

SECOND EDITION

# PATHFINDER SOCIETY



## YEAR OF UNFETTERED EXPLORATION

Scenario #5-04

Levels 1-4

## EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

By Michelle Y. Kim





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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](http://pathfindersociety.club)

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Gamemastery Guide*, and *Pathfinder Treasure Vault* (TV)

**Maps:** *Pathfinder Flip-Mat Classics: Ancient Dungeon*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://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*.



**METAPLOT (EQUAL EXCHANGES)**

### SUMMARY

The PCs meet the Decemvirate member known as the Waterfall and Venture-Captain Yi Da Som at the Hwanggot Lantern Lodge. They're tasked with delivering a gift to the underworld dragon Valashinaz as an act of goodwill prior to a meeting that may lead to an alliance. Arriving at the cave system that holds Valashinaz's vaults, however, there is no welcoming party, and the PCs must make their way through to deliver the gift. They discover the vaults are overrun by vermin who've settled into the various rooms and treasure piles. Valashinaz's overwhelmed assistant Purepurin has completely forgotten to inform her mistress of the scheduled meeting while she deals with the incursion. The PCs must aid Purepurin in driving out the unwanted pests and collecting several artifacts both inside and outside of the vaults to summon Valashinaz in time for a meeting that could change Pathfinder history.

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## ADVENTURE BACKGROUND

The defeat of the night hag merchant Aslynn (detailed in *Pathfinder Society Scenario #4-17: Trapping the Hag's Claw*) has brought about a flurry of activity from one of the Pathfinder Society's mysterious leaders, a Decemvirate member with a waterfall mask who aided the Society against the hag. **The Waterfall** (N female Decemvirate member) has been appearing frequently at the Grand Lodge, holding secretive meetings with scholars and leaders. The subjects of these meetings have been kept extremely quiet, though the most prominent of the various rumors surrounding them claim the Waterfall is plotting to use the treasures of Aslynn and the Dimension of Dreams.

One such meeting led her to travel to the peaceful nation of Hwanggot on the continent of Tian Xia. The Waterfall officially met with **Venture-Captain Yi Da Som** (LG female samsaran scholar) at the Hwanggot Lantern Lodge to discuss a potential relationship with **Valashinaz** (LN female underworld dragon), the owner and curator of a massive magical treasure hoard held in connected caves throughout the continent. She called in a favor with one of the world's foremost magical academies, the Magaambya, to connect with Valashinaz's assistant **Purepurin** (CG female kobold protégé), securing a meeting with the dragon to discuss magical artifacts and the possibility of an alliance. Needing to tend to other business prior to the meeting, the Waterfall plans to send Pathfinders to the vaults ahead of the scheduled time with a gift for Valashinaz as an act of goodwill.

However, Purepurin has been preoccupied with cleaning up the vaults after uninvited adventurers met a grisly demise at Valashinaz's jaws as well as negotiating with a friendly goblin tribe to trade pickling recipes in exchange for gunpowder information. With all these distractions, she neglected to mention the meeting to Valashinaz, who left to investigate a possible magical artifact. Purepurin's enthusiasm in cleaning also misplaced some of the sentry fulus that alert Valashinaz's ratcatcher of incoming vermin, allowing pests to invade the vaults and terrorize the kobold attendants. Purepurin is busy dealing with the invasion and the upcoming meeting has completely slipped her mind.

## WHERE ON GOLARION?

*Necessary Introductions* begins at the Lantern Lodge of Hwanggot in the capital city of Haseong. Hwanggot is a small nation in the continent of Tian Xia with a unique and vibrant culture. The PCs then travel to the nearby vaults of Valashinaz, an underground cave system that spreads throughout Tian Xia. More information about Valashinaz's vaults can be found in *Pathfinder Treasure Vault*.



## GETTING STARTED

The adventure begins with the PCs arriving at the Hwanggot Lantern Lodge in the morning. They are greeted by Venture-Captain Yi Da Som, a samsaran with perfect posture and a pleasant manner. Read or paraphrase the following to get the adventure underway.

The Lantern Lodge is already bustling despite the early hour, Pathfinders exchange greetings as they make their way in and out. Several local vendors are parked just outside the door with wares pre-marked for their regulars, who snatch up their breakfast and make payments with practiced ease. In the midst of it all stands Venture-Captain Yi Da Som, smiling serenely.

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“Good morning, Pathfinders. Thank you for being so punctual. Please, follow me and we’ll get your briefing started.” She heads into the lodge, politely greeting anyone on the way, and opens the doors to a private meeting room. A covered meal of dumplings and rolled eggs as well as a large pot of tea sits on the large table for guests to serve themselves. Already seated is a woman in flowing robes and an equally flowing waterfall mask that obscures her entire face.

“Hello, Pathfinders,” she says. “You may call me the Waterfall. Help yourself to some breakfast and introduce yourselves.”

After the PCs’ introductions, the Waterfall continues.

“You’ve been called in because we need assistance forging a potential alliance with a powerful entity. An ancient dragon by the name of Valashinaz dwells beneath much of Tian Xia. She’s known to be a collector of great knowledge and artifacts and has more recently become open to sharing said knowledge.

“I was able to contact Valashinaz’s assistant, a kobold called Purepurin, who has been arranging meetings between her mistress and interested parties. Venture-Captain Yi Da Som and I have secured a meeting for this afternoon, in about—” She glances at a water clock in the room. “—five hours.”

“The Decemvirate and I have other business to attend to prior to the meeting,” Da Som chimes in. “It would be remiss of us to attend such an important meeting without presenting a gift beforehand, but we are unable to arrive until the exact meeting time.”

Da Som takes out a stack of exquisitely bound books, each bearing an embroidered symbol of the Pathfinder Society. She carefully wraps them in a patchwork silk cloth and places it on the table. “Pathfinders, please take this gift and present it to Valashinaz. Her assistant Purepurin will be waiting at the cave entrance to her vaults to introduce you to her mistress. Show them the respect and dignity of the Pathfinder Society so we can present our case for a partnership that will benefit all the people we serve. Do you have any questions?”

Da Som answers any questions she can. The Waterfall answers questions but refrains from divulging information about herself or the Decemvirate. While she seems to know more than she’s willing to say, she doesn’t hide any information if it doesn’t directly relate to her role as a Decemvirate.

**Why is this alliance important?** Da Som’s hands clasp together as she answers. “We are all connected,

Pathfinders. For good or for ill, all creatures who exist at this moment share the commonality of being present at this exact time in this world. Yet even in the same circumstances, none of us will have the same experience. Each moment we have in the world is a precious chance to teach and to learn, and there are some who have had many more moments than us.

“Valashinaz has had more time in this world than any of us, and she is now open to sharing her experience with others. It’s imperative we take this opportunity to extend our hand and gain the privilege of learning from her”

The Waterfall adds flatly, “And if she is amenable to sharing her artifacts with us, that is obviously an additional boon for the Society.”

**How did you contact Purepurin?** “The Magaambya, an ancient and powerful magical academy in the city-state of Nantambu, arranged contact on our behalf.” The Waterfall pauses before continuing. “I called in a favor, as I believe this meeting is of import.”

**What is the gift?** “Valashinaz is known to prize knowledge.” Da Som places her hands on the silk bundle. “If we wish to learn the secrets she has kept, we must offer our own. We will provide her with copies of Pathfinder Chronicles related to treasures she is interested in, as

well as the *wayfinder of the open road*, a unique wayfinder with a curious ability to find nearby portals.

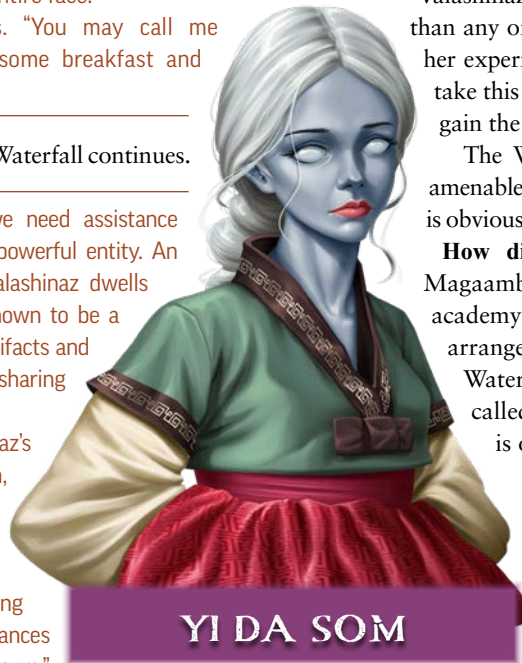
**Where is the cave entrance?** Da Som slides a pristine hand-drawn map across the table. “The cave is about three hours from Haseong by cart. The road there is an easy one; we anticipate no issues as the horse you’ll be borrowing has made the journey before.”

**What’s keeping you from bringing the gift yourself?** “That is not of your concern,” the Waterfall says coolly. Da Som smiles as if to soften the response but says nothing.

**Rewards:** In addition to a cart and horse and the gift for Valashinaz, Da Som gives the PCs a *potency crystal*, a *gecko potion* (*Pathfinder Advanced Player’s Guide* 257), and a map to the cave.

## Society (Recall Knowledge)

A PC who succeeds at a DC 16 Society check to Recall Knowledge knows more about Valashinaz and her vaults. A failure grants no information, and a critical success grants the additional information in the critical success entry. Remember that these checks should be rolled secretly.



YI DA SOM

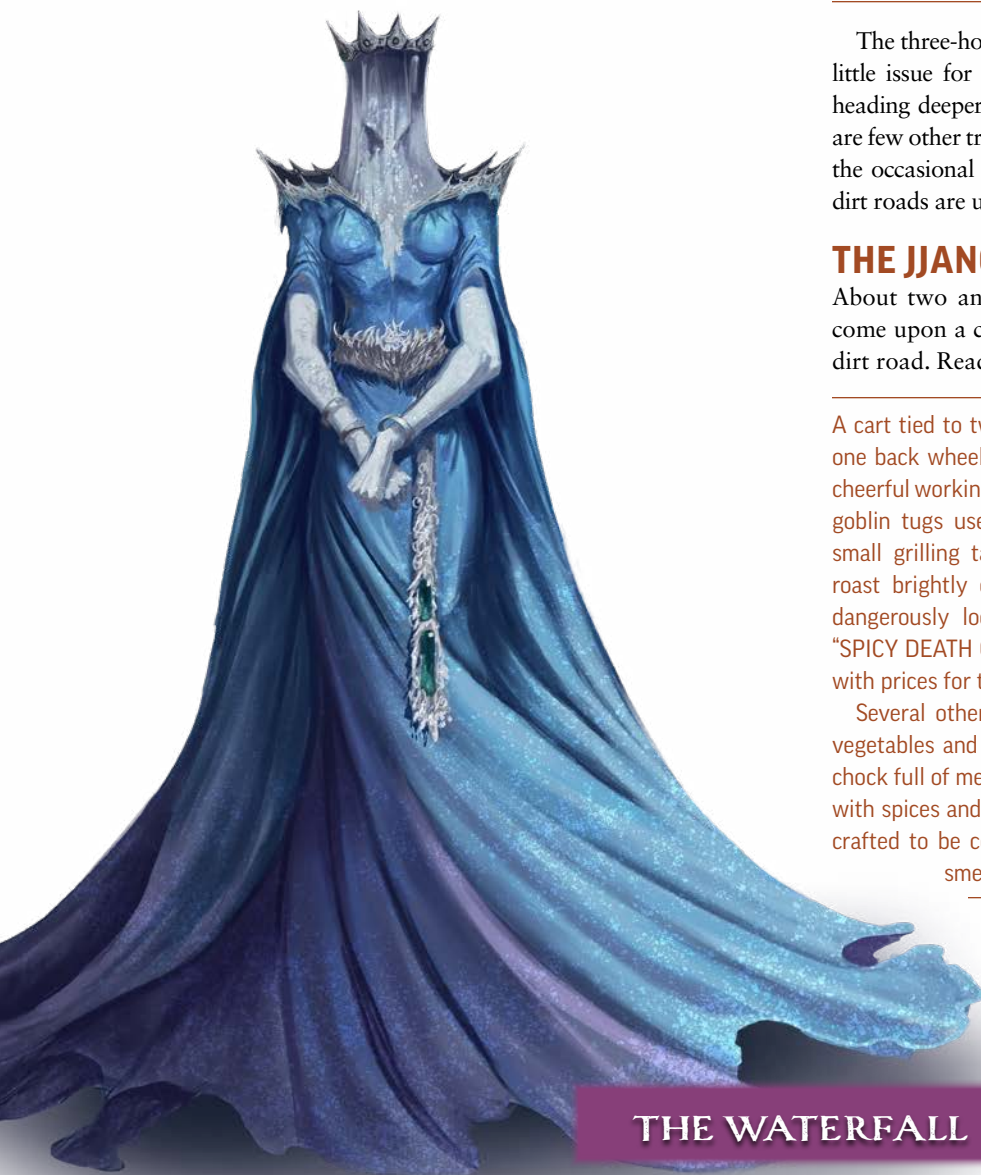


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**Critical Success** A friendly tribe of goblins lives near Valashinaz's closest cave entrance. This tribe is known for both their culinary and alchemical mastery, having contributed to some of the traps within the vaults.

**Success** Valashinaz dwells in a massive underground cave system normally inhabited by creatures like rats and giant centipedes, but her kobold attendants keep her lair free of pests, including intrusive adventurers. The steward Purepurin curates the guest list and arranges tours and trades of goods or information.

**Critical Failure** Valashinaz requires an offering of knowledge from her visitors. If the information offered isn't novel enough, she will not allow her guests to leave until they've satisfied her with interesting facts or a story she's never heard.



## THE WATERFALL

### HERO POINTS

Once the PCs have finished their preparations, remind the players that they each have 1 Hero Point available.

### THE ROAD TO THE VAULT

The bustle of cart vendors and morning greetings gives way to rolling hills and birdsong on the path out of Haseong. Farmers in the distance occasionally pause their work to give friendly waves. Cattle dot far off fields colored by flourishing crops. The cart lent by the Lantern Lodge, enchanted to deal with unpaved terrain, leisurely rolls off the road without issue, the horse at its head expertly leading its charges into rockier countryside. Time passes peacefully, swirling clouds blotting out the vibrant sun to gentle its gaze on the world below.

The three-hour journey to the cave is a pleasant one with little issue for the PCs. Much of the journey is off-road, heading deeper into a quiet part of the countryside. There are few other travelers in this peaceful, isolated area, though the occasional animal might scamper past, and the rough dirt roads are unfriendly to most modes of transportation.

### THE JJANG-JANG GOBLINS

About two and a half hours into the journey, the PCs come upon a cart that is stuck in a ditch on a very basic dirt road. Read or paraphrase the following.

A cart tied to two unbothered goats lies toppled on its side, one back wheel firmly trapped in a divot in the dirt path. A cheerful working song mixes with Goblin swears as a flustered goblin tugs uselessly at one of the goats' reins. There's a small grilling table built into the cart, where two goblins roast brightly colored skewers despite the conundrum. A dangerously loose sign dangles off the back proclaiming "SPICY DEATH CHICKEN CHALLENGE" in multiple languages with prices for their wares.

Several other goblins have set up in the grass to pickle vegetables and sing a merry tune, surrounded by glass jars chock full of meat and pickles as well as ceramic jugs flowing with spices and sauces. Many of the ceramics look too finely crafted to be cookware, their elegant designs and patterns smeared in chili powder and garlic paste.

The owners of the cart are the Jjang-Jang goblins, a friendly local tribe renowned for their pickles and their penchant for extremely spicy foods. **Dokk** (N female goblin sauce master), the leader of the goblins, beseeches the PCs for help. A PC who succeeds on a DC 16 Athletics

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check (DC 18 for levels 3–4) can heft the cart up enough for the goats to pull it onto even ground.

**The Spicy Death Chicken Challenge:** If asked, the goblins explain the skewers are still marinating in the new recipe and proudly show off a pot of a lava-like sauce that smells suspiciously of ozone. They let daring PCs taste the sauce, which causes uncontrollable coughing fits and sweating for a few seconds, offering goat milk to offset the spice.

**Information:** The goblins know little about Valashinaz herself, having only interacted with Purepurin, but can confirm the PCs are on the right path and point them to a shortcut. They also inform the PCs that Purepurin is very nice and handles most business with outsiders, including trade and tours. The goblins themselves recently had a tour and learned methods of creating alchemical foods as well as helping to upgrade some traps for the vaults.

**Rewards:** If the PCs help free the cart, the thankful goblins offer them a boxed lunch of chicken skewers, a canteen of goat milk, and a jar of pickle juice that functions as a *minor healing potion*. Dokk also hands the PCs a scrap of parchment with word “persimmon” written on it, explaining that the word is in Purepurin’s handwriting, but she isn’t sure what it is for.



## THE CAVE ENTRANCE

## TRIVIAL

The peaceful hills show little sign of civilization, only the occasional rabbit scampering by. The afternoon sun beams down onto the rocky terrain and tall grass and weeds, unhampered by the business of mortals, wave gently in the breeze.

The PCs arrive at rocky hillside with roughly two hours remaining before the scheduled meeting time. It’s a calm, desolate area surrounded by vibrant foliage. Following the map leads to the brush where the cave entrance is hidden, but no one is there to greet them.

**Exploration:** A Searching PC who succeeds at a DC 15 Perception check spots footprints of a group that previously entered the vaults. There are no traces of them leaving.

**Hazards:** There’s a spice bomb trap disguised as rocky ground by the cave entrance to deter unwanted visitors, newly replaced after a recent incursion. The fake rocks are slightly to the left, leaving just enough room for a Medium creature aware of their location to move around them safely into the cave entrance. When a PC steps onto a false rock, it explodes into noxious spice fumes. A PC sickened by the trap can remove the sickened condition by retching or by drinking some of the goat milk gifted by the Jjang-Jang goblins.

## Levels 1-2

### SPICE BOMBS

### HAZARD 0

Page 16

## Levels 3-4

### SPICE BOMBS

### HAZARD 2

Page 22

## A. THE VAULTS

The cave leads into the antechamber of Valashinaz’s immense underground lair. As the PCs descend, the natural cave floor vanishes into a thickening carpet of gold and jewels. A large bulk of the treasure has been haphazardly pushed up to pile against the right wall, indicating someone has tried to sweep a meager path for visitors. Brightly glowing crystals line the walls about two feet from the floor, though a spare few have been placed higher for the benefit of taller folk. The crystal lights illuminate the path to several vaults deeper into the caverns.

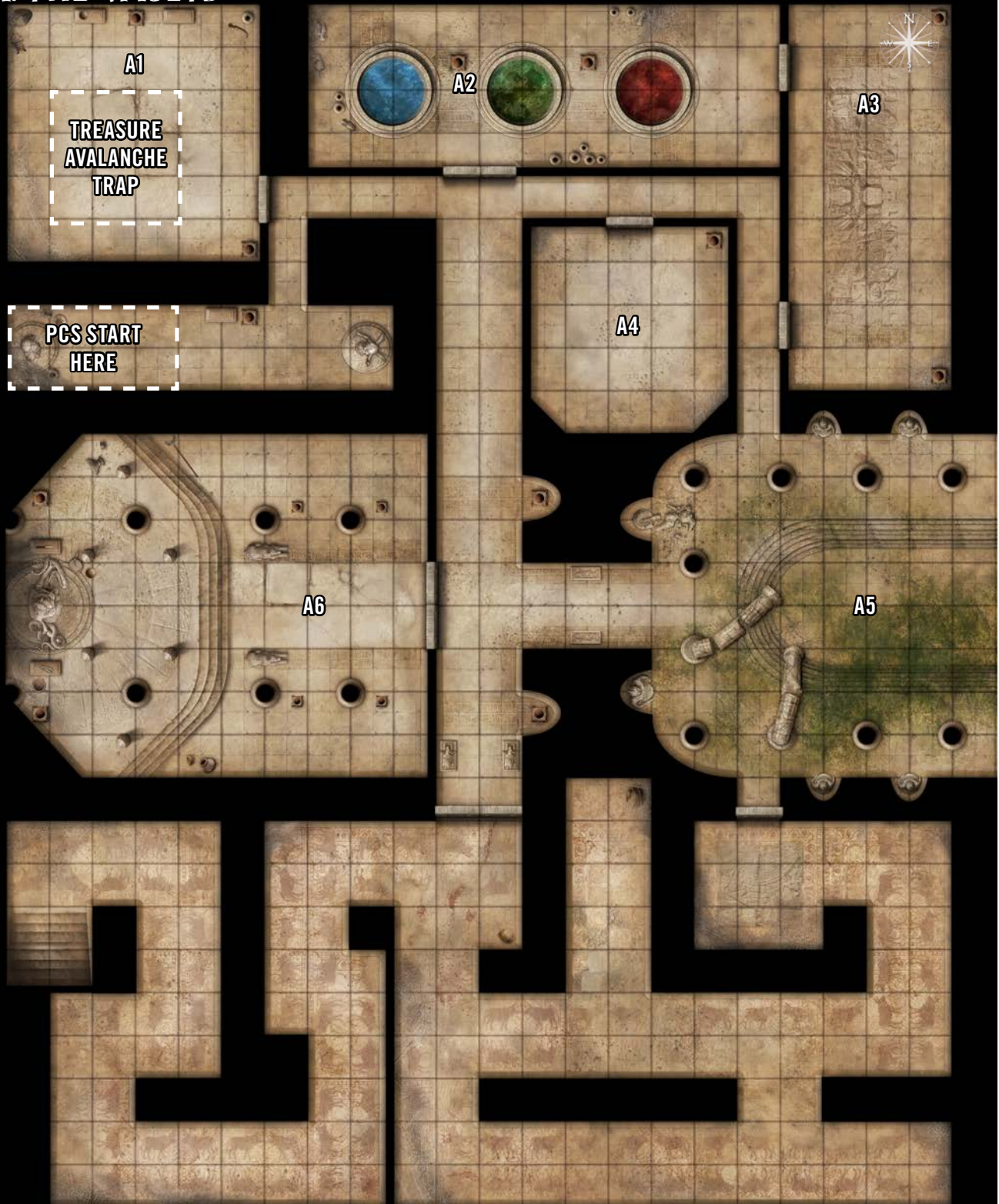
## A1. OVERFLOWING VAULT TRIVIAL

The cavernous vault is filled nearly to the brim with treasure divided into various ceiling-high piles. Coins, trinkets, and



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## A. THE VAULTS



PATHFINDER FLIP-MAT CLASSICS: ANCIENT DUNGEON

PATHFINDER SOCIETY SCENARIO



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entire chests pack together into wavering columns that tremble beneath their own weight. Carved niches along the high stone walls display beautiful art objects and jars of curious liquids that glisten in crystalline light, small shapes visible in some of the vessels. A rat peers out from an empty niche and a muffled shout echoes from within the mountains of gold.

This vault has become storage for some of the treasures in area A2, which Purepurin and the other kobolds recently cleaned. The cleaning was haphazard and interrupted by the incursion of vermin, leading to them temporarily abandon the vault's contents in perilous piles. Much of the vault's original contents are in the wall's niches.

**A Mysterious Voice:** An active *sentry fulu* (*Treasure Vault 78*) is stuck in one of the treasure piles, ringing its alarm in response to the rats within the vault; the alarm sounds like a person's voice shouting out. It does not stop unless someone speaks its password, "persimmon."

**Hazards:** The treasures of this vault have been thrown into disorganized piles. When a PC gets within 5 feet of the *sentry fulu*'s treasure pile, coins and trinkets cascade down in a flash flood of riches.

## Levels 1-2

### TREASURE AVALANCHE

HAZARD 1

Page 17, art on page 28

## Levels 3-4

### TREASURE AVALANCHE

HAZARD 3

Page 23, art on page 28

## A2. MESSY VAULT

Large gaps mar the canopy of gold on this vault's floor, revealing cold natural stone where treasures once sat. On the far wall is a blast of soot around the outline of a humanoid with raised arms, melted coins and singed tapestries painting a neat picture of an uninvited guest's untimely demise. A beat-up old mop leans abandoned against the wall, still dripping ashy water from its user's futile attempt to clean off the blackened evidence of Valashinaz's wrath.

Valashinaz enjoys watching greedy souls believe they can get away with stealing from her, toying with them, and then punishing them for their transgressions. Many of the treasures now in her hoard came from those foolish enough to gamble their lives on a chance at fortune. Evidence of the folly of the most recent group to attempt to rob the great dragon is scattered across the vault floor in charred bits of clothing and broken weaponry.

**Exit:** There is a door to the east leading directly from this vault to the next vault in area A3.

**Rewards:** Though the belongings of Valashinaz's last meal were collected by Purepurin for proper cataloging, some items were left behind in her rush to deal with the vermin infestation. Spilling from a singed satchel that is clearly not part of the vault's treasures is an *oil of skating* (*Treasure Vault 87*) and a *monkey pin*. For levels 3–4, the satchel also contains a detailed map of Hwanggot and a *mortalis coin* (*Treasure Vault 94*).

## A3. OCCUPIED VAULT

TRIVIAL

Large mounds of gold fill the vault, carefully arranged to create a happy face across the floor. The smile is lopsided as one mound has collapsed, taking its neighboring pile with it. Various fulus and talismans line the wall in perfect rows that stretch up toward the unreachable ceiling, disappearing into shadow. The only signs of life are a few empty pickle jars left over from an enthusiastic meal





# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

While this vault holds several piles of gold, its main function is as a display for fulus and talismans. It's also a popular break room for Purepurin and several of the kobold attendants, who amuse themselves by rearranging vault's contents into odd shapes or elaborate designs. Scattered evidence of their snacks and meals are stuffed into the gold piles, forgotten until their next cleaning shifts.

**Creatures:** Some of the invading vermin have hidden within the treasures of this vault, taking cover in loose jars and mounds of gold. They're aggressive and attack when they have the ability, using their jars as shields. When the jars are destroyed, all the other rats hidden in the treasure scatter out and escape the vault. The aggressive rats continue to fight until they're reduced to 2 Hit Points or fewer (5 Hit Points or fewer for giant hermit rats).

## Levels 1–2

### HERMIT RATS (2)

### CREATURE –1

Page 18

## Levels 3–4

### GIANT HERMIT RATS (2)

### CREATURE 1

Page 24

## A4. TRAP ROOM

The room reeks of noxious fumes and unpleasant chemicals. A small table with a built-in stove stands against the far wall, littered with papers and scraps of metal. Several small stools are neatly piled on the side and every wall is plastered with detailed schematics of mechanical traps and notes with ideas for the next one. The floor shows obvious signs of wear from acid and burns, though it seems to have been magically repaired multiple times. A childish drawing of an armored man getting burned by a toothy black draconic face has been lovingly pinned up for everyone to see.

The trap room is where several of Valashinaz's kobold attendants convene to plan their latest methods to protect their mistress's home and treasures. It functions as both lab and meeting room, but the kobolds have yet to add proper ventilation.

## A5. MAUSOLEUM VAULT

The large vault is filled with beautiful sets of armor and weaponry, lined up neatly in rows and rows to show off a fraction of the vast number of invaders Valashinaz has disposed of. The vault's contents have been carefully organized by date and even feature small plaques describing

how far the armor's bearer made it into the vault and how the great dragon or her traps meted out their demise. The latest additions are still singed from dragon breath, with a small placard that simply says "Charred and eaten for lunch."

The mausoleum functions as both decoration and warning to scare off foolish adventurers who might attempt to steal from Valashinaz. There are no magical pieces of armor or weaponry in this vault as Purepurin doesn't wish to leave such valuable and powerful tools out for invaders to snatch up.

**History:** If the PCs go through the placards, they notice that the newest addition to the collection were slain only a few days ago. The oldest exhibitions have dates clustered together while the newest are spread apart due to Purepurin's efforts to broker good relationships with interested parties, leading to more legitimate attempts at trade and less outright thieves.

**Rewards:** Purepurin has neglected to organize all the items from the deceased adventurers' equipment. Piled in the corner of the room are a bottle of holy water, a *shielding salve* (*Advanced Player's Guide* 259), and a *crying angel pendant*.

## A6. INFESTED VAULT MODERATE

As the PCs continue down the hall near the next vault, they hear an angry cry of pain and scuffling sounds. Read or paraphrase the following.

"Ouch! Hey, get out of there!" A loud yell echoes out into the hall, ringing against the walls. The hallway leads into a large vault that is flooded with treasure... and rats, which bite and claw at a lone white kobold. The kobold beats at the vermin with what appears to be a black conductor's baton covered in bite marks and scratches from the relentless attack. But the rats are undeterred.

"Stop biting me and get out of here, you darn—" As she kicks at one, the kobold falls backward against a pile of gold and lets out a loud swear in Draconic. Struggling to stand, she notices that potential reinforcements have arrived and waves her baton frantically, causing a melodious hum to fill the air. "Hey, over here! A little help!"

**Creatures:** Swarms of rats have congregated in this vault and viciously work to fend off Purepurin, who is attempting to drive them off on her own. Trinkets and small treasures cling to their matted fur, forming clumps of makeshift armor. Their attacks are uncoordinated, and they quickly turn their attention to the most immediate threat. Hermit rats flee if reduced to 2 Hit Points or fewer, giant hermit rats flee if reduced to 5 Hit Point or fewer, and swarms remain until dispersed at 0 Hit Points.

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## Levels 1–2

### HERMIT RAT

Page 19

CREATURE -1

### BEJEWELED RAT SWARM

Page 19

CREATURE 2

## Levels 3–4

### GIANT HERMIT RAT

Page 25

CREATURE 1

### BEJEWELED RAT SWARMS (2)

Page 25

CREATURE 2

**Development:** Once the vermin are defeated, Purepurin is overly triumphant and talks over the PCs in her enthusiasm. Read or paraphrase the following.

"Whew!" The kobold slaps her knee and shakes a small fist. "That's what you get, you lousy rats! Ah, thank you so much..." She squints at the group. "...adventurers? Are you here to adventure? Well, the boss isn't a fan of intruders, but you've



been a big help and there's more of those guys to squash! Tell you what, how about I, Purepurin, hire you to get rid of some more pests? The boss doesn't need to know, all right? This way!"

Purepurin runs off before anyone can cut in, leading the PCs deeper within the caves to a massive vault.

## B. CROWDED VAULT MODERATE

The cavernous vault is filled with both treasure and the shrieking of bats fluttering by the ceiling, hundreds of eyes peering down menacingly from shadow. Larger, darker shapes move among the throng of writhing invaders, looming over where Purepurin stands. The kobold raises a confident fist at the shapes.

"These are the last of the bigger problems we've got down here. You can take care of it, right?" Purepurin indicates her numerous injuries with a grimace. "I don't think I can help too much with the fighting, they got me good. But I can make sure none of the boss's traps go off and squish you! And then, maybe we can talk rewards!"

Purepurin points at an ominously glowing rune on the wall, scuttling over to deactivate it. A large bat suddenly swoops over her, tossing a heavy silver goblet at the kobold that nearly bowls her over. Purepurin shrieks as another item sails by her head, ducking away to slam a hand on the sputtering rune as more bats descend. The rune's light instantly fades. "Ahhh! Get to it!"

This large vault is flooded with treasure with little distinction, mostly meant as storage for items of monetary value that Purepurin can show off to visitors and offer in trade. Use the map on page 11 for this encounter.

**Traps:** This vault is outfitted with deadly traps designed to swiftly dispose of thieves. Purepurin spends the combat disabling the traps and cheerfully yelling about how the PCs might have been horribly killed by them. The traps range from simple pits to elaborate magical restraints.

**Creatures:** A colony of bats has invaded this vault and begun to roost, stealing treasures to distract the kobolds. Hoarding bats fly down to attack the invaders of their new home, targeting the smallest hostile creature. When the hoarding bats are reduced to 3 or fewer Hit Points or destroyed, the remaining bats flee the vaults. For levels 3–4, the hoarding bat swarm only retreats when reduced to 0 Hit Points.

## Levels 1–2

### HOARDING BATS (2)

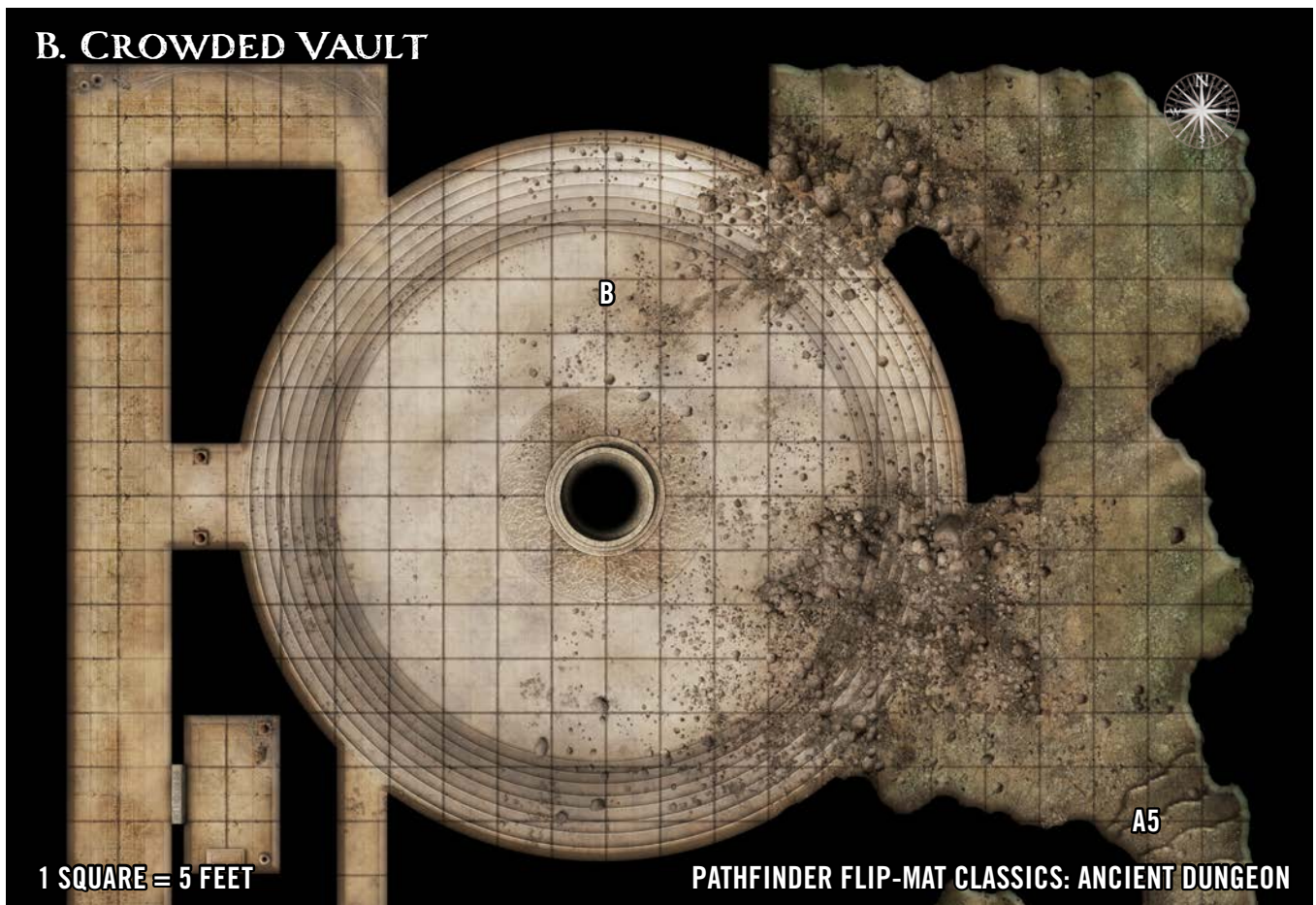
Page 20

CREATURE 1



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## B. CROWDED VAULT



### Levels 3–4

#### HOARDING BATS (2)

Page 26

#### CREATURE 1

#### HOARDING BAT SWARM

Page 26

#### CREATURE 2

### THE ARTIFACT HUNT

With the vermin gone, Purepurin thanks the PCs and offers payment for their help without realizing who they are or why they have come to the vaults.

“We got rid of all those pests and the boss won’t even know! Normally the ratcatcher’s fulus let him get to them before they can sneak in, but someone moved them during cleanup after the boss ate the last intruders and forgot to put them back. And it wasn’t me, you have no evidence of that.”

Purepurin clears her throat. “So, how about we talk rewards and get you out of here before the boss shows up? She’s not a fan of uninvited guests; I’ve got some nice frying pans, or this composer staff if you want—we can whip up some cooperative

waffles with some whipped cream and strawberries...”

She pauses, finally realizing something is amiss. “Wait a minute. How did you even get in this far? Why’d you come all the way down here if you’re just here to adventure?”

When the PCs remind her of the meeting, Purepurin reacts with nervous acknowledgment.

“Oh!” Purepurin grimaces, accepting the silken bundle and setting it down after a quick peek at its contents. “Oh, the meeting. I mean yes, the meeting! The meeting in a little over an hour, which the boss definitely knows about, and I didn’t forget to inform her of while taking care of rats... and she’s certainly not out investigating an artifact...”

Purepurin looks up, embarrassed and determined. “Okay, so the boss might be out right now. But don’t worry, her schedule is very flexible, and I can summon her back, easy! All I need is a jug of fond remembrance, a ghost courier fulu, and a hippogriff in a jar. You all get the fulu and the jar, they’re back in the vaults you came from.”

She scrambles down a pile of gold, sending coins flying into the air. “Quick, let’s get to it!”

# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

Valashinaz is out investigating a magical artifact, completely unaware of the scheduled meeting, but can be summoned back by a ritual. The ritual requires specific items within the vaults, but luckily, most of them are nearby in the vaults the PCs have already traveled through.

**Development:** The PCs must collect the required artifacts to summon Valashinaz in time for the meeting, but face obstacles that slow them down. This chase uses the rules on page 156 of the *Pathfinder Gamemastery Guide*. The PCs each attempt to clear the obstacles in the order presented below. They can act in whatever party order they prefer, attempting any of the checks set forth in each obstacle (or a different skill the GM finds reasonable, such as a relevant Lore check). Once the PCs accumulate enough Obstacle Points to overcome the obstacle, they immediately move onto the next. The number of Obstacle Points the PCs have can never fall below 0.

**Critical Success** The PCs gain 2 Obstacle Points.

**Success** The PCs gain 1 Obstacle Point.

**Critical Failure** The PCs lose 1 Obstacle Point.

**Creative Solutions:** If the PCs come up with creative solutions to overcome a challenge, the GM should consider granting a +1 circumstance bonus to a PC's check. In some cases, the PC might use a resource such as a non-cantrip spell or an item to address the challenge without making a check. If they do so, award them with a number of Obstacle Points equivalent to a critical success.

**Vault Familiarity:** If the PCs have previously indicated to Purepurin that they met the Jjang-Jang goblins before they arrived, they gain a +1 circumstance bonus to their checks during the chase.

For levels 3–4, increase all DCs by 3.

## TRAFFIC JAM OBSTACLE 1

**Obstacle Points 4; Overcome** DC 15 Diplomacy or Intimidation to redirect the kobolds, DC 13 Acrobatics or Athletics to weave around them or push through.

Kobold attendants have gathered from deeper within the vaults to clean up the waste left by the vermin, blocking the hallway.

## ESCAPING VERMIN OBSTACLE 1

**Obstacle Points 4; Overcome** DC 13 Performance to calm the vermin, DC 15 Athletics to push through

Panicking vermin from deeper within the vaults start to make their great escape, making the hallways difficult terrain as they push against anything (and anyone!) in their path.

## SCALING THE RUN

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

## BABIES IN NEED OBSTACLE 1

**Obstacle Points 4; Overcome** DC 14 Nature or Survival to track down the parents.

A panicked kobold approaches with a large treasure chest containing a large number of baby rats. The kobold demands help with reuniting them with their parents as the babies mewl helplessly.

## POTION SPILL OBSTACLE 1

**Obstacle Points 4; Overcome** DC 15 Acrobatics to avoid slipping or DC 13 Survival to identify a safe path through the mess.

Overenthusiastic kobolds have dropped a pack of potions in their haste, turning the path into a slippery safety hazard.

## UNSTABLE TREASURE PILE OBSTACLE 1

**Obstacle Points 4; Overcome** DC 13 Thievery to carefully remove the jar without causing a collapse or DC 15 Crafting to stabilize the pile. A PC who has previously disabled the treasure avalanche hazard has a +1 circumstance bonus to their Thievery check.

The *hippogriff in a jar* (Treasure Vault 56) has fallen into the center of a treasure pile in the overflowing vault (area A1).

## HIGH DISPLAY CASE OBSTACLE 1

**Obstacle Points 4; Overcome** DC 15 Acrobatics or DC 13 Athletics to scale the wall and grab the *ghost courier fulu* (Treasure Vault 77)

The *ghost courier fulu* is set thirteen feet high up on the wall of the occupied vault (area A3).

## THE FINAL ARTIFACT

Once the *hippogriff in a jar* and *ghost courier fulu* have been collected and handed over to the kobolds, Purepurin realizes that she traded the final artifact to some very nice goblins: the Jjang-Jang goblins the PCs met on their way to the vaults. Read or paraphrase the following.

"There might be a problem!" Purepurin sheepishly bustles into the hallway, an empty jar in her hands. "I went to go get the jug of fond remembrance and it turns out that I may have traded



# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

it earlier today for some vats of extra spicy kimchi. And it was worth it! But we need to get it back from the Jjang-Jang goblins if we want to contact the boss quickly. They like to take their time on the road, so I'm sure they aren't too far."

Purepurin holds out an ornate ceramic wine bottle, shaking it enticingly. "Here, take this and trade it with the goblins for the jug back. I'll get started on setting things up to call the boss!"

The PCs must leave the vaults to locate the Jjang-Jang goblins and retrieve the *jug of fond remembrance* (Treasure Vault 115) so Purepurin can complete the ritual to summon Valashinaz.

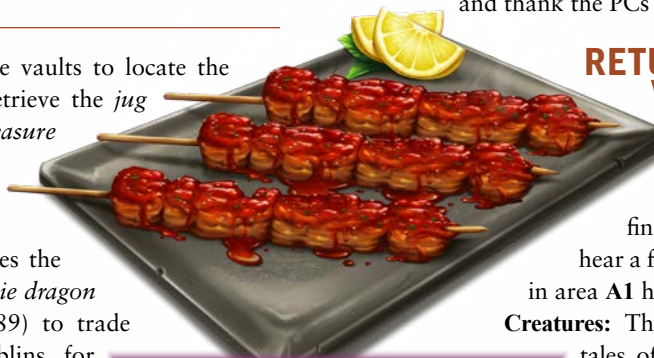
**Supplies:** Purepurin gives the PCs a bottle of *young faerie dragon liqueur* (Treasure Vault 89) to trade with the Jjang-Jang goblins for the artifact while she prepares the ritual.

**The Goblins:** A PC can attempt a DC 15 Survival check to find a faster shortcut to the area where the group parted ways with the Jjang-Jang goblins. On a success, the PCs gain a +1 circumstance bonus to their initiative rolls against the Goldmongers, surprising them before they're ready, and quickly reach the goblins who are packing up their pickles. On a failure, the PCs can't locate a shortcut and do not gain the bonus.

**Negotiations:** Dokk is happy to see the PCs but reluctant to part with the *jug of fond remembrance* as she planned to use it for a new marinade, having just finished the latest batch of Spicy Death Chicken sauce. The PCs can attempt a single DC 15 Diplomacy check (DC 18 for levels 3–4) to make the trade for the *young faerie dragon liqueur*. Anyone who previously helped the goblins with their cart receives a +1 circumstance bonus to their Diplomacy check. Otherwise, Dokk shows the PCs a vat of sauce the color of molten lava and loudly mentions her need for tasters, eying them with obvious hope for volunteers. If the PCs succeeded at their check, she still offers the chicken to anyone brave enough to taste it, but the PCs do not need to partake to earn the jug.

**The Spicy Death Chicken Challenge:** More than one PC can offer to taste test the "Spicy Death Chicken Challenge." They are given a chicken skewer smothered in the lava-like hot sauce and must finish the skewer without succumbing to its spice by succeeding at a DC 17 Fortitude save (DC 20 for levels 3–4). On a success, the PC might burp or sweat but is otherwise fine. On a failure, the PC involuntarily squawks like a chicken for one minute.

A PC who succeeds in the challenge is given light applause from the goblins. As long as at least one PCs succeeds, the party is gifted a *ration tonic* (Advanced Player's Guide 259) as a reward. The goblins are greatly amused if anyone fails, laughing uproariously and offering goat milk to ease the spice. No matter the results, they give the *jug of fond remembrance* as agreed and thank the PCs for being their taste testers.



SPICY DEATH CHICKEN

## RETURN TO THE VAULTS MODERATE

As the PCs hurry back to the vaults to deliver the final artifact for the ritual, they hear a familiar alarm; the sentry fulu in area A1 has activated once again!

**Creatures:** The Goldmongers have heard tales of Valashinaz's vaults and are eager to prove themselves by stealing some of her rarer treasures. They have also heard that the dragon is

away, and believe that now is the perfect chance. With the alarm going off, they know they don't have much time, but they believe that they can handle the PCs and make a getaway. Goldmongers fight until they are reduced 3 or fewer Hit Points (8 or fewer for experienced Goldmongers) and then flee, hurling insults as they do.

## Levels 1-2

### GOLDMONGERS (2)

CREATURE -1

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### EXPERIENCED GOLDMONGER

CREATURE 1

Page 21

## Levels 3-4

### EXPERIENCED GOLDMONGERS (4)

CREATURE 1

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## SUMMONING VALASHINAZ

When the PCs return with the final artifact, the kobolds usher them deeper into the caves to where Purepurin has been preparing the ritual to contact her mistress. The cavern is devoid of treasure, designed solely for meetings and communication with the outside world. Read or paraphrase the following.

A small breeze flows throughout the spacious cavern from ventilation sources somewhere near the distant ceiling.

# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

The soft glow of crystals along the walls illuminates fine furniture of all sizes, with sets of tea and various delicacies artfully arranged on lavish tables to accommodate guests. At the tallest wall is a large hearth carved by nature's work, surrounded by ritual items and bursting with a twisting cerulean flame.

Purepurin stands before the hearth, struggling with a pair of tongs to adjust the hippogriff in a jar into the center of bright blue coals. The Pathfinder Society's gift to Valashinaz sits on a small table beside her, ready to be presented, and the ghost courier fulu is plastered onto the wall. The kobold turns as she hears company arrive, nearly swinging the jar out of the flames as she shouts, "You're just in time!"

The hearth is a tool for long distance communications. Purepurin has already prepared the *ghost courier fulu* and *hippogriff in a jar*, hurriedly taking the *jug of fond remembrance* from the PCs to complete the ritual. She pours the contents into a series of connected ceramic saucers and slides them into a compartment beneath the flames, the steam changing the fire from blue to gold.

The jar set within the golden flames cracks open and the fulu evaporates into a mist that swirls into the hearth. A dark shape emerges, twisting and stretching as it grows. Smoke coalesces into the agile shape of a dragon that stretches out to fill the empty spaces of the cavern. A cold, ancient face forms from the vapor, misty scales rippling into place as a rumbling voice echoes out.

"Purepurin, have you called me?"

"Yes, ma'am!" Purepurin stands straight, tail twitching nervously. The enormous smoky image of Valashinaz, powerful, lithe, and nowhere near full size, peers down coolly. "You see, there's been a bit of a scheduling mishap! These nice adventurers have brought you a gift from, uh..."

Purepurin glances over and gestures, whispering, "Introduce yourselves! Tell her why you're here!"

Once the PCs introduce themselves and present their gift on behalf of the Pathfinder Society, Purepurin sheepishly explains the time constraint to her mistress.

**Time Remaining:** If the PCs completed the chase in 10 rounds or fewer, there is half an hour left until the scheduled meeting time. If the PCs took longer than 10 rounds to finish the chase, their efforts took a lot of time and there are only about fifteen minutes left until the meeting. Valashinaz is mostly bemused by the scheduled change but if she has a shorter amount of time to arrive, there is an undercurrent of annoyance in her response.



VALASHINAZ

"So, you see, boss, it would be really great if you could come back in time for the meeting! I'm sure these nice Pathfinder ladies are going to be here soon, and it'd be a shame if we couldn't have our talk with them after they've brought you such a nice gift." Purepurin grins at her mistress, all teeth. The smoky vision of Valashinaz weaves throughout the room, eying each individual creature with measured scrutiny before settling in front of Purepurin.

"Very well, my steward. I'll return shortly. Perhaps afterward, we should discuss schedule management." Valashinaz's misty face stretches into a long smile as the smoke evaporates, swirling back into the hearth and snuffing out the fire. The room dims and Purepurin heaves a sigh of relief.

"The boss isn't the late type, so we should be seeing her pretty soon. Let's get some fresh tea and snacks ready for everyone, huh?"

## CONCLUSION

When Valashinaz returns to the vaults, she thanks the PCs for their gift and promises to have an open mind about the Pathfinder Society. Purepurin brings the PCs along to greet Venture-Captain Yi Da Som and the Waterfall as they arrive at the cave entrance. The kobold loudly praises the Pathfinder Society for helping clear the vaults of vermin without mentioning the scheduling mishap and Da Som assures her that the Society is always there to help. The Waterfall thanks the PCs for their hard work and suggests they might later be recommended for negotiating with a friendly local goblin tribe. She sends them back to the Hwanggot Lantern Lodge for a thoroughly deserved rest. The meeting commences and the Society begins a formal discussion with Valashinaz about magical artifacts and their connections to mindscapes.



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## REPORTING NOTES

If the PCs succeeded at the Spicy Death Chicken Challenge, check box A.

## PRIMARY OBJECTIVES

The PCs complete their primary objective if they summon Valashinaz in time for the meeting and present her with the Pathfinder Society's gift. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs fulfill their secondary objective if they completed the artifact hunt in 10 rounds or fewer. Doing so earns each PC 2 Reputation with their chosen faction.

# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

## APPENDIX I: 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 Organized Play section on page 30 for instructions on how to use the scaling sidebars to adjust the encounters for your group. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

## THE CAVE ENTRANCE (LEVELS 1-2)

### SPICE BOMBS

HAZARD 0

UNCOMMON MECHANICAL TRAP

**Stealth** DC 18

**Description** Several spice bombs disguised as rocks litter the ground.

**Disable** DC 12 Thievery to remove the bombs without activating them or DC 13 Survival (trained) to render them inert.

**AC** 14; **Fort** +10, **Ref** +3

**HP** 15; **Immunities** critical hits, object immunities, precision damage

**Peppery Explosion** ➤ (inhaled) **Trigger** A creature steps on a spice bomb; **Effect** The spice bombs explode into clouds of spicy, choking gas that envelops the area. All creatures within 30 feet must succeed a DC 14 Fortitude save or take 2d6 poison damage. On a critical failure, the creature takes full damage and is sickened 1.



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## A1. OVERFLOWING VAULT (LEVELS 1-2)

### TREASURE AVALANCHE

### HAZARD 1

#### ENVIRONMENTAL

**Stealth** DC 16 (trained)

**Description** A large pile of treasure trembles precariously, threatening to collapse down into a crashing wave of coins and fine objects.

**Disable** DC 16 Thievery (trained) to remove the right pieces from the treasure pile and induce a controlled collapse.

**AC** 14; **Fort** +10, **Ref** +4

**HP** 24; **Immunities** critical hits, object immunities, precision damage

**Flood** ➤ **Trigger** A creature moves within 5 feet of the treasure pile; **Effect** Treasure slides down the side of the triggering creature in a large wave. All creatures within 15 feet of the falling treasure must attempt a DC 16 Reflex save as an onslaught of treasures bears down on them, dealing 2d6+5 bludgeoning damage.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is trapped in treasure, becoming immobilized until they Escape the collapsed treasure (DC 16).

**Critical Failure** The creature takes full damage and is buried in treasure, requiring another creature to dig them out of the treasure before they can Escape.

# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

## A3. OCCUPIED VAULT (LEVELS 1-2)

### HERMIT RATS (2)

### CREATURE -1

**N** **TINY** **ANIMAL**

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Stealth +5 (+7 while inside its jar), Survival +5

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

**Items** kimchi jar

**AC** 15 (12 when jar is shattered); kimchi jar shell; **Fort** +6,

**Reflex** +7, **Will** +3

**HP** 8; **Hardness** 1

**Flee** ➤ **Trigger** The hermit rat's jar is destroyed; **Effect** The hermit rat Strides up to its Speed without triggering reactions.

**Kimchi Jar Shell** The hermit rat's kimchi jar shell has Hardness.

This Hardness reduces any damage it takes by an amount equal to the Hardness. Once hermit rat is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its kimchi jar shell breaks and its Armor Class is reduced to 12.

**Speed** 30 feet, climb 10 feet

**Melee** ♦ jaws +7 (agile, finesse), **Damage** 1d4+1 piercing

**Ram** ♦♦ The hermit rat rolls in its vessel up to its full movement, ramming into a target in its path and dealing 1d6 bludgeoning damage (DC 16 basic Reflex save).

## SCALING ENCOUNTER A3

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

**10–11 Challenge Points:** Replace one hermit rat with a feral hermit rat.

**12–13 Challenge Points:** Add one hermit rat to the encounter.

**14–15 Challenge Points:** Add one feral hermit rat to the encounter.

**16–18 Challenge Points (5+ players):** Add two hermit rats to the encounter.

### FERAL HERMIT RAT (0)

### CREATURE 0

**N** **TINY** **ANIMAL**

**Perception** +2; low-light vision, scent (imprecise) 30 feet

**Skills** Stealth +7 (+9 while inside its jar), Survival +7

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

**Items** kimchi jar

**AC** 17 (13 when jar is shattered); kimchi jar shell; **Fort** +8,

**Reflex** +9, **Will** +5

**HP** 15; **Hardness** 2

**Flee** ➤ **Trigger** The hermit rat's jar is destroyed; **Effect** The hermit rat Strides up to its Speed without triggering reactions.

**Kimchi Jar Shell** The hermit rat's kimchi jar shell has Hardness.

This Hardness reduces any damage it takes by an amount equal to the Hardness. Once hermit rat is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its kimchi jar shell breaks and its Armor Class is reduced to 13.

**Speed** 30 feet, climb 10 feet

**Melee** ♦ jaws +9 (agile, finesse), **Damage** 1d4+3 piercing

**Ram** ♦♦ The hermit rat rolls in its vessel up to its full movement, ramming into a target in its path and dealing 1d6+2 bludgeoning damage (DC 18 basic Reflex save).



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## A6. INFESTED VAULT (LEVELS 1-2)

### HERMIT RAT

### CREATURE -1

**N** **TINY** **ANIMAL**

**Perception** +5; low-light vision, scent (imprecise) 30 feet

**Skills** Stealth +5 (+7 while inside its jar), Survival +5


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

**Items** kimchi jar

**AC** 16 (14 when jar is shattered); kimchi jar shell; **Fort** +6,

**Reflex** +7, **Will** +3


**HP** 6; **Hardness** 1


**Flee**  **Trigger** The hermit rat's jar is destroyed; **Effect** The hermit rat Strides up to its Speed without triggering reactions.

**Kimchi Jar Shell** The hermit rat's kimchi jar shell has Hardness.

This Hardness reduces any damage it takes by an amount equal to the Hardness. Once hermit rat is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its kimchi jar shell breaks and its Armor Class is reduced to 14.

**Speed** 30 feet, climb 10 feet

**Melee**  jaws +7 (agile, finesse), **Damage** 1d4+1 piercing

**Ram**  The hermit rat rolls in its vessel up to its full movement, ramming into a target in its path and dealing 1d6 bludgeoning damage (DC 16 basic Reflex save).

### BEJWELED RAT SWARM

### CREATURE 2

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

**Perception** +8; low-light vision, scent (imprecise) 30 feet


**Skills** Acrobatics +9, Athletics +5 (+7 to Climb), Stealth +7 (+9 within treasure)

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

**AC** 17; **Fort** +3, **Reflex** +8, **Will** +5

**HP** 21; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** physical 6 (except bludgeoning)

**Speed** 30 feet, climb 10 feet

**Swarming Bites**  Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save). A creature that fails their saving throw becomes clumsy 1 for 1 round.

## SCALING ENCOUNTER A6

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

**10-11 Challenge Points:** Add one hermit rat to the encounter.

**12-13 Challenge Points:** Add two hermit rats to the encounter.

**14-15 Challenge Points:** Add one bejeweled rat swarm to the encounter.

**16-18 Challenge Points (5+ players):** Add one hermit rat and one bejeweled rat swarm to the encounter.



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## B. CROWDED VAULT (LEVELS 1-2)

### HOARDING BATS (2)

### CREATURE 1

UNCOMMON N SMALL ANIMAL

**Perception** +10; echolocation (precise) 40 feet

**Skills** Acrobatics +7, Athletics +7, Stealth +7

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

**Echolocation** A bat can use its hearing as a precise sense at the listed range.

**AC** 16; **Fort** +8, **Reflex** +7, **Will** +6

**HP** 21

**Speed** 5 feet, fly 30 feet

**Melee** ♦ fangs +8, **Damage** 1d4+3 slashing

**Melee** ♦ wings +8 (agile), **Damage** 1d6+3 piercing

**Treasure Toss** ♦♦ The hoarding bat scoops up a rock or nearby item and throws it at an enemy within 30 feet. The targeted creature must succeed on a DC 17 Reflex save or take 1d6+2 bludgeoning damage.

## SCALING ENCOUNTER B

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

**10-11 Challenge Points:** Add one flash beetle to the encounter.

**12-13 Challenge Points:** Add one hoarding bat to the encounter.

**14-15 Challenge Points:** Add one flash beetle and one hoarding bat to the encounter.

**16-18 Challenge Points (5+ players):** Add two flash beetles and one hoarding bat to the encounter.

### FLASH BEETLE (0)

### CREATURE -1

N SMALL ANIMAL

*Pathfinder Bestiary* 41

**Perception** +6; low-light vision

**Skills** Acrobatics +6, Athletics +4

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

**AC** 16; **Fort** +5, **Reflex** +8, **Will** +4

**HP** 6

**Luminescent Aura** (aura, light) 10 feet. The flash beetle's bioluminescent organs fill the area with bright light.

**Speed** 20 feet, fly 15 feet

**Melee** ♦ mandibles +8 (agile, finesse), **Damage** 1d4+1 slashing

**Light Flash** ♦ The flash beetle creates a brilliant flash of light. All creatures in its luminescent aura must succeed at a DC 17 Fortitude save or be dazzled for 1 minute. The flash beetle's glow then goes out, disabling its aura for 24 hours, during which time it can't use Light Flash.



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## RETURN TO THE VAULTS (LEVELS 1-2)

### GOLDMONGERS (2)

CREATURE -1

UNCOMMON

CN

MEDIUM

HUMANOID

**Perception** +5

**Languages** Common

**Skills** Athletics +5, Intimidation +5, Treasure Lore +7

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

**Items** pick

**AC** 14; **Fort** +5, **Reflex** +3, **Will** +4

**HP** 10

**Speed** 25 feet

**Melee** ✦ fist +8 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+1 bludgeoning

**Melee** ✦ pick +8, **Damage** 1d6 piercing

### EXPERIENCED GOLDMONGER

CREATURE 1

UNCOMMON

CN

MEDIUM

HUMANOID

**Perception** +7

**Languages** Common

**Skills** Athletics +7, Intimidation +7, Treasure Lore +9

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

**Items** crossbow (20 bolts), pick

**AC** 15; **Fort** +7, **Reflex** +5, **Will** +6

**HP** 22

**Speed** 25 feet

**Melee** ✦ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

**Melee** ✦ pick +9, **Damage** 1d6+2 piercing

**Ranged** ✦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

## SCALING THE RETURN TO THE VAULTS

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

**10-11 Challenge Points:** Add one Goldmonger to the encounter.

**12-13 Challenge Points:** Add one experienced Goldmonger to the encounter.

**14-15 Challenge Points:** Add one Goldmonger and one experienced Goldmonger to the encounter.

**16-18 Challenge Points (5+ players):** The PCs face four experienced Goldmongers.



# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

## 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 Organized Play section on page 30 for instructions on how to use the scaling sidebars to adjust the encounters for your group. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

## THE CAVE ENTRANCE (LEVELS 3–4)

### SPICE BOMBS

HAZARD 2

UNCOMMON MECHANICAL TRAP

**Stealth** DC 20

**Description** Several spice bombs disguised as rocks litter the ground.

**Disable** DC 15 Thievery to remove the bombs without activating them or DC 16 Survival (trained) to render them inert.

**AC** 16; **Fort** +12, **Ref** +5

**HP** 30; **Immunities** critical hits, object immunities, precision damage

**Peppery Explosion** ☞ (inhaled) **Trigger** A creature steps on a spice bomb; **Effect** The spice bombs explode into clouds of spicy choking gas that envelops the area. All creatures within 30 feet must succeed a DC 16 Fortitude Save or take 2d10 poison damage. On a critical failure, the creature takes full damage and is sickened 1.



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## A1. OVERFLOWING VAULT (LEVELS 3-4)

### TREASURE AVALANCHE

### HAZARD 3

#### ENVIRONMENTAL

**Stealth** DC 20 (trained)

**Description** A large pile of treasure trembles precariously, threatening to collapse down into a crashing wave of coins and fine objects.

**Disable** DC 20 Thievery (trained) to remove the right pieces from the treasure pile and induce a controlled collapse.

**AC** 17; **Fort** +12, **Ref** +6

**HP** 44; **Immunities** critical hits, object immunities, precision damage

**Flood** ➤ **Trigger** A creature moves within 5 feet of the treasure pile; **Effect** Treasure slides down the side of the triggering creature in a large wave. All creatures within 15 feet of the falling treasure must attempt a DC 20 Reflex save as an onslaught of treasures bears down on them, dealing 2d10+13 bludgeoning damage.

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and is trapped in treasure, becoming immobilized until they Escape the collapsed treasure (DC 20).

**Critical Failure** The creature takes full damage and is buried in treasure, requiring another creature to dig them out of the treasure before they can Escape.

# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

## A3. OCCUPIED VAULT (LEVELS 3–4)

### GIANT HERMIT RATS (2)

### CREATURE 1

**N** **SMALL** **ANIMAL**

**Perception** +7; low-light vision, scent (imprecise) 30 feet


**Skills** Stealth +9 (+11 while inside its jar), Survival +9

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

**Items** kimchi jar


**AC** 17 (14 when jar is shattered); **Fort** +10, **Reflex** +11, **Will** +7


**HP** 20; **Hardness** 3

**Flee**  **Trigger** The hermit rat's vessel is destroyed; **Effect** The hermit rat Strides up to its Speed without triggering reactions.

**Kimchi Jar Shell** The hermit rat's kimchi jar shell has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once hermit rat is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its kimchi jar shell breaks and its Armor Class is reduced to 14.

**Speed** 30 feet, climb 10 feet

**Melee**  jaws +8 (agile, finesse), **Damage** 1d6+4 piercing plus brine burn

**Ram**  The giant hermit rat rolls in its vessel up to its full movement, ramming into a target and dealing 1d6+3 bludgeoning damage (DC 17 basic Reflex save).

**Brine Burn** A creature that takes damage from the hermit rat's jaw attack must attempt a DC 15 Fortitude Save. On a failure, the wound burns from spicy kimchi brine and they take an additional 1d4 acid damage.

## SCALING ENCOUNTER A3

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

**19–22 Challenge Points:** Replace one giant hermit rat with a bejeweled rat swarm.

**23–27 Challenge Points:** Add one giant hermit rat to the encounter.

**28–32 Challenge Points:** Add one bejeweled rat swarm to the encounter.

**33+ Challenge Points:** Add two giant hermit rats to the encounter.



### BEJEWELED RAT SWARM (0)

### CREATURE 2

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

**Perception** +8; low-light vision, scent (imprecise) 30 feet


**Skills** Acrobatics +9, Athletics +5 (+7 to Climb), Stealth +7 (+9 within treasure)

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

**AC** 17; **Fort** +3, **Reflex** +8, **Will** +5

**HP** 21; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** physical 6 (except bludgeoning)

**Speed** 30 feet, climb 10 feet

**Swarming Bites**  Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save). A creature that fails their saving throw becomes clumsy 1 for 1 round.



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## A6. INFESTED VAULT (LEVELS 3-4)

### GIANT HERMIT RAT

### CREATURE 1

**N** **SMALL** **ANIMAL**

**Perception** +7; low-light vision, scent (imprecise) 30 feet

**Skills** Stealth +9 (+11 while inside its jar), Survival +9

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

**Items** kimchi jar

**AC** 17 (14 when jar is shattered); **Fort** +10, **Reflex** +11, **Will** +7

**HP** 20; **Hardness** 3

**Flee** ➤ **Trigger** The hermit rat's vessel is destroyed; **Effect** The hermit rat Strides up to its Speed without triggering reactions.

**Kimchi Jar Shell** The hermit rat's kimchi jar shell has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once hermit rat is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its kimchi jar shell breaks and its Armor Class is reduced to 14.

**Speed** 30 feet, climb 10 feet

**Melee** ➤ jaws +8 (agile, finesse), **Damage** 1d6+4 piercing plus brine burn

**Ram** ➤➤ The giant hermit rat rolls in its vessel up to its full movement, ramming into a target and dealing 1d6+3 bludgeoning damage (DC 17 basic Reflex save).

**Brine Burn** A creature that takes damage from the hermit rat's jaw attack must attempt a DC 15 Fortitude Save. On a failure, the wound burns from spicy kimchi brine and they take an additional 1d4 acid damage.

### BEJWELED RAT SWARMS (2)

### CREATURE 2

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

**Perception** +8; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +9, Athletics +5 (+7 to Climb), Stealth +7 (+9 within treasure)

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

**AC** 17; **Fort** +3, **Reflex** +8, **Will** +5

**HP** 21; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** physical 6 (except bludgeoning)

**Speed** 30 feet, climb 10 feet

**Swarming Bites** ➤ Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save). A creature that fails their saving throw becomes clumsy 1 for 1 round.

## SCALING ENCOUNTER A6

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 hermit rat to the encounter.

**23-27 Challenge Points:** Add two giant hermit rats to the encounter.

**28-32 Challenge Points:** Add one giant hermit rat and one bejeweled rat swarm to the encounter.

**33+ Challenge Points:** Add one bejeweled rat swarm and two giant hermit rats to the encounter.



# EQUAL EXCHANGES – NECESSARY INTRODUCTIONS

## B. CROWDED VAULT (LEVELS 3–4)

### HOARDING BATS (2)

### CREATURE 1

UNCOMMON N SMALL ANIMAL

**Perception** +10; echolocation (precise) 40 feet

**Skills** Acrobatics +7, Athletics +7, Stealth +7

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

**Echolocation** A bat can use its hearing as a precise sense at the listed range.

**AC** 16; **Fort** +8, **Reflex** +7, **Will** +6

**HP** 21

**Speed** 5 feet, fly 30 feet

**Melee** ✎ fangs +8, **Damage** 1d4+3 slashing

**Melee** ✎ wings +8 (agile), **Damage** 1d6+3 piercing

**Treasure Toss** ✎✎ The hoarding bat scoops up a rock or nearby item and throws it at an enemy within 30 feet. The targeted creature must succeed on a DC 17 Reflex save or take 1d6+2 bludgeoning damage.

## SCALING ENCOUNTER B

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

**19–22 Challenge Points:** Add one hoarding bat swarm to the encounter.

**23–27 Challenge Points:** Add one hoarding bat and one hoarding bat swarm to the encounter.

**28–32 Challenge Points:** Add two hoarding bats and one hoarding bat swarm to the encounter.

**33+ Challenge Points:** Add three hoarding bats and one hoarding bat swarm to the encounter.

### HOARDING BAT SWARM

### CREATURE 2

UNCOMMON N LARGE ANIMAL SWARM

**Perception** +11; echolocation (precise) 40 feet

**Skills** Acrobatics +8, Athletics +5 (+8 to Climb) Stealth +8

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

**Echolocation** A bat can use its hearing as a precise sense at the listed range.

**AC** 17; **Fort** +7, **Reflex** +10, **Will** +7

**HP** 21; **Immunities** precision, swarm mind; **Weaknesses** area damage 5, splash damage 5; **Resistances** physical 6 (except piercing)

**Snatch Up** ➤ **Trigger** A creature leaves the swarm's space; **Effect** The creature must attempt a DC 18 Fortitude save to escape the swarm's space or they are picked up and thrown 5 feet, taking 1d6 bludgeoning damage.

**Speed** 5 feet, fly 30 feet

**Swarming Bites** ✎ Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save).

# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## RETURN TO THE VAULTS (LEVELS 3-4)

### EXPERIENCED GOLDMONGERS (4)

### CREATURE 1

UNCOMMON

CN

MEDIUM

HUMANOID

**Perception** +7

**Languages** Common

**Skills** Athletics +7, Intimidation +7, Treasure Lore +9

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

**Items** crossbow (20 bolts), pick

**AC** 15; **Fort** +7, **Reflex** +5, **Will** +6

**HP** 22

**Speed** 25 feet

**Melee** ♦ fist +9 (agile, finesse, nonlethal, unarmed), **Damage** 1d4+4 bludgeoning

**Melee** ♦ pick +9, **Damage** 1d6+2 piercing

**Ranged** ♦ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

## SCALING THE RETURN TO THE VAULTS

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

**19-22 Challenge Points:** Add one experienced Goldmonger to the encounter.

**23-27 Challenge Points:** Add one megalictis to the encounter.

**28-32 Challenge Points:** Add one experienced Goldmonger and one megalictis to the encounter.

**33+ Challenge Points:** Add two megalictises to the encounter.

### MEGALICTIS (0)

### CREATURE 3

N

MEDIUM

ANIMAL

*Pathfinder Bestiary* 3 291

**Perception** +10; low-light vision, scent (imprecise) 60 feet

**Skills** Acrobatics +19 (+13 to Escape), Athletics +8, Stealth +9

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

**Lithe** A megalictis treats any tight space it can barely fit its head in or wider as difficult terrain and doesn't need to Squeeze to move through it.

**AC** 19; **Fort** +8, **Reflex** +11, **Will** +6

**HP** 42

**Speed** 25 feet

**Melee** ♦ jaws +11 (finesse), **Damage** 1d12+5 piercing plus Grab

**Melee** ♦ claw +11 (agile, finesse), **Damage** 1d10+5 slashing

**Constrict** ♦ 1d12+2 piercing, DC 20



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## APPENDIX 3: GAME AIDS



YI DA SOM



THE WATERFALL

DOKK



TREASURE AVALANCHE



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS



PUREPURIN



SPICY DEATH CHICKEN

VALASHINAZ



PATHFINDER SOCIETY SCENARIO

# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### Treasure Bundles

- The Jjang-Jang Goblins, page 5: 1 Treasure Bundle for helping the Jjang-Jang goblins with their cart.
- Area **A1**, page 6: 1 Treasure Bundle for surviving the treasure avalanche.
- Area **A6**, page 9: 2 Treasure Bundles for saving Purepurin.
- Area **B**, page 10: 2 Treasure Bundles for handling the bats in Valashinaz's largest vault.
- Marinade Plans, page 13: 1 Treasure Bundle for getting back the *jug of fond remembrance*.
- Return to the Vaults, page 13: 1 Treasure Bundle for handling the Goldmongers.
- Summoning Valashinaz, page 13: 2 Treasure Bundles for successfully summoning Valashinaz.

CP Total	Level Range
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

### 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.

1st-level PCs = 2 points each

2nd-level PCs = 3 points each

3rd-level PCs = 4 points each

4th-level PCs = 6 points each

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



# EQUAL EXCHANGES - NECESSARY INTRODUCTIONS



## 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"/>
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal
				Replay Used <input type="checkbox"/>

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

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

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

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

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

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# Scenario #5-04: Necessary Introductions

Character Chronicle #

2

Character Name

Organized Play #

Character #

## Adventure Summary

You were sent by the Hwanggot Lantern Lodge to deliver a gift to the underworld dragon Valashinaz before an important meeting between her and the Pathfinder Society. Along the way, you met the Jjang-Jang goblins and ☐ assisted them with their cart or perhaps you ☐ were unable to help. Once you arrived at Valashinaz's vaults, you discovered that her assistant Purepurin wasn't there waiting for you, so you decided to investigate further. Once in the vaults, you made your way through several traps and pests, before discovering Purepurin being beset by rats and bats. You assisted in cleaning out the vaults, before helping Purepurin summon her mistress for the forgotten meeting. You raced your way back through the vaults, collecting artifacts, only to find that the last item was with the Jjang-Jang goblins. In order to get the *jug of fond remembrance* you ☐ traded the liqueur and/or ☐ participated in the Spicy Death Chicken Challenge. You ☐ succeeded at the challenge or perhaps you ☐ clucked like a chicken! Ultimately, you returned with the needed item to summon Valashinaz and ensure the meeting occurred.

## 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](https://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](https://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](https://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

## Rewards

### Starting XP

### XP Gained

### Total XP

Experience

## Items

## Notes

*crying angel pendant* (level 2, 7 gp)  
*gecko potion* (level 1, 3 gp; *Advanced Player's Guide* 257)  
*monkey pin* (level 2, 6 gp)  
*mortalis coin* (level 4, 20 gp; *Treasure Vault* 94)  
*oil of skating* (level 2, 5 gp; *Treasure Vault* 87)  
*shielding salve* (level 1, 4 gp; *Advanced Player's Guide* 259)

### Starting GP

### GP Gained

### GP Spent

### Total GP

Gold

## Reputation/Infamy

## FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 5CEM

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](https://pathfindersociety.club)