

SECOND EDITION

PATHFINDER SOCIETY



Year of Boundless Wonder

Scenario #4-04

Levels 3-6

To Seek the
Heart of Calamity

By Tineke Bolleman



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To Seek the Heart of Calamity

TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 3–4 Encounters	18
Appendix 2: Level 5–6 Encounters	23
Appendix 3: Game Aids	28
Organized Play	33

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Advanced Player's Guide*, and *Pathfinder Guns & Gears*

Maps: *Pathfinder Flip-Mat Classics: Battlefield* and *Starfinder Flip-Mat: Desert World*

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/>.



GRAND ARCHIVE



VIGILANT SEAL

SUMMARY

Vigilant Seal faction leader Eando Kline and Gol Amri, a representative of the Thuvian city state of Aspentar, require a team of agents to explore the Thuvian desert. The Pathfinder Society has been entrusted with a magical dagger linked to an ancient war machine lost somewhere in the desert. One of the Society's enemies, the night hag Aslynn, is looking for the war machine too, and the Society means to find the machine first! The PCs search the desert, contending with the harsh climate and dangerous creatures, and disabling ancient devices that are interfering with the dagger's ability to locate their target. Ultimately, the PCs discover the war machine is actually an automaton who has survived being buried for centuries, and one of Aslynn's changeling children has come to claim the automaton's power for herself!

HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 3–6



PLAYERS: 3–6



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ADVENTURE BACKGROUND

The Pathfinder Society was recently entrusted with a vast trove of magical relics. They've turned their attention to learning the mysteries and powers of these items. The stakes are high, as an enemy of the Society, the night hag merchant Aslynn, has sent her changeling children to seize the items and learn their secrets.

One such item is a magical dagger etched with glowing blue runes. This item is more than a simple weapon: it's a device linked to a war machine of the ancient Jistka Imperium. This machine is a massive vessel buried somewhere in the remote deserts of Thuvia, where they have lain in wait for thousands of years. While the Pathfinder Society's current knowledge suggests that the war machine is an inanimate object, they are actually a living person, a rare survivor of the Jistka Imperium's automatons. The automaton named themselves Star after the celestial lights that have been their only companions through centuries of isolation. While Star was built for war, they have not seen battle in many years, and whoever finds them may have a significant impact on their philosophy and disposition in the future.

The Pathfinder Society has investigated the dagger and learned that it points to the southwestern deserts of Thuvia. They have also discovered that they cannot afford to tarry on this mission; the dagger has a twin, which Aslynn's forces are using to launch their own search for the war machine. The Society does not know the war machine's precise location, nor do they know that they are a living creature. Fortunately, the Society has a well-stocked starting point for their expedition. A team of agents recently discovered an ancient site in Thuvia's deserts known as the Inspiring Wellspring (during the events of *Pathfinder Society Scenario #2-21: In Pursuit of Water*). This location, now cleansed of corruption thanks to the Society's efforts, is an ideal base camp for an expedition deeper into Thuvia's deserts. The Society hopes to find the war machine and recover it before Aslynn's forces do, and they require capable agents to search the desert!

GETTING STARTED

The PCs begin this the adventure at the Inspiring Wellspring, located in the deserts of Thuvia. They recently traveled to the Thuvian city-state of Aspenthar, and from there took a well-supplied camel caravan to the Wellspring itself. Upon arrival, the PCs and the supplies they bring with them are eagerly welcomed.

WHERE ON GOLARION?

To Seek the Heart of Calamity begins at the Inspiring Wellspring, an ancient ruin in the deserts of Thuvia near the city-state of Aspenthar. From there, the PCs search the desert for a weapon of the ancient Jistka Imperium. More information on Thuvia and the Jistka Imperium can be found on pages 56-57 of *Pathfinder Lost Omens World Guide* and pages 212-215 of *Pathfinder Guns & Gears*.



The Inspiring Wellspring, once a lively settlement, has been reduced to a single tower sticking out of the desert sands. A bustling camp sprawls on the north side of the tower. At its south side, ropes mark off large sections of sand and canvas tarps on poles provide shade for the Pathfinder agents busy with careful archaeological work. The tops of multiple buildings have recently been dug up from the sand, and cartloads of sand are being moved away from a partially unearthed building. A group of four agents emerge from a hole in the tower, sweaty and dusty, and immediately report to a group of senior agents. Among the tents stands a large pavilion, easily identified by its pennants as belonging to Eando Kline, the leader of the Vigilant Seal faction. The PCs are told to report to the tent after they have had the chance to freshen up.

To Seek the Heart of Calamity

The inside of the pavilion is as hot as the outside, but its shade and the rushes on the floor provide reprieve. Bent over a large map of the desert showing numerous trade routes are **Gol Amri** (N female human representative), a representative of the Thuvian government, and **Eando Kline** (CG male human explorer), leader of the Vigilant Seal. As the PCs enter, Eando welcomes them and motions them to sit on a bench in the tent. He makes sure each has a large mug of water before he begins.

Read or paraphrase the following.



EANDO KLINE

"Thank you all for coming. Prince Zinlo of Aspenthar has graciously granted the Society rights for exploration of the Inspiring Wellspring and surrounding area. This is Gol Amri, the prince's representative. While the ruins here are proving to be an amazing discovery in and of themselves, you are, however, needed elsewhere." Eando takes a moment to refill everyone's drinks, including his own. He rubs his thumb across the engraving on his mug as he orders his thoughts.

"The Society recently came to own a vast trove of magical relics. I would have liked that the studies of these items could proceed more cautiously, but the impatience of some opened up an opportunity we can't afford to miss.

"One of the acquired items is a magical dagger. Study revealed that this dagger is linked to a lost war machine of the ancient Jistka Imperium. The fact that the dagger is still 'active' leads us to believe the machine itself is active in some way as well." Eando gestures with his mug for emphasis. "But we've run into a complication. We believe the dagger has a twin. And that twin is in the hands of one of the Society's enemies, a night hag named Aslynn. We have reason to believe Aslynn's forces are using the second dagger to search for the war machine. So, the short of it is that I'm sending you off into the desert with a dagger to look for a much larger ancient weapon. How that goes in practice, I'll leave for Gol Amri to explain."

As Eando sits down, Gol Amri gives him a nod and unfurls a map. "The area you are to explore is located in between two trade routes. Very little is known about it." To emphasize her words, Gol Amri points to an area of the map which only reads 'desert.'

"The dagger seems to be attuned, or maybe attracted, to something. While exploring the area around the Wellspring, we observed the dagger's behavior. It seems to function like a dousing rod or compass. We're relatively sure that it's not pointing to the war machine directly, as the dagger changed directions during our surveys. Whatever it is that influences the dagger, it must be eliminated, and quickly. With the interference out of the way, you can hopefully use the dagger to then find what you seek."

Eando puts a scroll on the table. "I also have a message to pass on to you."

The scroll is written in the flowing but precise hand of Head Archivist Zarta Dralneen and bears the seal of the Grand Archive faction. Present the players with **Handout #1: Zarta's Letter** (page 30) and allow them to read it before continuing.

Eando continues, "I had the pleasure of reviewing a copy of Zarta's message before you arrived. I am sorry to say we're both expecting rather contradicting results from you. I'm afraid you will have to make a choice: either go with all haste for me and the Vigilant Seal, or take your time and study whatever else might be attracting the dagger for Zarta and the Grand Archive. Neither of us will hold it against you should you choose one mission over the other. This must have been a lot to take in. Please let me know if you have any questions."

Gol Amri provides each PC with a dromedary fitted with a harness to carry supplies. Each dromedary carries enough food

To Seek the Heart of Calamity

and water for itself and one PC. The food and drink are enough to last 30 days and weigh 10 Bulk. The dromedaries have been well-fed and watered. They are well-trained and quite docile. They easily follow along when led by their harness. They are not trained to hold a rider, however, and refuse to move if someone tries to use them as a mount.

Gol Amri also hands each PC a one-person tent, and instructs them in how to set it up so that part of it drapes across the side of the dromedary. This way, the PC can benefit from the dromedary's body heat. This is an important part of desert survival, as temperatures can drop to freezing during the night, and in much of the desert it is impossible to gather firewood. Any PC lacking clothing appropriate for the desert receives a set on loan. To make sure the PCs can report their progress, Eando provides one half of a pair of *slates of distant letters* (*Pathfinder Advanced Player's Guide* 262), and instructs the PCs to report back when they make a discovery, find the war machine, or end up in over their heads. He also shows them how to use the dagger (see Using the Dagger on page 6).

Eando takes the time to patiently answer the PCs' questions, making sure they all have plenty to drink.

How do we travel the desert? "We have dromedaries ready for you. They will carry your supplies. The most important thing to watch is the amount of water you have available. Other than here in the Wellspring and the oasis that Gol Amri mentioned, there may be no other places where you can acquire drinking water. If you start to run out, it's better to return than to ration. We have found plenty of travelers dead of dehydration with half-filled waterskins. The heat will get you faster than you realize."

Can't we get more supplies/we can carry more supplies? "Even with your capability to carry more supplies, this is all we have. While the Wellspring has more than enough water, the oasis does not provide enough food for our people here, and we are loathe to strip it of plant life. All our food is imported from Aspenthar. Should you run low on supplies, we expect the next big food delivery in ten days. You can restock then."

I have my own mount/beast of burden to carry the supplies. "Excellent! Saves one more resource for the camp. I'll ask for someone to transfer the supplies."

Is the war machine active/moving around? "It is most certainly active, as otherwise we do not think the dagger would function at all. We don't think it's moving, however. If it had been wandering the area, someone would have encountered it. We believe it's stationary, or moves very little."

What is the interference influencing the dagger? "We don't know. It could be several things, but it's most likely some remnant of Jistkan artifact. Battles between Ancient Osirion and the Imperium

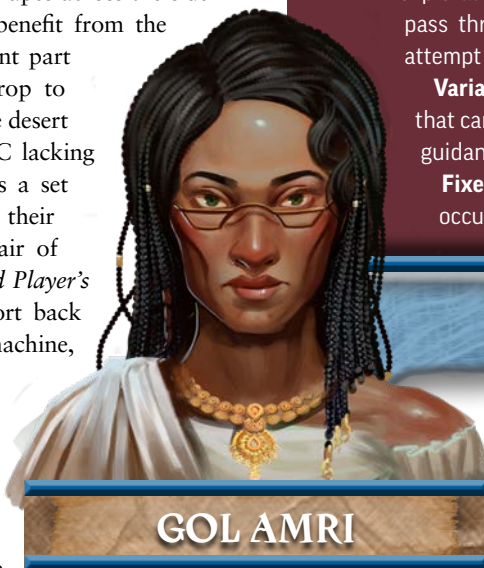
RUNNING THIS SCENARIO

This adventure is not structured like a typical scenario, as the exact order the events occur depends on the choices the PCs make and where they explore. The adventure is divided into three sections.

Exploring the Thuvian Desert presents rules for exploration and descriptions of the terrain the PCs pass through, as well as skill checks the PCs can attempt to make their exploration more efficient.

Variable Encounters presents several encounters that can be placed at the GMs discretion, along with guidance for where to place them.

Fixed Encounters presents encounters that occur in specific locations.



were frequent in this area, long ago, so keep your eyes open."

Why is Gol Amri so involved? "Foremost, while the desert does not look like much, it is still part of Aspenthar. Working closely with the local authorities is beneficial to both

parties. And we don't want to feed into the gossip that Pathfinders are nothing more than grave robbers. Other than that, Jistkan technology can be incredibly dangerous, especially if it falls into the wrong hands. These war machines can cause great destruction and death. With one out there, working together gives us more time and resources to prevent this finding from becoming a catastrophe."

What's up with your mug? "Oh, this? It was a gift from a team of agents returning from the City of Brass. It's some kind of souvenir." He turns the mug to show that it's etched with the words, "Let's get down to brass casks," with smaller text beneath reading, "Flamin' Spirits Distillery," then sheepishly admits, "I... I kind of like it."

ARCANA OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 17 Arcana or Society check to Recall Knowledge knows more about the Jistka Imperium. A failure grants no information, and a critical success grants the additional information in the critical success entry. An automaton PC who rolls a success on this check receives the results of a critical success instead. This check should be rolled secretly.

Critical Success Early Jistkan golemcraft bound elementals into clockwork bodies. But the war with Ancient Osirion made the demand for constructs sharply rise, and Jistkans turned to other sources and employed arcane magic. These other sources included dangerous experiments with fiend-binding, which produced devastating weapons whose destruction was prone to spreading far

To Seek the Heart of Calamity



beyond the targets the crafters wished the see eliminated. Their greatest breakthrough came when they discovered how to bind the minds, life forces, and souls of accomplished Jistkans into ageless constructed bodies called automatons. Some of the automatons who have survived and retained lucidity until modern times have recently joined the Pathfinder Society.

Success The Jistka Imperium rose to power after Earthfall, but before Old Mage Jatembe brought arcane magic back to Golarion. Jistkan artificers built golems by creating a magnificent articulated home, magically coaxing spirits into the physical bodies using occult magic.

Critical Failure Most of Jistkan golemcraft is lost to history, and what can be recovered is highly sought after and guarded. Most relied on binding natural spirits with arcane magic, and crafters who did not regularly placate the spirit within the golem with appropriate sacrifices might be slain for their insolence.

EXPLORING THE THUVIAN DESERT

Spanning from the Inner Sea to the Barrier Wall, the Thuvian desert is a vast expanse, covering nearly the whole country in sand and rock. While there are trade routes running through the desert and many nomads herd their flocks from oasis to oasis, the PCs must explore an area that is unmapped. The desert is harsh, with opportunities to forage for food few and far between. Water cannot be found anywhere except for the rare oasis.

While the PCs have guidance in where to go in the form of the dagger, the area that they have to search is vast. The exploration

uses the hexploration subsystem (*Pathfinder Gamemastery Guide* 172–173). The PCs have a number of hexploration activities per day, likely either 1 or 2, based on the speed of their slowest member (see the chart on **Handout #2: Hexploration Rules** on page 30).

The PCs' main focus should be on traveling and exploring, which are represented by the Travel and Reconnoiter group activities. If the players want to split the party to be able to cover more ground, remind them that the desert is dangerous, and that as Pathfinders they function as a team. Provide the players with **Handout #3: Relevant Hexploration Group Activities** (page 30), which contains a summary of the relevant hexploration rules, as well as **Handout #4: Blank Hex Map** (page 31), a blank hex map to track their progress. This handout comes pre-notated with the location of the base camp at the Inspiring Wellspring, the oasis directly south of the Wellspring, and the oasis at location C, as these locations have either been mapped by other Pathfinders (the location to the south) or are known from other travelers in the area (location C).

USING THE DAGGER

The *calamitous dagger* the PCs receive from Eando is long and slender. Its blade sports a string of glowing runes down its length and the handle is bronze, untarnished by time. In combat, it functions as a +1 *striking dagger*. It may have

To Seek the Heart of Calamity

other powers, but for now, all the Society has learned is that it can be used to search for ancient Jistkan technology, and that it's apparently connected to an ancient war machine somewhere in the desert.

Activation: Once per day, the dagger can be activated by a simple ritual, which Eando demonstrates: the activating creature holds the dagger with the tips of their fingers, focuses, and chants a brief incantation. The dagger then floats gently in the air and points in a direction, following the rules below.

- When using the ritual under Eando's guidance, the dagger moves from west to south and back a few times before falling dormant—there is too much interference.
- As the PCs use the ritual during their travels, the dagger points in the general direction of locations **D**, **E** and **F**, moving in an arc among them before falling dormant. Use cardinal directions to guide the PCs.
- If the PCs are in a hex adjacent to location **D**, **E**, or **F**, the dagger points directly toward that hex and nowhere else.

- If the dagger is activated a hex that contains one of the locations (**D**, **E**, **F**), it spins rapidly in circles.
- Once two of the three sources of interference in locations **D**, **E**, and **F** have been disabled or destroyed, the dagger also points towards location **G**, following the above rules (such as pointing in the general direction when far away, pointing directly to the hex when in an adjacent hex, and spinning rapidly while in the hex containing area **G**).

As they can only activate the dagger once per day, it may take the PCs several days of experimentation before they can discern these rules, but they should be able to eventually learn how the dagger works, find the sources of interference, and then track down their target.

HEXPLORATION TERRAIN

During their travels, the PCs encounter three kinds of hexes as they explore the Thuvian desert.

OASIS

Part of the area around the Inspiring Wellspring is rich in plant life due to the abundance of underground water. The plant life stabilizes the ground, making travel much more pleasant. The oasis in the western section of the area is the same. Traveling from an oasis hex into another type of hex takes only one Travel group activity. Exploring it is easier as well, requiring only a single Reconnoiter group activity. It is possible to forage for food and water in an oasis hex. Food is easy to come by (as described in the Tracking Supplies sidebar on page 8), but the groundwater takes time and effort to harvest. Each PC who succeeds at Survival check to Subsist while in an oasis hex also finds and extracts enough water to supply the entire traveling group for 1 day (2 days on a critical success).

ARID DESERT

Desert hexes are difficult terrain. Traveling between hexes requires two Travel group activities, potentially requiring two days for slower groups. The difficult terrain makes exploration slower as well. Searching a hex for the signal that attracts the dagger requires two Reconnoiter group activities. No food or water can be found in arid desert hexes.

ROCKY DESERT

Like the arid desert, the rocky desert hexes are difficult terrain. Traveling between hexes requires two Travel group activities, potentially requiring two days for slower groups. The difficult terrain makes exploration slower as well. Searching a hex for the signal that attracts the dagger requires two Reconnoiter group activities. The PCs can speed up their search by finding good vantage points to view the surrounding terrain; if they find one, they only need one Reconnoiter activity to explore that hex.

Each time the PCs Travel to a rocky desert hex where they have not found a vantage point, each PC can attempt a single DC 20



PACK CAMEL

To Seek the Heart of Calamity

Athletics check to Climb or a DC 18 Hills Lore or Scouting Lore check to find a vantage point. For Levels 5–6, the hills are more difficult to traverse; increase the DCs by 2. This does not reduce the number of Travel activities needed to move between hexes.

In rocky desert hexes, the PCs can forage for food, but they can't forge for water.

TRACKING TIME

The GM must track the number of days the PCs take to reach the automaton. Aslynn's forces are looking for the automaton as well. How long the PCs take determines some aspects of how their final encounter plays out; see **Encounter G** on page 14 for details.

VARIABLE ENCOUNTERS

The exact placement of encounters A and B is up to the GM's discretion, though each should occur in a hex that does not contain one of the fixed encounters. Encounter A should occur in a rocky desert hex, preferably in one of the first rocky desert hexes the PCs enter. Encounter B should occur in one of the arid desert hexes when the PCs are moving from one fixed encounter towards another.

A. DEADLY HUNTERS

MODERATE

Displaced from their normal hunting ground by a recent sandstorm, several scorpions have started wandering through the rocky desert area. Being large predators with few hiding places, it's possible for the PCs to pick up on clues that the scorpions are in the area.

When the PCs enter the hex where they encounter the scorpions, roll a secret DC 18 Perception check for each PC who is using the Search exploration activity. For levels 5–6, the wind has sandblasted some of these rocks, erasing parts of the scuffmarks and increasing the DC to 20. A PC who succeeds notices scuffmarks on several rocks. A PC with the Survey Wildlife feat automatically succeeds at this check. If anyone notices the marks, the PCs can each attempt a DC 21 Nature check to Recall Knowledge. A PC that succeeds identifies the scuffmarks as being made by a large creature rubbing its chitin against the rock, most likely a giant scorpion. If any PC succeeds on this check, all PCs gain a +1 circumstance bonus to their initiative rolls when the scorpions attack. If the PCs talked with the merchants in the oasis before this encounter, they automatically succeed at the checks to get the bonus to initiative, as they have been forewarned of the danger.

Use the map on page 9 for this encounter. The PCs begin in the northeast corner, about 40 feet from the north edge of the map and 20 feet from the east edge.

Terrain: While the rocky terrain is uneven, it does not impede movement. Several pillars jut from the ground, varying from 5 to 10 feet in height. The pillars provide cover, and a PC can Climb a pillar with a successful DC 15 Athletics check.

Creatures: Several giant scorpions are hunting for food. They begin in the southwest, about 30 feet from the south and west edges of the map. Having been displaced from their usual hunting area, they are starving and very aggressive as a result. For levels 3–4, smaller cave scorpions trail behind the giant scorpion, eager

TRACKING SUPPLIES

Gol Amri provides the PCs with 30 days' worth of provisions. Depending on the PCs' speed and skill, each hex can require as many as 4 days to travel into and explore, which may limit how much of the map they can explore before returning to the Wellspring or another oasis.

The GM should track how many days of supplies the PCs have remaining (or assign one of the players to do so), regularly updating the players so they can make informed decisions. PCs wishing to supplement these rations, likely through hunting and foraging, can use the Survival skill to Subsist (*Pathfinder Core Rulebook* 240) in hexes where this is applicable. The Thuvian Desert is a harsh place outside of oases; the DC to Subsist in oasis hexes is 10. Food is hard to come by in the rocky desert, increasing the DC to 17 and requiring trained proficiency in Survival. PCs cannot forage in the arid desert.

If the party runs out of supplies, they can use their half of the *slates of distant letters* (or other magical means) to call for help. Eando Kline sends a rescue party out to find the PCs, who escort the party safely back to the Wellspring. If this happens, the PCs lose the opportunity to do any more exploration and their mission ends.



to get in on the scraps the larger creature leaves behind. For levels 5–6, one of the scorpions ate several potions that fell from the merchants' packs. As a result, it mutated into a much tougher creature. While the scorpions are of animal intelligence, they are well adapted to their environment and take advantage of the cover that the stone pillars provide to ambush their prey, using hit and run tactics to harry their foes.

LEVELS 3–4

CAVE SCORPIONS (2)

CREATURE 1

Page 18

GIANT SCORPION

CREATURE 3

Page 18

LEVELS 5–6

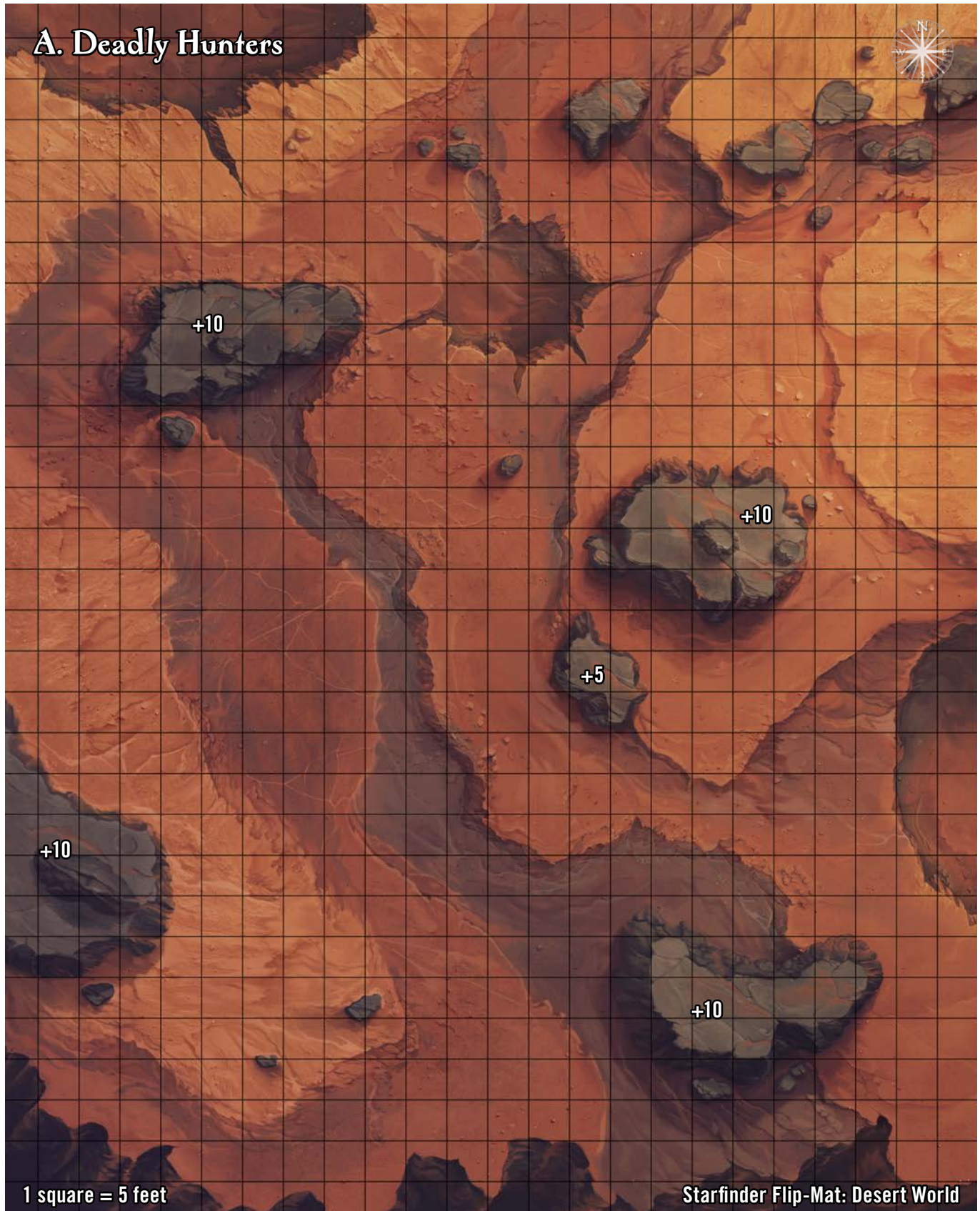
GIANT SCORPIONS (2)

CREATURE 3

Page 23

To Seek the Heart of Calamity

A. Deadly Hunters



To Seek the Heart of Calamity

MUTATED SCORPION

Page 23

CREATURE 5

Rewards: When the scorpions attacked the merchant caravan (see area C), one of the camels was killed. The scorpions have consumed most of its flesh and ripped the cargo it was carrying apart. Some items survived the destruction and are scattered about the area: a *lesser healing potion* (four *lesser healing potions* for levels 5–6), an *antler arrow* (*Advanced Player's Guide* 256), and a *gecko potion* (*Advanced Player's Guide* 257) (or three *antler arrows* and two *gecko potions* for levels 5–6).

B. QUICKSAND

TRIVIAL

The underground rivers that feed the Inspiring Wellspring and the other oases throughout the area of the desert bubble up in unexpected locations when conditions are right. While this never lasts long enough to create a new oasis, it can lead to hazardous conditions. In one such area, the water has created patches of quicksand.

Hazard: The PCs encounter a dangerous patch of quicksand after a few hours exploring the hex. Have the entire party make Perception checks; the PC with the lowest check falls into the quicksand, including their dromedary. If one or more PCs spot the quicksand by means of their Perception check beating the hazard's Stealth DC, only the PC with the lowest Perception check gets stuck, as their dromedary stumbles and throws them but manages to not get stuck itself. If all PCs spot the quicksand, they avoid the hazard entirely. For larger groups, the quicksand may be wider, causing an additional PC (and their dromedary) to become submerged (see the encounter scaling sidebar in the appropriate appendix).

The dromedary can't suffocate in the quicksand and can't make checks to move out of the quicksand themselves. On the first round, they automatically sink up to their neck. On every consecutive round the dromedary is stuck, it remains with its head above the quicksand, but 2 days worth of supplies are destroyed.

LEVELS 3–4

QUICKSAND

Page 19

HAZARD 3

LEVELS 5–6

DEEP QUICKSAND

Page 24

HAZARD 5

Rewards: The quicksand in this area has claimed victims before. As the puddles dried, the sand shifted, which exposed the drowned victims to the sun, wind, and scavengers. Not much remains but brittle bones and a backpack that falls apart when touched. The backpack contains a tarnished metal box that can be forced open with some effort. The box contains a velvet cloth that has eroded to its base fibers. Inside are five uncut tourmalines worth 50 sp total (for levels 5–6, the tourmalines are of a higher quality and

are worth 100 sp). The PCs also discover a set of *bracers of missile deflection* (and a *diplomat's badge* for levels 5–6), which did little to protect their wearer from the quicksand.

OTHER FINDS

Though this stretch of the Thuvian desert is unexplored and uninhabited, the area saw large scale battles between the Jistka Imperium and Ancient Osirion. As the PCs explore the desert, they occasionally find remnants of these battles. Use the following as examples of the sorts of things the PCs find. These should be interspersed throughout the PCs journey as a way to break up the potential monotony of travel and exploration.

- An expanse of sand has been turned to glass. The glass is rippled and shaped into ridges, as if agitated while it was still in its liquid form.
- Rocky ridges show huge gouges, which the wind and sand have only just begun to smooth. The gouges look as if the rock was slashed with an impossibly huge knife.
- Large stones stand in a circle. They sport large inclusions of copper ore and sport the scorch marks of numerous lightning strikes, but no other damage.

FIXED ENCOUNTERS

The encounters in this section take place in specific locations. Area C is the western oasis in the desert and the location of an optional encounter with a group of traveling merchants. If the PCs do not travel to area C, they do not meet the merchants.

The other fixed encounters are tied directly to the PCs' mission. The *calamitous dagger* functions somewhat like a compass to guide the PCs to these locations. At the outset of the adventure, the dagger is drawn to three ruins, at located at areas D, E, and F. This part of the desert saw several intense battles between the forces of the Jistka Imperium and Ancient Osirion, and those three ruins hold equipment that once sent signals to automatons during battle, so that mass orders could be given from a safe distance. These communication centers were partially destroyed during combat, and afterwards wind and sand destroyed much more. The equipment in the towers is interfering with the homing signal from the dagger, preventing it from finding Star.

Deactivating the equipment in two of the ruins is enough for the dagger to home in on Star's location, as described under Using the Dagger on page 6. The easiest way to deactivate the leftover equipment is to destroy it. This is the fastest method, and in line with the Vigilant Seal faction mission. The Grand Archive wants the signal studied before being deactivated (and not destroyed). They also want all three signals studied, costing the PCs more time.

About an hour after Star is reactivated (see area G), they automatically and unknowingly send out a dampening signal that scrambles the remaining signals, preventing the PCs from locating any unexplored sites to finish the Grand Archive objective. If the PCs ask Star about this oddity, they speculate that the towers might have been from a rival faction within the Jistkan army, or that the signals are simply malfunctioning.

To Seek the Heart of Calamity

C. TRAVELING MERCHANTS

In the western area of the map is an oasis. Fed by the same underground river that feeds the Inspiriting Wellspring, the waters bubble up to the surface and form pools between the rocks. The water has enabled lush plant life to grow, and many animals frequent it in search of sustenance.

If the PCs follow the increasingly abundant plants deeper into the oasis search of pools deep enough for them to drink and water the dromedaries, they are met with a fierce barking. A mixed-breed dog rushes out from between outcroppings and barks up a storm, making sure to keep distance between itself and the PCs. The barking quickly attracts the attention of the dog's owners, a group of merchants who are resting from their travels. When the merchants notice the PCs, they quickly stop the dog, named Aaja, from barking. The merchants are still a bit wary, but if the PCs introduce themselves or mention they are on a mission for the Pathfinders or Prince Zinlo, they immediately open up and invite the PCs to their little camp.

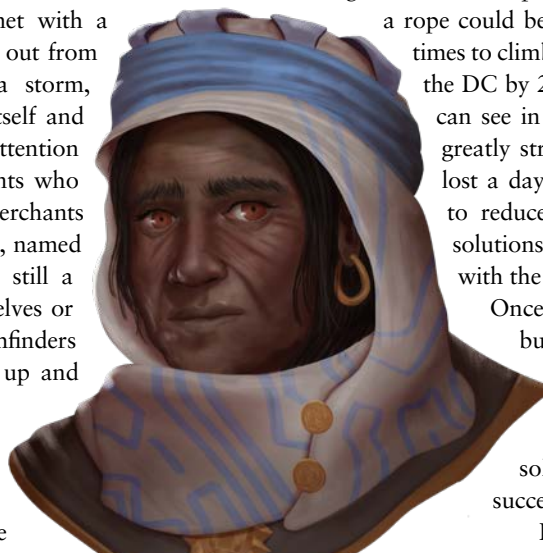
There are four merchants, two women and two men, all humans. They introduce themselves as Seamid, Altah, Qawoun and Muthobara. They are all part of the same family and had hoped to reduce their travel time by cutting through the rocky desert from somewhere south of the oasis. This plan went awry when they were ambushed by

giant scorpions. Luckily Aaja had picked up on the scorpions' scent and had started barking, alerting them to danger. In the attack they lost one camel, but otherwise escaped with only a few scrapes and bruises. When they tell the tale, Aaja gets a lot of proud head pats. If the PCs encounter the scorpions before meeting the merchants and try to return the lost items, they insist the PCs keep them as a reward for ridding the area of the threat. The merchants do have some extra supplies for sale, including rations; one week's worth of rations for one person costs 4 sp, and there's enough for each PC to purchase one week's worth each. They also show the PCs where to water their dromedaries and refill their water supplies.

Throughout this all, Aaja is very curious about the PCs. Now that they have proven to be no threat, she tries to not-so-subtly sniff their pockets looking for treats. Any PC that pets Aaja, who enjoys a good scratch behind her ears and down her back, gains a +1 morale bonus to their next saving throw during the adventure.

D. CRUMBLING RUINS

The mid-afternoon sun illuminates a single natural stone pillar sticking up out of the sands of the desert. Around its base lies crumbled masonry and brittle beams. The pillar shows signs that a building or tower was once constructed against its sides, and parts of this structure still cling to the pillar's sides.



THUVIAN MERCHANT

Reaching the crumbling remains that cling to the side of the pillar requires a successful DC 18 Acrobatics or Athletics check to either Climb up or carefully jump from crumbling beam to beam (DC 20 for levels 5–6). For this check, apply the rules for succeeding or failing of Athletics for the Acrobatics check. The first crumbling buildings are 30 feet up. While they groan precariously when entered, the buildings are stable enough that they can support the weight of the whole party. There are enough beams still intact that a rope could be securely tied. Should the PCs fail multiple times to climb or otherwise scale the tower, dusk increases the DC by 2. Nightfall increases the DC by 4. PCs who can see in the dark ignore these penalties. If the PCs greatly struggle to climb the tower and have already lost a day's resources of food and water, allow them to reduce the number of checks by using creative solutions, like building a ladder or improvising steps with the debris at the bottom.

Once inside the crumbling remains of the buildings, the PCs must locate the equipment interfering with their search. Even from the base of the pillar, it's clear that the top was empty, so climbing up is not the solution. Finding the equipment requires a successful DC 16 Engineering Lore or DC 18 Perception check, as several decoy panels have been set up in case an enemy ever breached the tower. Increase the DCs by 2 for levels 5–6. With a successful check, the PCs find the correct equipment in 1 hour. If

no PC succeeds, they must spend an entire day to find the correct equipment. The equipment is a copper panel full of dials and crystals. To disable the signal, the crystals can simply be smashed.

If the PCs want to study the signal instead, they can do so in two ways: with a successful DC 15 Crafting check (DC 18 for levels 5–6) to repair the damage to the panel which allows the dials to display accurate information, or with a successful DC 20 Arcana or Occultism check (DC 22 for levels 5–6) to interpret the dials correctly. The PCs must study the dials for 2 days before they notice that they are starting to see the same patterns appearing again. Disabling the signal without damaging it requires a successful DC 18 Crafting, Thievery or Perception check (DC 20 for levels 5–6) to remove the correct wires without damaging them and to make the panel go dormant without burning through the remaining wires. If the PCs fail this check, they can try again, but lose a day of time. If they critically fail this check, the mechanism is irreparably damaged.

The PCs achieve Zarta's mission for this location if they either successfully study or disable the signal.

E. HAUNTED RUINS

TRIVIAL

A natural stone arch juts from a rocky plateau. Metal cables are strung across the arch, making it resemble a huge spider web. At certain

To Seek the Heart of Calamity

intersections of cables, there are oblong metal chambers suspended, adding to the illusion that the facility is a spider web.

The cables are tarnished but remain unbroken. Climbing the cables is as easy as climbing a ladder (DC 10 Athletics), as there are many large handholds grafted into the cables. The archway that leads to the metal chambers is 40 feet off the ground (60 feet for levels 5–6). This facility was attacked during the same battle that disabled Star. Signs of combat are still clearly visible in the metal chambers: deep scratches on the walls, scorch marks on the ceiling and punctures in the floors. The battle was short but intense, and several people fell to their deaths.

Hazard: One such death has left behind a haunt, caused by one of the researchers being deliberately thrown from a chamber. The haunt affects everyone in the party who investigates the site.

LEVELS 3–4

DEATH DROP

Page 20

HAZARD 3

LEVELS 5–6

DEATH DROP

Page 25

HAZARD 5

Development: With the haunt dormant or disabled, the PCs can search the web in peace. Many of the metal chambers have a miniature version of the web on one of their walls, with crystals inserted at certain points. While each miniature web has the crystals in different places, each also has a crystal in its center. The actual web has a chamber in its middle, which is larger than the other chambers. Inside this chamber is a large crystal in which various rods are inserted. The rods connect to the web outside at various points. If the PCs want to disable the signal, they can do so by smashing the large central crystal.

If the PCs want to study the signal instead, they can do so in two ways: with a successful DC 15 Nature check (DC 18 for levels 5–6) to realize the web diagrams actually represent a structure like a root system, allowing them to more easily discern how power flows through the web, or with a successful DC 20 Arcana or Occultism check (DC 22 for levels 5–6) to interpret the power flow directly. The PCs must study the flow of energy for 3 days before they notice the cyclical pattern of the power flow. Disabling the signal without damage requires a successful DC

18 Crafting, Thievery or Perception check (DC 20 for levels 5–6) to safely disengage the central crystal from the web. If the PCs fail this check, they can try again, but lose a day of time. If they critically fail this check, the mechanism is irreparably damaged.

The PCs achieve Zarta's mission for this location if they either successfully study or disable the signal.

F. ROCKY RUINS

SEVERE

The ruins in this hex are located between several rocky bluffs. Sand gathered between the rocks and the shade it provides allowed hardy succulents to grow. Through the sand the outline of a rectangular stone building is visible, its roof long gone. From the center of the building, several metal rods stick up high into the air. The metal is uncorroded but shows wear and tear from the sand. As the PCs approach the ruin, a strange vibration can be felt through the sand.

Use the map on page 13 for this encounter. The PCs begin about 25 feet from the north edge of the map, atop or near the northern curve of the dune.

Terrain: The large sand dune is 10 feet high on its north end, and slopes down to being only 5 feet high on its south end. The dune is difficult terrain.

Creatures: The signal that attracts the dagger is being transmitted through the metal rods. As the signal is out of sync, the rods have started slightly vibrating, and in turn the sand in the area is vibrates as well. This strange disturbance has drawn several earth elementals. The elementals begin about 20 to 30 feet from the southern edge of the map. The elementals find the signal highly enjoyable and are therefore fiercely protective of the area. The elementals use their earth glide ability to move around the area unhindered by the difficult terrain.

LEVELS 3–4

SOD HOUNDS (3)

Page 21

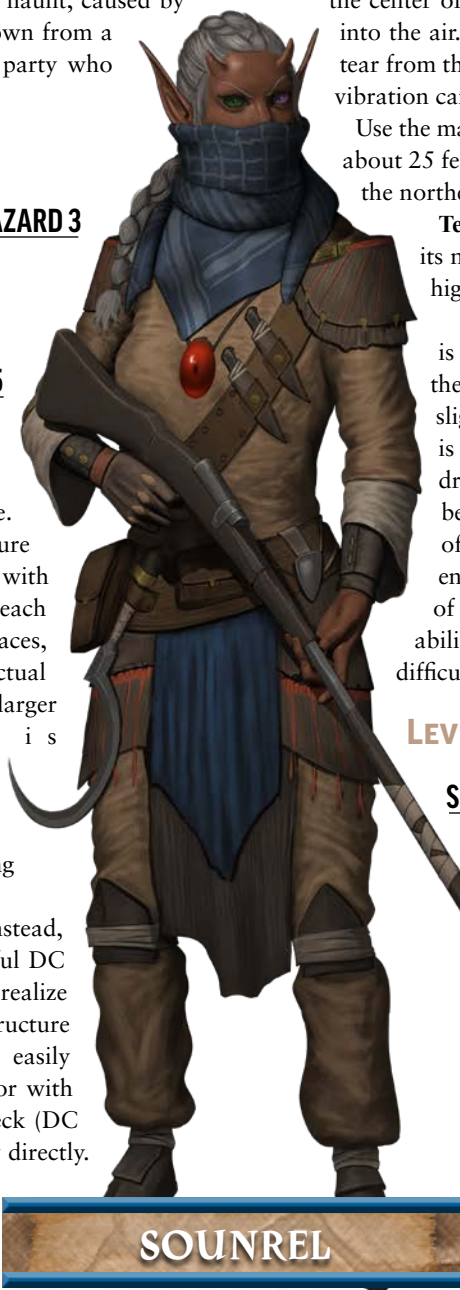
CREATURE 3

LEVELS 5–6

LIVING LANDSLIDES (3) CREATURE 5

Page 26

Development: With the earth elementals defeated, the PCs can study the metal rods and the signal. The metal rods are screwed into a large spherical metal device that the PCs can uncover with a bit of



To Seek the Heart of Calamity



To Seek the Heart of Calamity

digging. If they wish to disable the signal, they can unscrew the metal rods. Without an outlet, the sphere starts overheating and partially melts.

If the PCs want to study the signal instead, they can do so in two ways: with a successful DC 15 Performance check (DC 18 for levels 5–6) to discern patterns in the vibrations, or a successful DC 20 Arcana or Occultism check (DC 22 for levels 5–6) to study the vibrations' wave forms. The PCs must study the signal for 3 days before they notice that it has looped and started again. Disabling the signal without damaging it requires a successful DC 18 Crafting, Thievery or Survival check (DC 20 for levels 5–6) to remove the rods in their correct order and without damaging them, or to place certain types of rocks on the correct points to dampen the sphere's vibrations. If the PCs fail this check, they can



AUTOMATON

STAR'S STORY

Ages ago, an automaton of the Jistka Imperium fought against the forces of Ancient Osirion. All others in their force were destroyed, but they remained. Broken and encased in stone, they had nothing but the sun, wind, sand and stars as companions. On occasion, a snake or lizard would use their metallic surface to warm up in the morning, or stave off the cold of night. But this contact with something living was fleeting. From their rocky prison, they could do nothing more than stare up into the sky and be alone with their thoughts.

The automaton called themselves "Star" after many centuries of contemplation. They used to have a designating number in the military structure, but Star felt that they were more than that. And Star liked contemplating the heavens: watching the stars move throughout the night, the moon changing its shape each day. And even on occasion witness a shooting star, wondering if that star was lonely too, like themselves. Maybe they could one day meet?

Star kept themselves busy with trying to count the number of stars, or the grains of sand that would on occasion bury them completely. It was a nice novelty when a shrub started growing on them, as they tracked the minute growing of every branch every day. But the shrub is long gone, leaving Star very, very lonely.

try again, but lose a day of time. If they critically fail this check, the mechanism is irreparably damaged.

The PCs achieve Zarta's mission for this location if they either successfully study or disable the signal.

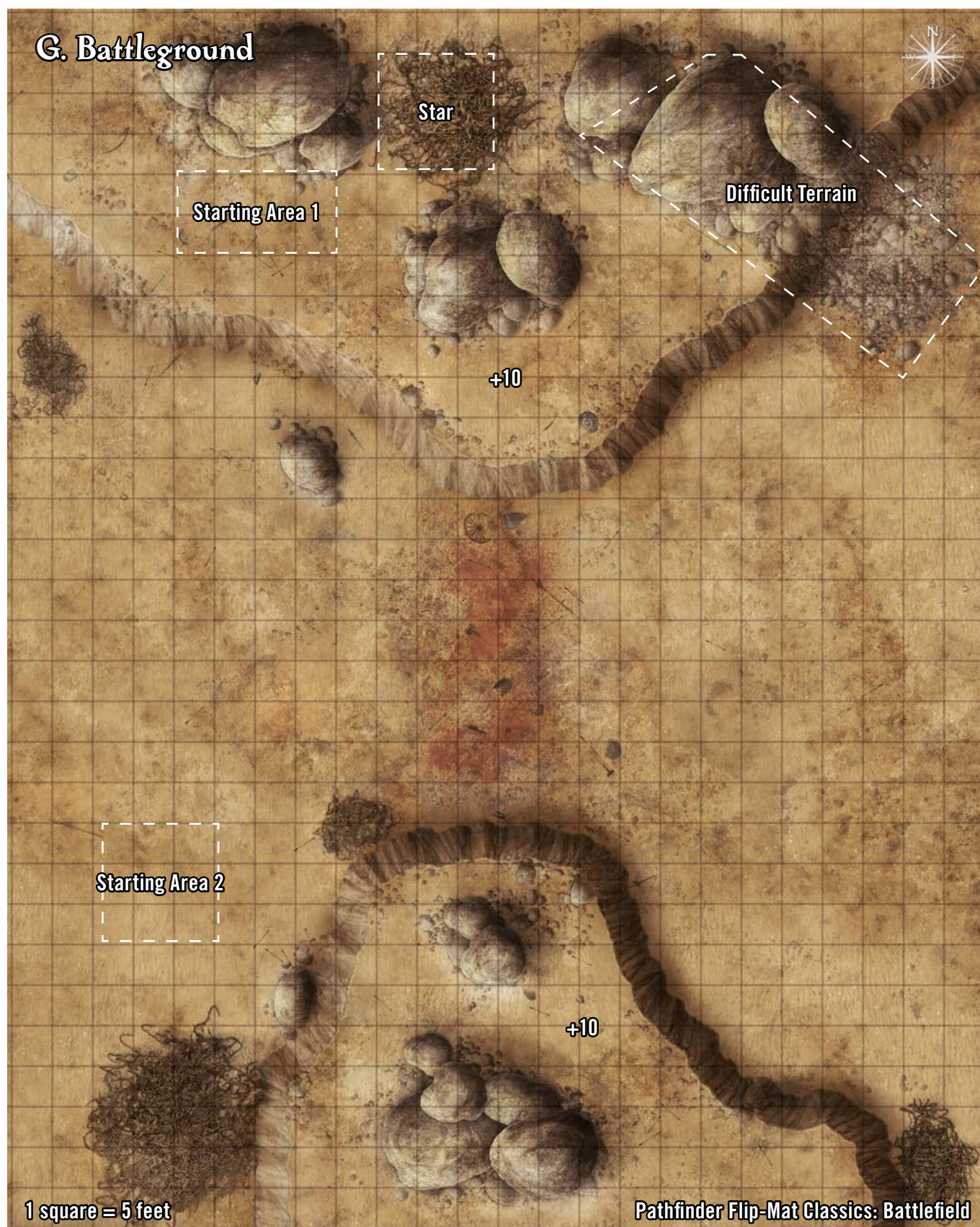
G. BATTLEGROUND

SEVERE

After disabling two of the signals, the dagger starts pointing towards the hex containing location **G**, as described in Using the Dagger on page 6. The PCs may visit the hex containing location **G** before disabling these other signals, but the interference prevents the *calamitous dagger* from pinpointing Star's location, or even indicating that they are near their target. Given how thoroughly buried Star is in the sand, and how large the area is, it is not possible for the PCs to discover the automaton until they've disabled at least two of the other signals.

This encounter uses the map on page 15. Star, the automaton, is just off the northern edge of the map. Depending on the number of days the PCs took to reach the location, the encounter varies as described on page 16.

To Seek the Heart of Calamity



To Seek the Heart of Calamity

16 days or fewer: The PCs reach Star first and can talk with them. The PCs start the encounter on the bluff to the north (labeled Starting Area 1 on the map). Sounrel and her allies attack about an hour after the PCs arrive at Star's location, after sending the second dagger back to Aslynn's forces on the Shadow Plane. They start the encounter to the west of the southern bluff, in the spot labeled Starting Area 2 on the map.

17 to 25 days: Sounrel reached Star first and activated them using the second dagger before noticing the PCs approaching the area. She sent the dagger away for safe-keeping and prepared an ambush. Sounrel has been talking to Star, but has not managed to convince Star of anything yet. The PCs start the encounter in Starting Area 2, and Sounrel and her allies start the encounter in Starting Area 1.

26 days or more: Sounrel has not only activated Star, but has managed to influence them, turning Star hostile against the PCs. Star emits a 100-foot-radius aura that aid's Sounrel's automaton forces during combat. Automatons allied with Star in the aura gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks. The PCs start the encounter in Starting Area 2 on the map, and Sounrel and her allies start the encounter in Starting Area 1.

Terrain: Two rocky bluffs jut out of the sand, rising to 10 feet high. With a successful DC 15 Athletics check, a PC can climb the bluffs. The right (east) side of the north bluff has partially crumbled, making a rough ramp. Using it requires no Athletics check but the whole area is difficult terrain.

Creatures: Star is a Jistkan automaton. They are currently buried in stone which shows signs of at some point having been superheated to the point of becoming liquid. Star sank into this stone during battle and became trapped when the stone hardened. Star's precise size can't be determined, although they look to be quite large from what can be seen. What is visible of Star looks like a snapping turtle, with the edge of a sturdy metal shell and a broad head visible. The metal looks like bronze but is untarnished. Behind the head, protected by the lip of the shell, are two slots. The daggers carried by the PCs and Aslynn's forces can be inserted into the slots. Star's default state is in very low power mode, reacting sluggishly and not communicating or talking in any way.

With one dagger inserted, Star partially powers up, running in what Star knows to be a "test mode." In this state, Star is able to talk through limited telepathy, and is eager to do so after their millennia of isolation. Anyone touching Star's frame can communicate with them, regardless of language. This allowed the Jistkan artificers to maintain precise communications with their creations, regardless of what type of creature was used to power the automaton. Star has many questions, such as whether there are any automatons left, what has happened while they've been buried, and who the PCs are. Star is not sad to hear of the fall of Jistka. They reason that having been abandoned for so long must have meant no one was left to come get them. But Star is distraught to learn there aren't many automatons left (or none if the PCs are not aware of others). Though they communicate somewhat ponderously, Star's

feelings and emotions should be clear in the conversation, so that the PCs know that Star is more than just a machine. The longer a dagger is inserted, the more coherent Star becomes, though during the course of this adventure Star remains too weak to extricate herself or use much in the way of their former power.

Sounrel (NE female changeling half-elf sorcerer) is the daughter of Aslynn the night hag and an elven father. She grew up an orphan in a large city before she heard her mother's call and was drawn into Aslynn's many schemes. Sounrel despises and admires Aslynn. She sees this mission as an opportunity to gather loyal allies to her side in the never-ending struggle with her many siblings to gain Aslynn's favor. Someday, she hopes to surpass her mother—or even kill her. While searching for Star, she found other automatons buried in the desert, though of a simpler make. She repaired these automatons and found that the spirits which resided within had eroded over time, leaving more instinct than mind behind. This suits Sounrel fine, as in return for their repairs, these automatons have been very protective of her. For larger groups of PCs, Sounrel is also accompanied by one or more bugbears from the crew of the *Gale's Claw*, Aslynn's ship, which is capable of traversing both the Shadow and Material Planes.

If Sounrel finds Star first, she influences them, telling lies about how she is here to rescue Star and take them back to Jistka. Sounrel knows that the Society is looking for Star as well, and she paints the Society and the PCs as agents of ancient Osirion, who will destroy Star. She attacks the moment she spots the PCs. Knowing her mother does not tolerate failure, Sounrel and her forces fight to the death. Sounrel remains at a distance while her automaton and bugbear allies spread out to outflank opponents.

LEVELS 3–4

DAMAGED AUTOMATONS (2)

CREATURE 1

Page 22, art on page 29

SOUNREL

CREATURE 5

Page 22, art on page 28

LEVELS 5–6

PATCHED UP AUTOMATONS (2)

CREATURE 3

Page 27, art on page 29

SOUNREL

CREATURE 7

Page 27, art on page 28

CONCLUSION

With Sounrel and her automatons defeated, the PCs can talk to Star. If the PCs were the first to reach Star, Star expresses their concern for the PCs, and asks if the PCs would stay with them, at least until others arrive. Star is afraid of being alone again.

If Sounrel reached Star first, the PCs can convince Star that they are not agents of Ancient Osirion bent on Star's destruction. Star

To Seek the Heart of Calamity

is initially hostile toward the PCs, but powerless to stop them from initiating communications. Star accuses the PCs of being enemies of Jistka, and must be reassured that the PCs are not here to harm them. The PCs can achieve this by calmly talking with Star and reassuring them they are not Osiriani agents and succeeding at a DC 18 Diplomacy check. They can also convince Star by turning Sounrel's lies against her, claiming she was an Ancient Osiriani agent herself, or tell a similar Lie with a DC 20 Deception check. The PCs can also rationally try and refute any arguments Star has with an appropriate DC 15 Lore check (like Jistkan Lore or Ancient Osirion Lore). Increase the DCs by 2 for levels 5–6. The PCs' success or failure in convincing them of their good intentions may impact future adventures, and they should note their success or failure on their Chronicle Sheets.

When the PCs use their half of the *slates of distant letters*, Eando quickly replies, stating that he will send a larger team with supplies and excavation materials their way, emphasizing that he is happy the PCs are safe. He leaves it up to the PCs if they want to remain with Star or return to the Inspiring Wellspring, supplies permitting.

If the PCs manage to keep Sounrel alive, she confirms that a second dagger exists, but that it is “somewhere they’ll never find it.” She is otherwise unwilling to speak about Aslynn or her plans. Star can also confirm the existence of a second dagger, and that it was used and then removed (if Sounrel reached Star first), but has no ability to sense its current location.

REPORTING NOTES

If the PCs convince Star of their good intentions, check box A on the reporting sheet. If they fail to convince Star of their good intentions, check box B. If the PCs manage to catch Sounrel alive, check box C. If Sounrel dies, check box D.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they find the location of Star and defeat Sounrel's forces. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they reach Star before Sounrel's forces do, or if they convince Star of their good intentions. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

While the PCs had to choose which mission to accomplish, neither Eando or Zarta holds this against the PCs, knowing full well they had contradictory demands to begin with. To succeed at Eando Kline's mission, they must have reached Star in 16 days or less. Doing so earns each PC 2 additional Reputation with the Vigilant Seal faction. If the PCs chose to do Zarta Dralneen's mission instead, they must have either successfully studied or disabled the signal at each ruin. Doing so earns each PC 2 additional Reputation with the Grand Archive faction.

To Seek the Heart of Calamity

APPENDIX 1: 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 the Organized Play section on page 33 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*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely in the scaling sidebars).

ENCOUNTER A (LEVELS 3–4)

CAVE SCORPIONS (2)

CREATURE 1

N MEDIUM ANIMAL

Pathfinder Bestiary 2 234

Perception +7; darkvision, tremorsense (imprecise) 30 feet

Skills Athletics +7, Stealth +7

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

AC 16; **Fort** +6, **Ref** +9, **Will** +5

HP 20

Speed 30 feet, climb 15 feet

Melee ✦ pincer +9 (agile, finesse), **Damage** 1d8+2 slashing plus Grab

Melee ✦ stinger +9 (finesse), **Damage** 1d6+2 piercing plus cave scorpion venom

Cave Scorpion Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round); **Stage 3** 1d8 poison damage and enfeebled 2 (1 round)

SCALING ENCOUNTER A

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

10–11 Challenge Points: Add one cave scorpion to the encounter.

12–13 Challenge Points: Add one giant scorpion to the encounter.

14–15 Challenge Points: Add one cave scorpion and one giant scorpion to the encounter.

16–18 Challenge Points (5+ players): Add two giant scorpions to the encounter.



GIANT SCORPION

CREATURE 3

N LARGE ANIMAL

Pathfinder Bestiary 285

Perception +9; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +11, Stealth +7

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

AC 19; **Fort** +12, **Ref** +9, **Will** +7

HP 45

Attack of Opportunity ✨ Stinger only.

Speed 40 feet

Melee ✦ pincer +11 (agile, reach 10 feet), **Damage** 1d8+6 slashing plus Grab

Melee ✦ stinger +11 (reach 10 feet), **Damage** 1d6+6 piercing plus giant scorpion venom

Constrict ✦ 1d6+4 bludgeoning, DC 20

Giant Scorpion Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 2d10 poison damage and enfeebled 2 (1 round)

To Seek the Heart of Calamity

ENCOUNTER B (LEVELS 3–4)

QUICKSAND

HAZARD 3

COMPLEX

ENVIRONMENTAL

Pathfinder Core Rulebook 526

Stealth +12 (trained) (or –10 and no minimum proficiency if the surface is disturbed)

Description A 15-foot-wide patch of water and sand attempts to submerge creatures that step onto it.

Disable Survival DC 18 (trained) to disturb the surface

Submerge ♦ **Trigger** A Huge or smaller creature walks onto the quicksand. **Effect** The triggering creature sinks into the quicksand up to its waist. The quicksand rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the quicksand pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation.

A creature in the quicksand can attempt a DC 20 Athletics check to Swim to either raise itself by one step if it's submerged to its neck or worse, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that Swims out of the quicksand escapes the hazard and is prone in a space adjacent to the quicksand patch. Other creatures can Aid the creature, typically by using a rope or similar aid, or attempt to pull the creature out with their own DC 20 Athletics check, with the same results as if the creature attempted the check.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

12+ Challenge Points: The quicksand patch is 30 feet wide and its Stealth bonus is +14.



To Seek the Heart of Calamity

ENCOUNTER E (LEVELS 3–4)

DEATH DROP

HAZARD 3

RARE HAUNT

Stealth DC 23 (trained) to sense an ominous presence in the room

Description An invisible force shoves creatures backwards, hurling them through the chamber's doorway.

Disable DC 20 Occultism (trained) to disperse the force or DC 18 Religion (trained) to hide from the ominous presence's senses

Shove ➔ **Trigger** A creature spends one minute in the haunted chamber;

Effect A powerful force sweeps across the room, shoving all creatures within it toward the doorway. Each creature in the room must attempt a DC 20 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is shoved through the doorway. They can attempt a DC 20 Reflex save to Grab an Edge as a reaction. If they fail, they fall to the ground below, taking the damage from the failure entry.

Failure The creature is pushed 10 feet into the empty air and falls to the ground 40 feet below. They cannot attempt to Grab an Edge.

Critical Failure As failure, except the creature also collides with several cables on the way down, taking an additional 1d10+5 bludgeoning damage.

Reset 1 day

To Seek the Heart of Calamity

ENCOUNTER F (LEVELS 3–4)

SOD HOUNDS (3)

CREATURE 3

N SMALL EARTH ELEMENTAL

Pathfinder Bestiary 146

Perception +9; crystal sense (imprecise) 60 feet, darkvision

Skills Athletics +11, Survival +9 (+11 to Track)

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

Crystal Sense A sod hound can sense crystals or gems within 60 feet as if using the scent ability.

AC 19; **Fort** +12, **Ref** +6, **Will** +7

HP 44; **Immunities** bleed, paralyzed, poison, sleep

Speed 30 feet, burrow 20 feet; earth glide

Melee ♦ jaws +11, **Damage** 1d10+6 piercing plus Knockdown

Earth Glide The sod hound can Burrow through any earthen matter, including rock. When it does so, the sod hound moves at its full burrow Speed, leaving no tunnels or signs of its passing.

SCALING ENCOUNTER F

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

10–11 Challenge Points: Add one living boulder to the encounter.

12–13 Challenge Points: Add two living boulders to the encounter.

14–15 Challenge Points: Add three living boulders to the encounter.

16–18 Challenge Points (5+ players): Add three sod hounds to the encounter.



LIVING BOULDERS (0)

CREATURE 2

N SMALL EARTH ELEMENTAL

Pathfinder Bestiary 2 108

Perception +6; darkvision, tremorsense 30 feet

Skills Athletics +8, Stealth +5 (+7 in rocky areas)

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

AC 17; **Fort** +10, **Ref** +5, **Will** +8

HP 24; **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, burrow 20 feet; earth glide

Melee ♦ jaws +10, **Damage** 1d8+6 piercing

Earth Glide A living boulder can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Rolling Charge ♦♦ The living boulder Strides twice, and can then make a Strike with its jaws. This jaws Strike gains Knockdown.

To Seek the Heart of Calamity

ENCOUNTER G (LEVELS 3–4)

DAMAGED AUTOMATONS (2)

CREATURE 1

RARE **N** **MEDIUM** **AUTOMATON** **CONSTRUCT**

Perception +6; darkvision

Languages Common, Osiriani; telepathy 30 feet

Skills Arcana +6, Athletics +7, Intimidation +6

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

AC 16; **Fort** +10, **Ref** +4, **Will** +7

HP 20; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 3 (except adamantine)

Speed 25 feet

Melee ♦ fist +7 (agile), **Damage** 1d6+2 bludgeoning

Ranged ♦ mouth beam +6 (cold, magical, range increment 60 feet), **Damage** 2d4+1

Ranged ♦ barbed net +6 (range increment 20 feet), **Effect** barbed net

Barbed Net When a crumbling automaton hits a creature with their barbed net, the net wraps around the target, which becomes clumsy 1 and takes a –10-foot circumstance penalty to its Speeds. If the Strike was a critical success, the target is also immobilized. When a creature Escapes (DC 17), or if the Strike misses, the net crumbles into nothing. Each time a creature attempts to Escape, it takes 1d6 slashing damage from the net's barbs, regardless of whether the attempt succeeds.

SOUNREL

CREATURE 5

UNIQUE **NE** **MEDIUM** **CHANGELING** **ELF** **HUMANOID**

Perception +10; darkvision

Languages Aklo, Common, Osiriani

Skills Arcana +12, Deception +13, Intimidation +13, Occultism +12, Religion +7, Stealth +12, Thievery +10

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

Items +1 striking flintlock musket

AC 22; **Fort** +9, **Ref** +11, **Will** +15

HP 59; **Immunities** sleep

Speed 25 feet

Melee ♦ claw +10 (agile), **Damage** 1d4+5 piercing

Ranged ♦ flintlock musket +13 (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 2d6+5 piercing

Occult Spontaneous Spells DC 22, attack +14; **3rd** (2 slots) *paralyze*, *vampiric touch*; **2nd** (3 slots) *animated assault*, *hideous laughter*, *sound burst*; **1st** (4 slots) *biting words*, *grim tendrils*, *magic missile*, *true strike*; **Cantrips (3rd)** *chill touch*, *daze*, *detect magic*, *shield*, *telekinetic projectile*

Sorcerer Bloodline Spells DC 22, 2 Focus Points; **3rd** *horrific visage* (Pathfinder Core Rulebook 405)

Accursed Claws Sounrel's claws carry her mother's hag magic. When she critically hits with a claw Strike, the target takes an additional 1d4 persistent mental damage.

SCALING ENCOUNTER G

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

12+ Challenge Points: For every 2 Challenge Points beyond 8, add one bugbear thug to the encounter.

BUGBEAR THUGS (0)

CREATURE 2

NE **MEDIUM** **GOBLIN** **HUMANOID**

Pathfinder Bestiary 47

Perception +7; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin

Skills Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6

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

Items bastard sword, javelin (3), leather armor

AC 17; **Fort** +9, **Ref** +8, **Will** +5

HP 34

Speed 25 feet

Melee ♦ bastard sword +10 (two-hand d12), **Damage** 1d8+4 piercing

Melee ♦ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning

Ranged ♦ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing

Bushwhack ♦ The bugbear thug Strides up to 10 feet and attempts to Grapple a creature they're undetected by. If they succeed, they also deal fist damage to that creature.

Mauler The bugbear thug gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

To Seek the Heart of Calamity

APPENDIX 2: LEVEL 5–6 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 5th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 33 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*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely in the scaling sidebars).

ENCOUNTER A (LEVELS 5–6)

GIANT SCORPIONS (2)

CREATURE 3

N **LARGE** **ANIMAL**

Pathfinder Bestiary 285

Perception +9; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +11, Stealth +7

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

AC 19; **Fort** +12, **Ref** +9, **Will** +7

HP 45

Attack of Opportunity ➤ Stinger only.

Speed 40 feet

Melee ➤ pincer +11 (agile, reach 10 feet), **Damage** 1d8+6 slashing plus Grab

Melee ➤ stinger +11 (reach 10 feet), **Damage** 1d6+6 piercing plus giant scorpion venom

Constrict ➤ 1d6+4 bludgeoning, DC 20

Giant Scorpion Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d10 poison damage and enfeebled 1 (1 round); **Stage 2** 2d10 poison damage and enfeebled 1 (1 round); **Stage 3** 3d10 poison damage and enfeebled 2 (1 round)

SCALING ENCOUNTER A

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

19–22 Challenge Points: Add one giant scorpion to the encounter.

23–27 Challenge Points: Add one mutated scorpion to the encounter.

28–32 Challenge Points: Add one giant scorpion and one mutated scorpion to the encounter.

33+ Challenge Points: Add two mutated scorpions to the encounter.



MUTATED SCORPION

CREATURE 5

UNCOMMON **N** **LARGE** **ANIMAL**

Variant giant scorpion (*Pathfinder Bestiary* 285)

Perception +12; darkvision, tremorsense (imprecise) 60 feet

Skills Athletics +14, Stealth +10

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

AC 22; **Fort** +15, **Ref** +12, **Will** +10

HP 75

Attack of Opportunity ➤ Stinger only.

Speed 40 feet

Melee ➤ pincer +14 (agile, reach 10 feet), **Damage** 1d8+9 slashing plus Grab

Melee ➤ stinger +14 (reach 10 feet), **Damage** 1d6+9 piercing plus giant scorpion venom

Constrict ➤ 1d6+7 bludgeoning, DC 22

Mutated Scorpion Venom (poison) **Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage and enfeebled 1 (1 round); **Stage 2** 4d6 poison damage and enfeebled 1 (1 round); **Stage 3** 4d6 poison damage and enfeebled 2 (1 round)

To Seek the Heart of Calamity

ENCOUNTER B (LEVELS 5–6)

DEEP QUICKSAND

HAZARD 5

UNCOMMON COMPLEX ENVIRONMENTAL

Variant quicksand (*Pathfinder Core Rulebook* 526)

Stealth +16 (trained) (or –10 and no minimum proficiency if the surface is disturbed)

Description A 15-foot-wide patch of water and sand attempts to submerge creatures that step onto it.

Disable Survival DC 21 (trained) to disturb the surface

Submerge ♦ **Trigger** A Huge or smaller creature walks onto the quicksand. **Effect** The triggering creature sinks into the quicksand up to its waist. The quicksand rolls initiative if it hasn't already.

Routine (1 action) On its initiative, the quicksand pulls down each creature within it. A creature that was submerged up to its waist becomes submerged up to its neck, and a creature that was submerged up to its neck is pulled under and has to hold its breath to avoid suffocation.

A creature in the quicksand can attempt a DC 23 Athletics check to Swim to either raise itself by one step if it's submerged to its neck or worse, or to move 5 feet if it's submerged only up to its waist. On a critical failure, the creature is pulled down one step. A creature that Swims out of the quicksand escapes the hazard and is prone in a space adjacent to the quicksand patch. Other creatures can Aid the creature, typically by using a rope or similar aid, or attempt to pull the creature out with their own DC 23 Athletics check, with the same results as if the creature attempted the check.

Reset The hazard still submerges anyone who walks in, but the surface doesn't become hidden again until it settles over the course of 24 hours.

SCALING ENCOUNTER B

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

24+ Challenge Points: The quicksand patch is 30 feet wide and its Stealth bonus is +18.



To Seek the Heart of Calamity

ENCOUNTER E (LEVELS 5–6)

DEATH DROP

HAZARD 5

RARE HAUNT

Stealth DC 26 (trained) to sense an ominous presence in the room

Description An invisible force shoves creatures backwards, hurling them through the chamber's doorway.

Disable DC 23 Occultism (trained) to disperse the force or DC 21 Religion (trained) to hide from the ominous presence's senses

Shove ➔ **Trigger** A creature spends one minute in the haunted chamber;

Effect A powerful force sweeps across the room, shoving all creatures within it toward the doorway. Each creature in the room must attempt a DC 23 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is shoved through the doorway. They can attempt a DC 23 Reflex save to Grab an Edge as a reaction. If they fail, they fall to the ground below, taking the damage from the failure entry.

Failure The creature is pushed 10 feet into the empty air and falls to the ground 60 feet below. They cannot attempt to Grab an Edge.

Critical Failure As failure, except the creature also collides with several cables on the way down, taking an additional 2d8+6 bludgeoning damage.

Reset 1 day

To Seek the Heart of Calamity

ENCOUNTER F (LEVELS 5–6)

LIVING LANDSLIDES (3)

CREATURE 5

N MEDIUM EARTH ELEMENTAL

Pathfinder Bestiary 146

Perception +12; darkvision, tremorsense (imprecise) 60 feet

Languages Terran

Skills Athletics +14, Stealth +8

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

Earthbound When not touching solid ground, the living landslide is slowed 1 and can't use reactions.

AC 21; **Fort** +15, **Ref** +8, **Will** +10

HP 90; **Immunities** bleed, paralyzed, poison, sleep

Crumble ➤ **Trigger** The living landslide takes damage from a hostile source while atop rock or earth. **Effect** The living landslide crumbles into the ground, Burrowing down 10 feet. This Burrowing does not trigger reactions. The living landslide can't Crumble again for 1d4 rounds.

Speed 25 feet, burrow 25 feet; earth glide

Melee ➤ fist +16 (reach 10 feet), **Damage** 2d8+8 bludgeoning

Earth Glide The living landslide can Burrow through any earthen matter, including rock. When it does so, the living landslide moves at its full burrow Speed, leaving no tunnels or signs of its passing.

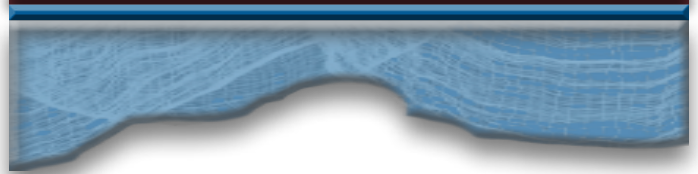
SCALING ENCOUNTER F

19–22 Challenge Points: Add one earthen destrier to the encounter.

23–27 Challenge Points: Add two earthen destriers to the encounter.

28–32 Challenge Points: Add three earthen destriers to the encounter.

33+ Challenge Points: Add three living landslides to the encounter.



EARTHEN DESTRIERS (0)

CREATURE 4

N LARGE EARTH ELEMENTAL

Pathfinder Bestiary 2 108

Perception +10; darkvision, tremorsense (imprecise) 60 feet

Languages Terran

Skills Athletics +12

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

AC 20; **Fort** +14, **Ref** +9, **Will** +10

HP 72; **Immunities** bleed, paralyzed, poison, sleep

Speed 50 feet, burrow 30 feet; earth glide

Melee ➤ lance arm +14 (deadly d8, reach 10 feet), **Damage** 2d8+6 piercing and lancing charge

Melee ➤ hoof +14, **Damage** 2d6+6 bludgeoning

Earth Glide An earthen destrier can Burrow through earthen matter, including rock. When it does so, it moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Lancing Charge If the destrier moved at least 10 feet directly before its lance arm Strike, it gains a +2 circumstance bonus to its damage roll.

Tilting Strike ➤ **Trigger** The earthen destrier tramples a creature; **Effect** The earthen destrier makes a lance arm Strike against the creature it's trampling at a –5 penalty.

Trample ➤➤➤ Medium or smaller, hoof, DC 20

To Seek the Heart of Calamity

ENCOUNTER G (LEVELS 5–6)

PATCHED UP AUTOMATONS (2)

CREATURE 3

RARE **N** **MEDIUM** **AUTOMATON** **CONSTRUCT**

Perception +8; darkvision

Languages Common, Osiriani; telepathy 30 feet

Skills Arcana +9, Athletics +10, Intimidation +9

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

AC 19; **Fort** +12, **Ref** +6, **Will** +9

HP 45; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantine)

Speed 25 feet

Melee ♦ fist +10 (agile), **Damage** 1d8+6 bludgeoning

Ranged ♦ mouth beam +9 (cold, magical, range increment 60 feet), **Damage** 2d6+3

Ranged ♦ barbed net +9 (range increment 20 feet), **Effect** barbed net

Barbed Net When a patched up automaton hits a creature with their barbed net, the net wraps around the target, which becomes clumsy 1 and takes a –10-foot circumstance penalty to its Speeds. If the Strike was a critical success, the target is also immobilized. When a creature Escapes (DC 20), or if the Strike misses, the net crumbles into nothing. Each time a creature attempts to Escape, it takes 1d8 slashing damage from the net's barbs, regardless of whether the attempt succeeds.

SOUNREL

CREATURE 7

UNIQUE **NE** **MEDIUM** **CHANGELING** **ELF** **HUMANOID**

Perception +13; darkvision

Languages Aklo, Common, Osiriani

Skills Arcana +15, Deception +17, Intimidation +17, Occultism +15, Religion +10, Stealth +13, Thievery +13

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

Items +1 striking flintlock musket

AC 25; **Fort** +12, **Ref** +14, **Will** +18

HP 90; **Immunities** sleep

Speed 25 feet

Melee ♦ claws +12 (agile), **Damage** 1d4+7 piercing

Ranged ♦ flintlock musket +16 (concussive, fatal d10, range increment 70 feet, reload 1), **Damage** 2d6+7 piercing

Occult Spontaneous Spells DC 25, attack +17; **4th** (2 slots) *invisibility*, *phantasmal killer*; **3rd** (3 slots) *paralyze*, *vampiric touch*; **2nd** (4 slots) *animated assault*, *blur*, *hideous laughter*, *sound burst*; **1st** (4 slots) *biting words*, *grim tendrils*, *magic missile*, *true strike*; **Cantrips** (4th) *chill touch*, *daze*, *detect magic*, *shield*, *telekinetic projectile*

Sorcerer Bloodline Spells DC 25, 2 Focus Points; **4th** *horrific visage* (Pathfinder Core Rulebook 405)

Accursed Claws Sounrel's claws carry her mother's hag magic. When she critically hits with a claw Strike, the target takes an additional 1d4 persistent mental damage.

SCALING ENCOUNTER G

To adjust for the PCs' overall strength, use the following Challenge Point adjustments.

20+ Challenge Points: For every 4 Challenge Points beyond 16, add one bugbear raider to the encounter.

BUGBEAR RAIDERS (0)

CREATURE 4

UNCOMMON **NE** **MEDIUM** **GOBLIN** **HUMANOID**

Variant bugbear tormentor (Pathfinder Bestiary 47)

Perception +10; darkvision, scent (imprecise) 30 feet

Languages Common, Goblin

Skills Acrobatics +9, Athletics +10, Intimidation +8, Stealth +9, Thievery +9

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

Items chain shirt, dagger, sickle (2)

AC 20; **Fort** +9, **Ref** +10, **Will** +6

HP 60

Speed 25 feet

Melee ♦ dagger +13 (agile, versatile S), **Damage** 1d4+7 piercing

Melee ♦ sickle +13 (agile, finesse, trip), **Damage** 1d4+7 slashing

Ranged ♦ dagger +12 (agile, thrown 10 feet, versatile S), **Damage** 1d4+7 piercing

Sneak Attack The bugbear raider deals 1d6 extra precision damage to flat-footed creatures.

Twin Feint ♦♦ The bugbear raider makes a dazzling series of attacks with two weapons, using the first attack to throw their foe off guard against a second attack at a different angle. They make one Strike with each of their two melee weapons, both against the same target. The target is automatically flat-footed against the second attack. Apply the bugbear raider's multiple attack penalty to the Strikes normally.

To Seek the Heart of Calamity

APPENDIX 3: GAME AIDS



Calamitous Dagger
Gol Amri



Eando Kline
Sounrel



To Seek the Heart of Calamity

APPENDIX 3: GAME AIDS



Automaton

Thuvian Merchant



Pack Camel



To Seek the Heart of Calamity

HANDOUT #1: ZARTA'S LETTER

Hello, agents. I hope that Eando has given you the delectable details of your mission before giving you my letter. He probably also had some speech about how catching this strange machine is important. But I would ask of you something different. The dagger that is so much the center of this mission is pulling towards locations in the desert. We, the Grand Archive, would like to study whatever is attracting the dagger. Something that can exert such power over such distance would give us new and exciting insights into these ancient magic items. When you find whatever is affecting the dagger, gather as much data as you can, then try and shut down whatever it is, instead of disabling it—or even worse, destroying it! That way, we can later retrieve or study the devices. This would of course take more time than going straight for the “prize,” but keeping these devices intact could aid us in further missions. I’m confident you will make the right decision. Good luck!

—Zarta Dralneen

HANDOUT #2: HEXPLORATION RULES AND TRACKING SHEET

To determine the number of group activities per day available to the PCs, compare the Speed of the slowest party member to the following table.

HEXPLORATION ACTIVITIES TABLE

Speed	Activities per Day
10 feet or less	1/2
15–25 feet	1
30–40 feet	2
45–55 feet	3
60 feet or more	4

Forced March: The rates above assume the PCs are taking time to camp and rest at healthy intervals. When a new day of hexploration begins, the group can instead decide to take a forced march as long as no one in the group is fatigued. Doing so allows them to gain an extra Travel activity (or perform a full Travel activity if their Speed is 10 or less), but this is the only activity they can perform that day. A character can participate in a forced march safely for a number of days equal to the character’s Constitution modifier (minimum 1 day). Any additional days of forced march make the character fatigued until they spend an entire day of downtime resting.

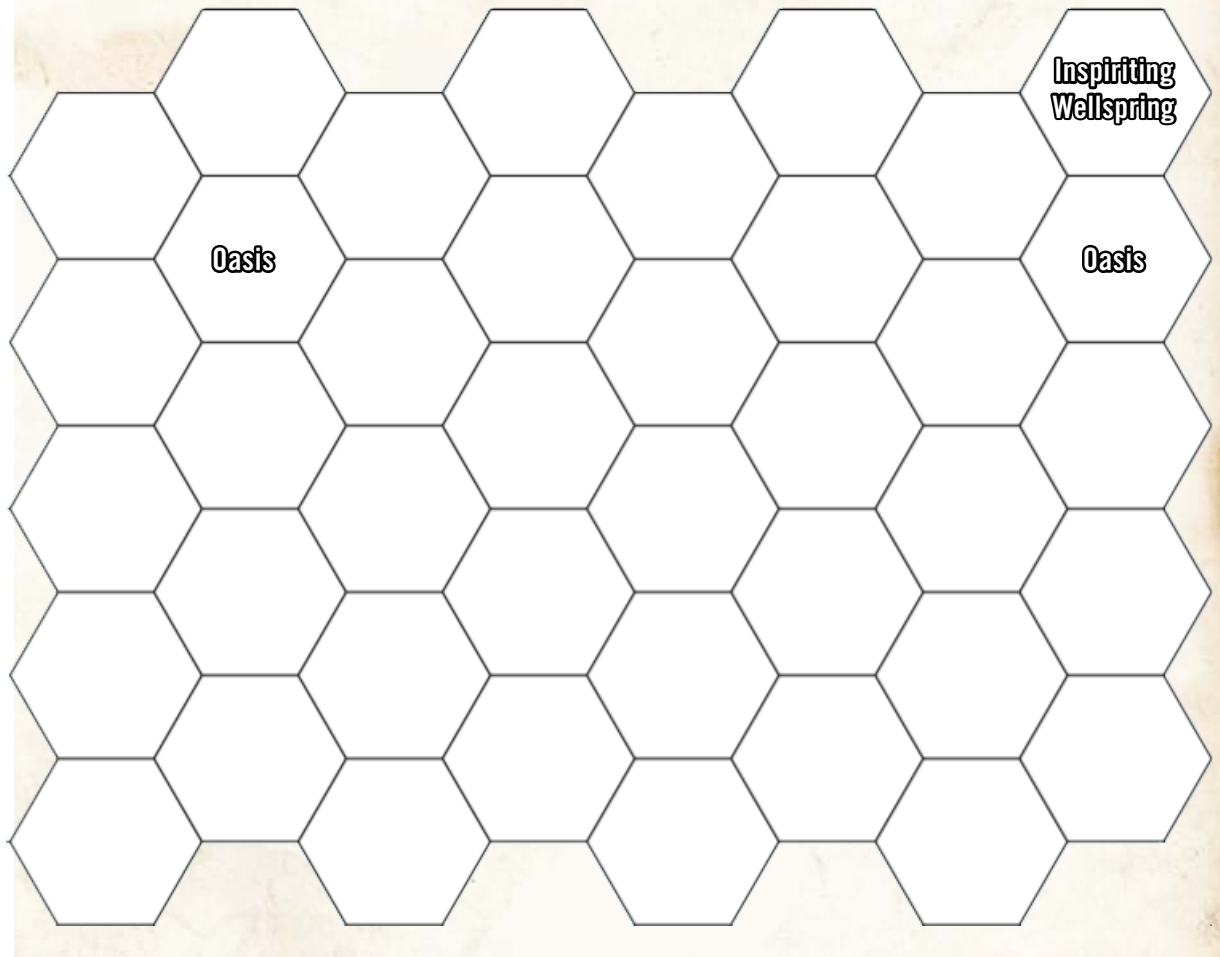
HANDOUT #3: RELEVANT HEXPLORATION GROUP ACTIVITIES

Travel (move): You progress toward moving into an adjacent hex. In open terrain, using 1 Travel activity allows you to move from one hex to an adjacent hex. Traversing a hex with difficult terrain (such as a forest or hills) requires 2 Travel activities.

Reconnoiter (concentration): You spend time surveying and exploring a specific area, looking for unusual features and specific sites. Reconnoitering a single hex in open terrain takes 1 hexploration activity, while doing so in difficult terrain (such as a forest or hills) takes 2 activities.

To Seek the Heart of Calamity

HANDOUT #4: BLANK HEX MAP



To Seek the Heart of Calamity



To Seek the Heart of Calamity

ORGANIZED PLAY

TREASURE TABLE

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

CP TOTAL	LEVEL RANGE
8-14	3-4
16-18 (5+ players)	3-4
16-18 (4 players)	5-6
19+	5-6

TREASURE BUNDLES

- □ Area **A**, page 8: two Treasure Bundles for defeating the scorpions.
- □ Area **B**, page 10: two Treasure Bundles for finding the merchants' lost wares.
- □ □ Exploration: One Treasure Bundle for meeting with the merchants in area **C**, and one Treasure Bundle each for discovering the ruins in area **D** (page 11), area **E** (page 11), and area **F** (page 12). The PCs can earn at most 3 Treasure Bundles total from these 4 discoveries.
- □ □ Area **G**, page 16: three Treasure Bundles for defeating Sounrel's forces.

CHALLENGE POINTS

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

3rd-level PCs = 2 points each

4th-level PCs = 3 points each

5th-level PCs = 4 points each

6th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 3-4 encounters appear in Appendix 1, and level 5-6 encounters appear in Appendix 2.

To Seek the Heart of Calamity



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure:			
Reporting Codes: (check when instructed, line through all if no conditions to report)			Reputation Earned:
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal			

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

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

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

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

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

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

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Scenario #4-04: To Seek the Heart of Calamity

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

Vigilant Seal faction leader Eando Kline and representative of the Thuvian city state of Aspenthar, Gol Amri, assigned you to a team of agents to explore the Thuvian desert. A magical dagger entrusted to the Society was linked to an ancient Jistkan war machine lost somewhere in the desert. The Society's enemy, Aslynn, was looking for it, and the Society meant to find it first! You searched the desert, disabling or destroying ancient devices which were interfering with the signal that connected the dagger to the war machine. After surviving the desert's perils, you came face to face with the ancient war machine, and learned that they were a still-living automaton buried in the sands. But before you could talk to them, you had to contend with one of Aslynn's changeling children who had come to claim their power! After securing the safety of the automaton, Star, you ☐ convinced them of your good intentions or ☐ failed to earn their trust.

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.

Rewards

Starting XP

XP Gained

Total XP

Starting GP

GP Gained

GP Spent

Total GP

Experience

Gold

Items

Notes

bracers of missile deflection (level 3, 52 gp)
diplomat's badge (item 5, 125 gp)
+1 striking flintlock musket^U (item 4; 100 gp;
Pathfinder Guns & Gears 153)

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: JFL2

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit pathfindersociety.club