

PATHFINDER SOCIETY PLAYTEST SCENARIO #2 TIER 5



**PATHFINDER**  
PLAYTEST

## RAIDERS OF SHRIEKING PEAK



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## HOW TO PLAY

*Pathfinder Society Playtest #2: Raiders of Shrieking Peak* is an adventure for 5th-level characters. You can find more information about running this adventure, pregenerated characters, and feedback surveys on this page. This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [pathfindersociety.club](http://pathfindersociety.club).



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## PROVIDING PLAYTEST FEEDBACK

*Raiders of Shrieking Peak* is designed to test the newest edition of the Pathfinder Roleplaying Game, from combat encounters to exploration to the overall gameplay experience. The goals are to create a fundamental understanding of the game and to test if the revisions to the rules still allow for the same types of storytelling and adventure roleplaying that everyone has come to expect from Pathfinder. You can build your own 5th-level characters for this adventure, or you can download a selection of pregenerated characters from [paizo.com](http://paizo.com).

Contribute your feedback through the survey at [paizo.com/pathfinderplaytest](http://paizo.com/pathfinderplaytest). In addition, be sure to check out other playtest adventures, including three additional Pathfinder Society Playtest scenarios as well as the seven-part adventure *Doomsday Dawn*.



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# RAIDERS OF SHRIEKING PEAK

By Luis Loza

Over eight centuries ago, the mighty paladin Iomedae stood at the edge of the chasm surrounding the Starstone Cathedral, preparing to take the test that had elevated a select few to divinity. A small crowd had gathered, and as she gazed upon the cathedral, Iomedae cast out her cloak. It extended to a great length and became a bridge, which she used to traverse the great chasm. As the cloak grew, one of the clasps that had held it to her armor clattered to the cobblestone beneath her feet. When Iomedae took her first steps onto the newly created bridge, a local beggar took the opportunity to run in and snatch up the discarded clasp.

At first, the beggar did not know what to do with the prize. After multiple failed attempts at selling it, the beggar decided to keep it, if only because of the pleasing aesthetic of the piece. Some time later, Golarion learned that Iomedae had succeeded within the Starstone Cathedral and that the god Aroden had elevated Iomedae to be his new herald. With this news in hand, it wasn't long before the beggar was able to sell the clasp to the local Arodenites and enjoy newfound riches.

Although the clasp maintained historical significance, the church of Aroden was more interested in its divine connection. They knew that relics that belonged to Aroden, such as the *Shield of Aroden*, carried great power. The local priests believed that the clasp might hold a direct connection to Iomedae. The church studied the relic throughout the years, passing it between temples throughout the Inner Sea. Several reports claim the clasp was present for a number of miracles, though circumstances presented within these reports cast doubt as to whether the clasp caused the miracles or simply happened to be nearby.

By the time of Aroden's death, the clasp was an afterthought to the Iomedean church. Having been unable to genuinely prove the clasp's divine significance, the church placed it in a vault in a small chapel in Andoran. As Aroden's church fell apart in the subsequent years, the clasp remained forgotten until a group of explorers located the vault in 4681 AR. The group was

## WHERE ON GOLARION

*Raiders of Shrieking Peak* takes place on the Isle of Kortos, starting in the cosmopolitan metropolis of Absalom. The PCs quickly move to the town of Diobel and then venture up the slopes of Shrieking Peak. For more information about the Isle of Kortos, see *Pathfinder Campaign Setting: Guide to Absalom*, *Pathfinder Campaign Setting: The Inner Sea World Guide*, and *Pathfinder Campaign Setting: Towns of the Inner Sea*, available in bookstores and game stores everywhere and online at [paizo.com](http://paizo.com).



quick to sell their findings to local merchants, and the clasp soon found itself trading hands across the Inner Sea. It eventually reached a cult of Rovagug, who purchased it from the Nightstalls in Katapesh.

By chance, a Pathfinder Society agent had infiltrated the cult in hopes of learning its intentions. The agent found that the cult hoped to use the clasp's possible connection to Iomedae as a sacrifice to Rovagug. She waited for the opportune moment to steal the clasp and deliver it to her handler, another local Pathfinder and Mwangi alchemist named Inisa Ardaali. Ever cautious, Inisa planned to transport the clasp to the Pathfinder Society's Grand Lodge. Fearful that rivals might intercept the relic or that the church of Iomedae would demand the relic's return, she took an indirect route. Instead of sailing

to the port of Absalom, she took a ship to Diobel, where she then organized a caravan to transport the relic over land. However, shortly after the caravan set out from Diobel, a group of desperate minotaur scouts from the nearby Gorebreather tribe attacked it in hopes of finding supplies, and among the spoils they pillaged was the clasp. Inisa retreated back to Diobel and sent word to the Grand Lodge for assistance.

## SUMMARY

After learning about the attack on Inisa Ardaali's caravan in the Grand Lodge, the PCs set out for Diobel. There, they learn the caravan's route and soon track down the site of the minotaur ambush. At the ambush site, the PCs can search the area to learn more about the attackers. Shortly after they arrive, however, another group of minotaur scouts attacks the PCs. Using either the clues from the site or information gathered from the minotaurs, the PCs travel to Shrieking Peak. There, they locate the Gorebreather minotaur tribe and a fellow Pathfinder. The PCs have the opportunity to earn passage from the minotaurs through either brawn or tact. They can then proceed further up the mountain, where they encounter the undead minions of a powerful harpy. Soon afterward, they reach the harpy's lair and engage him and his enchanted servants. With the harpy defeated, the PCs recover a powerful relic of Iomedae.

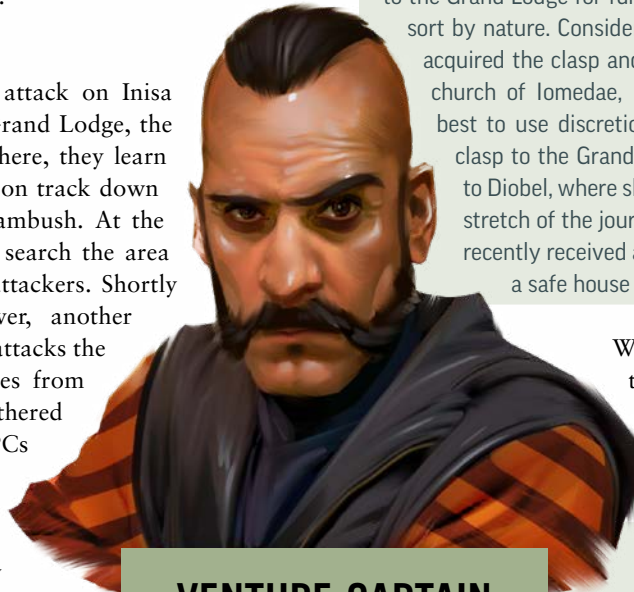
## GETTING STARTED

The PCs meet with Venture-Captain Ambrus Valsin in his office in the Grand Lodge. Read or paraphrase the following to get the adventure underway. Note if any PCs are followers of Iomedae. If so, he tactfully omits the mention of Inisa's desire to avoid the church's notice from the text below.

Venture-Captain Ambrus Valsin rushes into his office and drops a small stack of papers on his desk. "Agents, I appreciate your willingness to meet with me on such short notice." He takes a moment to reorganize the papers into a neat pile and catch his breath before continuing. "Now then, we recently acquired what may or may not be the relic known as the Inheritor's Clasp—or rather, one of our agents infiltrated a cult of Rovagug worshipers and stole it. History tells that Iomedae dropped the

Inheritor's Clasp on the day she entered the Starstone Cathedral. According to old Arodenite accounts, the clasp might function as a powerful holy relic, though that theory has yet to be proven conclusively.

"I received word from our infiltrator's handler, an alchemist by the name of Inisa Ardaali, that she was preparing to take the clasp from Katapesh and deliver it to the Grand Lodge for further study. Inisa is a cautious sort by nature. Considering the manner in which she acquired the clasp and the potential interest of the church of Iomedae, Inisa determined that it was best to use discretion in regards to bringing the clasp to the Grand Lodge. As such, she traveled to Diobel, where she hired a caravan for the final stretch of the journey to Absalom. However, we recently received a missive from Inisa sent from a safe house in Diobel. Take a look."



**VENTURE-CAPTAIN  
AMBRUS VALSIN**

When Ambrus hands the PCs the note, give the players the **Handout** (see page 19), and give them enough time to read the cryptic missive.

After a brief pause, Valsin chimes in. "You can see what's wrong, then? Inisa must have been worried about the message being intercepted; and to be fair, the Aspis Consortium and other rivals are strong in Diobel. It

seems to me that after thieves ambushed the caravan, she helped the survivors back to one of our safe houses in Diobel and then set out to recover the stolen clasp. But which safe house, and where is she searching? In denying any interlopers the information, she's also made this a lot harder for us," a sigh escapes from between Valsin's lips.

He hands over a sheet from his stack. "I've just secured passage for you on the next ship to Diobel. I need you make your way there, locate the caravan, and retrieve the clasp from these thieves. If you are able to track down Inisa, all the better. She should have much more information than appears in this letter. If she hasn't met her end searching for the clasp on her own, make sure she makes it safely back to Absalom. Now, there isn't much time, so are there any questions?"

Ambrus answers whatever questions he can. Because time is of the essence, he keeps his answers brief.

**What's so important about this clasp?** "As I mentioned, it might have some unknown divine powers. We were hoping to study it to confirm the validity of such claims."

If it's so important, why only have one agent try to deliver it? Why not deliver the clasp directly to Absalom? "Inisa was worried that our rivals or the church of Iomedae would intercept her if her mission wasn't kept strictly secret. Perhaps being a handler for an undercover agent in a Rovagug cult has left her overly cautious. To be honest, considering we're unsure as to whether this clasp is authentic let alone magical in any sense, I doubt they would expend such effort for something that could turn out to be nothing more than a small piece of metal. Then again, the caravan came under attack, so if it wasn't a coincidence, Inisa might have been right after all."

Wouldn't it be better to send a large group of Pathfinders to Diobel? "No. Even if the clasp is worthless, were we to send a large group of Pathfinders to Diobel for an unknown purpose, it would surely draw attention. If we're lucky, the thieves might not yet realize the value of what they hold."

Why would the Pathfinder Society want to avoid the attention of the church of Iomedae? "To avoid having the clasp consigned back to a vault without further investigation. I'm certainly open to turning it over to the church, but only after our researchers have had a chance to study it."

You don't know which safe house Inisa used? "The Pathfinder Society owns various buildings and other locations that are used as safe houses. Each of these is marked with our current set of markings, though we use different buildings over time, as we clear out safe houses and buy and sell them at roughly the normal rate of transfer to avoid suspicions."

Before the PCs leave, Valsin makes sure that they know what to look for in their search for the safe house, adding, "Luckily, Diobel is a small town, and it shouldn't take much work to locate the safe house. I can give you the current markings if you've forgotten them." A PC who is trained in Pathfinder Society Lore can attempt a DC 15 Pathfinder Society Lore check to recall the markings without Valsin's reminder.

## DIOBEL

Diobel is a fishing town and smugglers' haven on the western coast of the Isle of Kortos. The PCs arrive in the late afternoon. Their first destination is the Trawl, a neighborhood built from broken ships and scrap materials that protects Diobel's harbor. At this hour, clusters of small boats are returning from the ocean to the Trawl with large nets filled with fish and oysters. The sailing ship carrying the PCs cannot pass through the Trawl, but Valsin's letters of passage include payment for a barge from this neighborhood to Diobel proper. The inner harbor is bustling, and food, drink, and gambling are plentiful. The

## SECRET CHECKS

The Pathfinder Playtest introduces secret checks, for when players knowing the exact result of their roll gives them out-of-game knowledge that could interfere with gameplay (*Pathfinder Playtest Rulebook* 293). Two of the most common types of secret checks are Gather Information checks and Recall Knowledge checks, because characters who critically fail these checks learn false information.

However, a GM may choose, at her discretion, to have the players to roll their own secret checks. For the investigation below, because of the sheer number of skill checks involved, we recommend that most GMs ask players roll their own skill checks to speed up play unless they are confident that they can keep the table moving at a rapid and entertaining pace.

cries of merchants at their stalls in the dockside Pikapell Market rise over the din. More information about Diobel appears in *Pathfinder Campaign Setting: Towns of the Inner Sea*.

Once the PCs arrive in Diobel, they can ask the locals for information on the caravan. The PCs can undertake a mixture of activities similar to exploration mode tactics. They have about 4 hours on the first night before everyone they would want to speak with is asleep. This allows them to Gather Information twice, as if spending half a day of downtime. If they prefer, the PCs can instead attempt to locate the Pathfinder Society safe house. Either approach should direct the PCs toward the caravan. Depending on how successful they are in their investigation, the PCs might also have a chance to attempt a Medicine or Nature check to learn more information to help on their journey.

If the PCs are unable to learn any of the information that follows in their first evening, they can continue their search the next day. If they are still unable to learn anything, then late on the second evening a man named Ralsam notices the PCs' inquiries and brings them to the safe house. Inisa hired Ralsam to tend the injured caravanners' wounds, and he hopes that the PCs can help treat his patients (see page 7 for more information about the safe house). Any further implications of the PCs spending an extra day in Diobel are spelled out in the respective locations.

## INVESTIGATION

The following skills can assist in the PCs' investigations. Skill checks in this section use the following rules. Facts are listed in the order that PCs can learn them. A PC who succeeds at a skill check learns the next fact that she does not already know, starting with the first. A critical success grants the PCs two facts. A PC who fails

a check gains no information and cannot attempt future checks. If a PC critically fails, she cannot attempt future checks and she gains the piece of information that's labeled "(FALSE)."

## Diplomacy (Gather Information)

PCs can attempt to Gather Information twice in the evening when they arrive, with each attempt taking 2 hours. Gathering information in the first 2 hours after their arrival is DC 17, doing so later in the evening is DC 18, and any attempts the following day are DC 21.

In between attempts to Gather Information, the PCs can share their findings with one another, allowing the party to avoid wasting time gathering the same pieces of information.

**The Caravan:** The PCs are likely to ask about the missing caravan.

- The caravan set off to the east from Diobel via the main exit through the Harpy Gate.
- Several trade routes head east towards Absalom, some having seen less use over the years. The caravan was seen taking the route that traveled closer inland. This is enough information for the PCs to locate area A.
- The inland trade route is rarely used, and most merchants and locals suggest avoiding that route whenever possible. The locals explain the dangers by pointing out some of the perilous locations the route passes. This is enough information to attempt either a Nature check to Recall Knowledge about the dangers of the route or a Diplomacy check to Gather Information about those dangers.

**Critical Failure:** PCs who critically fail their Diplomacy check learn the following.

- (FALSE) Inland trade routes are becoming increasingly popular. Regular patrols from Diobel's local guard have made them a safer and more affordable option for travelers without the means for ocean voyages.

**The Dangers:** If the PCs learn the exact trail the caravan took and the reasons that locals hesitate to use it, either from Gathering Information about the caravan or conversing with the injured caravanners at the safe house (see page 7), they can attempt to Gather Information on the route's dangers. Because this information is less well known, the DC is 3 higher than normal based on the timing of the PCs' Gather Information attempt.

- The hills that the road travels through have seen a number of minotaur attacks over the years, leading to the road's eventual abandonment.
- In addition to the danger that the minotaurs present, Diobel is always on the lookout for harpies. Recently, a harpy has made a lair on Shrieking Peak, a small mountain not far from the road.

**Critical Failure:** PCs who critically fail learn the following misinformation.

- (FALSE) The greatest danger in the local mountains are centaurs. To make matters worse, the local centaurs have a grudge against the Pathfinder Society.

## Nature (Recall Knowledge) on Dangers of the Trail

If the PCs learn the exact trail the caravan took, either from Gathering Information about the caravan or conversing with the injured caravanners, they have a chance to recall some information about the dangers of the region. The starting DC is 20, and a PC can try again once if she succeeds at the first attempt. The DC for the second attempt increases to 23.

**The Dangers:** A character with knowledge of the region's flora and fauna might recall some of the perils found in the area.

- The hills that the road travels through have seen a number of minotaur attacks over the years, leading to the road's eventual abandonment.
- In addition to the danger that the minotaurs present, Diobel is always on the lookout for harpies. Recently, a harpy has made a lair on Shrieking Peak, a small mountain not far from the road.

**Critical Failure:** PCs who critically fail learn the following misinformation.

- (FALSE) One of the main reasons that merchants avoid the particular route that Inisa's caravan took is the prevalence of highly venomous snakes, who make their nests in the foothills of the Kortos Mountains.

## Pathfinder Society Lore (Recall Knowledge)

Pathfinder Society members who are particularly diligent may already know how to locate the caravan and the safe house. The initial DC is 15, and a PC can try again up to twice on that topic as long as she keeps succeeding. The DC increases each time the PCs attempt a check, first to 17 and then to 18. The PCs might try to use their own instincts as Pathfinders to follow Inisa's thought process.

- Any Society caravan would set out east toward Absalom via the Harpy Gate.
- An agent as cautious as Inisa would likely go out of her way and take the less-traveled inland road that winds through the wilds, rather than the more common paths along the coast. This is enough information to guess the route that will lead the PCs to area A.
- The road Inisa most likely took begins in the Claw district in the northeast part of Diobel. Chances are, she left the injured caravanners in a safe house in that area. Using this information reduces the time it takes the PCs to search for the safe house to 30 minutes per search attempt.

*Critical Failure:* PCs who critically fail learn the following misinformation.

- (FALSE) While there were once Pathfinder Society safe houses in Diobel, no such locations are currently active. Note that attentive PCs may realize that this information is false, as it contradicts information from Valsin's briefing.

## Society (Recall Knowledge)

More cultured PCs may try to recall what they know about Diobel and the surrounding area. The starting DC is 18, and a PC can try again up to twice on that topic as long as she keeps succeeding. The DC increases each time the PCs attempt a check, first to 21 and then to 22. The PCs can use their knowledge of the local area to try to find the caravan and predict Inisa's moves.

- Merchants travel in and out of Diobel towards Absalom via the Harpy's Gate on the east side of town.
- The main road leading to Absalom isn't the only route east, though most of these other routes see far less use due to the dangers of the region. One route in particular is perfect for a caravan trying to avoid attention. This is enough information to guess the route that will lead the PCs to area A.
- The lack of traffic through these other roads made the Claw district in the northeast part of town the perfect spot for the Pathfinder Society to set up its safe houses. The Society usually establishes a safe house in one of the few abandoned buildings in the district. Using this information reduces the time it takes the PCs to search for the safe house to 30 minutes per search.

*Critical Failure:* PCs who critically fail learn the following misinformation.

- (FALSE) A single road connects Diobel and Absalom. Other small trails are too poorly maintained to support a caravan.

## THE SAFE HOUSE

The caravanners in the safe house can give the PCs more information if the PCs treat their maladies.

### Finding the Safe House

Inisa chose an out-of-the-way safe house where even the markings are obscured. Searching for the safe house takes 2 hours per attempt, and the PCs must succeed at a DC 25 Perception check to locate it. The time is reduced to 30 minutes per attempt if the PCs have narrowed their search to the Claw district.

### Healing the Caravanners

When the PCs reach the safe house, they find two hired hands in poor condition and an exhausted medic,

a local man named Ralsam. Ralsam explains that a woman named Inisa rushed into town covered in blood, followed by two horses carrying unconscious people. She hired him to watch over these victims and tend to the worst of their injuries but refused treatment for her own wounds, instead muttering about needing to recover something important. She refused to share any more details. In the middle of the night, she departed, leaving behind a pile of silver pieces to pay him for his assistance.

Ralsam has done his best to assist these survivors, but their injuries were severe, and it will be days before they recover without more thorough treatment. The PCs can attempt a DC 20 Medicine check on each injured person to elicit a few moments of consciousness despite the injuries. If the PCs restore at least 5 HP to a caravanner before attempting the check, they get a +2 circumstance bonus to the Medicine check, or a +4 circumstance bonus for restoring 19 HP (bringing that caravanner to full HP).

If the PCs took an extra day to find the safe house, the DC of the Medicine check increases to 23. However, in this case, whether the PCs succeed or fail at Medicine checks to treat the patients, they can still pick up the trail, as one of the caravanners woke up briefly earlier in the day and told Ralsam the details of the minotaur attack. Ralsam can provide this information to the PCs, allowing them to proceed to area A.

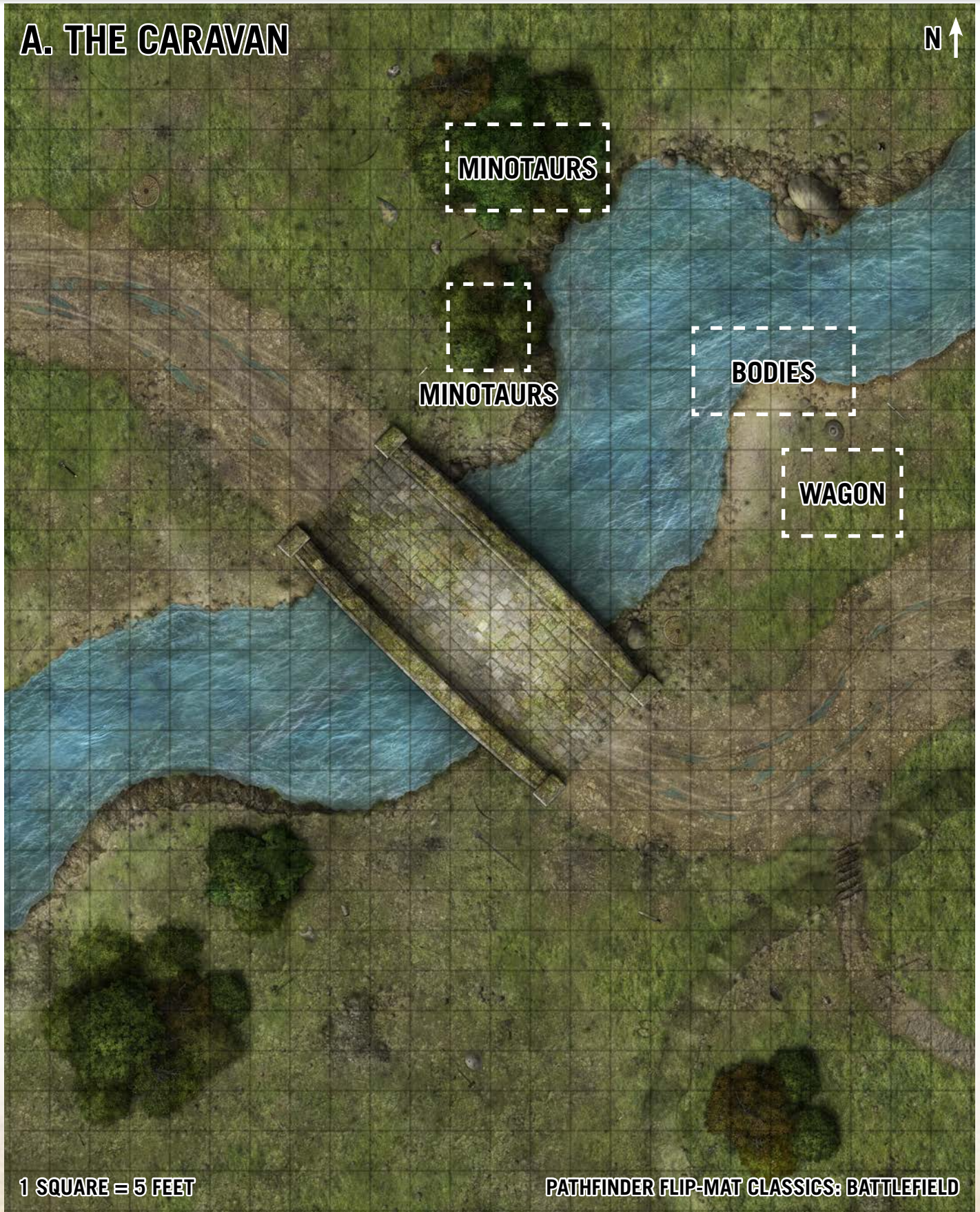
If a PC succeeds at the Medicine check, one of the caravan members becomes lucid for just a moment and lets out a warning about a minotaur ambush, as if waking from a nightmare. The worker slips into unconsciousness immediately after. On a critical success, the caravanner recovers enough to regain consciousness. He recounts the details of the minotaur attack (see The Caravan below) and points the PCs toward the correct route, allowing the PCs to proceed to area A.

## A. THE CARAVAN

## LOW 5

Inisa and her caravan set out with the *Inheritor's Clasp* a few days prior to the start of the scenario. Their journey was relatively uneventful until the caravan reached the Deluge, a narrow river that flows from Shrieking Peak towards Diobel. When the caravan stopped to rest at a river crossing about a mile southwest of Shrieking Peak, a small band of minotaurs attacked. The ensuing onslaught was a whirlwind of chaos as the minotaurs slew the caravan guards, but not before losing a few of their own number. Protecting the clasp at all costs, Inisa hid in the nearby brush and watched as the minotaurs slew or incapacitated most of the caravan's members. In the wake of the battle, while the minotaurs grieved for their fallen comrades and searched the bodies of the

# A. THE CARAVAN



1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT CLASSICS: BATTLEFIELD

caravan guards for supplies, Inisa seized her opportunity to escape. She rushed over to the wagon, unhitched the horses, and quietly laid two nearby caravan members onto the horses' backs. However, one of the minotaurs noticed her attempt to flee. The minotaur hurled a javelin at her back, dealing her a serious wound and knocking the parcel containing the *Inheritor's Clasp* into the brush.

Once the PCs learn which route the caravan used, it is a simple process to make their way to the site of the attack. They can rent horses in Diobel at a rate of 1 silver piece per horse per day. Otherwise, they are free to set off on foot. The attack site is just shy of 19 miles east of Diobel. It takes about 5 hours to reach the site on horseback or 8 hours on foot. If the PCs are awake for more than 16 hours in a day, they become fatigued until they rest. When the PCs arrive, read or paraphrase the following.

A small stone bridge crosses over a shallow, gentle river. A large wagon lies abandoned a short distance from the bridge, with bloody bodies strewn about. Most of the bodies have familiar humanoid forms, while two bodies are of creatures with the torsos of muscular humans and the head and hooves of bulls.

The Deluge is shallow and runs slowly enough that the PCs can simply wade through its waters or cross at the low bridge. The water is difficult terrain.



A small band of minotaur scouts arrived in time to notice the PCs' approach and darted into some nearby bushes to avoid detection. The minotaurs of the Gorebreather tribe were forced to learn how to hide and lost some of their bluster as a newcomer harpy has been constant harrying their tribe, which has slightly altered their skills from typical minotaurs.

Ask the PCs to each describe how they start investigating the area, as if in exploration mode. Once they take their positions and choose their tactics, roll initiative, with the minotaurs using Stealth. PCs who investigate the bodies can use Recall Knowledge from a distance to learn about minotaurs, potentially saving them time in their upcoming confrontation.

The minotaurs attempt use Powerful Charge to cross the river, attacking anyone near their fallen comrades' bodies. They target melee warriors first before going after ranged combatants. Once one minotaur has fallen, any others surrender if reduced to 20 Hit Points, preferring not to add to the tribe's losses. Even if both minotaurs are conscious, they surrender if they are clearly outmatched. Surrendering minotaurs are not initially compliant. A PC who succeeds at a DC 17 Diplomacy check to Make an Impression or Intimidate

## SCALING ENCOUNTER A

To accommodate a group of more than four PCs, make the following adjustments.

**5 PCs:** Add one minotaur with the weak adjustment to the encounter (Decrease its AC, attack bonuses, DCs, saving throws, and skill modifiers by 2. Decrease the damage it deals with its attacks by 2, and decrease its HP by 15).

**6 PCs:** Add one minotaur to the encounter, for a total of three standard minotaurs in the encounter.

check to Coerce convinces a minotaur to speak—though PCs may not be able to understand the creature, as the minotaurs speak only Jotun. A persuaded minotaur explains the tribe's predicament (see The Gorebreather Camp on page 10) and is willing to take the PCs to meet the rest of the tribe.

One of the minotaurs is wearing an unholy symbol of Baphomet. The minotaurs share the demon lord's name if the PCs convince them to speak, but PCs must attempt a Religion check to Recall Knowledge about the demon lord (see page 10).

## 2 MINOTAUR SCOUTS

## CREATURE 4

Chaotic  
Evil  
Humanoid  
Large

**Perception** +10, darkvision

**Languages** Jotun

**Skills** +2; Stealth +6, Acrobatics +6, Athletics +11, Intimidation +6, Survival +13 (natural cunning)

**Str** +5, **Dex** +0, **Con** +2, **Int** -2, **Wis** +0, **Cha** -1

**Items** greataxe

**Natural Cunning** A minotaur automatically critically succeeds at Survival checks to avoid becoming lost or to find its way, including those from the *maze* spell.

**AC** 18, **TAC** 15; **Fort** +10, **Ref** +6, **Will** +7

**HP** 70

**Speed** 25 feet

◆ **Melee** greataxe +11 (reach 10 feet, sweep), **Damage** 1d12+7 slashing

gore +11 (agile), **Damage** 1d8+5 piercing

◆ ◆ **Powerful Charge** The minotaur Strides up to double its Speed in a straight line and makes a gore Strike. As long as the minotaur moved at least 20 feet, the Strike's damage is increased to 2d8+10.

## BODIES

The PCs are free to investigate the bodies, the surrounding area, and the wagon as they see fit.

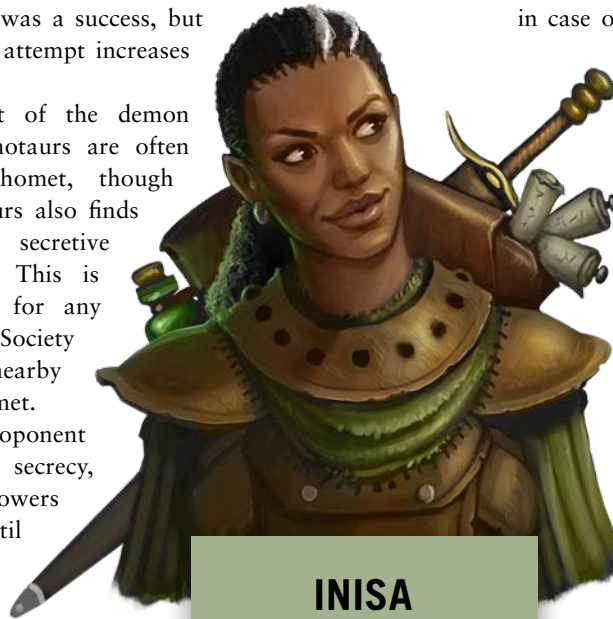


Each of the five guards has a longsword, a shortbow with 20 arrows, and leather armor. One of the guards' longswords is an expert-quality longsword. The minotaurs each carried a Large greataxe. One of the minotaurs has a wooden unholy symbol around its neck depicting a minotaur's head.

## Religion (Recall Knowledge) on Baphomet

PCs who wish to identify the unholy symbol can do so with a successful Religion check. A PC who succeeds at a check gains the next fact on the list below, starting with the first fact. A critical success grants the PC two facts, while a critical failure grants the PC a piece of false information of the GM's choice. The DC for the check is 20, and a PC can try again once as long as the first result was a success, but the DC for the second attempt increases to 23.

- The symbol is that of the demon lord Baphomet. Minotaurs are often worshipers of Baphomet, though the Lord of Minotaurs also finds worshipers among secretive cults and societies. This is enough information for any PC to attempt the Society check below on nearby worshipers of Baphomet.
- Baphomet is a proponent of cleverness and secrecy, encouraging his followers to stay their hand until necessary. This is embodied in one of his aphorisms, "The beast takes its time."



INISA

## Society (Recall Knowledge) on Baphomet's Followers

If any PC recognizes Baphomet's holy symbol, PCs trained in Society can attempt a DC 21 Society check to remember that the local minotaur tribe, the Gorebreather tribe, is the only known group of worshipers of Baphomet in the area. On a critical success, the PC also knows that Mildora, a high priestess of Baphomet, is the Gorebreather tribe's leader.


## FOOTPRINTS

PCs who investigate the bushes in the north easily locate a set of hoofprints. A PC who succeeds at a DC 12 Survival check can follow the footprints back to the Gorebreather camp (area B). If the PCs fail this check, they waste 1 hour wandering around before returning to their original location (or 2 hours on a critical failure). On a critical success, the PCs find a second set of humanoid footprints, leading about halfway to the tribe's camp before branching off. Following this trail leads the PCs to Inisa's hiding spot, allowing them to meet with her before confronting the minotaurs (see the map on page 11).

## WAGON

The minotaurs cleaned out the wagon of all obvious supplies. If the PCs wish to search within the wagon, they must climb inside. Entering or leaving the wagon uses 5 additional feet of movement. The wagon contains a secret compartment, a feature which Inisa intentionally paid extra to make available for her use. The compartment holds a number of supplies Inisa kept in case of emergencies. Unfortunately, she

was unable to take the time to access them during the attack. She assumed that the minotaurs located these supplies and made her way towards Shrieking Peak instead of returning to the wagon. The PCs can locate the compartment with a successful DC 22 Perception check. The compartment is locked and requires a successful DC 20 Athletics check to Break Open or Thievery check (three successes) to Pick the Lock. If a PC opens the compartment with an Athletics check, she must succeed at a DC 11 flat check to avoid breaking some of the contents, destroying 1d2 alchemist's fire and 1d2 elixirs of life on a failure.

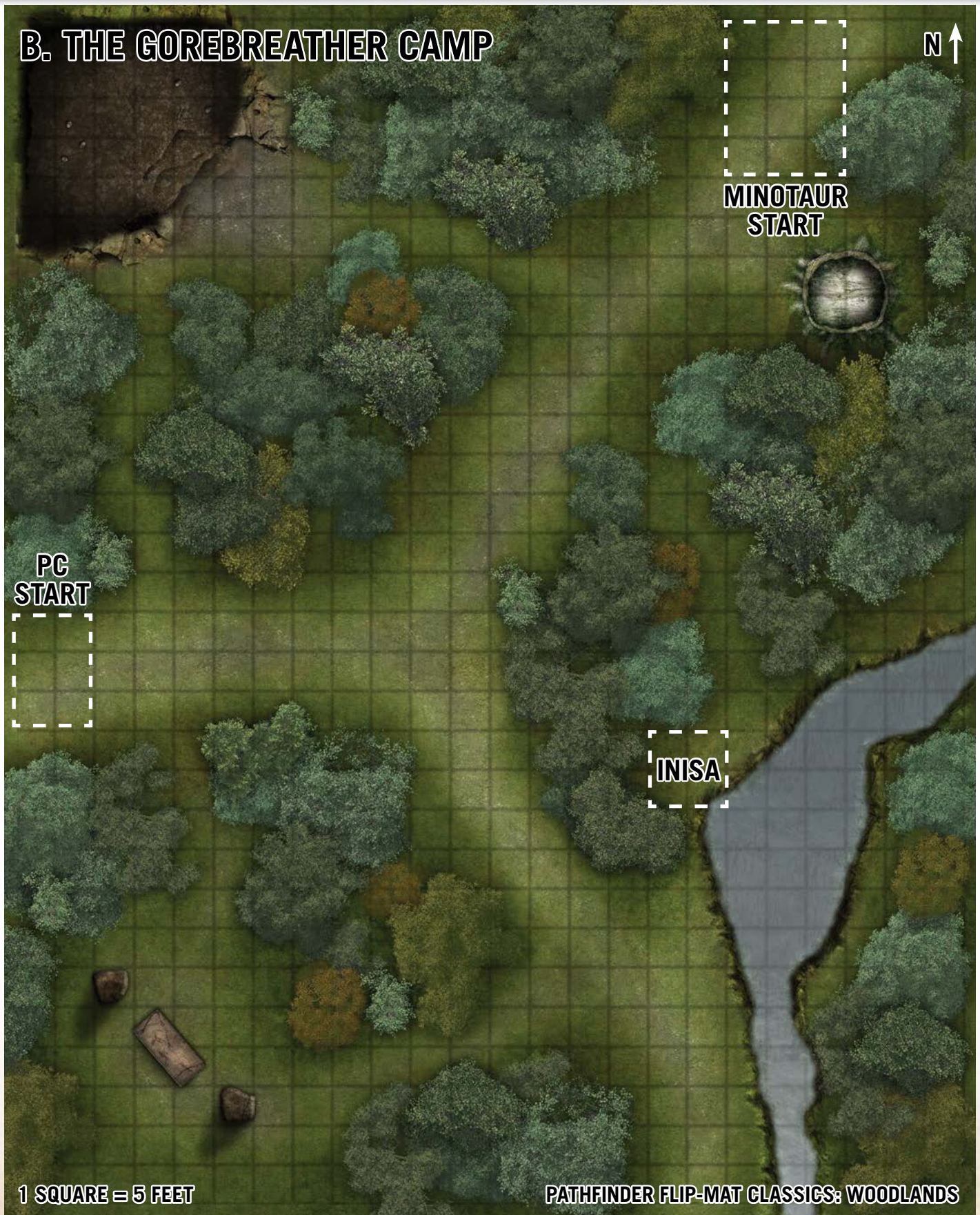
 The stash contains three alchemist's fires, three lesser elixirs of life, one tanglefoot bag, and one thunderstone, as well as a week's worth of trail rations.

## B. THE GOREBREATH CAMP HIGH 5

Just a mile northeast of the caravan ambush site is the home of the Gorebreather tribe, a group of Baphomet-worshipping minotaurs. High Priestess Mildora has acted as the tribe's leader for many years, and the tribe has remained relatively stable under her leadership. The Gorebreathers find themselves in constant battles with the other scattered minotaur tribes on the Isle of Kortos, vying for control over resources and territories. These minotaurs also supplement their resources by attacking traveling merchants making their way to and from Absalom. Unfortunately for the Gorebreathers, a recent intruder into their territory has left them at a severe disadvantage in these territorial engagements.

A powerful harpy by the name of Ryolle has taken up residence near the summit of Shrieking Peak after being cast out by his clan. In the weeks since, he's used his unusually potent song to captivate a number of Diobel's locals to do his bidding. Using these scouts and

## B. THE GOREBREATHER CAMP



warriors, Ryolle began his assault on the Gorebreathers, hoping to amass resources and strike back against his own clan. Ryolle's guerrilla attacks, combined with the tribe's territorial skirmishes, quickly became too much for the Gorebreathers to handle. The tribe began to lose valuable warriors as wave after wave of enchanted humans assaulted their camp.

When Inisa's caravan traveled the oft-neglected trade route, the Gorebreathers saw an opportunity to shore up their losses and strike back against the harpy. They believed that if they took enough supplies from the caravan, they could gift the supplies to a nearby tribe of minotaurs as a peace offering, earning a temporary truce. This truce would allow the Gorebreathers to kill the harpy once and for all. In their beleaguered state, however, the Gorebreathers didn't have the overwhelming force necessary to slaughter the caravan's defenders without incurring losses of their own. Even worse, they found only a few supplies and a well-polished silver clasp for their troubles. The minotaurs had no time to plan their next move as Ryolle moved in for another attack, this time with a larger group of enchanted warriors at his side. The Gorebreathers stood their ground against Ryolle's forces, but many of their remaining warriors perished. During the fight, the harpy made off with the supplies the minotaurs worked so hard to retrieve, including the *Inheritor's Clasp*.

When the PCs arrive at the Gorebreather camp, the minotaurs are still recovering from Ryolle's latest attack. Mildora has decided to concede defeat, and she is hoping to pledge fealty to a nearby tribe to save her people from extermination. She would prefer to lose her status and the tribe's name to a rival tribe than to be forced to serve a harpy. Mildora and a regiment of her strongest warriors are leaving the camp as the PCs arrive. The group is discussing the final details of the Gorebreathers' surrender to a neighboring tribe, the Broken Horn. Depending on the nature of their approach, the PCs have a few different options available to them once they encounter the high priestess. Mildora speaks Abyssal and Common in addition to Jotun.

If the PCs followed Inisa's footprints, they find her hiding in the brush as noted on the map. When the PCs meet up with her, Inisa is relieved to see fellow Pathfinders. In a hushed whisper, she fills the PCs in on the details of her situation and answers any questions they have. During the explanation, she points out the group of minotaurs, noting that she believes these minotaurs have the *Inheritor's Clasp*. Although she's unsure what the minotaurs have been discussing, their body language has led her to believe that they are engaged in a debate. Inisa believes that the minotaurs' weakened position and seeming uncertainty would allow the PCs the chance to parley for the clasp. Inisa holds a wooden unholy symbol of Baphomet that

she acquired from one of the slain minotaurs back at the ambush site. She hands it to the PCs, explaining that the symbol should allow them to engage in a conversation without drawing the minotaurs' ire. If the PCs took an extra day, Inisa has already attempted to negotiate with the minotaurs and failed, leading to another battle. In that case, Inisa's footprints lead out from these bushes and into the clearing, and the Pathfinder is tied up within one of the structures in the minotaurs' camp; the Gorebreathers plan on offering the captive alchemist as part of their surrender to the Broken Horn.

If the PCs instead followed the minotaurs' trail, they first encounter Mildora and her warriors just outside of the camp, as noted on the map. If the PCs do not set them at ease, the minotaurs believe the PCs are more of Ryolle's enchanted army sent to finish the job, and Mildora sends her warriors to attack the PCs while she stays back and hides. The PCs can set the minotaurs at ease if they bring one or more captured scouts from the caravan or if they hold a symbol of Baphomet. In either case, Mildora tells her warriors to back down when she sees the PCs, as returning a captive is out of character for the enchanted warriors. A captured minotaur explains the situation, and Mildora is willing to detail the tribe's recent history, including their engagements with the harpy Ryolle and their recent acquisition and subsequent loss of various supplies and treasure from the caravan. Mildora believes the PCs could serve as unlikely allies in trying times, and she eagerly listens as the PCs plead their case. Each PC who wishes to win over Mildora can attempt one of the skill checks below. If every PC fails her preferred skill check, the outraged Mildora orders her warriors to attack, just as if a PC critically failed a check as noted below.

### DIPLOMACY (MAKE AN IMPRESSION)

The PCs may wish to find a peaceful resolution to the situation and attempt a diplomatic approach. Mildora is difficult to convince (DC 22), mostly because she wishes to not appear weak before her warriors. If the PCs present an unholy symbol of Baphomet during their attempts to convince the priestess, they receive a +2 circumstance bonus to the check. If a PC also uses the aphorism "The beast takes its time," recalled with a second success on a prior Religion check, Mildora is convinced that PC is a gift from the Lord of Minotaurs, and that PC treats his result as one degree of success better (for instance, a success instead of a failure).

**Success** The PCs are able to convince the minotaurs that they seek only the clasp. Mildora explains that the harpy is very powerful and the PCs may not be able to stand against his might. She asks the PCs to spar with her warriors to prove their strength, as noted below.

**Critical Success** The PCs impress Mildora so thoroughly that she skips the test of strength.

**Critical Failure** Mildora is outraged by the PCs' affront and orders the minotaurs to kill the PCs (see below).


## INTIMIDATE (COERCE)

Some PCs may prefer to browbeat the minotaur matriarch. The priestess respects such bravado, and therefore Intimidation attempts against her are easier than usual (DC 20). The PCs gain a +2 circumstance bonus if they captured one or both minotaur scouts earlier.

**Success** The PCs convince the high priestess of their strength. She asks the PCs to spar with her warriors to remind them what true might looks like, as noted below.

**Critical Success** The PCs cow Mildora and the other minotaurs so thoroughly that Mildora skips the test of strength.

**Critical Failure** Mildora is outraged by the PCs' insulting coercion and orders the minotaurs to kill the PCs (see below).

 Mildora brought only her best warriors with her, leaving the rest with her tribe. If the PCs attack the minotaurs without conversation, or if their skill checks end in one critical failure or all failures, the minotaurs attack the PCs with the intent to kill them. However, if the PCs defeat a minotaur (or two, for groups of five or six PCs), Mildora calls off the attack, pleading with the PCs to stand down. She explains that she cannot afford to lose any more warriors. She is willing to give the PCs information on Rylle and the clasp, and also offers to hand over Inisa if they have her captive.

If the PCs kill all of the minotaurs anyway, they can attempt to follow the old trail left by Rylle's enchanted soldiers with a successful DC 20 Survival check. If the PCs fail this check twice, Rylle has enough time to capture and captivate yet another enchanted guard in area D.

If the PCs succeeded at one of the above skill checks to win over the matriarch, the minotaurs spar with the PCs, not intending to kill any of them. Mildora explains that the PCs and minotaurs should stand down when "wounded"—that is, when reduced below half HP. The minotaurs follow the terms respectfully, immediately standing down when they fall below half HP.

If all of the minotaurs surrender, Mildora ends the fight. She heals any injured PCs and even offers them a place to rest for the night among their tribe if they wish. The high priestess explains that Rylle attacked the tribe recently and the harpy tends to wait a few days between engagements to replenish his servants, so the PCs will be safe if they wish to stay the night. If the PCs met with or freed Inisa, she is pleased with the outcome and explains that she will return to Diobel to recover and check in with the hurt caravan members. Once the PCs are ready to go, the minotaurs are

## SCALING ENCOUNTER B

To accommodate a group of more than four PCs, make the following adjustments.

**5 PCs:** Add one weak minotaur to the encounter (see the Scaling Encounter A sidebar on page 9).

**6 PCs:** Add one minotaur warrior to the encounter, for a total of three minotaurs in the encounter.

happy to point them towards Rylle's lair.

If all of the PCs surrender, Mildora refuses to ally with them, claiming they are clearly too weak to defeat the harpy. She refuses to give them information about Rylle's location, as she's afraid they will simply become enthralled and attack her tribe under the harpy's power. If the PCs persist with aggression, they can attack the minotaurs, possibly causing Mildora to give them the information in exchange for mercy, as described above for a critical failure on the social skills.

The PCs may wish to cheat in this contest. A PC who wants to remain in the fight instead of conceding when he should can attempt a DC 22 Deception check as a free action each time he takes damage that leaves him below half HP. On a failed Deception check, Mildora demands that the PC stand down immediately. If the PC refuses to comply, the insult is too deep, and Mildora changes the friendly sparring into a lethal fight, as if the PCs had failed their skill checks.

If the PCs earn Mildora's favor, either through successful sparring or a critical success to Make an Impression on her or Coerce her, they can attempt to convince her to stop any further attacks against Diobel and any other travelers to the region. With a successful DC 22 Diplomacy, Intimidate, Religion, or Society check, a PC convinces the Gorebreather minotaurs to stop their attacks on local caravans and merchants, finding other sources of resources and battling only the other minotaurs. If the PCs offer to provide them supplies on behalf of the Pathfinder Society, they gain a +4 circumstance bonus to this check to convince the tribe. On a critical success, the PCs persuade the minotaurs to accept a stronger alliance with the Society and potentially consider a more peaceful outlook overall.

## 2 MINOTAUR WARRIORS

## CREATURE 5

Chaotic  
Evil  
Humanoid  
Large

**Perception** +10, darkvision

**Languages** Jotun

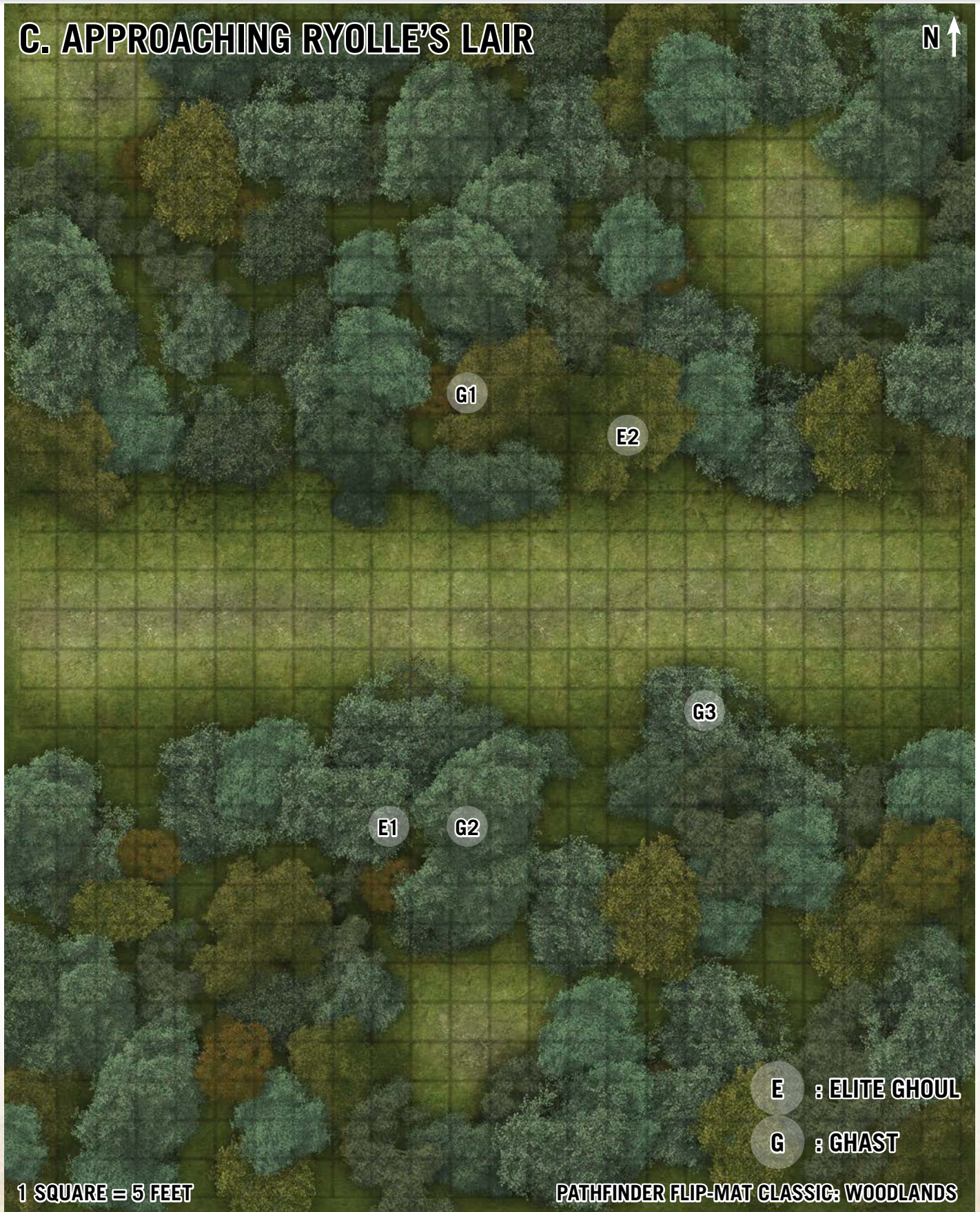
**Skills** +4; Acrobatics +8, Athletics +13, Intimidation +12, Survival +15 (natural cunning)

**Str** +5, **Dex** +0, **Con** +2, **Int** -2, **Wis** +0, **Cha** -1

**Items** greataxe

**Natural Cunning** A minotaur automatically critically succeeds at Survival checks to avoid becoming lost or to find its way, including those from the *maze* spell.

# C. APPROACHING RYOLLE'S LAIR



1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT CLASSIC: WOODLANDS

**AC 20, TAC 17; Fort +12, Ref +8, Will +9**  
**HP 85**

**Speed** 25 feet

◆ **Melee** greataxe +13 (reach 10 feet, sweep), **Damage** 1d12+9 slashing

gore +13 (agile), **Damage** 1d8+7 piercing

◆ ◆ **Powerful Charge** The minotaur Strides up to double its Speed in a straight line and makes a gore Strike. As long as the minotaur moved at least 20 feet, the Strike's damage is increased to 2d8+12.

## C. APPROACHING RYOLLE'S LAIR LOW 5

In the last few weeks, Ryolle has captivated many travelers on the road to Diobel. While normal harpy songs merely cause captivated creatures to approach, Ryolle's resonance interacted strangely with the *lesser staff of enchantment* he found and tried to invest. By using his song for enough time each day, he can keep the captured travelers perpetually entranced and willing to follow his commands. His latest attack against the Gorebreathers made use of the majority of these enchanted travelers. Unfortunately for the harpy, the minotaurs proved to be worthy foes, slaying most of his enthralled followers. After the fight, he learned an interesting side effect of his resonant song: as Ryolle hid in his lair, a number of ghosts approached his mountain den. The harpy quickly recognized his fallen warriors and realized that his command was so great that they rose from death to continue to serve him. Delighted with this development, if not with the scent, Ryolle placed the ghosts as guards to protect the trail to his lair.



Three ghosts hide in the trees along the path here. Gnomes with Discerning Smell and PCs or companions with the scent ability notice the stench of the ghosts as they travel along the path, gaining a +4 circumstance bonus to Perception checks for initiative. At the start of combat, the ghosts leap from the trees to get behind the PCs. Once they are within reach, they attempt to bite PCs and then leap back into the woods. The areas of thick foliage are difficult terrain. The ghosts can move through the foliage normally, as they have grown accustomed to the terrain in the last few days and know the exact spacing between each branch and trunk.

For groups of more than four PCs, one or two ghouls accompany the ghosts.

### 3 GHOSTS

### CREATURE 3

Chaotic  
Evil  
Ghoul  
Medium  
Undead

**Perception** +8, darkvision

**Languages** Common, Necril

**Skills** +3; Athletics +9, Acrobatic +9, Stealth +9

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

**AC** 18, **TAC** 16; **Fort** +5, **Ref** +5, **Will** +8

**HP** 45 each, negative healing; **Immunities** asleep, death effects, disease, paralysis, poison

## OPTIONAL ENCOUNTER

If fewer than 75 minutes remain in which to complete this scenario, omit the encounter with the ghosts.

## SCALING ENCOUNTER C

To accommodate a group of more than four PCs, add one additional elite ghoul to the encounter for each additional PC beyond four.

**Stench 10 feet** (aura, olfactory) A creature entering the aura must succeed at a DC 16 Fortitude save or be sick 1 until the end of its turn (plus slowed 1 on a critical failure for the same duration). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from sick condition. A creature that saves is bolstered.

**Speed** 30 feet

◆ **Melee** jaws +9, **Damage** 2d6+3 piercing plus ghost fever and paralysis

claw +9 (agile), **Damage** 2d4+3 slashing plus ghost fever and paralysis

◆ **Consume Flesh**

**Requirement** The ghost is adjacent to a corpse of a creature that has died within the last hour.

**Effect** The ghost devours a chunk of the corpse and regains 3d6 Hit Points. It can regain Hit Points from each corpse only once.

**Ghost Fever** (disease) Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 3d8 damage and regains half as many Hit Points from all healing (1 day); **Stage 3** As stage 2 (1 day); **Stage 4** 3d8 damage and gains no benefit from healing (1 day); **Stage 5** As stage 4 (1 day); **Stage 6** dead, rises as a ghoul the next midnight.

**Paralysis** (arcane, necromancy) Any living, non-elf creature damaged by a ghost's attack must succeed at a DC 14 Fortitude save or be paralyzed. It gets a new save at the end of each of its turns, and the DC decreases by 1 cumulatively on each such save.

◆ **Swift Leap** (move) The ghost jumps up to half its Speed. This movement doesn't trigger reactions.

## 0 ELITE GHOULS

## CREATURE 2

Chaotic  
Evil  
Ghoul  
Medium  
Undead

**Perception** +5, darkvision

**Languages** Common, Necril

**Skills** +6; Acrobatics +8, Athletics +8, Stealth +6

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

**AC** 17, **TAC** 16; **Fort** +5, **Ref** +6, **Will** +7

**HP** 30; **Immunities** asleep, death effects, disease, paralysis, poison

**Speed** 30 feet

◆ **Melee** jaws +9, **Damage** 1d6+3 piercing plus ghoul fever and paralysis

claw +9 (agile), **Damage** 1d4+3 slashing plus ghoul fever and paralysis

# D. RYOLLE'S LAIR



1 SQUARE = 5 FEET

G : ENCHANTED GUARD

R : RYOLLE

## ◆ Consume Flesh

**Requirement** The ghoul is adjacent to a corpse of a creature that has died within the last hour.

**Effect** The ghoul devours a chunk of the corpse and regains 1d6 Hit Points. It can regain Hit Points from each corpse only once.

**Ghoul Fever** (disease) elves are immune; Fortitude DC 15; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 damage and regains half as many Hit Points from all healing (1 day); **Stage 3** As stage 2 (1 day); **Stage 4** 2d6 damage and gains no benefit from healing (1 day); **Stage 5** As stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

**Paralysis** (arcane, necromancy) Any living, non-elf creature damaged by a ghoul's attack must succeed at a DC 14 Fortitude save or be paralyzed. It gets a new save at the end of each of its turns, and the DC decreases by 1 cumulatively on each such save.

◆ **Swift Leap** (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

☞ Each ghast still has a *lesser healing potion* from its previous life that Rylle hasn't yet remembered they no longer need. If the GM omits this optional encounter, the PCs can find these potions discarded on the ground by a pile of corpses.

## D. RYOLLE'S LAIR SEVERE 5

The harpy Rylle always believed himself to be above the bickering and everyday problems of the Ivnerus tribe. This belief eventually led Rylle to attempt a coup against his clan's leader a few months ago, alongside a handful of allied harpies. Rylle's clan leader managed to unite the remaining harpies and suppress the uprising, after which Rylle fled into exile and hid among the mountainside caves of Shrieking Peak.

As Rylle licked his wounds, he concocted a plan to strike back against his clan. After killing a traveling wizard and investing her *lesser staff of enchantment*, he soon learned of the new power of his song and used it to enchant various traders and travelers along the roads between Absalom and Diobel. He slowly gathered a small band of forces to attack the nearby Gorebreather tribe, stealing their supplies and resources whenever possible. He sees his minions as disposable and is happy to let them die so long as they return from an attack with something to further his goals.

Along with his newfound minions, Rylle slowly collected a number of additional magical items in hopes of using them to enact his revenge on his tribe. He hopes to unlock powers even greater than his resonant song through investing all items, even those that don't seem otherwise useful to him, though thus far he has had no luck. When he concluded his latest attack against

## SCALING ENCOUNTER D

To accommodate a group of more than four PCs, make the following adjustments.

**5 PCs:** Add one enchanted guard to the encounter.

**6 PCs:** Add one enchanted guard and one weak harpy to the encounter.

the Gorebreathers, Rylle found a high-quality coffer among the spoils. Inside was the *Inheritor's Clasp* and Rylle found himself immediately drawn to it. He believed it to be some kind of powerful relic that would finally help him fulfill his quest for revenge. He has kept to his lair for the past few days, obsessively studying the relic in hopes of unlocking the power he believes is contained inside.

When the PCs reach Rylle's lair, he is distracted with the clasp. He has set several guards to keep an eye for any minotaurs who might attempt to catch him unawares in his home. The PCs are free to approach from the east, west or south. When the PCs arrive, read or paraphrase the following.

A large cave opening is carved into the mountainside to the north. A trio of watchtowers stands in the clearing between the cave opening and the forest to the south.



**RYOLLE**

## D. RYOLLE'S LAIR

Ryolle's lair is his base of operations, where he gathers followers and treasure.



Ryolle has several human scouts under his control.

When the PCs first approach the lair, the scouts are all standing on the watchtowers under strict orders to look out for any minotaurs that might approach. From their vantage point, Ryolle's guards can actually spot the PCs from much farther away, but don't speak up until the PCs arrive at his lair, as Ryolle only demanded to know if anyone ever reached his lair, not if someone was approaching. In combat, the guards fire volleys of arrows at the PCs until either a PC climbs up to the watchtower or a guard is forced on to the ground below. When fighting with their kukris, the guards do their best to flank with each other. Their top priority is protecting Ryolle, however, and they go out of their way to come between the PCs and the harpy. Ryolle's guards never attack a captivated PC, but they fight to the death as long as they remain captivated. A PC who succeeds at a DC 18 Perception check can determine that the guards are under some kind of control or enchantment, and notices that the guards are struggling against their own actions, as if trying to prevent themselves from fighting attacking the PCs.

Ryolle uses his captivating song on as many PCs as possible. Once he has captivated some PCs, Ryolle flies in and attacks noncaptivated PC directly in melee, preferring to target spellcasters. He hopes to find a magical item to turn the tide against his tribe and therefore focuses on a PC who demonstrates the use of a particularly interesting item. Ryolle flees if reduced to fewer than 15 HP, or if reduced to fewer than 25 HP if he is able to escape with an interesting new magic item.

Against a group of six PCs, Ryolle also has the aid of a young harpy. This harpy is his only surviving accomplice from the tribe, cast out with Ryolle months ago. The young harpy follows the same tactics as Ryolle.

### RYOLLE

### CREATURE 6

Chaotic  
Evil  
Humanoid  
Medium

**Perception** +12, darkvision

**Languages** Common

**Skills** +7; Acrobatics +14, Athletics +11, Deception +12, Performance +14 (+16 singing)

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

**Items** leather armor, expert morningstar, *lesser staff of enchantment* (can't use)

**AC** 22, **TAC** 21; **Fort** +12, **Ref** +14, **Will** +11

**HP** 88

**Speed** 20 feet, fly 70 feet

◆ **Melee** morningstar +15 (versatile P), **Damage** 2d8+6 bludgeoning  
talon +15 (agile), **Damage** 2d6+6 slashing

◆ **Captivating Song** (arcane, auditory, concentrate, enchantment, mental) Each non-harpy creature within a 300-foot aura must succeed at a DC 18 Will save or become captivated by the harpy's song. On a failure, the creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. The effect lasts for 1 round, but if the harpy uses Captivating Song again on subsequent rounds, the duration extends by 1 round for all affected creatures.

If the harpy attacks a captivated creature, that creature is freed from the captivation at the end of the turn. A creature that critically failed its initial save isn't automatically freed when attacked, but can attempt a new save at the start of its turn if the harpy attacked it that round.

Once a creature succeeds at any of these saves, it's bolstered.

### 2 ENCHANTED GUARDS

### CREATURE 4

Evil  
Human  
Humanoid

**Perception** +10

**Languages** Common, Osiriani

**Skills** +3; Acrobatics +11, Athletics +10, Nature +10, Stealth +11, Survival +11

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

**Items** expert composite shortbow with 40 arrows, *lesser healing potion*, hide armor, 2 kukris (one of the guards has one *bloodletting kukri*)

**AC** 20, **TAC** 17; **Fort** +8, **Ref** +11, **Will** +9

**HP** 60 each

**Speed** 30 feet

◆ **Melee** kukri +11 (agile, trip), **Damage** 2d6+4 slashing  
*bloodletting kukri* +12 (agile, trip), **Damage** 3d6+4 slashing  
fist +11 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

◆ **Ranged** composite shortbow +11 (deadly 1d10), **Damage** 2d6+4 piercing

**Perfect Aim** The guard ignores the concealed condition. When he targets a creature, that creature doesn't benefit from being screened and reduces the AC bonus it gains from cover by 2 against that attack.

### 0 WEAK HARPIES

### CREATURE 4

Chaotic  
Evil  
Humanoid  
Medium

**Perception** +12, darkvision

**Languages** Common

**Skills** +3; Acrobatics +10, Athletics +7, Deception +8, Performance +10 (+12 singing)

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

**Items** leather armor, expert morningstar

**AC** 18, **TAC** 17; **Fort** +8, **Ref** +10, **Will** +7

**HP** 53

**Speed** 20 feet, fly 70 feet


◆ **Melee** morningstar +11 (versatile P), **Damage** 2d8+2 bludgeoning  
talon +11 (agile), **Damage** 2d6+2 slashing

◆ **Captivating Song** (arcane, auditory, concentrate, enchantment,

mental) Each non-harpy creature within a 300-foot aura must succeed at a DC 14 Will save or become captivated by the harpy's song. On a failure, the creature is fascinated, and it must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. The effect lasts for 1 round, but if the harpy uses Captivating Song again on subsequent rounds, the duration extends by 1 round for all affected creatures.

If the harpy attacks a captivated creature, that creature is freed from the captivation at the end of the turn. A creature that critically failed its initial save isn't automatically freed when attacked, but can attempt a new save at the start of its turn if the harpy attacked it that round.


Once a creature succeeds at any of these saves, it's bolstered.

 Ryolle had his minions construct a trio of wooden watchtowers here to watch for minotaurs and other threats. Each watchtower is 15 feet wide and 25 feet tall. A ladder on the north and south sides of each tower allows for easy access to the top of the tower. A PC who attempts to Climb the tower via a ladder can do so with ease. A PC climbing the ladder can move up to half her Speed without attempting an Athletics check. If a PC attempts to Climb a tower from the east or west side, the ascent is relatively simple, but requires more effort than using a ladder. Climbing the side of the watchtower requires a successful DC 14 Athletics check (see page 146 of the *Pathfinder Playtest Rulebook* for more information on climbing). A PC who falls while Climbing or from the top of the tower can attempt to Grab an Edge to avoid falling. See page 310 of the *Pathfinder Playtest Rulebook* for more information on falling.

PCs might remain in the forest or run to the cave for cover. The forest canopy provides cover against ranged attacks but does nothing to block attacks from the ground. Information on cover is located on page 314 of the *Pathfinder Playtest Rulebook*.

The cavern's ceiling rises to only 10 feet and completely

blocks ranged attacks from the watchtowers. PCs without ranged attacks of their own might consider hiding in the cave to force Ryolle and his minions to come to them.

 If the PCs search Ryolle's lair, they turn up all of the treasures he has collected. His stash includes a *scroll of paralyze* along with a +1 *weapon potency rune* etched on a *runestone*. In addition, the PCs locate an expert-quality coffer that holds the *Inheritor's Clasp*.

## CONCLUSION

Once the PCs defeat Ryolle, either by slaying him or causing him to flee, they are free to take the *Inheritor's Clasp* for themselves. If any of Ryolle's guards remain alive, the harpy's hold on them shatters the moment any PCs picks up Ryolle's *lesser staff of enchantment*, ending the resonant song. They are relieved to be free from his song. They recount how their watched former friends rise as ghosts after the attack on the Gorebreather tribe. If the PCs promised supplies to the Gorebreather tribe, the Pathfinder Society reluctantly agrees to provide the tribe with food, tools, weapons, and other supplies. The tribe stays true to their agreement and resorts to battling only other minotaurs, falling back into the pattern of attacking and defending against the various tribes.

The PCs can meet back up with Inisa in Diobel or head directly to the Grand Lodge with the clasp. Either way, they eventually meet up with both Inisa and Venture-Captain Ambrus Valsin. Ambrus congratulates the PCs on retrieving the clasp and explains that the Society will immediately get to work researching the nature of the clasp. If any followers of Iomedae are among the PCs ranks, he also explains that the Society has already reached out to the Inheritor's church and the both the Society and the Iomedaeans are working together to understand the potential of the clasp. Ambrus is unsure as to whether or not this research will be fruitful, but he is grateful for the PCs' good work at locating an important relic and thanks them for a job well done.

## Handout: Cryptic Note

A,  
Ambush on the path.  
Lost package.  
Survivors safe.  
Will recover package.  
-I



## Pathfinder Society Playtest Scenario #2: Raiders of Shrieking Peak

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Concordance    |
| <input type="checkbox"/> A            | <input type="checkbox"/> B              | <input type="checkbox"/> C               | <input type="checkbox"/> D              |

Character #

Prestige Points

Character Name

- |                                       |   |  |   |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

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Character #

Prestige Points

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Character #

Prestige Points

Character Name

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Character #

Prestige Points

Character Name

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Character #

Prestige Points

Character Name

- |                                       |   |  |   |
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| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
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