises fully fifty feet above the base of the landing. Three openings provide access to the ground level, but the center one is by far the largest. Black smoke pours from the center opening. The inside of the building is so dark and smoky it's difficult to see much besides the dancing flames of a large cooking fire within.

---

Two rectangular rooms flank this large central chamber. The side rooms are filled with smelly bedding and trash from the giants' filthy habits.

Characters who approach the central chamber quietly (Stealth DC 10) can hear the voice of the lone survivor pleading for mercy in the Giant language. The PCs can interrupt this dialog at any time.

The man's voice is hoarse and broken with intermittent sobs, "Where is your king? We had a deal... aaargh!" At times, the sounds of hearty laughter and deeper, louder voices shouting over one another drown out the pleading voice. The voice alternates between begging for mercy and demanding to speak with the king or "the Kellid witch." If the PCs allow the man to continue, he also reveals ties to the Aspis Consortium and that there was a deal of some sort between the Consortium and

King Formoch. Shortly after that revelation, the giants' laughter increases and then a loud argument breaks out, three voices trying to out-shout each other, bellowing "Me!", "Mine!", "Gimme!", and so on. This is followed by one final excruciating scream and a disturbing heavy splash (as the giants throw the prisoner into the stewpot).

When the PCs enter the central chamber of this area, read or paraphrase the following.

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What grand purpose this huge chamber once served is lost to time. Now it is the common room and kitchen for the hill giants of the Storval Stairs. The ceiling of this central chamber rises fully fifty feet to a cathedral ceiling, and balconies on either side open out from second story rooms. The once-grand carvings decorating the walls are blackened with thick layers of soot, and the worked stone tiles of the floor are chipped and covered in piles of trash. A large stewpot hangs over a cooking fire in the southern end of the chamber, simmering with an unknown liquid filled with bits of meat of dubious provenance floating on the surface.

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**Creatures:** A small group of giants in this chamber are bickering over their meal. Like the giants in area **A** (see page 6), they use makeshift earplugs to avoid the call of the harpies, so they have to shout to hear each other. This brief bit of entertainment with the prisoner is the highlight of their day; the PCs' arrival is an encore to their play. The giants immediately attack the PCs, ignoring any attempts by the PCs to negotiate (which the giant's can't hear well, anyway).

The giants' prisoner, plaything, and possible meal is **Tatho** (NE male human ranger 1/rogue 1), an Aspis Consortium agent who was traveling with the caravan when the harpies attacked. Shortly after King Formoch took possession of the stairs, the Aspis Consortium approached the king with a bargain: Rather than pay tribute in gold and livestock, the Consortium would provide the giant chief with captives for his sacrificial rituals. In exchange the Aspis Consortium and their allies could travel unhindered upon the Storval Stairs (assuming they led enough unsuspecting victims along with them). Whether the king intended to keep this bargain indefinitely or not, his minions are hungry, the idea of sticking to a contract is lost on them, and Tatho is about to become dinner.

Tatho is helpless, bound hand and foot; he has 15 hit points and his Constitution score is 12. He takes 2d6 hit points of fire damage from being tossed in the cooktop, and takes an additional 2d6 hit points of hit points on the giants' turn each round he is within the pot. Tipping over the pot over is a standard action that provokes an attack of opportunity and deals 1d6 points of fire damage to the character performing the action; this action stops Tatho from taking any more damage from being cooked.

## Subtier 7–8 (CR 10)

### HILL GIANTS (3) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 150)

**Senses** low-light vision; Perception +6 (+1 for checks requiring hearing)

**Fort** +11, **Ref** +2, **Will** +3; +2 vs. harpy song and similar sonic effects

#### TACTICS

**Before Combat** Distracted by the prisoner, the giants are surprised by the PCs unless the Pathfinders somehow reach this room without first hearing the giants arguing, in which case both sides roll for surprise as normal.

**During Combat** The two giants farthest from the prisoner draw their clubs and wade into melee with the PCs. If the hasn't been tossed into the stewpot by the time the PCs attack, the third giant grabs the prisoner, tosses him into the stewpot (sending near-boiling liquid and chunks of disgusting stew spilling onto the floor), then grabs a rock out of its sack to throw on its next turn.

## Subtier 10–11 (CR 13)

### HILL GIANT BARBARIANS (2) CR 10

hp 158 each (use that stats on page 7)

#### TACTICS

**Before Combat** Distracted by the prisoner, the giants are surprised by the PCs unless the Pathfinders somehow reach this room without first hearing the giants arguing, in which case both sides roll for surprise as normal.

**During Combat** The giant barbarian nearest to the prisoner grabs him, tosses him into the stewpot (sending near-boiling liquid and chunks of disgusting stew spilling onto the floor), then grabs a rock out of its sack to throw in the following round. The other giant barbarian draws its greatclub and immediately attacks the PCs.

### HILL GIANTS (2) CR 7

hp 85 each (*Pathfinder RPG Bestiary* 150)

**Senses** low-light vision; Perception +6 (+1 for checks requiring hearing)

**Fort** +11, **Ref** +2, **Will** +3; +2 vs. harpy song and similar sonic effects

#### TACTICS

**Before Combat** Distracted by the prisoner, the giants are surprised by the PCs unless the Pathfinders somehow reach this room without first hearing the giants arguing, in which case both sides roll for surprise as normal.

**During Combat** These brutes draw their clubs and enter melee.

**Development:** When this combat ends, keep the players in initiative order and proceed directly to the encounter described in area E as the harpies, hearing the conflict in the cave, spring their trap.

## SCALING ENCOUNTER D

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 7–8:** Reduce the number of hill giants from three to two.

**Subtier 10–11:** Reduce the number of hill giant barbarians from two to one, and increase the number of standard hill giants from two to four.

**Faction Notes:** Shadow Lodge and Lantern Lodge faction PCs should be interested in the Aspis Consortium agent—Shadow Lodge PCs will want to question him, and Lantern Lodge PCs will want to bring him back for questioning. If the PCs eavesdrop too long, the hill giants kill him, so the PCs must act quickly to save Tatho from the cooking pot. Once rescued, Tatho is in no condition to escape and makes a docile prisoner. If the PCs capture Tatho alive or restore him to life should he succumb to the giants' torture, members of both the Shadow Lodge and the Lantern Lodge factions each earn 1 Prestige Point.

**Rewards:** If the PCs defeat the hill giants, reward each subtier thus.

**Subtier 7–8:**

Give each PC 10 gp.

**Subtier 10–11:**

Give each PC 941 gp.

## E. Avian Opportunists

A ten-foot-high archway leads into this massive chamber, whose ceiling reaches thirty feet in height. Large balconies on the east and west sides serve as the only hint of the room's original function. Holes near the balconies mar the walls approximately every two feet. Dust and debris fill the corners of the room, but the center is relatively clear. A campfire ring in the center make it clear that this room has seen use as a camp for travelers on the Storval Stairs in recent memory. Dim light seeps into the room from three small ventilation shafts in the center of the ceiling.

The holes in the walls were used as sockets for sturdy timbers supporting wooden stairs that led to the balconies. Over time the stairs rotted away or were destroyed and used for firewood, leaving only the holes. Searching the holes reveals centuries-old wooden splinters and harmless but unpleasant bugs.

**Creatures:** Bloating from feasting, the harpy queen Lareecan and her flight of warbirds watch the party's progress from the relative safety of their perch on the northern Karzoug statue's head (area F). When the PCs reach area C, the harpies realize a fight between the PCs

### SCALING ENCOUNTER E

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 7–8:** Reduce the number of warbirds from three to one.

**Subtier 10–11:** Reduce the number of warbirds from eight to five.

and the giants is imminent, and the lure of easy prey tempts the harpies from their cozy perch. When the PCs move into area **D**—where the high-rising ruins around the stairs block their view of the statues—the harpies quietly fly to the tops of the walls overhead (50 feet above the ground) and hide there.

Once the harpies are settled, Lareecan casts *invisibility* (or *improved invisibility* in Subtier 10–11) on one of her warbirds; the invisible warbird lands in area **E** and waits to use her captivating song ability until she hears that combat has ceased between the PCs and the hill giants in the cave. Once she hears the sounds of battle die down, she begins her captivating song, hoping to lure at least some party members into the southern chamber. When one or more PCs have done so, the queen uses her *scroll of wall of stone* to seal off area **E**, trapping some of the PCs there with the lone warbird and leaving the other PCs in area **C** or **D** (depending where they position themselves). With the PCs split up, the queen and her flock rain arrows and spells upon the PCs in the open, and the lone warbird in area **E** attacks any PCs trapped there.

The *wall of stone* cuts off most of the faint sunlight coming into this room, and the room is treated as having dim light (20% concealment) unless the PCs have light sources. The harpy's darkvision allows her to see normally within its range (no concealment miss chance for her attacks).

### Subtier 7–8 (CR 11)

#### QUEEN LAREECAN

CR 10

Harpy bard 7 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +18

#### DEFENSE

**AC** 21, touch 15, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)

**hp** 104 (14 HD; 7d10+7d8+35)

**Fort** +10, **Ref** +15, **Will** +13; +4 vs. bardic performance, language-dependent, and sonic

#### OFFENSE

**Speed** 20 ft., fly 80 ft. (average)

**Melee** mwk morningstar +17/+12/+7 (1d8+4), 2 talons +11 (1d6+4)

**Ranged** mwk shortbow +20/+15/+10 (1d6+4/x3)

**Special Attacks** bardic performance 22 rounds/day (move action, countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion), captivating song (DC 19)

**Bard Spells Known** (CL 7th; concentration +13)

3rd (2/day)—*good hope*, *haste*

2nd (5/day)—*blindness/deafness* (DC 18), *glitterdust* (DC 18), *invisibility*, *mirror image*

1st (6/day)—*charm person* (DC 17), *cure light wounds*, *grease*, *hideous laughter* (DC 17), *silent image* (DC 17)

0 (at will)—*daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*, *read magic*

#### TACTICS

**Before Combat** Lareecan casts *good hope* on herself and her warbirds, and casts *invisibility* on one of her warbirds. Lareecan then readies her *scroll of wall of stone* and stays out of sight until the party responds to her warbird's song.

**During Combat** If the PCs are lured into area **E** by her invisible warbird, Lareecan uses her *scroll of wall of stone* (Use Magic Device DC 25) to wall off the southern cavern, then casts *haste* on herself and her warbirds and uses inspire courage as a move action to boost her warbirds' attacks. She uses *blindness/deafness* to blind PCs with flight or ranged weapons. Should any PCs close with her, she casts *hideous laughter* or uses *grease* to disarm them. If one of her warbirds is seriously injured, Lareecan uses the *scroll of heal* to restore her subject. Once she has expended most of her spells, Lareecan either uses her captivating song to lure the PCs out of the fray, or switches to her bow.

**Morale** If her warbirds are slain and she is clearly beaten, Lareecan flees.

**Base Statistics** Without *good hope* and inspire courage, Lareecan's statistics are **Fort** +8, **Ref** +13, **Will** +11; **Melee** mwk morningstar +13/+8/+3 (1d8), 2 talons +7 (1d6); **Ranged** mwk shortbow +16/+11/+6 (1d6/x3); **Skills** –2 on all skill checks.

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 14, **Int** 9, **Wis** 12, **Cha** 22

**Base Atk** +12; **CMB** +12; **CMD** 27

**Feats** Dodge, Flyby Attack, Great Fortitude, Point-Blank Shot, Precise Shot, Rapid Reload, Skill Focus (Bluff)

**Skills** Bluff +15, Fly +14, Intimidate +12, Perception +20, Perform (dance) +20, Perform (sing) +21, Use Magic Device +25

**Languages** Common

**SQ** bardic knowledge +3, lore master 1/day, versatile performance (dance, sing)

**Combat Gear** +1 *elf-bane arrows* (5), +1 *giant-bane arrows* (7), +1 *human-bane arrows* (5), *scroll of displacement*, *scroll of heal*, *scroll of wall of stone*, *wand of deep slumber* (3 charges); **Other Gear** +1 *chain shirt*, masterwork morningstar, masterwork shortbow with 20 arrows, *ring of protection* +1

**HARPY WARBIRDS (3)**

**CR 6**

Harpy fighter 2 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

**Init** +4; **Senses** darkvision 60 ft.; Perception +10

**DEFENSE**

**AC** 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 natural)

**hp** 69 each (9d10+20)

**Fort** +10, **Ref** +11, **Will** +7; +1 vs. fear

**Defensive Abilities** bravery +1

**OFFENSE**

**Speed** 20 ft., fly 80 ft. (average)

**Melee** mwk morningstar +17/+12 (1d8+7), 2 talons +11 (1d6+5)

**Ranged** mwk composite longbow +18/+13 (1d8+7/x3)

**Special Attacks** captivating song (DC 17)

**TACTICS**

**Before Combat** The warbird's stat block includes the effects of *good hope* and inspire courage from the harpy queen.

**During Combat** The warbirds attack PCs who try to fight in melee with ranged attacks and close with spellcasters. They use Flyby Attack to disarm archers or other ranged combatants. An injured warbird uses her captivating song, hoping to distract one or more PCs from the fight.

**Morale** Bloodthirsty and confident from their previous victories, these harpies fight to the death.

**Base Statistics** Without *good hope* and inspire courage, the warbirds' statistics are **Fort** +8, **Ref** +9, **Will** +5; **Melee** mwk morningstar +13/+8 (1d8+3), 2 talons +7 (1d6+1); **Ranged** mwk composite longbow +14/+9 (1d8+3/x3); **Skills** –2 on all skill checks.

**STATISTICS**

**Str** 16, **Dex** 19, **Con** 12, **Int** 7, **Wis** 10, **Cha** 19

**Base Atk** +9; **CMB** +12; **CMD** 27

**Feats** Dodge, Flyby Attack, Great Fortitude, Mobility, Power Attack, Skill Focus (Bluff), Toughness

**Skills** Bluff +10, Fly +14, Intimidate +10, Perception +10, Perform (sing) +8

**Languages** Common

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** chain shirt, masterwork morningstar, masterwork composite longbow (+3 Str) with 30 arrows

**Subtier 10–11 (CR 14)**

**QUEEN LAREECAN**

**CR 12**

Harpy bard 10 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft.; Perception +23

**DEFENSE**

**AC** 23, touch 16, flat-footed 18 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

**hp** 144 (17 HD; 7d10+10d8++61)

**Fort** +12, **Ref** +19, **Will** +16; +4 vs. bardic performance, language-dependent, and sonic

**OFFENSE**

**Speed** 20 ft., fly 80 ft. (average)

**Melee** mwk morningstar +19/+14/+9 (1d8+4), 2 talons +13 (1d6+4)

**Ranged** mwk shortbow +23/+18/+13 (1d6+4/x3)

**Special Attacks** bardic performance 28 rounds/day (move action, countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion), captivating song (DC 19)

**Bard Spells Known** (CL 10th; concentration +16)

4th (2/day)—*dimension door*, *greater invisibility*

3rd (4/day)—*fear* (DC 19), *good hope*, *haste*, *slow* (DC 19)

2nd (6/day)—*blindness/deafness* (DC 18), *glitterdust* (DC 18), *invisibility*, *mirror image*, *sound burst* (DC 18)

1st (7/day)—*charm person* (DC 17), *cure light wounds*, *grease*, *hideous laughter* (DC 17), *silent image* (DC 17)

0 (at will)—*daze* (DC 16), *detect magic*, *light*, *message*, *prestidigitation*, *read magic*

**TACTICS**

**Before Combat** Lareecan casts *good hope* on herself and her warbirds, then casts *greater invisibility* on one of her warbirds. Lareecan then readies her *scroll of wall of stone* and stays out of sight until the party responds to her warbird's song.

**During Combat** If the PCs are lured to area E by her warbird, Lareecan uses her *scroll of wall of stone* (Use Magic Device DC 25) to wall off the southern cavern, then casts *haste* on herself and her warbirds and uses inspire courage as a move action to boost her warbirds' attacks. She uses *blindness/deafness* to blind PCs with flight or ranged weapons. Should any PCs close with her, she casts *hideous laughter* or uses *grease* to disarm them. If one of her warbirds is seriously injured, Lareecan uses the *scroll of heal* to restore her subject. Once she has expended most of her spells, Lareecan uses her captivating song to lure PCs out of the fray, or switches to her bow.

**Morale** If her warbirds are slain and she is clearly beaten, Lareecan flees.

**Base Statistics** Without *good hope*, *haste*, and inspire courage, Lareecan's statistics are **Fort** +10, **Ref** +17, **Will** +14; **Melee** mwk morningstar +15/+10/+5 (1d8), 2 talons +9 (1d6); **Ranged** mwk shortbow +19/+14/+9 (1d6/x3); **Skills** –2 on all skill checks.

**STATISTICS**

**Str** 10, **Dex** 18, **Con** 14, **Int** 9, **Wis** 12, **Cha** 22

**Base Atk** +14; **CMB** +14; **CMD** 30

**Feats** Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload, Skill Focus (Bluff), Toughness

**Skills** Bluff +15, Fly +15, Intimidate +12, Perception +23, Perform (dance) +22, Perform (sing) +21, Spellcraft +9, Use Magic Device +28

**Languages** Common

**SQ** bardic knowledge +5, jack-of-all-trades (use any skill), lore master 1/day, versatile performance (comedy, dance, sing)

**Combat Gear** +1 elf-bane arrows (5), +1 giant-bane arrows (9), +1 human-bane arrows (5), scroll of heal, scroll of wall of stone, wand of cure moderate wounds (15 charges), wand of deep slumber (3 charges); **Other Gear** +2 chain shirt, masterwork morningstar, masterwork shortbow with 20 arrows, cloak of resistance +1, ring of protection +1

**HARPY WARBIRDS (8)**

**CR 6**

Harpy fighter 2 (use the stats from Subtier 7–8)

hp 69 each

**TACTICS**

**During Combat** The harpies spread out, using their numbers and mobility to their advantage. Half of the warbirds attack with bows, while the other half enter melee, preferring to attack spellcasters and PCs using ranged attacks. If a PC kills a harpy, any nearby harpies focus on that PC on the harpies' next turn. An injured warbird uses her captivating song, hoping to distract one or more PCs from the fight.

**Morale** Bloodthirsty and confident from their previous victories, these harpies fight to the death.

**Development:** Once the combat is over, any PCs trapped in area E need to either break through the *wall of stone* (hardness 8, hp 15, Break DC 22) or climb out one of the ventilation shafts in the ceiling. The shafts are square and about 4 feet across, and they lead to the tops of the walls in area C. Because the shafts are not near the walls, reaching them is difficult without flying magic or a rope. A non-trapped PC can climb or fly to the top of area C, enter a shaft, and lower a rope into area E.

**Faction Notes:** Osirion faction PCs need to capture a few feathers from a harpy while the creature is in flight (and alive). This should be rather tricky since the harpies are fast fliers. A character can make a barehanded snatch for harpy feathers using the rules for the steal combat maneuver against the harpy's CMD (see page 322 of the *Pathfinder RPG Advanced Players Guide*).

**Rewards:** If the PCs defeat the harpies, reward each subtier thus.

**Subtier 7–8:**

Give each PC 1,199 gp.

**Subtier 10–11:**

Give each PC 2,026 gp.

**F. Harpy Lair**

The harpies' lair is in the head of the northern statue of Karzoug. Because the statue is so tall, spotting the lair from the base of the stairs (area B) is difficult. If a character specifically looks at the head of the statue, a successful DC 40 Perception check is needed to spot the rubbish and feces that mar the statue's shoulders. Flying PCs have an easier time; for each 10 feet nearer they are to the top of the statue, the DC decreases by 1. If a character specifically looks at the head of the statue from area C, the DC to notice the filth is only 30.

The view of the Varisian plains from the top of the statue's head is breathtaking. On a clear day, it should be possible to see all the way to the coast. A haze of flies buzzes around the feces and rubbish that discolor the giant statue's shoulder and the gap between its head and cowl. A small door between the cowl and the back of the head opens into a fifteen-foot-radius chamber in the figure's hollow head.



The domed chamber inside is tidy in comparison to the mess outside. Small walkways of woven branches separate eight large nests, and a hammock-like arrangement suspends one larger nest in the peak of the room.

**Creatures:** The harpies who call this filthy area home keep a casual eye on the stairs most of the time. Once they spot the PCs, they keep a close watch on the heroes' progress, which leads to the encounter at area E.

If the PCs investigate the statue closely and recognize the signs of harpy inhabitation, they find the nest empty, its inhabitants elsewhere in the extensive ruins on both sides of the stairs. The PCs can loot the harpies' lair, which provides them an advantage when Lareecan and her warbirds eventually ambush them, but the harpies know their chances of recovering any lost items are better if they stick to their plan instead of facing the PCs on anything but their own terms.

A Chelish courier and assassin named **Rova** (LE male human rogue 4) is bound and lies in a crumpled pile in the corner. Despite his injuries, he is still alive. His right hand is crushed to the point of uselessness (though it still bears a mangled silver ring bearing the sigil of House Sarini, identifiable with a successful DC 15 Knowledge [nobility] check) and his right leg has been amputated at the knee—gangrene afflicts the untended wound. On top of this, his harpy captors have fed him moldy food, and he has taken 12 points of Wisdom damage from cackle fever; he is now barely more than a rambling idiot.

**Treasure:** The harpy queen hasn't yet inventoried her spoils, and much of the treasure taken from the caravan is heaped up in a corner of the room. Additionally, there is a small chest in the netted area above. In total, the room contains six +1 *giant-bane arrows*, several scrolls in an aluminum scroll tube (one scroll each of *heal*, *mass bear's endurance*, *mass enlarge person*, *raise dead*, and *speak with dead*, and two scrolls of *stoneskin*), and three *sleep arrows*. In Subtier 10–11, add a *wand of cure critical wounds* (9 charges).

**Faction Notes:** Cheliox and Andoran faction PCs likely recognize the prisoner as Rova and will want to deal with the barely-functional prisoner. Killing him, burning the body, and scattering the ashes would solve both faction missions and would arguably be a mercy for the poor soul. Neither faction mission actually requires killing him; any solution that removes Rova from circulation permanently should meet the needs of both factions, earning PCs of the Andoran and Cheliox factions 1 Prestige Point each.

**Rewards:** If the PCs locate the harpies' treasure, reward each subtier thus.

**Subtier 7–8:**

Give each PC 1,103 gp.

**Subtier 10–11:**

Give each PC 1,418 gp.

## PART TWO: DEFEND THE STAIRS

After defeating both the harpies and the giants on the main landing, the players are left to their own devices until the expected caravan of Pathfinder reinforcements arrives. Before that happens, however, King Formoch returns from his most recent sacrifice to Minderhal to reclaim the stairs.

This is a difficult encounter; unless the players do some preparation and planning, they will suffer. There is plenty of time for them to do both between the end of Part One and the start of Part Two, so encourage them to prepare as much as possible, if not for a specific battle then for whatever threats may face them while they finish their mission. If they haven't already done so, allow them to continue exploring the area immediately around the stairs to give them a chance to gather the harpies' treasure in area E, as the scrolls and arrows within will come in very handy during the final fight (not to mention making up a sizable portion of both subtiers' total wealth for the adventure).

Depending how long it takes them to complete Part One of the adventure, the PCs may have as many as 2 days before Formoch returns. Have the Pathfinders select members of their party to take watch during the day and night and note where they rest while waiting for caravan, even for the 2 days in which nothing happens. Use either 8- or 12-hour shifts to keep things moving swiftly during the downtime, but keep the players on their toes, as just like the PCs, the less they expect an encounter of the magnitude presented below, the more of an impact it will have.

Where the PCs set up their defenses will largely determine where on the map the encounter actually plays out. If the players choose to bring the fight up onto the Storval Plateau, use *GameMastery Map Pack: Desert* or a similarly barren map for the encounter.

### The King Returns (CR 12 or CR 15)

After Lareecan's harpies attacked the first Pathfinder supply caravan, one of the giants most loyal to Formoch went to inform the king of the harpies' incursion into the giants' territory. The giant king quickly finished making his sacrifices on the Storval Plateau and has spent the last few days returning to the stairs to defend his claim. Though the king and his minions are expecting to deal with harpies, they attack the PCs on sight, assuming they are intruders at best or the harpies' slaves at worst. The giants are tall enough that they can use the stairs normally; the stairs count as only difficult terrain for them (2 squares per square of movement or 3 squares per square when moving diagonally, no running or charging).

**Creatures:** Formoch and his guards return 1d6 hours after sunset on the second day after the PCs' arrival at the stairs and begin walking down the stairs. When the giants arrive, the night sky is partially lit by a crescent moon. Characters

with low-light vision can spot the giants from 400 feet away with a successful DC 40 Perception check. Regardless of vision, all characters can hear the giants from up to 300 feet away with a successful DC 40 Perception check. Each round the giants get 60 feet closer and the Perception DCs decrease by 6 because of the distance covered. Formoch and Atga trail another 300 feet or so behind the other giants; once they reach the stairs, she climbs onto his shoulders so she doesn't slow him down.

Formoch's strategy is simple: He remains about 300 feet behind the rest of the giants, waiting for them to draw out the enemy. When Atga sees that combat has begun, she uses her *scroll of dimension door* to bring the pair to a location behind the PCs (if the fight is in area C, they teleport into area D; otherwise, they teleport to a strategic location within sight behind the PCs).

In Subtier 7–8, three hill giants serve as Formoch's personal guards, leading the party back to the Storval Stairs. In Subtier 10–11, Formoch's guards consist of two standard hill giants and a hill giant barbarian.

## Subtier 7–8 (CR 12)

### FORMOCH CR 9

Male hill giant cleric of Minderhal 4 (*Pathfinder RPG Bestiary* 150)  
LE Large humanoid (giant)

**Init** +2; **Senses** low-light vision; Perception +11

#### DEFENSE

**AC** 26, touch 13, flat-footed 24 (+4 armor, +2 deflection, +2 Dex, +9 natural, –1 size) (20% miss chance for ranged attacks)

**hp** 123 (14d8+60)

**Fort** +15, **Ref** +6, **Will** +11

**Defensive Abilities** rock catching; **Immune** cold (96 points)

#### OFFENSE

**Speed** 40 ft.

**Melee** Large mwk warhammer +22/+17 (2d6+11/x3)

**Ranged** rock +13/+8 (1d8+11)

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

**Special Attacks** channel negative energy 1/day (DC 10, 2d6), rock throwing (120 ft.)

**Domain Spell-Like Abilities** (CL 4th; concentration +6)  
5/day—*artificer's touch* (1d6+2, bypasses 4 DR and hardness)  
5/day—*strength surge* (+2)

**Cleric Spells Prepared** (CL 4th; concentration +6)  
2nd—*bull's strength*<sup>D</sup>, *cure moderate wounds* (2), *silence* (DC 14)  
1st—*cure light wounds*, *divine favor*, *enlarge person*<sup>D</sup>, *entropic shield*, *shield of faith*

o (at will)—*detect magic*, *guidance*, *light*, *mending*

**D** Domain spell; **Domains** Artifice, Strength

#### TACTICS

**Before Combat** Formoch casts *bull's strength*, *entropic shield*, and *shield of faith* on himself. Atga casts *protection from energy* (cold) on him.

**During Combat** Formoch casts *divine favor*, then closes with ranged characters and spellcasters who are staying back from the main fray. If there are flying characters attacking his party, he throws rocks or uses his *scroll of air walk* to reach them.

**Morale** Formoch fights to the death.

**Base Statistics** Without *bull's strength*, *divine favor*, *entropic shield*, *protection from energy* (cold), and *shield of faith*, Formoch's statistics are **AC** 24, touch 11, flat-footed 22, no miss chance; **Immune** none; **Melee** mwk Large warhammer +19/+14 (2d6+8/x3); **Ranged** rock +12/+7 (1d8+8); **CMB** +19; **CMD** 31; **Skills** Climb +10.

#### STATISTICS

**Str** 31, **Dex** 14, **Con** 18, **Int** 8, **Wis** 14, **Cha** 7

**Base Atk** +10; **CMB** +21; **CMD** 35

**Feats** Cleave, Improved Iron Will, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack, Quick Draw, Weapon Focus (warhammer)

**Skills** Climb +12, Intimidate +4, Knowledge (religion) +6, Perception +11

**Languages** Giant

**SQ** aura

**Combat Gear** *scroll of air walk*, *scroll of dismissal*, *wand of invisibility purge* (12 charges); **Other Gear** Large chain shirt, Large masterwork warhammer, *belt of incredible dexterity* +2, *brooch of shielding* (25 points)

### ATGA CR 7

Female human sorcerer 8

LE Medium humanoid (human)

**Init** +2; **Senses** Perception +6

#### DEFENSE

**AC** 20, touch 14, flat-footed 17 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +2 natural)

**hp** 75 (8d6+45)

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

**Immune** cold (96 points); **Resist** cold 10

#### OFFENSE

**Speed** 30 ft.

**Melee** club +3 (1d6–1)

**Bloodline Spell-Like Abilities** (CL 8th; concentration +12)  
7/day—*elemental ray* (1d6+4 cold)

**Sorcerer Spells Known** (CL 8th; concentration +12)

4th (4/day)—*wall of ice* (DC 20)

3rd (6/day)—*fireball* (DC 19), *protection from energy*, *stinking cloud* (DC 17)

2nd (7/day)—*false life*, *mirror image*, *scorching ray* (cold), *web* (DC 16)

1st (7/day)—*burning hands* (cold) (DC 17), *charm person* (DC 15), *grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15)

o (at will)—*acid dart*, *dancing lights*, *daze* (DC 14), *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*



**Bloodline** elemental (water)

**TACTICS**

**Before Combat** Atga casts *false life*, *mage armor*, and *protection from energy* (cold) on herself, and *protection from energy* (cold) on Formoch.

**During Combat** Atga uses *stinking cloud* to disable as many enemies as possible, then uses *wall of ice* or *web* to separate the PCs and prevent them from attacking Formoch. Atga prefers disabling enemies and relies on Formoch's ability to deal damage, but uses *fireball* or *scorching ray* if doing so takes out a weakened enemy.

**Morale** Atga fights to the death.

**Base Statistics** Without *false life*, *mage armor*, and *protection from energy* (cold), Atga's statistics are **AC** 16, touch 14, flat-footed 13; **hp** 62; **Immune** none.

**STATISTICS**

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

**Base Atk** +4; **CMB** +3; **CMD** 17

**Feats** Dodge, Eschew Materials, Greater Spell Focus (evocation), Point-Blank Shot, Precise Shot, Spell Focus (evocation), Toughness

**Skills** Acrobatics +4, Bluff +12, Knowledge (arcana) +7, Knowledge (geography) +1, Knowledge (religion) +1, Linguistics +1, Perception +6, Spellcraft +8

**Languages** Common, Giant, Skald

**SQ** bloodline arcana (change energy damage spells to match bloodline energy)

**Combat Gear** *scroll of dimension door*, *scroll of haste*, *scroll of see invisibility*; **Other Gear** club, *amulet of natural armor* +2, *cloak of resistance* +2, *ring of protection* +1, 575 gp

**HILL GIANTS (3)**

**CR 7**

**hp** 85 each (*Pathfinder RPG Bestiary* 150)

**TACTICS**

**Before Combat** The giants move to the top of the stairs and bellow their challenges.

**During Combat** These brutes stand at the top of the stairs and throw rocks at their enemies below. If targets approach within melee range, they switch to their clubs.

**Subtier 10–11 (CR 15)**

**FORMOCH**

**CR 12**

Male hill giant cleric of Minderhal 9 (*Pathfinder RPG Bestiary* 150)  
LE Large humanoid (giant)

**Init** +2; **Senses** low-light vision; Perception +15

**DEFENSE**

**AC** 28, touch 14, flat-footed 26 (+5 armor, +3 deflection, +2 Dex, +9 natural, –1 size) (20% miss chance for ranged attacks)

**hp** 170 (19d8+85)

**Fort** +18, **Ref** +9, **Will** +15

**Defensive Abilities** *freedom of movement*, rock catching;

**Immune** cold (120 points), *charm monster*; **Resist**

**SCALING THE ENCOUNTER**

Make the following changes to the encounter to accommodate parties of only four PCs.

**Subtier 7–8:** Reduce the number of standard hill giants from three to one.

**Subtier 10–11:** Remove the hill giant barbarian and one of the standard hill giants.

electricity 20, fire 20

**OFFENSE**

**Speed** 40 ft.

**Melee** Large +1 *warhammer* +28/+23/+18 (2d6+15/x3)

**Ranged** rock +18/+13/+8 (1d8+14)

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

**Special Attacks** channel negative energy 1/day (DC 12, 5d6), dancing weapons (4 rounds, 1/day), might of the gods (+9, 9 rounds/day), rock throwing (120 ft.)

**Domain Spell-Like Abilities** (CL 9th; concentration +12)  
6/day—*artificer's touch* (1d6+4, bypasses 9 DR and hardness)  
6/day—*strength surge* (+4)

**Cleric Spells Prepared** (CL 9th; concentration +12)

5th—*heal*, *righteous might*<sup>D</sup>

4th—*air walk*, *freedom of movement*, *spell immunity*<sup>D</sup>

3rd—*cure serious wounds* (2), *invisibility purge*, *stone shape*<sup>D</sup>, *wind wall*

2nd—*bull's strength*<sup>D</sup>, *cure moderate wounds* (2), *resist energy* (2), *silence* (DC 15)

1st—*cure light wounds* (2), *divine favor*, *enlarge person*<sup>D</sup>, *entropic shield*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *mending*

**D** Domain spell; **Domains** Artifice, Strength

**TACTICS**

**Before Combat** Formoch casts *bull's strength*, *entropic shield*, *freedom of movement*, *resist energy* (electricity, fire), *shield of faith*, and *spell immunity* (*charm monster*) on himself. Atga casts *protection from energy* (cold) on him.

**During Combat** Formoch casts *divine favor*, then closes with ranged characters and spellcasters who are staying back from the main fray. If there are flying characters, he throws rocks or casts *air walk* to reach them.

**Morale** Formoch fights to the death.

**Base Statistics** Without *bull's strength*, *divine favor*, *entropic shield*, *freedom of movement*, *protection from energy* (cold), *resist energy* (electricity, fire), *shield of faith*, and *spell immunity* (*charm monster*), Formoch's statistics are **AC** 25, touch 11, flat-footed 23, no miss chance; **Defensive Abilities** no *freedom of movement*, **Immune** none; **Resist** none; **Melee** Large +1 *warhammer* +23/+18/+13 (2d6+10/x3); **Ranged** rock +15/+10/+5 (1d8+9); **Str** 28; **CMB** +23; **CMD** 35; **Skills** Climb +12.

**STATISTICS**

**Str** 32, **Dex** 14, **Con** 18, **Int** 8, **Wis** 16, **Cha** 7

## PATHFINDER SOCIETY SCENARIO

**Base Atk** +13; **CMB** +25; **CMD** 40

**Feats** Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Improved Iron Will, Iron Will, Martial Weapon Proficiency (greatclub), Power Attack, Quick Draw, Weapon Focus (warhammer)

**Skills** Climb +14, Intimidate +4, Knowledge (religion) +6, Perception +15, Spellcraft +4

**Languages** Giant

**SQ** aura

**Gear** Large +1 chain shirt, Large +1 warhammer, belt of incredible dexterity +2, brooch of shielding (25 points), cloak of resistance +1, headband of inspired wisdom +2

### ATGA

CR 10

Female human sorcerer 11

LE Medium humanoid (human)

**Init** +6; **Senses** Perception +9

### DEFENSE

**AC** 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

**hp** 100 (11d6+59)

**Fort** +10, **Ref** +8, **Will** +11

**Immune** cold (96 points); **Resist** cold 20

### OFFENSE

**Speed** 30 ft.

**Melee** club +4 (1d6–1)

**Bloodline Spell-Like Abilities** (CL 11th; concentration +16)

8/day—elemental ray (1d6+5 cold)

1/day—elemental blast (11d6 cold, DC 20)

**Sorcerer Spells Known** (CL 11th; concentration +16)

5th (5/day)—*dismissal* (DC 20), *elemental body II*, *wall of force*

4th (7/day)—*black tentacles*, *dimension door*, *elemental body I*, *enervation*

3rd (7/day)—*fireball* (DC 19), *protection from energy*, *ray of exhaustion* (DC 18), *slow* (DC 18), *stinking cloud* (DC 18)

2nd (7/day)—*false life*, *fog cloud*, *mirror image*, *scorching ray* (cold), *see invisibility*, *web* (DC 17)

1st (8/day)—*burning hands* (cold) (DC 17), *charm person* (DC 16), *grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16)

0 (at will)—*acid dart*, *dancing lights*, *daze* (DC 15), *detect magic*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

**Bloodline** elemental (water)

### TACTICS

**Before Combat** Atga casts *false life*, *mage armor*, and *protection from energy* (cold) on herself, and casts *protection from energy* (cold) on Formoch.

**During Combat** Atga casts *black tentacles* to disable as many enemies as possible, then casts *wall of force* to separate the PCs, prevent them from attacking Formoch, and contain them in the area with the *black tentacles*. She casts *dimension door* to move herself and Formoch out of a dangerous area or to an enemy spellcaster. She casts

*scorching ray* and *fireball* to finish off enemies who are clearly weakened. Because Formoch is protected against cold by her spell, she doesn't care if she includes him in the area of her cold attacks.

**Morale** Atga fights to the death.

**Base Statistics** Without *false life*, *mage armor*, and *protection from energy* (cold), Atga's statistics are **AC** 15, touch 14, flat-footed 12; **hp** 85; **Immune** none.

### STATISTICS

**Str** 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 20

**Base Atk** +5; **CMB** +4; **CMD** 18

**Feats** Combat Casting, Dodge, Eschew Materials, Great Fortitude, Improved Initiative, Point-Blank Shot, Precise Shot, Spell Focus (evocation), Toughness

**Skills** Acrobatics +6, Bluff +15, Knowledge (arcana) +9, Knowledge (geography) +1, Knowledge (religion) +1, Linguistics +1, Perception +9, Spellcraft +8

**Languages** Common, Giant, Skald

**SQ** bloodline arcana (change energy damage spells to match bloodline energy)

**Combat Gear** *scroll of arcane eye*, *scroll of blur*, *scroll of haste*, *scroll of teleport*, *wand of glitterdust* (7 charges); **Other Gear** club, *amulet of natural armor* +1, *cloak of resistance* +3, *headband of alluring charisma* +2, *ring of protection* +1

### HILL GIANT BARBARIAN

CR 10

**hp** 158 (use the stats on page 6)

### TACTICS

**Before Combat** This barbarian stands at the top of the stairs, loudly exclaims that he is the King of the Storval Stairs, and issues an open challenge to any who would oppose him, hoping to serve as a decoy while the true king prepares for battle and gets into a strategic position. At that point, if any PCs are visible, he starts throwing rocks at them and moves toward them.

### HILL GIANTS (3)

CR 7

**hp** 85 each (*Pathfinder RPG Bestiary* 150)

### TACTICS

**Before Combat** The giants move to the top of the stairs and bellow their challenge.

**During Combat** In typical hill giant fashion, these brutes stand at the top of the stairs and rain rocks down on their enemies. They don't hesitate to switch to their greatclubs if enemies close with them, though.

**Development:** Once the characters kill the King of the Storval Stairs, the few remaining hill giants in his tribe flee and do not return to the Storval Stairs.

**Faction Notes:** Taldor faction PCs will want to retrieve King Formoch's head as a trophy. Collecting the head properly requires a successful DC 22 Heal or DC 25 Craft (leather), Profession (butcher, tanner, or trapper), or

Survival check. If Formoch took more than 100 points of fire or acid damage, increase the DC by +5 because of the damage to his blubbery tissue. PCs who use magic such as *make whole*, *mending*, and *gentle repose* decrease the DC by 5. Collecting the hill giant chief's head without damaging it earns Taldor faction PCs 1 Prestige Point.

When the reinforcements arrive, Sczarni faction PCs should meet privately with the caravan leader, Dika; give her a tour of the carnage; and explain the benefits of aligning the Galleded Sczarni with Guaril Karela. Convincing her to do so requires a successful DC 20 Diplomacy check and earns Sczarni faction PCs 1 Prestige Point.

Grand Lodge faction PCs must interrogate either one the giants or Tatho, the Aspis Consortium agent. Doing so uncovers that the primary reason Formoch chose the stairs as his kingdom was because of the influence of Atga, who insisted it was the best way for the tribe to gather riches and sacrifices for Minderhal. Obtaining this information earns members of the Grand Lodge faction 1 Prestige Point.

**Rewards:** If the PCs defeat the King of the Storval Stairs, reward each subtier thus.

**Subtier 7–8:**

Give each PC 2,028 gp.

**Subtier 10–11:**

Give each PC 3,027 gp.

## CONCLUSION

The Society's reinforcements arrive along with a sizable Varisian caravan on the second day after Formoch's return from the Storval Plateau. The caravan carries wagons full of supplies and the necessities to establish a permanent way station at the monster infested Storval Stairs. Once the party briefs the newcomers about the encounters with the giants and harpies, the PCs can make their way back to Magnimar as they see fit; they may take Tatho, the Aspis Consortium prisoner, with them or allow the reinforcements to deal with him once they've established a secure camp at the base of the stairs. As long as there's at least one PC in the party loyal to either Andoran or Cheliox, the Pathfinders are unlikely to have a healed and rescued Rova to deal with, but if they do, how they treat the harpies' victim is entirely up to them (none of the other factions nor the Pathfinder Society as a whole have a reason to want him either dead or alive otherwise).

## Success Conditions

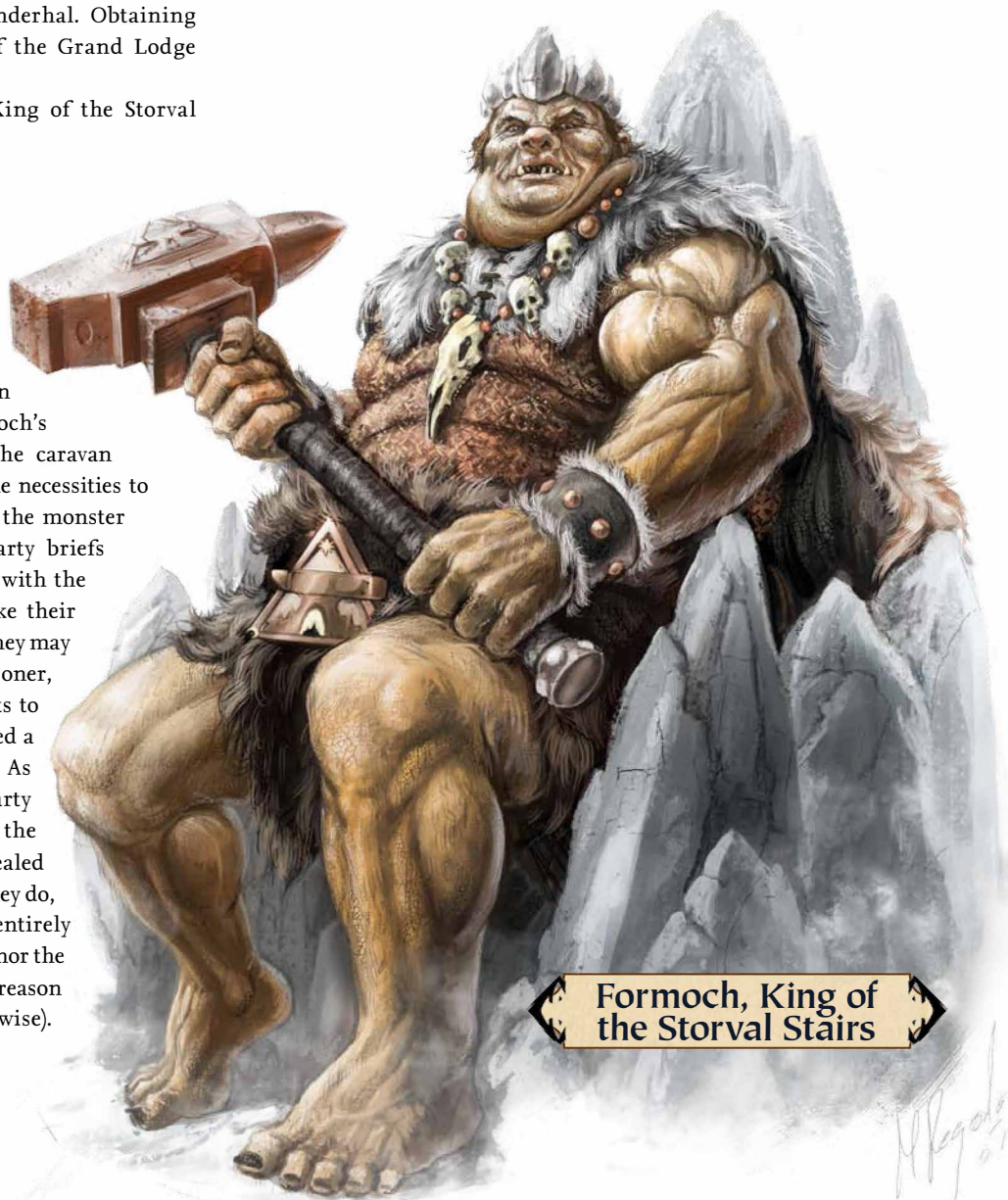
If the PCs defeat Formoch and either kill or drive away Lareecan before the caravan arrives, thus securing the Storval Stairs for the easier establishment of a long-term Pathfinder Society way station, the mission is considered a success, and each PC receives 1 Prestige Point.

## FACTION MISSIONS

Player characters of a given faction who complete the listed mission earn 1 Prestige Point for their efforts.

**Andoran Faction:** Andoran faction PCs who find a way to prevent Rova from being raised from the dead again earn 1 Prestige Point.

**Cheliox Faction:** Cheliox faction PCs who find a way to permanently silence Rova earn 1 Prestige Point.



Formoch, King of the Storval Stairs



## PATHFINDER SOCIETY SCENARIO

**Grand Lodge Faction:** Grand Lodge faction PCs who learn that Formoch claimed the Storval Stairs to collect sacrifices and tribute at Atga's insistence earn 1 Prestige Point.

**Lantern Lodge Faction:** Lantern Lodge faction PCs who save the Aspis Consortium agent Tatho and deliver him to Amara Li earn 1 Prestige Point.

**Osirion Faction:** Osirion faction PCs must gather feathers from one of the harpies while in flight to earn 1 Prestige Point.

**Qadira Faction:** Qadira faction PCs who learn that the Hawk Clan Shoanti refuse to guard the stairs until their namesake bird returns earn 1 Prestige Point.

**Sczarni Faction:** Sczarni faction PCs who convince Dika of the benefits to aligning the Gallowed with Guaril Karela earn 1 Prestige Point.

**Shadow Lodge Faction:** Shadow Lodge faction PCs who discover the Aspis Consortium was exchanging captives for safe passage through the stairs earn 1 Prestige Point.

**Silver Crusade Faction:** Silver Crusade faction PCs who learn the location of the temple of Minderhal from one of the defeated giants earn 1 Prestige Point.

**Taldor Faction:** Taldor faction PCs who harvest the meaty head of King Formoch earn 1 Prestige Point.

## KING OF THE STORVAL STAIRS

### Andoran



Defender of Freedom,

Evidence indicates that a Chelish assassin and slaver named Rova was a passenger in the supply caravan that was recently attacked while traveling through the Storval Stairs. That he has met an inglorious end in the hands of giants is a small bit of light in a bleak world. My only concern is that Rova seems to have nine lives; trusted agents swear they have seen him dead many times, yet since then he has killed several of our own on Cheliah's orders. I fully believe that someone would go to the effort of resurrecting him, likely in exchange for some foul deed at a discounted rate. Do what you must to ensure that if anyone needs his services again, he is unable to respond—from this world or the next.

For justice,

Major Colson Maldris

### Cheliah



Faithful Plaything,

A former associate of mine was with that caravan that went missing while traveling through the Storval Stairs. That Rova was killed on the stairs is convenient because he did several favors for me that would damage my reputation if made public. Rova's renown is omnipresent, and once word gets out, someone is certain to track down his body in hopes of using some divination to garner some tasty tidbits for blackmail once he can't withhold his secrets anymore. I trust you to ensure that the nobles of Cheliah are denied any such simple means of discovering my past indiscretions. You can identify Rova easily because few others would be, ahem, caught dead bearing the symbol of House Sarini, yet he was known to wear a gaudy ring with that sigil on it at all times.

Do not fail me,

Paracountess Zarta Dralneen

### Grand Lodge



Trusted Pathfinder,

In addition to what Venture-Captain Heidmarch shared with you, the Decemvirate is deeply concerned with the behavior of the hill giants near the Storval Stairs. Hill giants are brutish, and it is unlikely they crafted this plan to rule this strategic location all on their own. The Decemvirate worries that the Aspis Consortium or some other human agency is influencing the giants as part of some larger plot. Find out what you can about why the giants have moved onto the stairs and whether a human agency is responsible.

For the will of the Ten,

Venture-Captain Ambrus Valsin

### Lantern Lodge



Honorable Servant,

The recent struggles with the Aspis Consortium in the *Hao Jin Tapestry* have tarnished our reputation within the Pathfinder Society. To bring balance and restore honor to the Lantern Lodge, we must strike a blow against the Aspis Consortium. One of their snakes was hiding in the caravan lost at the Storval Stairs, foiling my plans to capture him when he arrived in Magnimar. Search for hints of this Aspis agent and if you find him, capture him. If we hand him over to the Society for questioning, such aid in the struggle against the Consortium will bring honor to our lodge.

Graciously,

Venture-Captain Amara Li

## PATHFINDER SOCIETY SCENARIO

### Osirion



Servant of the Ruby Prince,

Unfortunately, the news about the Ruby Prince is not good. The Thassilonian curse he labors under continues to spread, and he becomes more debilitated with each passing day. Each week the physicians I have poring over dusty tomes send me a new list of components they claim will lead to the ultimate cure, but the ingredients get more obscure and difficult to acquire with each passing day. Among the many needed components is a fistful of harpy feathers and troll's blood. The harpy feathers must be collected while the creature is in flight, and the troll's blood must be collected in a room with no light. Gather what you can and return word to me as soon as possible. I'll have other field teams searching as well, but you'll do me and the Ruby Prince honorably if you recover what you can.

The Prince's life is in your hands,  
*Amenopheus*  
Amenopheus, the Sapphire Sage

### Qadira



Trusted Servant,

The Shoanti of the Hawk Clan served as guardians of the Storval Stairs for generations. Stone giants drove them off some years ago; most people assumed the Hawk Clan would return to the stairs after the defeat of the wizard-giant Mokmurian, but the Shoanti have not returned. The stairs are an essential trade route, and restoring the protection of the Shoanti would make routes to and from the Storval Plateau more profitable. If you can locate one of these Hawk Clan Shoanti, ask why the Shoanti have abandoned the stairs and what we can do to restore their protection.

Your future reward is never-ending,  
*Aaqir al'Hakam*  
Trade Prince Aaqir al'Hakam

### SCZARNI



Fellow Traveler,

Getting you placed on this mission to the Storval Stairs is exactly the sort of genius that will cement my leadership within the Sczarni families. I bet you didn't even know I pulled that string, did you? Anyway, eliminating these giants will save several families from tribute to protect the passage of caravans, and anything that helps enrich the families makes me look good. The influential Magnimarian Jaster Frallino's cousin, Dika, is going to be working the caravan coming through the Storval Stairs with your reinforcements. Give her a private tour of the Storval Stairs and impress her with the value of an alliance between myself and the Gallowed, focusing on whatever remains of the enemies you have to vanquish to clear the way. Remember, gore can be motivating!

My reputation is in your hands,

*Guaril Karela*  
Guaril Karela

### SHADOW LODGE



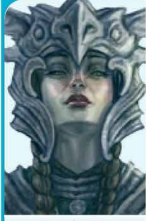
Trusted Agent,

The trust we have built up with the Decemvirate is a tenuous thread. Restoring that trust is one of our highest priorities. Failure to do so will damn you to ever be a second-class Pathfinder, and what can second-class agents truly do to better themselves during the course of adventure?. My contacts have heard whisperings that the Aspis Consortium is somehow involved with these giants of the Storval Stairs. Discovering any details about an Aspis plot would no doubt help us rebuild our tarnished reputation among the Ten and those most loyal to them.

Patiently,  
*Torch*  
Grandmaster Torch

## KING OF THE STORVAL STAIRS

### Silver Crusade



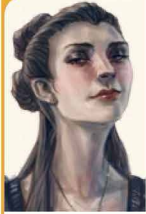
Hero of the Society,

Many missions the Society sends you on are of a dubious nature, but the morality of your current quest is clear. This so-called King of the Storval Stairs is a brutal killer, and putting an end to his reign is the sort of truly heroic mission that I believe the Society should put its efforts behind. A word of warning though—there are powerful agencies at work, and this king is monstrous and has a powerful sorcerer backing him. I don't want to distract you from your main mission, but this king is one of many servants of Minderhal operating on the Storval Plateau and there have been a disturbing number of disappearances in that region. While interrogating prisoners, try and discover the location of the temple where they make their sacrifices. Perhaps we can launch a rescue mission and burn this foul temple to the ground.

Faithfully,

Ollysta Zadrian

### TALDOR



Greetings Fellow Architect,

Our plans in the Varisia are proceeding well; we have singled out several candidates for our purposes. The first of them is none other than Lord-Mayor Haldmeer Grobaras. The lord-mayor is exactly the sort of wealthy, ambitious individual we need to sow the seeds of a new Taldor on the shores of the Steaming Sea. We can build a relationship with Grobaras and stoke his ambitions to suit our needs. As you work to destroy the so-called King of the Storval Stairs, I am arranging matters so Grobaras can take credit for the entire effort, elevating his status within the Council of Ushers and solidifying his position. After you defeat this upstart giant, save his head. Once preserved, the head will make an excellent gift for the lord-mayor, reinforcing his claim and serving as a constant reminder of who engineered this for him.

Tread Cautiously,

Lady Gloriana Morilla

## PATHFINDER SOCIETY SCENARIO

### Pathfinder Society Scenario #4-04: King of the Storval Stairs

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"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="text"/>
	Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Lantern Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> Shadow Lodge <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor	

Character #	<input type="text"/>
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*Pathfinder Society Scenario #4-04: King of the Storval Stairs* © 2012, Paizo Publishing, LLC; Author: Dennis Baker.





# Pathfinder Society Scenario #4-04: King of the Storval Stairs

Scenario Chronicle #

Slow  Normal

<b>SUBTIER</b> 7-8	2,173	4,346
<b>SUBTIER</b> 10-11	3,944	7,889

MAX GOLD

This Chronicle Certifies That \_\_\_\_\_

_____	A.K.A. _____	_____	_____
<b>Player Name</b>	<b>Character Name</b>	<b>Pathfinder Society #</b>	<b>Faction</b>
Has Completed This Scenario.			

### Items Found During This Scenario

**SUBTIER**  
**7-8**

- +1 elf-bane arrow (166 gp, limit 5)
- +1 giant-bane arrow (166 gp, limit 13)
- +1 human-bane arrow (166 gp, limit 5)
- amulet of natural armor +2 (8,000 gp)
- belt of incredible dexterity +2 (4,000 gp)
- brooch of shielding (25 points; 371 gp, limit 1)
- cloak of resistance +2 (4,000 gp)
- potion of cure moderate wounds (300 gp)
- ring of protection +1 (2,000 gp)
- scroll of air walk (700 gp)
- scroll of dimension door (700 gp)
- scroll of dismissal (700 gp)
- scroll of displacement (375 gp)
- scroll of greater teleport (2,275 gp)

- scroll of haste (375 gp)
- scroll of heal (1,125 gp)
- scroll of mass bear's endurance (1,650 gp)
- scroll of mass enlarge person (700 gp)
- scroll of raise dead (6,125 gp)
- scroll of see invisibility (150 gp)
- scroll of speak with dead (375 gp)
- scroll of stonewalk (950 gp)
- scroll of wall of stone (1,125 gp)
- sleep arrow (132 gp, limit 3)
- wand of deep slumber (3 charges; 675 gp, limit 1)
- wand of invisibility purge (12 charges; 2,700 gp, limit 1)

**SUBTIER**  
**10-11**

- +1 giant bane arrow (166 gp, limit 15)
- +2 chain shirt (4,250 gp)
- cloak of resistance +1 (1,000 gp)
- cloak of resistance +3 (9,000 gp)
- headband of alluring charisma +2 (4,000 gp)
- headband of inspired wisdom +2 (4,000 gp)
- scroll of arcane eye (700 gp)
- scroll of greater teleport (CL 18th; 3,150 gp, limit 1)
- scroll of teleport (1,125 gp)
- wand cure critical wounds (9 charges; 3,780 gp, limit 1)
- wand of cure moderate wounds (15 charges; 1,350 gp, limit 1)
- wand of glitterdust (7 charges; 630 gp, limit 1)

### EXPERIENCE

Starting XP	
+	GM's Initial
XP Gained (GM ONLY)	
Final XP Total	

### FAME

Initial Fame	Initial Prestige
+	GM's Initial
Prestige Gained (GM ONLY)	
Prestige Spent	
Final Fame	Current Prestige

### GOLD

Start GP
+
GM's Initial
GP Gained (GM ONLY)
+
GM's Initial
Day Job (GM ONLY)
+
Items Sold
=
Subtotal
-
Items Bought
=
Total

### Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD  
Add 1/2 this value to the "Items Sold" Box

### Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #