

SECOND EDITION

PATHFINDER SOCIETY



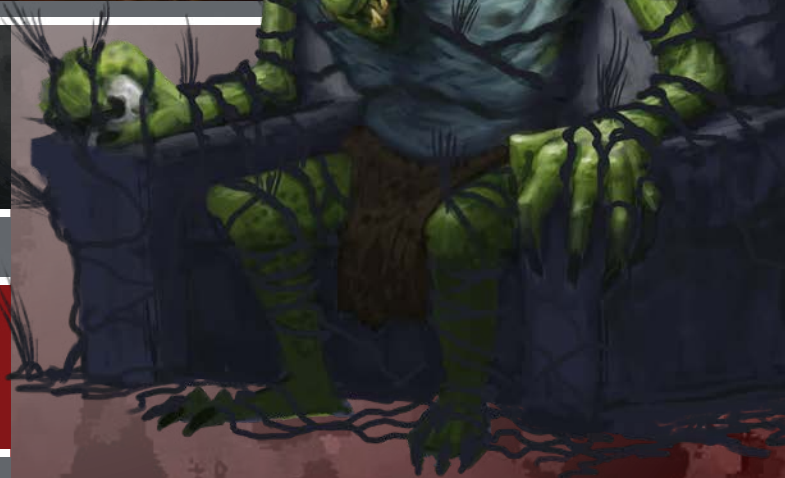
YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-03

Levels 1-4

CATASTROPHE'S SPARK

By Tineke Bolleman





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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 1-4



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Flip-Tiles: Dungeon Starter Set*, *Pathfinder Pawns: Traps & Treasures Pawn Collection*

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

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>



METAPLOT



VIGILANT SEAL

SUMMARY

Vigilant Seal faction leader Eando Kline invites the PCs to his tent for the mission briefing. He asks the PCs to travel to a nearby ruin, thoroughly explore the site, and report back with anything they discover.

Inside the ruins, the PCs encounter a cave fisher who has made the ruins its home. After traversing a long corridor, the PCs find themselves in an underground cyclops facility filled with research equipment, hazards, and foul creatures. Throughout the facility, the PCs might find several "stone fingers"—fingerlike protrusions with Cyclopean runes that the PCs can translate to uncover hints to help them bypass a barrier deep in the facility.

By placing the stone fingers into the barrier, the PCs can gain access to the room beyond—or, if they were unable to discern the correct order, they can break through with force. In the heart of the facility sits a troll, tied to a throne by blood pine roots, with a glowing gem embedded in his body. The gem is an intelligent item, part of an experiment being conducted in the facility that the PCs can learn more about. When the PCs try to leave the room—whether they take the gem with them or leave it behind—the complex shakes and starts to collapse. In a race against the clock, the PCs rush to the surface to avoid being buried alive.

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ADVENTURE BACKGROUND

With the Pathfinder Society growing strong and healthy once more, the Decemvirate has decided that the time is ripe for a new call to action: the Society is launching a lengthy campaign into the wild and dangerous forests of Iobaria to seek out long-buried secrets. Pathfinders from across Golarion have joined masked members of the Decemvirate in launching this expedition, and the Pathfinders have already identified an abandoned cyclopean city, its former residents deceased centuries past, to serve as the Society's main base in Iobaria.

Unfortunately, the Society has uncovered more than they bargained for. On its first mission, a demonic figure disappeared with a member of the Decemvirate, leaving a Decemvirate mask and a mystery behind. Now, Vigilant Seal faction leader Eando Kline has taken command of the site. He has begun sending teams of Pathfinders into the winding depths of the partially buried city, seeking clues as to the nature of the demonic figure and the lost history of Koloran, the Cyclops empire that once stood in this very spot.

GETTING STARTED

The PCs begin their mission with a briefing from Vigilant Seal faction leader **Eando Kline** (CG male human explorer). Kline has taken charge of the investigation into the appearance of the strange demonic figure (*Pathfinder Society Scenario #2-01: Citadel of Corruption*) who absconded with a member of the Decemvirate, leaving only their magical helm behind. Since the kidnapping, the Vigilant Seal have increased security in the Pathfinder camp, setting up clearance checkpoints, cordoning off areas, and carefully securing recovered artifacts. Prior to the adventure, Eando sent each PC a personal invitation to meet him. After a security check, the PCs are allowed in Eando's tent.

Eando Kline stands in his pavilion tent, rubbing his beard and looking at a sketched map of the cyclopean city of Min-Khadaim pinned to a table. Wooden markers indicate digs in progress, sites of interest, and potential threats. He looks up, his brow furrowed in thought.

WHERE ON GOLARION?

This scenario occurs on the western edge of the Finadar Forest in northwestern Iobaria. A gazetteer of Iobaria appears on page 54 of *Pathfinder Adventure Path #33: The Varnhold Vanishing*, part of the Kingmaker Adventure Path.



"Ah, Pathfinders. How good of you to come on such short notice. We are in need of your expertise. Please, sit down." He gestures to two benches on either side of the table. "It is good to see you. Our mission into Iobaria has recently changed. While we've had expeditions into these lands before, with the Society back to strength it is now time to explore this frontier once more. At least, we thought it was, but no sooner had we begun than one of the Decemvirate was abducted by a demonic figure. We need to do further research to understand what may have caused this—we need to uncover the history of Koloran, the nation that once thrived here, far from the Ghol-Gan empire in Garund. Vigilant Seal members have been going around the city, inventorying sites of interest. We have begun excavating the entrance to an underground complex, led by fire iconography at surface ruins."

Eando points to the location on the map. "A team has been making good progress widening the entrance here for easy access, but they discovered a number of bones in the neighboring room, some quite fresh. These ruins are clearly not as abandoned as they first appeared to be. I need you to go to the site, thoroughly explore the ruins, and report

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back with anything you discover. Cyclops is a fairly obscure language, and it has changed somewhat since the days of Koloran, so I'll be sending you with translation assistance." He pulls a small book, handing it over with a satisfied nod. "Any questions?"

Answers to some likely questions are below.

A Decemvirate member got kidnapped?! "Yes. The Decemvirate," he grimaces, "decided that the time was ripe for a new campaign, plunging us into the wild, flammable, and monster-infested forests of Iobaria, venturing to the edges of the Inner Sea to seek out secrets long-buried. Very noble and all. Would look good on a poster. This city, Min-Khadaim, was identified and chosen as a base of operations. That... didn't really go as planned. We uncovered more than we bargained for, and a demonic figure has disappeared with a member of the Decemvirate, leaving only their mask behind."

Bones? "The site of interest is nothing more than a few walls and rubble, but has a staircase leading down into a much wider room. The staircase was partially blocked, so when one of the team finally got a good look inside using a lantern, they saw bones. Both old and new. We don't know what is down there; hence, we're pulling back the archaeologists and sending you in until we're certain the site is secure."

What's this book? "It's a record of the words and phrases we've translated so far in this site. It should be helpful in piecing together the meaning of any text you encounter."

GM INSTRUCTIONS

Give the PCs a few moments to slot their boons for the adventure and let each PC know that they have 1 Hero Point available for use during the adventure.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 check to Recall Knowledge might know more about cyclopes in general.

Critical Success The post-classical period of Ghol-Gan saw the cyclopes abandon their gods in favor of demons and other fell powers. This led to a period of excessive violence among the cyclopes. The PCs also know the information from the success entry below.

Success The best-known cyclops civilization is the Ghol-Gan empire. Scholars divide its history into four distinct eras: prehistoric, pre-classical, classical, and postclassical. The empire reached its height during the classical era, which saw the advent of writing and a long period of peace.

Critical Failure Cyclops came to power during the Age of Serpents, a period when the serpentfolk were the dominant race on Golarion. The cyclopes were subservient to the serpentfolk, and in many cases, their slaves.

NATURE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 15 Nature check to Recall Knowledge might know more about Iobaria. Anyone with a Chronicle Sheet for *Pathfinder Scenario 1-15: The Blooming Catastrophe* automatically remembers everything mentioned in the critical success entry.

Critical Success Initially unknown to the inhabitants of the Finadar Forest and their allies in the Pathfinder Society, far more damage had been done by cyclopean relics than was immediately apparent. These relics caused horrific scars and lingering Abyssal pollution to infect many of the innocent nature spirits that called the Finadar Forest home. Druids and other wielders of primal magic attempted to commune with these spirits, but eventually it was the Pathfinders who managed to cleanse the spirits of their Abyssal corruption.

Success Iobaria is home to a rare species of highly flammable conifer pine known as bruorsivi, also known as blood pine. The forest had always been prone to brief, intense fires that burned out naturally or were contained by elf druids as well as centaur sages. In early 4719 AR, a massive fire swept through Iobaria's Finadar Forest. This fire, fueled by the magic of an incomplete cyclopean ritual, was inadvertently activated by a small community of goblins living in the skeletal remains of an old draconic graveyard.

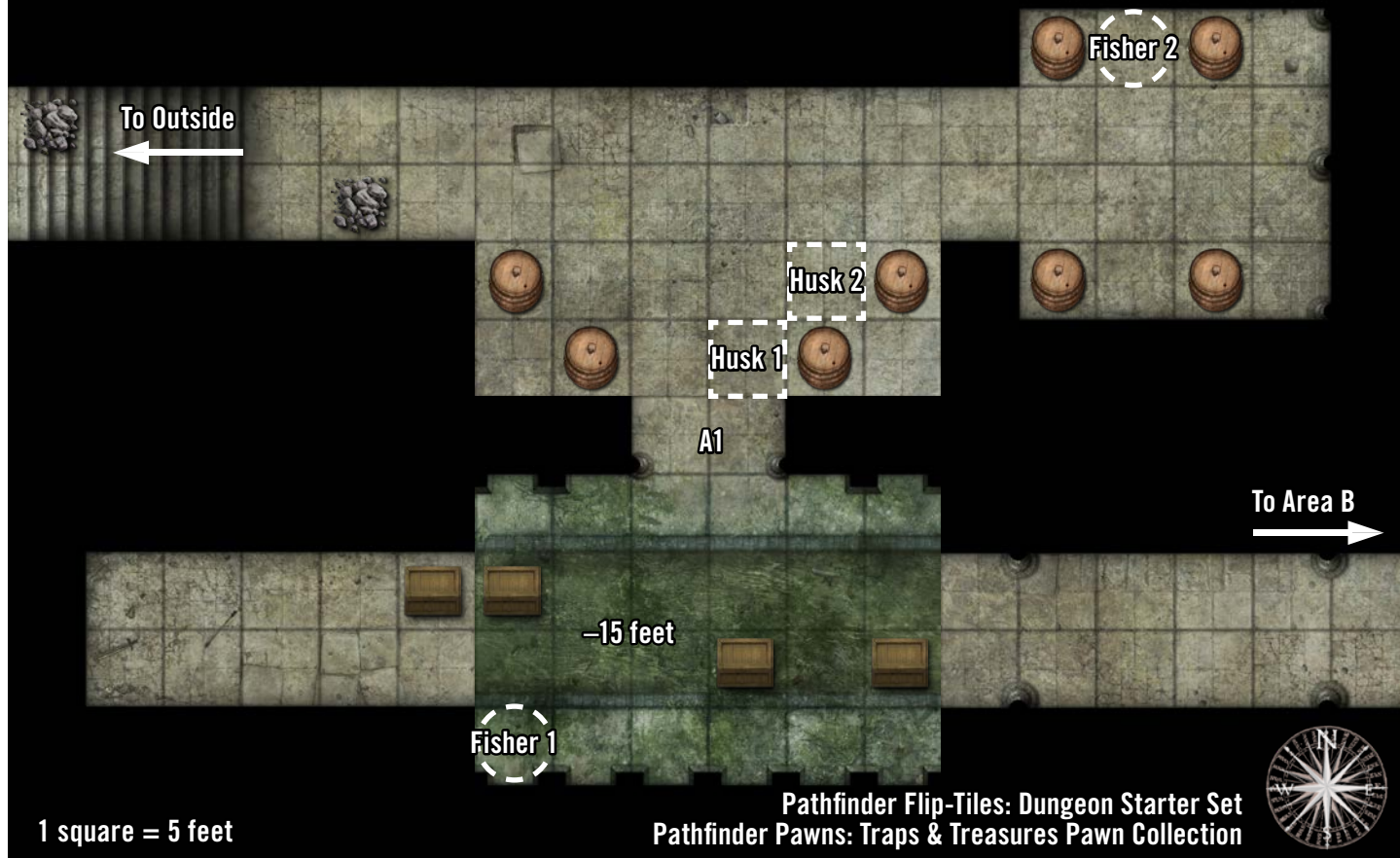
Critical Failure Iobaria is renowned for its dragons. Large dragon graveyards have been found in remote regions. Why the dragons are attracted here is still a mystery, but many dragon cults have their origin in Iobaria.

A. CYCLOPEAN FACILITY (ENTRANCE)

The ruins of Min-Khadaim are bustling with activity. Pathfinders clear debris from streets, shore up walls, and cart rubble out. Down one of the smaller streets is a cordoned-off area, containing a nondescript building. Two figures are busy loading dirt into a cart. When approached, they wipe their palms on their trousers and shake hands with the PCs. They introduce themselves as **Daana** and **Jaci** (N female and male junior Pathfinders), part of the archaeological team that originally excavated this site. They enthusiastically show the PCs around a ruined building. There is a hallway, small by cyclops standards, and a larger space beyond it. The two have been carefully clearing rubble and dirt from area around the building, hoping that when the PCs deal with whatever is beneath, they can continue their excavation. They are especially happy to show off a mosaic they've unearthed on the floor. Daana explains that a visible portion of the mosaic amidst the rubble is what initially drew the team to this building. While the building exterior is nothing special, these type of mosaics are an expensive and time-

CATASTROPHE'S SPARK

A. CYCLOPEAN FACILITY (ENTRANCE)



consuming art form. She holds her hand next to some of the tiny tiles for comparison. “Imagine a cyclops with such big hands laying these tiny tiles? Either they put in a lot of work, or smaller creatures were the ones to lay them!” The uncovered part of the mosaic depicts curling flames.

As the PCs ready themselves to go down, Daana and Jaci wish them good luck and take a few steps back, happy to let the PCs do the dangerous work.

The corridors in the ruins are 10 feet wide and 15 feet high. The rooms are 20 feet high, unless otherwise specified.

A1. WINE CELLAR LOW OR MODERATE

A damaged stone stairway leads downward. The steps are high, clearly made for something much larger than the average human. The room at the bottom is dark, and a musty smell hangs in the air. One section of the room contains numerous shelves and barrels, while a channel fifteen feet below the main room holds crates. The entire room is littered with pieces of clay, loose stones, and scattered bones.

This former wine cellar is still strewn with pieces of long-dried clay jugs, once kept safe and dry off the ground by raised shelving. At the end of the storage channel is a massive stone door with debris and rough stone piled around it. Though this door used to be a secret passage leading deeper into the complex, time and disturbances have laid the entrance bare.

Creatures: When still much smaller, a cave fisher crawled into this room looking for shelter. At first it fed on vermin, and as it grew larger, on foxes and other scavengers that were drawn by the scent of the bones. Eventually the cave fisher grew too big to be able to leave the room. When checking out the room, the PCs can easily spot what appears to be a crab-like creature hiding in the debris, which is motionless, possibly asleep or otherwise incapacitated. This is just the shed husk of the cave fisher. The actual creature is lurking out of sight on a ledge on the far side of the storage channel, having deliberately left the husk as bait—the cave fisher has coiled its filament around the husk and snatches the first PC stepping into a square adjacent to it. The

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filament is extremely well concealed and requires a PC to succeed at a DC 20 Perception check to Seek to spot it (DC 23 in Levels 3–4). As usual for Seeking objects, the PC needs to be within 10 feet to be able to do this.

The cave fisher can be detected on the ledge with hearing or with scent (if a PC has imprecise scent). Because it is holding still and using the smell of the husk to mask its own, the DC to detect it with a Perception check is 22 (DC 25 in Levels 3–4).

A PC stepping on the filament is automatically caught. In Levels 3–4, there are two cave fishers and two booby traps. The main cave fisher attempts to remain on the ledge, to make it difficult for creatures in the lower ground of the storage channel to target it.

LEVELS 1–2

CAVE FISHER

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CREATURE 2

LEVELS 3–4

ELITE CAVE FISHERS (2)

Page 25

CREATURE 3

Development: With the cave fisher defeated, the PCs can have a detailed look around the room. While the wine racks themselves are in ruins, the door at the back is of interest. Though this was once a superbly crafted

secret door, it is now clearly visible. A successful DC 15 Strength check is required to push open the door. If the PCs fail, it instead requires about a minute of multiple PCs' effort to open. Since the PCs have nothing hurrying them along and are sure to eventually open the door, this poses no real challenge to them entering, but it should underscore that this facility was made for creatures much larger than them.

Treasure: PCs searching the room find a miraculously undamaged bottle of wine tucked in one corner, which is worth 4 gp (12 gp in Levels 3–4).

One of the cave fisher's filament glands can be harvested, which any PC who identifies the monster as a cave fisher knows. Otherwise, a PC who succeeds at a DC 14 Nature check to Recall Knowledge realizes this. Harvesting the filament gland requires a successful DC 15 Crafting or Survival check (DC 18 in Levels 3–4). The gland is worth 7 gp (18 gp in Levels 3–4).

B. CYCLOPEAN FACILITY (RESEARCH ROOMS)

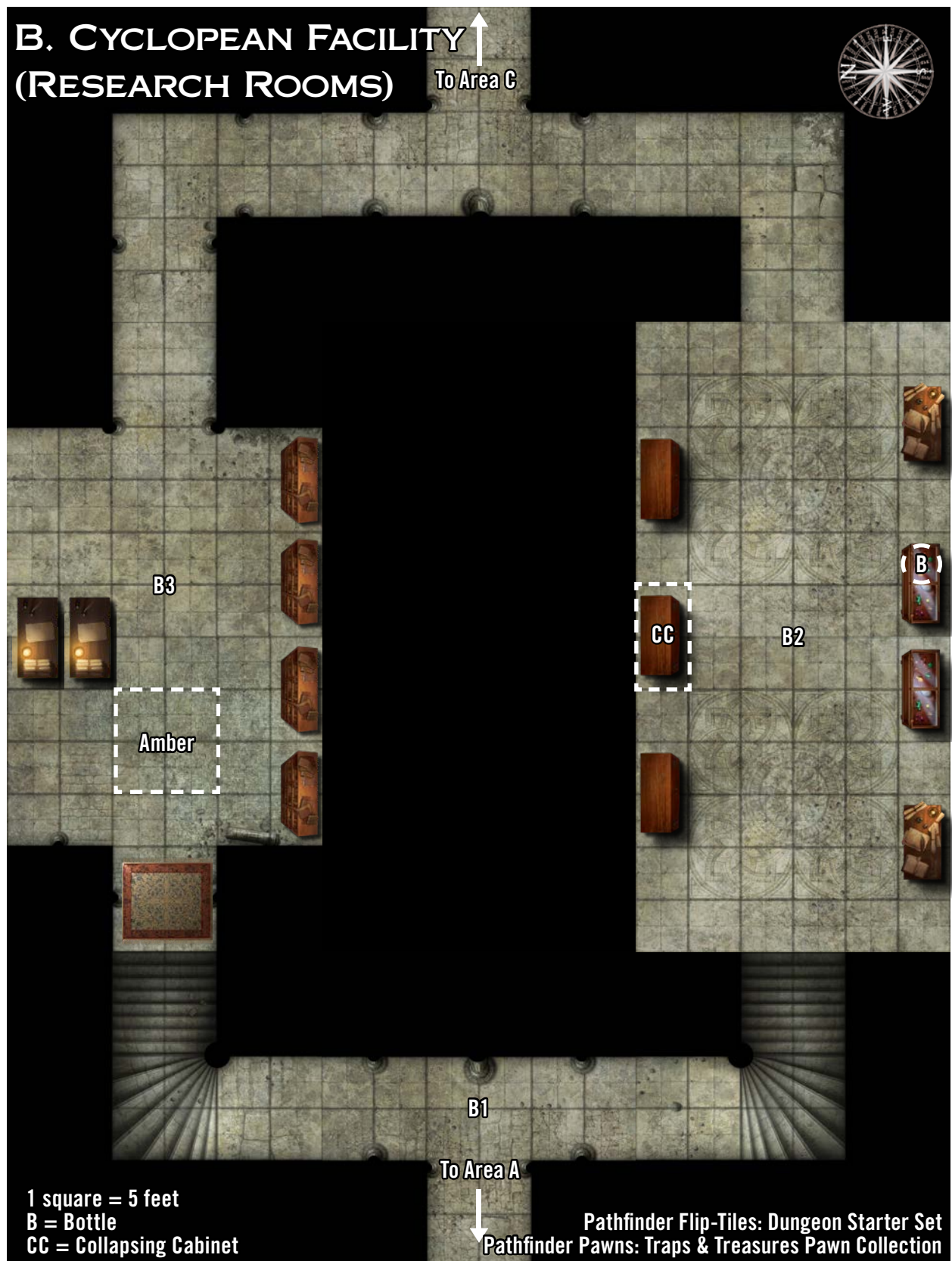
B1. STATUE CORRIDOR

After following the unadorned corridor for several hundred feet, the roughly hewn stones become smoother and more worked. Further down, statues line the corridor. The corridor splits at its end, continuing north and south.



CAVE FISHER

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STONE FINGERS

Throughout the facility, the PCs will likely encounter several "stone fingers"—fingerlike objects, each made from a different material, etched with runes in the Cyclops language and painted with a golden "fingernail."

The stone fingers can be translated to gain a clue to the sequence they will need to be arranged in to open the door in Area D1, the antechamber. A PC who can read Cyclops automatically receives the correct handout (see below). Cyclops is an uncommon language, so reading it likely requires the PCs to use magical means of translation. Otherwise, the PCs will have to translate the runes with the help of the guidebook from Eando Kline. Translating requires a PC trained in Society to succeed at a DC 18 check (DC 20 in Levels 3–4) or a PC trained in Cyclops Lore to succeed at a DC 13 check (DC 15 in Levels 3–4). This check should be secret. Only one PC can attempt this check at a time, as it requires actively using the guidebook. Each check takes 30 minutes. If they succeed, give the PC the handout for success, which contains an accurate clue to the final puzzle; if they fail, give them the handout for failure instead. See the GM reference on page 34 for recommendations on how to best prepare your handouts.

Flint Finger: Located in area **B2**, the alchemists' lab.

Success: Handout #1; **Failure:** Handout #2.

Crystal Finger: Located in area **B3**, the library.

Success: Handout #3; **Failure:** Handout #4.

Obsidian Finger: Located in area **C1**, the altar room.

Success: Handout #5; **Failure:** Handout #6.

Slate Finger: Located in area **C2**, the ossuary.

Success: Handout #7; **Failure:** Handout #8.

Basalt Finger: Located in area **D1**, the antechamber.

Success: Handout #9; **Failure:** Handout #10.

The carvings are part statue and part relief, as if the statues are escaping from the wall. They depict life-size cyclopes, dressed in robes with fire motifs, each holding a bowl in their raised hands. There are no other braziers or sconces. A PC who climbs up to the bowls finds that they contain ash that is sticky and pungent enough to induce nausea, even after thousands of years. A successful DC 15 Nature check (DC 18 in Levels 3–4) lets a PC determine that the ash is most likely from burning bruorsivi pine resin.

B2. ALCHEMISTS' LAB

LOW

A large stone door blocks access to this room. It is not locked, but being large and disused, it requires a DC 17 Strength check or about a minute of multiple PCs' pushing to open (similar to the door in the wine cellar).

Stone benches and cabinets line both sides of this long room, all clearly sized for large creatures. The benches are covered in beakers, alembics, and other glasswork used for experiments. The cabinets contain all manner of pots and flasks full of powders and liquids. While full, and clearly disused, the items look ordered. An acrid smell permeates the air.

In this laboratory, cyclopes performed experiments with the resin of the bruorsivi pines, hoping to perfect the sap. The lab was kept neat and organized, ready to be used at a moment's notice.

Hazards: While the lab was once well maintained, time has not been kind to several items and concoctions, creating a hazardous situation. The metal fastenings used to secure the moving parts of the stone cabinets have weakened with time, and some of the degrading reagents in a bottle have built up a dangerous amount of pressure.

LEVELS 1–2

COLLAPSING CABINET

HAZARD 1

Page 20

PRESSURIZED BOTTLE

HAZARD 1

Page 20

LEVELS 3–4

COLLAPSING CABINET

HAZARD 3

Page 26

PRESSURIZED BOTTLE

HAZARD 3

Page 26

Development: The flasks, beakers, alembics and other containers contain a whole spectrum of now mostly useless alchemical substances. However, one substance recurs often. A DC 15 Nature check (18 in Levels 3–4), determines that the substance is dried bruorsivi pine resin. The setup suggests that multiple experiments with the resin were happening simultaneously; each researching a different property of the substance. Taking some of the dried pieces of resin after the PCs have identified it satisfies part of the secondary success condition.

In an easily visible beaker is a fingerlike object, made of flint, etched with runes in the Cyclops language and painted with a golden "fingernail." This is a stone finger, the first of several the PCs will encounter in the complex. See the sidebar above for information on how the PCs can translate the finger's inscription.

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Treasure: If the cabinet did not collapse, the PCs can find that it's filled with many now-useless items, but also an acid flask and an alchemist fire, both contained in glass ampoules. If the cabinet collapses, these are lost in the process.

Any PCs searching the room can attempt a DC 15 Crafting check (DC 18 in Levels 3–4). On a success, they locate rare ingredients worth 10 gp (21 gp in Levels 3–4), as well as an additional ampoule of alchemist fire.

B3. LIBRARY

MODERATE

One wall of this room is completely covered by a 30-foot-tall bookcase, with a sturdy ladder on a rail providing access to the higher shelves. Both the ladder and the books are obviously sized for large creatures. On the other side are what appear to be reading desks and chairs, though they are hidden under draped sheets gray with dust. Central in the room, near the entrance, stands an irregular block of a warm yellow material, a creature of some kind visible within.

This library was a quiet place for cyclopes to research. Any PC taking the time to look at the titles in the bookcase and who either knows Cyclops or who succeeds on a DC 14 Society check to translate (DC 17 in Levels 3–4) with the aid of Eando's phrasebook notices a general theme in the books. While some of the titles can't be fully translated, due to referencing proper names of people and places now lost to history, it is clear these are alchemical treatises, books about magical research, and strangely enough, books about gardening. While there are simply too many books for the PCs to take them all along, identifying the topics and choosing a book from each of the three general topics is enough to count towards the secondary success condition. It is possible for the books to be damaged (usually by misaimed area attacks or splash weapons). The DC to identify the books increases by 1 for every 2 damage the bookshelf takes. If a bookshelf takes 10 damage, it either catches fire or collapses, damaging the books beyond salvage.

A PC who succeeds at a DC 15 Society check or relevant Lore check knows that Koloran was far too ancient of an empire for paper, leather, and other substances in this room to last until now without extensive magical or alchemical treatments. As it turns out, the cyclops who built this place used both. A PC who is capable of noticing magic notices an aura coming from the block of yellow material (see Creatures below). Additionally, a PC who takes a small sample off the surface of the paper, sheets, or leather and analyzes it with a DC 15 Crafting check to Identify Alchemy detects the presence of a preserving agent.

Looking at the carefully placed sheets, whoever left this room intended to return. Anyone peering under a sheet finds a comfortable leather chair and a small (for Large creature standards) table that contains writing supplies such as quills, parchment, and an inkwell. The ink in the well has gone bad over the years, and the inkwell now functions as an acid flask.

Creatures: The strange block in the center of the room seems out of place. It is a large block of amber, and inside it is a Medium creature. Though the view is distorted through the block, the creature looks like a squat, broad-chested dog with skin covered in sores. PC succeeding at DC 18 Arcane or Nature check to Recall Knowledge identify the beast as a trollhound and remember that trollhounds have a fearsome regeneration ability that can be deactivated with fire or acid. On a collar around its neck hangs a red, long crystal—another stone finger.

To retrieve the stone finger, the trollhound has to be freed from its prison. It was placed in suspended animation so that it would need not eat or drink and would be ready to defend the facility again when its masters returned, and it has remained in stasis for thousands of years. Freeing the trollhound can be done by disrupting key spell points on the block with a successful DC 15 Arcana or Nature check (DC 18 in Levels 3–4).

Critical Success The spell is not only disrupted, but inverted, causing the amber to become so brittle it collapses under its own weight. The collapsing magic disorients the trollhound as well, giving it a –1 circumstance penalty to its AC and saves during combat.

Success The key locations of the spell array are undone, causing the amber to dissolve into golden mist.

Failure The spell is not disrupted, and further attempt to unravel the magic are ineffective (see below).

If the PCs fail to undo the amber magically, they must chip away at it in a tedious, hour-long process. Each PC can attempt a DC 18 Athletics check (DC 21 in Levels 3–4) to excavate the amber. Increase these DCs by 1 for a table of six players. If the amber is exposed to any amount of acid damage, the PCs gain a +1 circumstance bonus to their check. Use the best result to determine the outcome below.

Critical Success The PCs damage the block enough that it shatters.

Success The PCs damage the block, but after a long duration of chipping and hacking, they are unprepared for when it eventually breaks. They take a –2 circumstance penalty to their initiative checks in the upcoming encounter.

Failure As success, but the PCs are also physically tired, making them enfeebled for the first round of combat.

When the amber breaks, either from disabling the magic or chipping away at the block, the trollhound is freed and immediately attacks.

CATASTROPHE'S SPARK

LEVELS 1–2

TROLLHOUND

Page 21

CREATURE 3

LEVELS 3–4

MUTATED TROLLHOUND

Page 27

CREATURE 5

Development: With the trollhound defeated, the PCs can retrieve the crystal finger around the trollhound's neck. See the Stone Fingers sidebar on page 8 for information on how the PCs can translate the finger's inscription.

Treasure: The trollhound's collar has miniscule adamantine studs. While adamantine is precious in and of itself, the collar as a whole is more valuable, as it can be studied to find out more about cyclops leather and metalworking techniques that may have been lost to time. The collar is worth 8 gp (19 gp in Levels 3–4).



TROLLHOUND

C. CYCLOPEAN FACILITY (DEPTHS)

C1. ALTAR ROOM

MODERATE

A short corridor opens into a large room. The walls are painted in a fire motif. At the back of the room stands a large altar made of obsidian. Collapsed in front of the altar is a desiccated figure, its arm outstretched toward the large stone finger, also made of obsidian, prominently placed atop the altar. The desiccated figure's hand is severed at the wrist and still grasps the black stone finger.

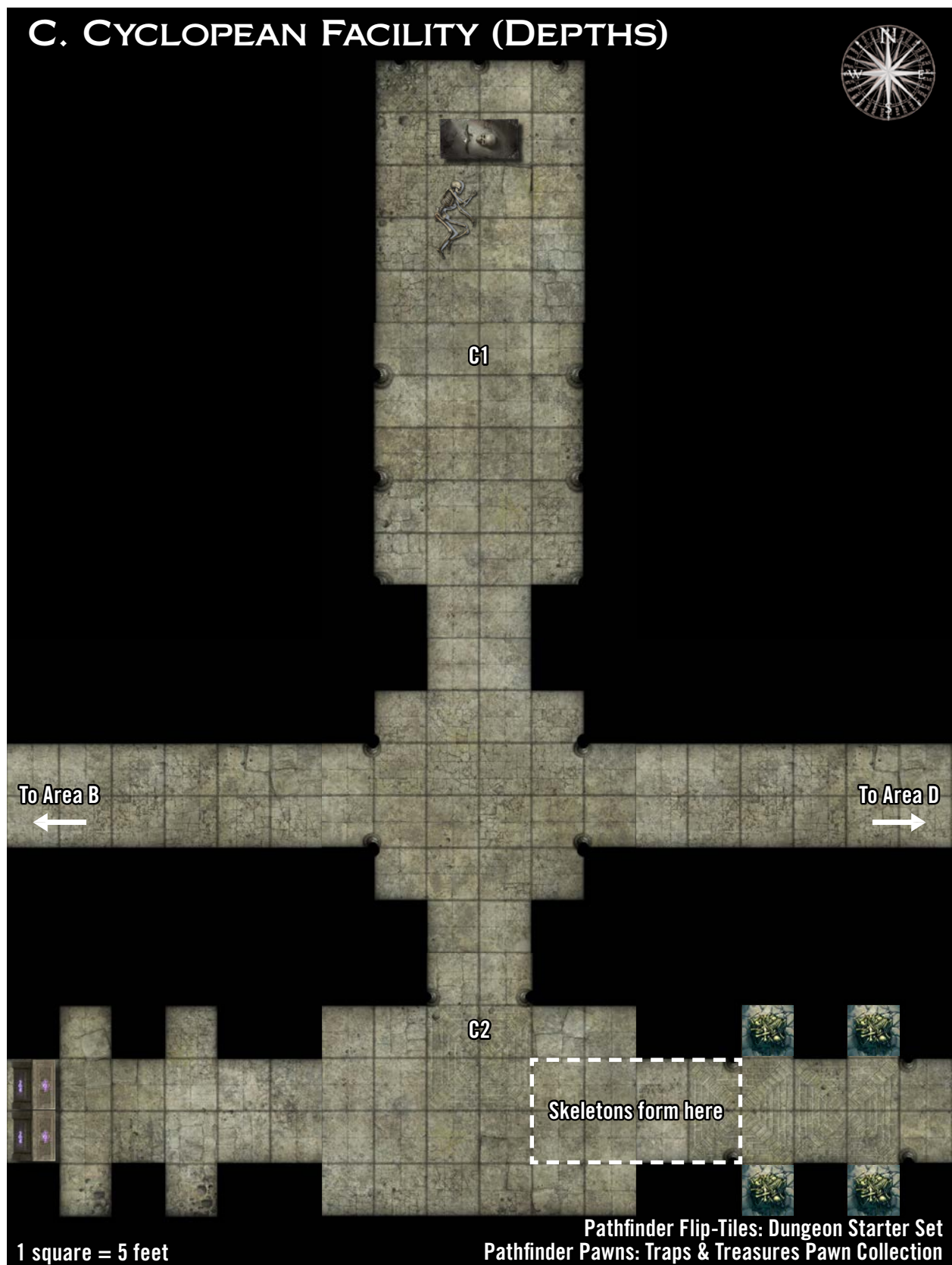
The room is empty save for the altar and the body. The altar and finger are made of obsidian, though how volcanic glass wound up in Iobaria is a mystery. At the base of the altar is a large body, clearly long dead and dried into a mummified state. The body is outstretched toward the obsidian finger, its arm ending in a stump, its severed hand still grasping the stone. Though the altar would be a comfortable height for a cyclops, a Medium creature is barely able to see over the edge. Small creatures would need to use a ladder to be able to reach the stone finger lying atop it.

Something killed this cyclops as it grabbed the stone. As the room is otherwise empty, the

PCs might suspect traps. However, there are none still standing, as the trap that killed the cyclops has fell into disrepair. Any PC who stands in front of the altar and looks up can see a scythe blade rusted fast in a groove.

Creatures: The foul energies of the altar have caused the hand to animate as a crawling hand. It lies dormant until someone approaches the altar. The hand then scuttles across the room and tenaciously attacks the PC the first PC that draws its attention. If any PC picks up the stone finger on the altar before the combat is over, the hand pursues them instead. Driven by the last thoughts of the cyclops to which the hand once belonged, the hand fights until destroyed.

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LEVELS 1-2

DESICCATED GIANT CRAWLING HAND CREATURE 3

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LEVELS 3-4

GIANT CRAWLING HAND CREATURE 5

Page 28

Development: With the crawling hand defeated, the PCs can investigate the body and the obsidian finger on the altar. See the Stone Fingers sidebar on page 8 for information on how the PCs can translate the finger's inscription.

The bag under the body holds a dagger that's more rust than metal, shards of a broken bottle, and a journal written in Cyclops. The PCs can start translating the last pages using the same DCs as for the writing on the obsidian finger. On a success, they piece together that the writer—likely the dead cyclops—was seeking the various fingers, noting that they're needed to acquire "it". Whatever "it" is has been locked away, but it was vital for the writer to get "it" back at all costs. If the players fail on their check, they misinterpret the message and believe that the cyclops sought to destroy "it" instead. If the cyclops's body was damaged by an area affect (such as a *burning hands* spell), the journal is too damaged to be translated. The journal's pages have been alchemically preserved in the same manner as the books in the library.

Treasure: Some of the items have withstood the ages. The crawling hand wears a glittering gold ring on its pinkie finger, while the corpse has a silver and gold amulet around its neck, depicting the sun and moon. The ring is worth 3 gp while the amulet is worth 8 gp (11 gp and 19 gp in Levels 3-4, respectively).



CRAWLING HAND

C2. OSSUARY MODERATE (OPTIONAL ENCOUNTER)

A short corridor branches into a hallway lined with alcoves. The alcoves contain bones of varying sizes. One wall of the larger room is covered in a faded painting of cyclopes holding burning bowls up to a sky filled with storm clouds. An alcove in the opposite wall contains a polished block of white stone etched with designs of flames. Atop the block rests a finger made of gray slate. Around the polished block of stone, bones have been laid in careful patterns.

All alcoves contain medium and large bones—the remains of creatures used in necromantic experiments, some of which are even cyclopes. PCs who need a bludgeoning weapon can pick up a sufficiently sized thigh bone from one of the piles and use it as a weapon; it functions as a club. PCs who succeeded at the Society or Lore check in the library to know that many materials cannot last for thousands of years have reason to suspect that something is amiss with these bones, and gain a +2 circumstance bonus on their initiative rolls in the following encounter.

Creatures: The bones have a faint necromantic aura and lie dormant until the slate finger is disturbed, at which point they rise into skeletal cyclopes. This room is an optional encounter—if there are 90 minutes or less remaining for play, the magic animating the bones has become unstable. The bones form a menacing vortex, but quickly burst, showering the PCs with bone dust.

LEVELS 1-2

LESSER SKELETAL CYCLOPES (2) CREATURE 1

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LEVELS 3-4

SKELETAL CYCLOPES (2) CREATURE 3

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Development: With the skeletal cyclopes defeated, the PCs have time to study the slate finger. See the Stone Fingers sidebar on page 8 for information on how the PCs can translate the finger's inscription.

Treasure: Both cyclopes skeletons have a brown-green garnet embedded in their eye socket. Each gem is worth 6 gp (14 gp in Levels 3-4).

CATASTROPHE'S SPARK

D. CYCLOPEAN FACILITY (HEART)

D1. ANTECHAMBER

SEVERE

After the corridor winds for about a hundred feet, it opens up into a T-shaped room. Stagnant water pools in places where tree roots have pierced the ceiling. The floor is decorated with a huge mosaic depicting a conflagration, the dark smoke of the fire rising to form storm clouds pierced by lightning. At the back, the room narrows to an archway, sealed with a lattice of branches woven together. A smooth dark gray stone protrudes from the lattice.

The mosaic is a dedication to the might of Urxehl, demon lord of storms, natural disasters, and trolls. The lightning-struck storm clouds can be identified as Urxehl's religious symbol with a DC 15 Religion check (DC 18 in Levels 3–4).

When approached, the lattice of branches seems to quiver. Close inspection suggests a pattern in how the branches are woven together. There is already one finger, made of basalt, inserted in the lattice, along with four slight openings in the weave where more of the stone fingers found in the other chambers could be inserted. The openings fall in a line, with the basalt finger already inserted in the first opening. The basalt finger, like the other stone fingers, is covered in runes in the Cyclops language; see the Stone Fingers sidebar on page 8 for information on how the PCs can translate the finger's inscription in the event the PCs remove the finger or it is expelled from the lattice.

The barrier can be opened by placing the stone fingers into it in the correct order: basalt, flint, slate, crystal, obsidian. Each handout gained from translating a finger contains a word within it indicating what place in the order it should fall. For instance, the crystal finger's inscription begins "Of our devotion," using the word "four" to indicate the crystal finger should go in the fourth socket. However, if the PCs mistranslated any of the runes, the handout they received contains an incorrect clue instead.

Whenever a PC places a stone finger in the correct socket, the branches squirm a bit as in discomfort. Placing all the stones correctly causes the barrier to unravel as the branches curl around the stone fingers and retract until flush against the arch, allowing the PCs access to the room beyond.

Whenever a PC places a stone finger in the incorrect socket, the barrier writhes violently before expelling all stone fingers. Lashing vines

and flung thorns deal 1d6+3 piercing damage to all creatures in the room, with a DC 20 basic Reflex save (2d8+6 piercing damage with a DC 23 basic Reflex save in Levels 3–4).

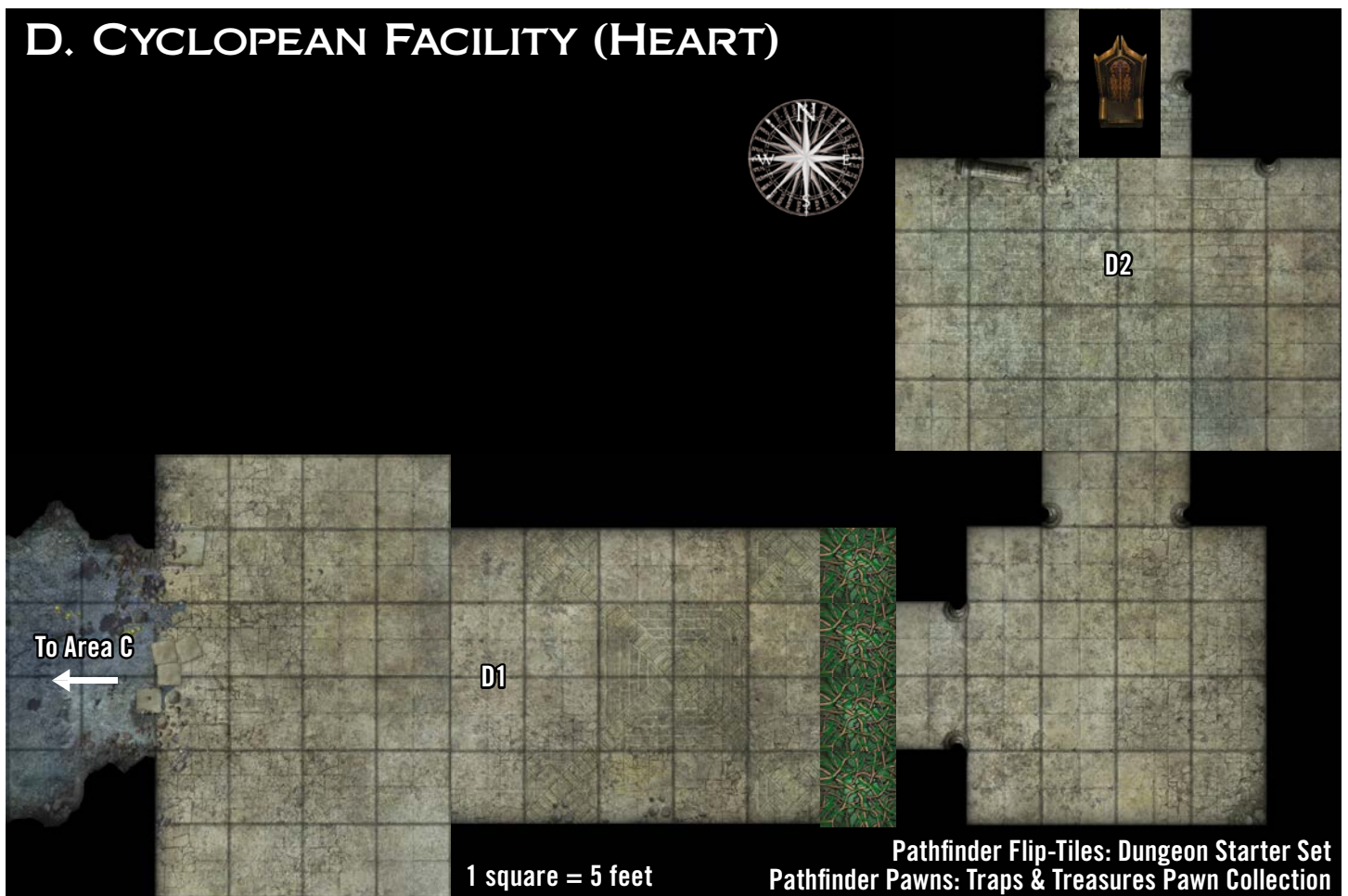
The PCs can also try to breach the barrier with brute force. The barrier regrows rapidly, giving it resistance 5 to all damage except slashing and fire damage, and it has regeneration 10 (deactivated by fire). It has a total of 30 HP (55 in Levels 3–4). Any melee attack made against the barrier triggers the same violent response as when an incorrect stone finger is placed.



BRUORSIVI MANDRAGORA

CATASTROPHE'S SPARK

D. CYCLOPEAN FACILITY (HEART)



Creature: Immediately after the third time the barrier lashes out, the barrier takes a more direct form to deter trespassers. The vines cease blocking the way forward and weave together into two mandragoras, which attack immediately. The dull red mandragoras are obviously made out of bruorsivi pine material instead of the more common plant material of other mandrakes.

Only one of the mandragoras uses its Piercing Shriek. If there is a sorcerer or fey in the party, they focus their attacks on that PC first. Created as a last ditch defense, the mandragoras fight to the death.

LEVELS 1-2

LESSER BRUORSIVI MANDRAGORAS (2) CREATURE 2

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LEVELS 3-4

BRUORSIVI MANDRAGORAS (2) CREATURE 4

Page 30

If the PCs place all the stone fingers correctly, reduce the barrier to 0 HP, or defeat the barrier's mandragora form if it manifests, they can then move on into the last room. The next morning after the barrier is disabled or destroyed, it grows back to its full strength.

Treasure: Buried among the vines are all that remain of the last creature to try to breach the barrier: the skull of a goblin tomb raider and near it a set of silver earrings worth 10 gp (16 gp in Levels 3-4).

D2. THRONE ROOM

Beyond the gate is a dark chamber, dimly illuminated by a red spark. When drawing closer it becomes clear that the spark comes from a fist-sized gemstone, affixed in the forehead of a large figure—a troll—sagging on some kind of throne. An earthy, piney scent pervades the room and tree roots hang down from the ceiling. A thick layer of fine dust makes it clear no one has been inside in quite some time. Tree roots wrap around the figure on the throne, securing him tightly, though the roots expand slightly to expand with his shallow breathing.

CATASTROPHE'S SPARK

The figure on the throne is a troll used by the cyclopes who built this facility as part offering, part conduit. Knowing both that Urxehl is the father of trolls, but also that he despises his creations, the cyclopes thought this would be a particularly appropriate sacrifice. The troll acts as a channel between the gemstone and the forest, allowing Abyssal power to flow into the root systems. While his body has been kept alive by a combination of his own regenerative ability and nutrients fed in by the root systems that bind him to the throne, his soul has long since moved on. The gem, however, due to its proximity to Abyssal power and the realm of Urxehl, has gained a measure of sentience. As the PCs explore the room, the gem forces its host body to sit up straight, though at an unnatural angle, so that it can address the PCs.

When the gem awoke, it gave itself the name Amkha, and it communicates with the newcomers using telepathy understandable to speakers of any language, though the troll's mouth moves as if to echo its words in a kind of strange reflex. Amkha is very curious about the PCs. It has a concept of humans and humanoids from the troll's memories, but the PCs are the first people Amkha can communicate with since its awakening.

The PCs may have questions for Amkha. Having gained sentience in close proximity to a mind in agony and subjected to continuous Abyssal energy, Amkha has a somewhat sardonic, sarcastic demeanor.

Who are you? "I have named myself Amkha. That is what I would ask that others call me. To my friends, also Amkha. Who are you?"

What is this place? "As far as I know, this is temple to Urxehl, Lord of Storms, the Trollfather. Though, you won't see much of his worship here."

What was going on here? "You mean other than Naxath and I here having the time of our lives? Are you familiar with the saying 'you scratch my back, and I scratch yours'? Metaphorically speaking. I don't have a back. And I doubt Naxath would even feel it if you scratched his. I've been down here for thousands of years with only this empty shell for company. I never asked for this. To make it simple, I want out."

If the PCs want to confirm more information before deciding what to do, Amkha is sensitive to praise and might reveal or confirm some extra information if the PCs are silver tongued. Each PC can attempt to ask one question, which, if they succeed at a DC 15 Diplomacy check (DC 18 in Levels 3–4), will

prompt Amkha to reveal a piece of information about the troll facility, in the following order. If a PC fails their check, Amkha mocks them sarcastically and refuses to speak further until it's brought outside.

Amkha can confirm or reveal the following:

- The cyclopes in the facility worshipped Urxehl out of their own free will and were supremely dedicated in their devotion.
- The experiments in the facility all revolved around the bruorsivi pines and their resin. Experiments continued up to the day the cyclopes left.
- If pressed, Amkha very reluctantly reveals that it is a conduit to the forest above.
- Saving the most important piece of information for last, Amkha reveals that the bruorsivi trees were planted by the cyclopes as part of a ritual intended to tear a hole into the Abyss and release the demon lord Urxehl onto the Material Plane.



NAXATH

CATASTROPHE'S SPARK

The PCs have a choice to make when they find Amkha. They can leave the gem there and re-seal the room, taking the stone fingers, ensuring that Amkha will remain locked away.

The PCs might instead try to take Amkha with them. This is Amkha's preferred outcome, and it tries to bargain with the PCs to this end, using its knowledge of a lost civilization and the troll facility as leverage. It has been dimly aware of things going on in the forest above, such as the conflagration caused by the cyclops relic in *Breath of the Dragonskull* or the Abyssal energies released into the leshy population during *The Blooming Catastrophe*. When asked why it would make a deal, Amkha argues that it would like to see the world, but in reality, it knows that when the ritual to summon Urxehl is finally completed, it will be destroyed as well, and it acts out of self-preservation. The PCs can pry the gem from the troll body on the throne easily.

Lastly, the PCs might simply decide to destroy Amkha, reasoning that while it is a grave choice to destroy an intelligent item, this might be the only way to disrupt the Abyssal ritual that Amkha is key to. As Amkha has no way to stop the PCs, they can easily do this with a few solid hits to the gem.

CATASTROPHE

Whatever choice the PCs make, the end is catastrophe. This is due to the wrath of Urxehl manifesting via the concentration of Abyssal energy at this location, though the reason for his fury depends on the PCs' choice: if the PCs destroy Amkha or leave it behind, Urxehl is angry at the desecration of the temple. If the PCs take Amkha with them, Urxehl is angry at Amkha's treachery for abandoning its assigned post.

The PC's escape from the facility is handled using the chase subsystem on page 156 of the *Pathfinder Gamemastery Guide*, though all necessary rules are reprinted here. The chase is represented as series of obstacles that occur in rounds. Each obstacle is one of the rooms in the facility. The map is an excellent way to display the PCs progress. During the chase, all the characters must overcome a series of obstacles that represent challenges during the different legs of the pursuit. Each obstacle requires a certain number of Chase Points to overcome. Typically, there are multiple ways to overcome an obstacle.

On a character's turn, they describe what they do to help the group get past the obstacle. They then attempt any required roll, or perform the required action for a choice without a check. If they attempt a roll, the result determines how many Chase Points the character gains.

Critical Success The PCs gain 2 Chase Points.

Success The PCs gain 1 Chase Point.

Critical Failure The PCs lose 1 Chase Point.

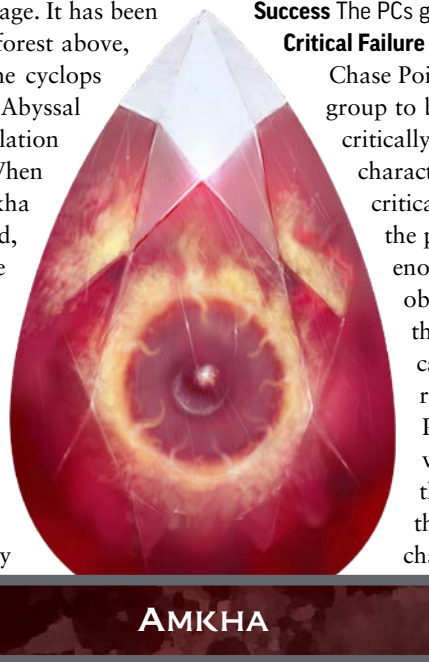
Chase Points represent the ability of the whole group to bypass the obstacle. A character who critically succeeds is able to help the other characters continue onward, while one who critically fails needs extra assistance, setting the party back. Once the PCs accumulate enough Chase Points to overcome the obstacle, they immediately move to the next. Extra Chase Points don't carry over to the next obstacle—each requires its own number of Chase Points to overcome. However, anyone who hasn't already taken their turn that round can still take it against the new obstacle. Consequently, the characters best suited to overcoming the current obstacle might act first, since the remaining characters might be better suited against the next one. The number of Chase

Points the PCs have can never fall below 0.

The PCs must bypass each room they passed through on their way to the center of the facility. On each round, the PCs act first. After one round, the collapse affects one or more of the rooms, starting at the throne room and continuing to the entrance. If the PCs fail to gain enough Chase Points to overcome a room, collapsing rocks deal 6 bludgeoning damage to all PCs, with a DC 20 basic Reflex save (10 damage and DC 23 in Levels 3–4) as they move into the next room.

If a PC is knocked unconscious during this chase, one of the other party members can carry them along to the next area, though this imposes a –1 circumstance penalty to all the carrying PC's checks. The unconscious PC can no longer participate in the chase unless another PC skips their turn in the chase to heal them (using Battle Medicine, the *heal* spell, consumable items, or other methods).

If the PCs fail 3 obstacles, they do not make it out in time and are buried in the rubble. While this does not kill the PCs, they spend hours underground while the Society works to dig them out. This costs the PCs their secondary success condition.



CATASTROPHE'S SPARK

Amkha: If Amkha is with the PCs, it offers its help in overcoming the obstacles in the chase. If the PCs wonder why it would help them, Amkha truthfully lets them know that it absolutely does not want to end up buried in rubble for all eternity. Amkha can change a critical failure into a normal failure once per obstacle.

In Levels 3–4, increase all DCs by 3.

1. FLAILING ROOTS (ANTECHAMBER)

Chase Points 4; Overcome DC 15 Nature to realize that these roots have the bruorsivi weakness to fire and shy away from flame; DC 14 Acrobatics to weave a path through the room. The roots of the bruorsivi trees burst through the ceiling, flailing madly, animated by some dark power.

Stone Fingers: It is possible to retrieve the stone fingers from the lattice in the doorway. The fingers are important relics that the Pathfinder Society might want to study. Taking them out of the lattice, however, takes some time and delays the PCs, imposing a –2 circumstance penalty to the retrieving PC's check in this obstacle.

2. VENGEFUL SKELETONS (FACILITY DEPTHS)

Chase Points 4; Overcome DC 15 Deception to create a distraction that draws the skeleton's attention; DC 16 Stealth to sneak past; DC 13 Undead Lore to predict their movement.

Urxehl's wrath has animated the bones from the ossuary. Half-formed skeletons stalk to and fro in the corridor, their claws twitching, looking for something to rend.

After clearing the corridor in the facility depths, the PCs come to the fork in the corridors, with the library one way, the laboratory the other. They have to choose which way to go, and they have to choose now. Give them no more than a minute to discuss and decide which way they should go. The PCs face only one of the following two obstacles.

3A. CHEMICAL MIST (LABORATORY)

Chase Points 3; Overcome DC 17 Medicine to treat exposure; DC 18 Crafting to neutralize the effects.

The tremors have knocked flasks and beakers off their benches. The contents have mixed into a dangerous concoction and filled the room with a caustic mist.

3B. COLLAPSING CEILING (LIBRARY)

Chase Points 5; Overcome DC 14 Acrobatics or Athletics to weave or push through; DC 13 Perception to time passage through falling objects.

The intense quaking of the ground has resulted in a shower of books and rocks through the library.

SCALING THE CHASE

For each PC in the party beyond four, increase the number of Chase Points needed to overcome each obstacle by 1.

After this fork, the path rejoins.

4. URXEHL'S FIERY WRATH (STATUE CORRIDOR)

Chase Points 4; Overcome DC 15 Thievery to swat sparks aside; DC 16 to protect oneself from the smoke.

The bowls the statues hold have erupted in dark flame. Sparks and smoke fill the corridor.

5. THE LONG STRETCH (TUNNEL AND WINE CELLAR)

Chase Points 4; Overcome DC 15 Will save to repel the will of Urxehl; DC 14 Athletics to keep running; DC 13 Intimidation to push back the hate with a primal scream.

Phantasmal flames, thunderclouds, and other disasters roil in the darkness as the malevolent will of Urxehl bears down on the collapsing tunnel.

There are several hundred feet of tunnel corridor between the PCs and the wine cellar with its stairs back to the surface. With the sounds of the corridor collapsing behind them, they have to maintain their run long enough to make it out while the malevolent will of Urxehl bears down on them.

The chase ends when the PCs overcome the final obstacle and reach the outside. The walls of the building have collapsed, and the PCs now stand on new heaps of rubble. Other buildings in the vicinity have fared little better and a cloud of dust hangs over the area.

CONCLUSION

As the dust settles and the PCs climb out of the ruins of the building, other Pathfinders rush toward them, putting any wounded on stretchers. Everyone is brought to a field hospital in the camp where they get their wounds and diseases treated and can recuperate for a bit. After everyone has been seen to, Eando visits, looking to debrief the PCs. He listens with rapt attention to everything the PCs have to say, and though the tone of his voices is severe, he reassures the PCs that they did an excellent job. Their findings have shed new light on the situation, which for now, has raised more questions than answers. Before leaving, Eando gives everyone a firm handshake and thanks them for risking their lives for the Society. Daana and Jaci come to visit a bit later, concerned about how the PCs are doing.

CATASTROPHE'S SPARK

REPORTING NOTES

If the PCs leave Amkha behind, check box A. If the PCs take Amkha with them, check box B. If the PCs destroy Amkha, check box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they make it to the throne room and discover Amkha. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they discover four of the following clues. Doing so earns each PC 2 Reputation with their chosen faction. If the PCs fail to escape the dungeon before it collapses, they automatically fail at their secondary objective.

- Uncover the reason for the experiments in the library and bring back a sample.
- Identify the topics in the library.
- Find the cyclops journal and bring it back safely.
- Solve the puzzle with the stone fingers and the barrier without the mandragoras forming.
- Get Amkha to confirm that the facility is dedicated to Urxehl and used for experimenting with the bruorsivi resin.
- Retrieve the stone fingers while running out.

FACTION NOTES

To succeed at this objective, the PCs must reach Amkha and then decide what to do about the intelligent item: accept its deal and take it from its prison to the Vigilant Seal, and risk its insidious words and knowledge causing harm down the road, bury or destroy it forever, bypassing the chance to learn its secrets in exchange for ensuring its evil is not allowed to spread. Either choice counts as successfully completing the Vigilant Seal mission, earning each PC 2 additional Reputation with the Vigilant Seal faction. The PCs do not earn this additional Reputation if they make a choice that would leave Amkha as an open threat to the world, such as keeping the eye for themselves instead of turning it over to the Vigilant Seal for safekeeping.

CATASTROPHE'S SPARK

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*.

A1. WINE CELLAR (LEVELS 1-2)

CAVE FISHER

CREATURE 2

N **MEDIUM** **ANIMAL**

Perception +7; darkvision

Skills Athletics +10, Stealth +9

Str +4, **Dex** +3, **Con** +3, **Int** -5, **Wis** +1, **Cha** -3

AC 18; **Fort** +9, **Ref** +9, **Will** +7

HP 30

Speed 15 feet, climb 15 feet

Melee ✎ claw +10, **Damage** 1d10+6 slashing

Ranged ✎ filament +11 (range 60 feet), **Effect** sticky filament

Pull Filament ✎ The cave fisher pulls a creature grabbed by its filament toward itself, even suspending the target vertically if necessary. The cave fisher attempts an Athletics check against the creature's Fortitude DC. On a success, the cave fisher pulls the creature 15 feet closer to it (30 feet closer on a critical success).

Sticky Filament Any creature hit by the cave fisher's sticky filament is grabbed. The cave fisher can move while it has a creature grabbed with its filament, but it automatically releases the creature if the cave fisher moves beyond the filament's 60-foot length. The cave fisher can use only one filament at a time, and it can sever the filament and release any creature grabbed by it as a free action. The filament can be severed by a Strike that deals at least 10 slashing damage to it. This doesn't deal any damage to the cave fisher itself. The filament has AC 17, and its Escape DC is 19.

SCALING WINE CELLAR

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Apply the elite adjustment to the cave fisher.

12-13 Challenge Points: Apply the elite adjustment to the cave fisher and then give it 20 additional Hit Points.

14-15 Challenge Points: The PCs fight two cave fishers.

16-18 Challenge Points (5+ players): The PCs fight two cave fishers, and the room contains 2 husk booby traps instead of one.

ELITE CAVE FISHER (0)

CREATURE 3

UNCOMMON **N** **MEDIUM** **ANIMAL**

Perception +9; darkvision

Skills Athletics +12, Stealth +11

Str +4, **Dex** +3, **Con** +3, **Int** -5, **Wis** +1, **Cha** -3

AC 20; **Fort** +11, **Ref** +11, **Will** +9

HP 45

Speed 15 feet, climb 15 feet

Melee ✎ claw +12, **Damage** 1d10+8 slashing

Ranged ✎ filament +13 (range 60 feet), **Effect** sticky filament

Pull Filament ✎ The cave fisher pulls a creature grabbed by its filament toward itself, even suspending the target vertically if necessary. The cave fisher attempts an Athletics check against the creature's Fortitude DC. On a success, the cave fisher pulls the creature 15 feet closer to it (30 feet closer on a critical success).

Sticky Filament Any creature hit by the cave fisher's sticky filament is grabbed. The cave fisher can move while it has a creature grabbed with its filament, but it automatically releases the creature if the cave fisher moves beyond the filament's 60-foot length. The cave fisher can use only one filament at a time, and it can sever the filament and release any creature grabbed by it as a free action. The filament can be severed by a Strike that deals at least 10 slashing damage to it. This doesn't deal any damage to the cave fisher itself. The filament has AC 17, and its Escape DC is 19.

CATASTROPHE'S SPARK

A3. ALCHEMISTS' LAB (LEVELS 1-2)

COLLAPSING CABINET

HAZARD 1

MECHANICAL TRAP

Stealth DC 17 (trained)

Description Fluids from leaking beakers have eaten nearly through the supports holding up this cabinet.

Disable Thievery DC 15 (trained) to gently place something under the cabinet to support its weight.

AC 12; **Fort** +10, **Ref** +2

Hardness 5, **HP** 20 (BT 5); **Immunities** object immunities, precision damage

Slam Down ➤ **Trigger** Someone touches or otherwise interacts with the cabinet; **Effect** The cabinet falls, splintering on impact. If someone attempts to break the cabinet but its Broken Threshold is not reached in one hit, it falls as well. The cabinet deals 3d8 bludgeoning damage to anyone beneath (DC 20 basic Reflex save).

PRESSURIZED BOTTLE

HAZARD 1

MECHANICAL TRAP

Stealth DC 17 (trained)

Description One of the potions has decayed, putting it under immense pressure. Its contents have become poisonous. When handled improperly, the bottle bursts, sending glass shards flying everywhere.

Disable Thievery DC 17 (trained) to carefully place the bottle under a bucket or bowl.

AC 15; **Fort** +8, **Ref** +4

Hardness 1, **HP** 1; **Immunities** object immunities, precision damage

Brittle Shatter ➤ (attack); **Trigger** A creature tries to pick up or move the potion; **Effect** The bottle shatters into pieces that fill a 5-foot burst. The burst deals 1 piercing damage (DC 19 basic Reflex save). A creature who takes any damage is exposed to fermented potion.

Fermented Potion (poison); **Saving Throw** DC 19 Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d4 poison damage and clumsy 1 (1 hour); **Stage 2** 1d6 poison damage and clumsy 2 (1 hour); **Stage 3** 2d6 poison damage and clumsy 2 (1 hour)

CATASTROPHE'S SPARK

A4. LIBRARY (LEVELS 1-2)

TROLLHOUND

CREATURE 3

N **MEDIUM** **BEAST** **TROLL**

Perception +6; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +6, Athletics +11, Stealth +8, Survival +6

Str +4, **Dex** +1, **Con** +5, **Int** -4, **Wis** +1, **Cha** -2

AC 17; **Fort** +14, **Ref** +8, **Will** +6

HP 65, regeneration 15 (deactivated by acid or fire);

Weaknesses fire 10

Speed 35 feet

Melee ♦ jaws +11, **Damage** 1d12+4 piercing plus Knockdown and bloodfire fever

Bloodfire Fever (disease); **Saving Throw** DC 18 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and clumsy 1 (1 day); **Stage 4** enfeebled 2 and clumsy 2 (1 day); **Stage 5** enfeebled 2, clumsy 2, and fatigued (1 day)

Pack Attack The trollhound deals an extra 1d6 damage to any creature within reach of at least two of the trollhound's allies.

SCALING LIBRARY

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Change stage 1 of bloodfire fever to be sickened 1.

12-13 Challenge Points: Change stage 1 of bloodfire fever to be sickened 1 and increase the trollhound's Hit Points by 15.

14-15 Challenge Points: Change stage 1 of bloodfire fever to be sickened 2 and increase the trollhound's Hit Points by 15.

16-18 Challenge Points (5+ players): Change stage 1 of bloodfire fever to be sickened 2, increase the trollhound's Hit Points by 15, and reduce the trollhound's weakness to fire to 7.

CATASTROPHE'S SPARK

A5. ALTAR ROOM (LEVELS 1-2)

DESICCATED GIANT CRAWLING HAND CREATURE 3

UNCOMMON NE MEDIUM UNDEAD

Perception +9; lifesense 30 feet, tremorsense (imprecise) 30 feet

Skills Athletics +10, Stealth +8, Survival +9

Languages Common (can't speak any language)

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

AC 19; **Fort** +10, **Ref** +8, **Will** +7

HP 45, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Pus Burst  **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 2d6 negative damage. The affected creature must attempt a DC 19 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage and becomes sickened 1.

Failure The creature takes full damage and becomes sickened 2.

Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet

Melee  claw +12, **Damage** 1d6 + 7 slashing plus Grab

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it Seeks its quarry, to Survival checks when it Tracks its quarry, and damage rolls when it Strikes its quarry.

SCALING ALTAR ROOM

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Add one zombie shambler to the encounter, as the body animates as well.

12-13 Challenge Points: Add one zombie shambler to the encounter and add 10 Hit Points to the both enemies.

14-15 Challenge Points: Add one elite zombie shambler to the encounter and add 20 Hit Points to the crawling hand.

16-18 Challenge Points (5+ players): Add elite zombie shambler to the encounter and apply the elite adjustment to the crawling hand.

ZOMBIE SHAMBLER (0)

CREATURE -1

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +0; darkvision

Skills Athletics +5

Str +3, **Dex** -2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 12; **Fort** +6, **Ref** +0, **Will** +2

HP 20, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee  fist +7, **Damage** 1d6+3 bludgeoning plus Grab

Jaws  (attack); **Requirement** The zombie has a creature grabbed or restrained; **Effect** The zombie makes a jaws unarmed melee Strike against the grabbed or restrained creature with an attack modifier of +7 that deals 1d8+3 piercing damage.

CATASTROPHE'S SPARK

A6. OSSUARY (LEVELS 1-2)

LESSER SKELETAL CYCLOPES (2)

CREATURE 1

UNCOMMON NE LARGE MINDLESS SKELETON UNDEAD

Perception +4; darkvision

Skills Athletics +9, Intimidation +6

Str +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Items half plate, long bone (functions as bo staff)

AC 17; **Fort** +8, **Ref** +6, **Will** +5

HP 22, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ bo staff +9 (monk, parry, reach 15 feet, trip), **Damage** 1d8+4 slashing

Melee ♦ claw +9 (agile, reach 10 feet), **Damage** 1d10+2 slashing

Broad Swipe ♦♦ The skeleton makes two Strikes with its bo staff against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge ♦♦ The skeleton Strides and makes a claw Strike with a +2 circumstance bonus to damage. If the strike hits, the skeleton attempts to Demoralize the target.

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing with a DC 15 basic Reflex save.

SCALING OSSUARY

To adjust for the PCs' overall strength, make the following adjustments.

10+ Challenge Points: For every 2 Challenge Points above 8, add one exploding skeleton guard to the encounter.

EXPLODING SKELETON GUARD (0)

CREATURE -1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +2; darkvision

Skills Acrobatics +6, Athletics +3

Str +2, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items scimitar, shortbow (20 arrows)

AC 16; **Fort** +2, **Ref** +8, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ♦ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing

Melee ♦ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

Ranged ♦ shortbow +6 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6 piercing

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing with a DC 15 basic Reflex save.

CATASTROPHE'S SPARK

A7. ANTECHAMBER (LEVELS 1-2)

LESSER BRUORSIVI MANDRAGORAS (2) CREATURE 1

UNCOMMON CE SMALL PLANT

Perception +7; blood scent, low-light vision

Languages Abyssal, Common

Skills Acrobatics +6, Athletics +6, Stealth +7 (+13 in vegetation)

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

Blood Scent A mandragora can smell creatures with blood as an imprecise sense at a range of 30 feet, and it can smell demons, fey, and sorcerers with blood as a precise sense at a range of 30 feet.

AC 16; **Fort** +7, **Ref** +9, **Will** +4

HP 20; **Resistances** bludgeoning 5, piercing 5

Speed 30 feet, burrow 10 feet, climb 30 feet

Melee ♦ jaws +9 (finesse), **Damage** 1d6+3 piercing plus Grab

Melee ♦ thorny vine +9 (agile, finesse, reach 10 feet), **Damage** 1d4+2 slashing plus bruorsivi sap infusion

Blood Drain ♦ **Requirements** The mandragora has a creature grabbed; **Effect** The mandragora drains blood from the creature it has grabbed, dealing 1d6 damage. If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a mandragora is drained 1 until it receives healing of any kind or amount.

Bruorsivi Sap Infusion (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 fire damage and stupefied 1 (1 round); **Stage 2** 1d6 fire damage and stupefied 1 (1 round); **Stage 3** 2d6 fire damage and stupefied 1 (1 round)

Piercing Shriek ♦ (auditory, evocation, mental, primal)

Frequency once per day; **Effect** The mandragora emits an unsettling shriek. Each non-mandragora creature within 30 feet must attempt a DC 20 Will save.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2 and slowed 1.

As long as the creature remains sickened, this slowed condition value can't be reduced below 1

SCALING ANTECHAMBER

To adjust for the PCs' overall strength, make the following adjustments.

12+ Challenge Points: For every 4 Challenge Points above 8 the party has, add one lesser bruorsivi mandragora to the encounter.

CATASTROPHE'S SPARK

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*.

A1. WINE CELLAR (LEVELS 3-4)

ELITE CAVE FISHERS (2)

CREATURE 3

UNCOMMON

N

MEDIUM

ANIMAL

Perception +9; darkvision

Skills Athletics +12, Stealth +11

Str +4, **Dex** +3, **Con** +3, **Int** -5, **Wis** +1, **Cha** -3

AC 20; **Fort** +11, **Ref** +11, **Will** +9

HP 45

Speed 15 feet, climb 15 feet

Melee ✎ claw +12, **Damage** 1d10+8 slashing

Ranged ✎ filament +13 (range 60 feet), **Effect** sticky filament

Pull Filament ✎ The cave fisher pulls a creature grabbed by its filament toward itself, even suspending the target vertically if necessary. The cave fisher attempts an Athletics check against the creature's Fortitude DC. On a success, the cave fisher pulls the creature 15 feet closer to it (30 feet closer on a critical success).

Sticky Filament Any creature hit by the cave fisher's sticky filament is grabbed. The cave fisher can move while it has a creature grabbed with its filament, but it automatically releases the creature if the cave fisher moves beyond the filament's 60-foot length. The cave fisher can use only one filament at a time, and it can sever the filament and release any creature grabbed by it as a free action. The filament can be severed by a Strike that deals at least 10 slashing damage to it. This doesn't deal any damage to the cave fisher itself. The filament has AC 17, and its Escape DC is 19.

SCALING WINE CELLAR

To adjust for the PCs' overall strength, make the following adjustments.

24+ Challenge Points: Add one elite cave fisher to the encounter for every 8 Challenge Points above 16 the party has.

CATASTROPHE'S SPARK

A3. ALCHEMISTS' LAB (LEVELS 3-4)

COLLAPSING CABINET

HAZARD 3

MECHANICAL

TRAP

Stealth DC 20 (trained)

Description Fluids from leaking beakers have eaten nearly through the supports holding up this cabinet.

Disable Thievery DC 18 (trained) to gently place something under the cabinet to support its weight.

AC 15; **Fort** +12, **Ref** +4

Hardness 5, **HP** 40 (BT 10); **Immunities** object immunities, precision damage

Slam Down ➤ **Trigger** Someone touches or otherwise interacts with the cabinet; **Effect** The cabinet falls, splintering on impact. If someone attempts to break the cabinet but its Broken Threshold is not reached in one hit, it falls as well. The cabinet deals 6d8 bludgeoning damage to anyone beneath (DC 23 basic Reflex save).

PRESSURIZED BOTTLE

HAZARD 3

MECHANICAL

TRAP

Stealth DC 20 (trained)

Description One of the potions has decayed, putting it under immense pressure. Its contents have become poisonous. When handled improperly, the bottle bursts, sending glass shards flying everywhere.

Disable Thievery DC 20 (trained) to carefully place the bottle under a bucket or bowl.

AC 18; **Fort** +10, **Ref** +6

Hardness 1, **HP** 1; **Immunities** object immunities, precision damage

Brittle Shatter ➤ (attack); **Trigger** A creature tries to pick up or move the potion; **Effect** The bottle shatters into pieces that fill a 5-foot burst. The burst deals 4 piercing damage (DC 22 basic Reflex save). A creature who takes any damage is exposed to fermented potion.

Fermented Potion (poison); **Saving Throw** DC 22 Fortitude; **Maximum Duration** 4 hours; **Stage 1** 1d6 poison damage and clumsy 1 (1 hour); **Stage 2** 1d8 poison damage and clumsy 2 (1 hour); **Stage 3** 2d8 poison damage and clumsy 2 (1 hour)

CATASTROPHE'S SPARK

A4. LIBRARY (LEVELS 3-4)

MUTATED TROLLHOUND

CREATURE 5

UNCOMMON

N

MEDIUM

BEAST

TROLL

Perception +9; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +13, Athletics +14, Stealth +11, Survival +9

Str +5, **Dex** +2, **Con** +6, **Int** -4, **Wis** +1, **Cha** -2

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

HP 110, regeneration 15 (deactivated by acid or fire);

Weaknesses fire 15

Speed 35 feet

Melee ♦ jaws +11, **Damage** 1d12+4 piercing plus Knockdown and bloodfire fever

Bloodfire Fever (disease); **Saving Throw** DC 20 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** enfeebled 1 (1 day); **Stage 3** enfeebled 1 and clumsy 1 (1 day); **Stage 4** enfeebled 2 and clumsy 2 (1 day); **Stage 5** enfeebled 2, clumsy 2, and fatigued (1 day)

Pack Attack The trollhound deals an extra 1d6 damage to any creature within reach of at least two of the trollhound's allies.

SCALING LIBRARY

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Change stage 1 of bloodfire fever to be sickened 1.

23-27 Challenge Points: Change stage 1 of bloodfire fever to be sickened 1 and increase the trollhound's Hit Points by 25.

28-32 Challenge Points: Change stage 1 of bloodfire fever to be sickened 2 and increase the trollhound's Hit Points by 25.

33+ Challenge Points: Change stage 1 of bloodfire fever to be sickened 2, increase the trollhound's Hit Points by 25, and reduce the trollhound's weakness to fire to 5.

CATASTROPHE'S SPARK

A5. ALTAR ROOM (LEVELS 3-4)

GIANT CRAWLING HAND

CREATURE 5

NE MEDIUM UNDEAD

Perception +12; **lifesense** 30 feet, **tremorsense** (imprecise) 30 feet

Skills Athletics +13, **Stealth** +11, **Survival** +12

Languages Common (can't speak any language)

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

AC 22; **Fort** +13, **Ref** +11, **Will** +10

HP 75, **negative healing**; **Immunities** death effects, disease, paralyzed, poison, unconscious, visual

Pus Burst  **Trigger** The giant crawling hand takes piercing or slashing damage; **Effect** A random creature adjacent to the giant crawling hand is sprayed with vile pus that deals 4d6 negative damage. The affected creature must attempt a DC 21 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage and becomes sickened 1.

Failure The creature takes full damage and becomes sickened 2.

Critical Failure The creature takes double damage and becomes sickened 3.

Speed 20 feet

Melee  **claw** +15, **Damage** 2d6+7 slashing plus **Grab**

Mark Quarry A crawling hand can be assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand ever has no quarry, it automatically gains the next creature it damages as its quarry. The hand gains a +1 circumstance bonus to Perception checks when it **Seeks** its quarry, to Survival checks when it **Tracks** its quarry, and damage rolls when it **Strikes** its quarry.

SCALING ALTAR ROOM

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Add one zombie brute to the encounter, as the body animates as well.

23-27 Challenge Points: Add one zombie brute to the encounter and add 15 Hit Points to both enemies.

28-32 Challenge Points: Add one elite zombie brute to the encounter and add 25 Hit Points to the giant crawling hand.

33+ Challenge Points: Add one elite zombie brute to the encounter and apply the elite adjustment to the giant crawling hand. The crawling hand's ring is especially sharp; increase its claw attack damage to 3d6+9.

ZOMBIE BRUTE

CREATURE 2

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; **darkvision**

Skills Athletics +9

Str +5, **Dex** -3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +10, **Ref** +3, **Will** +6

HP 70, **negative healing**; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 25 feet

Melee  **fist** +11 (reach 10 feet), **Damage** 1d12+5 bludgeoning plus **Improved Push** 5 feet

CATASTROPHE'S SPARK

A6. OSSUARY (LEVELS 3-4)

SKELETAL CYCLOPES (2)

CREATURE 3

UNCOMMON NE LARGE MINDLESS SKELETON UNDEAD

Perception +7; darkvision

Skills Athletics +12, Intimidation +9

Str +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Items half plate, long bone (functions as bo staff)

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

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ bo staff +12 (monk, parry, reach 15 feet, trip),

Damage 1d8+7 bludgeoning

Melee ♦ claw +12 (agile, reach 10 feet), **Damage** 1d10+5 slashing

Broad Swipe ♦♦ The skeleton makes two Strikes with its bo staff against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge ♦♦ The skeleton Strides and makes a claw Strike with a +4 circumstance bonus to damage. If the strike hits, the giant attempts to Demoralize the target.

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 2d6 slashing damage (DC 17 basic Reflex save.)

SCALING OSSUARY

To adjust for the PCs' overall strength, make the following adjustments.

20+ Challenge Points: Add one lesser skeletal cyclops to the encounter for every 4 Challenge Points above 16 the party has.

LESSER SKELETAL CYCLOPS

CREATURE 1

UNCOMMON NE LARGE MINDLESS SKELETON UNDEAD

Perception +4; darkvision

Skills Athletics +9, Intimidation +6

Str +5, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +2

Items half plate, long bone (functions as bo staff)

AC 17; **Fort** +8, **Ref** +6, **Will** +5

HP 22, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 30 feet

Melee ♦ bo staff +9 (monk, parry, reach 15 feet, trip), **Damage** 1d8+4 slashing

Melee ♦ claw +9 (agile, reach 10 feet), **Damage** 1d10+2 slashing

Broad Swipe ♦♦ The skeleton makes two Strikes with its bo staff against two adjacent foes, both of whom are within its reach. The multiple attack penalty does not increase until after both attacks are resolved.

Terrifying Charge ♦♦ The skeleton Strides and makes a claw Strike with a +2 circumstance bonus to damage. If the strike hits, the skeleton attempts to Demoralize the target.

Explosive Death When the skeleton is destroyed, its bones shatter and explode as the necromantic energy holding it together is released. Adjacent creatures take 1d6 slashing with a DC 15 basic Reflex save.

CATASTROPHE'S SPARK

A7. ANTECHAMBER (LEVELS 3-4)

BRUORSIVI MANDRAGORAS (2)

CREATURE 4

UNCOMMON CE SMALL PLANT

Perception +9; blood scent, low-light vision

Languages Abyssal, Common

Skills Acrobatics +8, Athletics +8, Stealth +10 (+18 in vegetation)

Str +2, **Dex** +5, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Blood Scent A mandragora can smell creatures with blood as an imprecise sense at a range of 30 feet, and it can smell demons, fey, and sorcerers with blood as a precise sense at a range of 30 feet.

AC 19; **Fort** +9, **Ref** +11, **Will** +7

HP 45; **Resistances** bludgeoning 5, piercing 5; **Weaknesses** fire 5

Speed 30 feet, burrow 10 feet, climb 30 feet

Melee ♦ jaws +12 (finesse), Damage 2d8+2 piercing plus Grab

Melee ♦ thorny vine +12 (agile, finesse, reach 10 feet),

Damage 2d4+2 slashing plus bruorsivi sap infusion

Blood Drain ♦ **Requirements** The mandragora has a creature grabbed; **Effect** The mandragora drains blood from the creature it has grabbed, dealing 2d6 damage. If the creature is a demon, fey, or sorcerer, the mandragora gains temporary Hit Points equal to the damage dealt. A creature that has its blood drained by a mandragora is drained 1 until it receives healing of any kind or amount.

Bruorsivi Sap Infusion (poison) **Saving Throw** DC 19 Fortitude;

Maximum Duration 6 rounds; **Stage 1** 1d6 fire damage and stupefied 1 (1 round); **Stage 2** 1d6 fire damage and stupefied 1 (1 round); **Stage 3** 2d6 fire damage and stupefied 1 (1 round)

Piercing Shriek ♦ (auditory, evocation, mental, primal)

Frequency once per day; **Effect** The mandragora emits an unsettling shriek. Each non-mandragora creature within 30 feet must attempt a DC 23 Will save.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 2 and slowed 1.

As long as the creature remains sickened, this slowed condition value can't be reduced below 1.

SCALING ANTECHAMBER

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase the Hit Points of each mandragora by 20.

23-27 Challenge Points: More branches animate; add one bruorsivi mandragora.

28-32 Challenge Points: More branches animate; add one bruorsivi mandragora. Increase the Hit Points of each mandragora by 20.

33+ Challenge Points: More branches animate; add two bruorsivi mandragoras.

CATASTROPHE'S SPARK

APPENDIX 3: GAME AIDS



CAVE FISHER

CRAWLING HAND



TROLLHOUND

BRUORSIVI MANDRAGORA

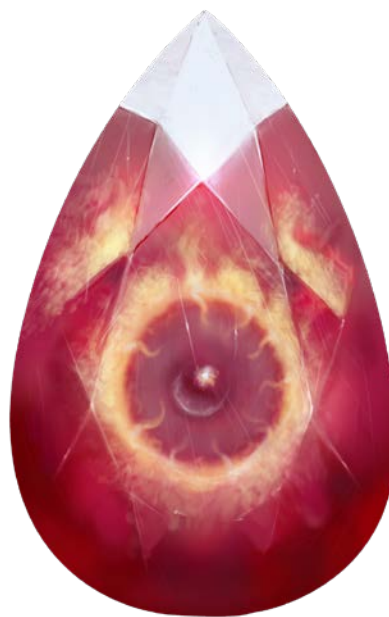


CATASTROPHE'S SPARK

APPENDIX 3: GAME AIDS



NAXATH



AMKHA

CATASTROPHE'S SPARK

HANDOUT #1 FLINT FINGER (CORRECT TRANSLATION)

Flint Finger: OUR EGO DEFERRED, THIS GIFT OF HEARTWOOD BLESSED

HANDOUT #2 FLINT FINGER (INCORRECT TRANSLATION)

Flint Finger: OUR EGO G ONE, THIS GIFT BLESSED

HANDOUT #3 CRYSTAL FINGER (CORRECT TRANSLATION)

Crystal Finger: OF OUR DEVOTION REWARDED, OUR LORD UNSEALED

HANDOUT #4 CRYSTAL FINGER (INCORRECT TRANSLATION)

Crystal Finger: OF WHATWOULD BE DEVOTION REWARDED

HANDOUT #5 OBSIDIAN FINGER (CORRECT TRANSLATION)

Obsidian Finger: IF IVE PRAYED, MY LOYALTY PROFESSED

HANDOUT #6 OBSIDIAN FINGER (INCORRECT TRANSLATION)

Obsidian Finger: IF I HATH REEMBRACED, LOYALTY PROFESSED

HANDOUT #7 SLATE FINGER (CORRECT TRANSLATION)

Slate Finger: WITH THE POWER BESTOWED, OUR ENEMY HATH REELED

HANDOUT #8 SLATE FINGER (INCORRECT TRANSLATION)

Slate Finger: OF OUR POWER BESTOWED, OUR ENEMY DEFEATED

HANDOUT #9 BASALT FINGER (CORRECT TRANSLATION)

Basalt Finger: NOW OUR LORD RESPLENDENT ON HIS TRONE

HANDOUT #10 BASALT FINGER (INCORRECT TRANSLATION)

Basalt Finger: IF IVE SHOW DEVOTION, OUR LORD SHALL REWARD

CATASTROPHE'S SPARK

HANDOUT #11: GM REFERENCE

To avoid telling the players directly which clues are correct or informing them that there are multiple versions of each translation, remove the titles of the handouts before distributing them. The handouts' text and the clues they contain are presented for GM reference below.

Handout #1: Flint Finger (Correct Translation)

Our ego deferred, this gift of hearttwod blessed

Handout #2: Flint Finger (Incorrect Translation)

Our ego gone, this gift blessed

Handout #3: Crystal Finger (Correct Translation)

Of our devotion rewarded, our lord unsealed

Handout #4: Crystal Finger (Incorrect Translation)

Of what would be devotion rewarded

Handout #5: Obsidian Finger (Correct Translation)

If ive prayed, my loyalty professed

Handout #6: Obsidian Finger (Incorrect Translation)

If I hath reembraced, loyalty professed

Handout #7: Slate Finger (Correct Translation)

With the power bestowed, our enemy hath reeled

Handout #8: Slate Finger (Incorrect Translation)

Of our power bestowed, our enemy defeated

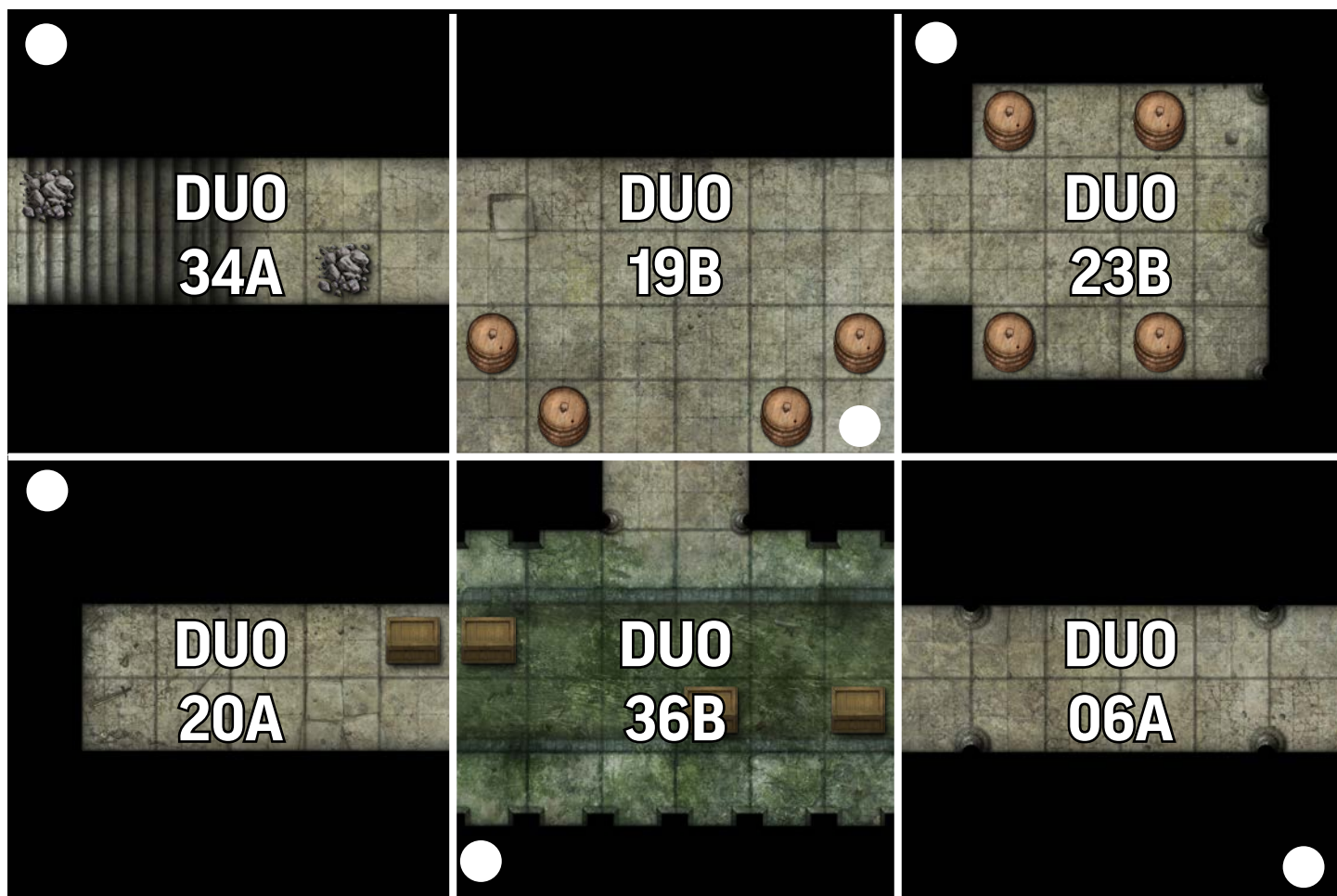
Handout #9: Basalt Finger (Correct Translation)

Now our Lord resplendent on his trone

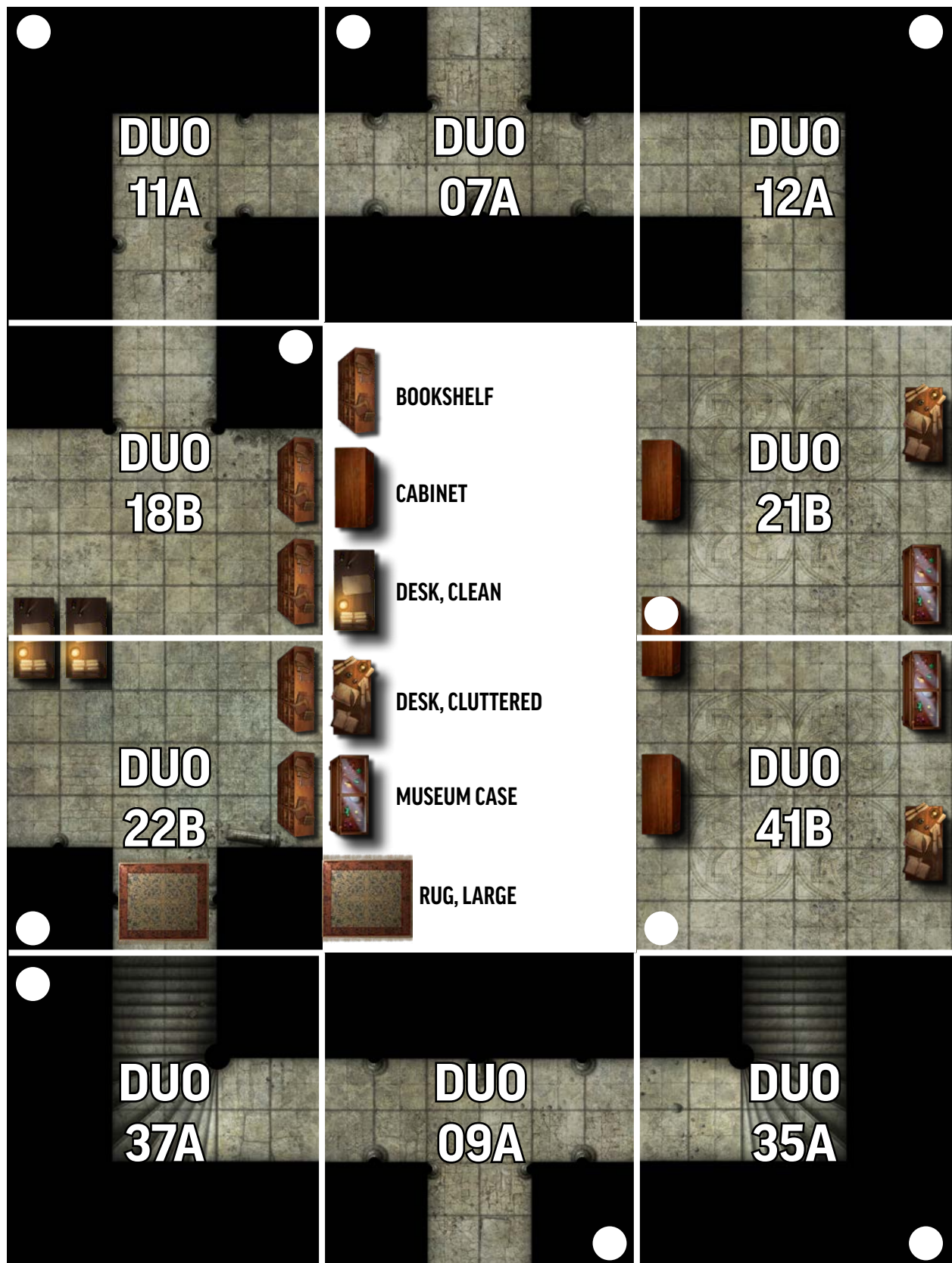
Handout #10: Basalt (Incorrect Translation)

If ive show devotion, our lord shall reward

CATASTROPHE'S SPARK



CATASTROPHE'S SPARK



CATASTROPHE'S SPARK



ALTAR, EVIL



CHEST, MAGIC



PILE OF BONES



SKELETON, HUMAN

DUO
28A

DUO
29A

DUO
05A

DUO
27B

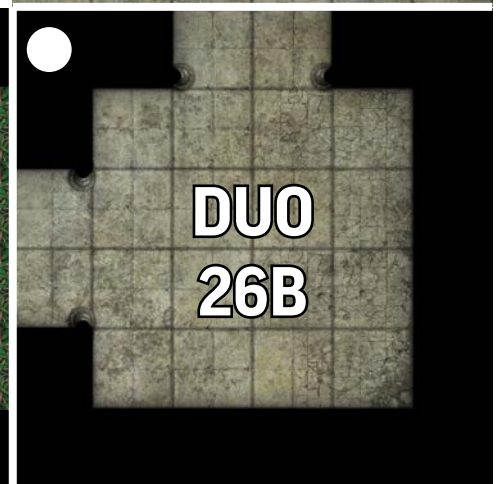
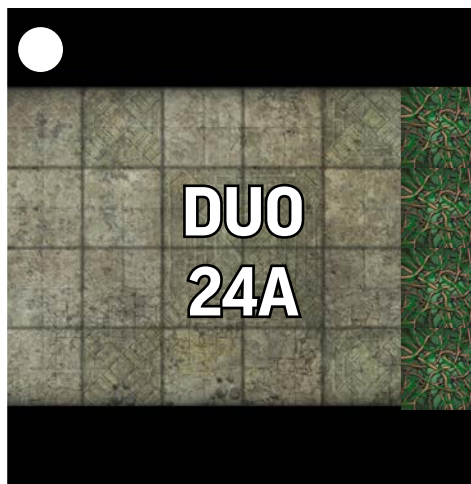
DUO
16A

DUO
39A

DUO
31A

DUO
40A

CATASTROPHE'S SPARK



TALL THRONE



VINES

CATASTROPHE'S SPARK

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

- □ Wine Cellar, page 6: 1 Treasure Bundle salvaged from the cave fisher, 1 Treasure Bundle from searching the room
- □ Alchemists' Lab, page 9: 1 Treasure Bundle salvaged from the cabinet: 1 Treasure Bundle from searching the room
- Library, page 10: 1 Treasure Bundle from the trollhound's collar
- □ Altar Room, page 12: 2 Treasure Bundles from the cyclops's jewelry
- □ Ossuary, page 12: 2 Treasure Bundles from the skeletons' eye sockets
- Antechamber, page 14: 1 Treasure Bundle found in the barrier

CATASTROPHE'S SPARK



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

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

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy

Character Name:		Faction:	
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance ☐ Slow Track ☐ Radiant Oath ☐ Horizon Hunters ☐ Dead ☐ Vigilant Seal ☐ Verdant Wheel ☐ Infamy

CATASTROPHE'S SPARK

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Scenario #2-03: Catastrophe's Spark

Character Chronicle #

Chronicle Code

Q6Y4

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

Adventure Summary

Dispatched by Vigilant Seal leader Eando Kline, you set out to explore an ancient facility uncovered in the Pathfinder Society's recent foray through the ruins of the cyclops city of Min-Khadaim. Heading deeper and deeper into the facility, you found alchemical equipment investigating the resin of Iobaria's native bruorsivi pines, as well as unholy iconography of Urxehl, the troll god of disaster. In the facility's heart was a barely-alive troll and a sapient jewel that begged you to set it free. No sooner had you (☐ left the jewel behind / ☐ taken the jewel with you / ☐ destroyed the jewel) than the will of Urxehl bore down on the facility, bringing catastrophe and forcing a hurried retreat. Though you managed to escape and report back to Kline, it's clear that the mystery of the cyclopes' city—and their research into the blood pines—has yet to be fully uncovered.

Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

This adventures qualifies you for a unique Achievement Point boon: Fluent in Cyclops.

Items

Purchases

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

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #