

SECOND EDITION

PATHFINDER[®] SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-09

Levels 5-8

EQUAL EXCHANGES — SKYMETAL HOARD

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HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 5-8



PLAYERS: 3-6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Gamemastery Guide*, *Pathfinder Bestiary 2*,
Pathfinder Lost Omens Grand Bazaar, and *Pathfinder Treasure Vault*

Maps: *Pathfinder Flip-Mat: Jungle Multi-Pack*

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 <https://lorespire.paizo.com/>.



METAPLOT



VERDANT WHEEL

SUMMARY

Aboard the *Saranggola*, the PCs sail toward Binoco Isle, where an abandoned temple to Valashinaz holding a skymetal hoard awaits them. Their guide, a Minatan sailor named Arong Magsanay, tells of what might await them upon making shore. While his people have long since ceased worshipping Valashinaz and have left the island alone, nature would've likely reclaimed the area, and like as not, the remnants of an akata pack once given as tribute to the underworld dragon might still be on the prowl.

The PCs must traverse the isle to reach the temple, in the process uncovering traces of past visitors, forgotten traps, and signs of its current inhabitants. The skymetal hoard should prove easy enough to acquire thanks to prior preparations, but the disturbance of the temple doesn't go unnoticed. A pack of akatas—spawned from some of the isle's previous inhabitants and visitors, and some of which developed more potent forms—assaults the PCs as they come close to completing their mission. Even after defending against this initial attack, the PCs must then rush through the jungle to escape a wave of ravenous, newly awakened akatas. Only by reaching the boat can they leave the island with their lives—and their skymetal spoils—intact!

CONTENT WARNING

This scenario contains mild themes of creepy horror. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.

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ADVENTURE BACKGROUND

In southeastern Tian Xia, the people of Binocol, one of Minata's easternmost islands, used the smaller Binoco Isle in the Okaiyo Ocean as a place of worship to **Valashinaz** (LN female underworld dragon), even going so far as to make offerings and dedicate a temple there in the dragon's name as one would to a god. For this reverence, Valashinaz provided guidance to the community, with as much detached benevolence as one might expect from an ancient dragon. Over 80 years ago, several factors including disastrous weather conditions led to the island's total abandonment as far as humanoids were concerned. Time and nature have since reclaimed Binoco Isle, protecting the treasures left behind in Valashinaz's temple from prospective interlopers in the coming years.

Presently, Binocolans have generally settled on the coast of Binocol, not too far from Binoco Isle. They regard Valashinaz as a treasured member of the community, valuing her wise counsel but no longer revering her as a god. Binoco Isle still represents a significant part of their history, though one they now only observe at a distance. This arrangement works well enough for the underworld dragon, who seemed content to leave Binoco Isle, and a portion of her hoard therein, alone—until recently.

While the Pathfinder Society focused on the new options brought by the Maze of the Open Road, Venture-Captain **Yi DaSom** and a group of junior Pathfinders facilitated a meeting between the **Waterfall** (N female Decemvirate member) and Valashinaz. The establishment of this relationship has led to an exchange of knowledge and services between the Society and the dragon, and the Waterfall has most recently agreed to send out a group of Pathfinders to collect the part of Valashinaz's treasure that still remains on Binoco Isle. Thus, **Purepurin** (CG female kobold protegee), Valashinaz's assistant, in junction with Venture-Captain **Taiwalei** (LG male human seafarer) sent word of the Pathfinders' mission to the Binocolan community. In response, the Binocolan leaders happily volunteered one of their own as a guide so that the Pathfinders can reach Binoco Isle. With particular instructions from Valashinaz herself, the Pathfinders can then undertake the task of retrieving the long-abandoned skymetal hoard.

WHERE ON GOLARION?

Equal Exchanges – Skymetal Hoard takes place on Binoco Isle. This isolated island in the Okaiyo Ocean is several hours of sailing away from the eastern Minata island of Binocol in the continent of Tian Xia. Having remained unsettled for decades, Binoco Isle now hosts dense jungles and an abandoned temple, though the island hasn't remained wholly uninhabited during all that time. Its native fauna and flora have overtaken the area, and with its distance to the Minatan coast, Binoco Isle has likely welcomed shipwrecked travelers and foolhardy explorers alike.



GETTING STARTED

This adventure begins with the PCs aboard the *Saranggola*, a paraw boat owned by **Arong Magsanay** (CN male human sailor), a native Minatan and the PCs' guide to Binoco Isle. Before setting sail, Arong enthusiastically introduces himself while giving each PC a high five, or a respectful wave should someone refuse or seem uncomfortable. He then passes over a parcel containing the following: a brief from Valashinaz, a letter from Taiwalei, and a *bag of holding* (type II); see **Handout #1: Mission Brief from Valashinaz** and **Handout #2: A Friendly Letter from Taiwalei** on page 26.

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Once the PCs have been properly briefed and make their preparations, their vessel sets sail from the coast of Binocol in the early morning and reaches their destination within 2 to 3 hours. Read or paraphrase the following to get the adventure underway.

As the Saranggola's sails pick up a fair wind, the dock and coastline of Binocol swiftly fade away in the distance behind the vessel. With Binoco Isle located due east, it's almost as if Arong is sailing the boat straight toward the rising sun.

Once the small ship eases into a respectable speed, Arong exclaims, "Look, or you'll miss it!" With a wide grin, he gestures around with an oar in hand as the dark morning waters ripple to the beat of the wind. "Now, for just a hair of the day, you'll see nothing but the ocean's gift. Watch. Wonder! And thank the world that it is a good morning to sail!"



ARONG

Then, as far as the eye can see, there's only water. Streaks of orange light cut through the Okaiyo Ocean's dark blue surface, disrupted by just the ship's bow nudging water away into gaggles of white foam ahead of the vessel. The air smells not just of salt, but of the life teeming beneath the surface. Eventually, as the sun continues to climb, a speck appears on the horizon, growing with each moment. There looms an island topped with a verdant jungle. A beach of white-yellow sand approaches fast ahead, beaming like a mischievous grin plastered in contrast to the dense greenery behind it, and palm trees sway to the ocean breeze as if in greeting.

During the journey to Binoco Isle, Arong plays a good host as if the PCs were on a tourist excursion rather than a mission for the Society, going so far as to offer them Minatan snacks (dried mangoes, dried squid, and rice crackers, for example), especially to characters who feel nauseous. He becomes especially genial toward characters who speak about being from metropolitan areas openly and their experiences in such places. Arong does his best to answer any questions the PCs ask. Even when he replies that he doesn't know the answer or fails to have a good response, he speaks so enthusiastically that it seems as if he was actually being helpful.

Likely questions the PCs might have and their answers can be found below.

What can we expect to find on Binoco Isle? "Trees! Wildlife, perhaps a boar if you are lucky! Oh, and maybe, a pack of akatas—they were an offering that Valashinaz apparently kept as pets, you see, and roamed free there when my ancestors still actively worshipped at the temple, before the island was abandoned. There *shouldn't* be any people living there at all, but you never know who or what else might wash up on these islands. Ain't strange for less experienced navigators to be waylaid in the Okaiyo, so consider yourself lucky with me! And thank the winds, the waters, and the sky, as always."

What are akatas? "They're like hairless blue dogs that don't make a sound. And they have tentacles for a mane! And if you see one, you're supposed to avoid eye contact and back away slowly—Wait, that's... that's maybe a different beast." Arong shrugs. "I haven't actually seen an akata myself, but I don't imagine they like to be bothered."

Why was the island abandoned? "My grandfather used to tell me how he lived through the worst typhoon to hit Minata in living memory. That was about 80 years ago. Him, his family, everyone they knew—they almost permanently left Binocol with conditions being so bad, and the island we're heading to now was almost completely swallowed by the Okaiyo. When the weather and water levels finally settled, they thought it best to just leave Binoco Isle and the temple alone, and Valashinaz suggested as much."

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How do we find the Temple to Valashinaz? “They tried to build the temple as close to the middle of Binoco Isle, where the elevation would’ve been highest. It should be the biggest structure there. Probably hard to miss. So! Head inland, move toward the center!”

What do you know about the temple? “Ehhhhh... Not much. Sorry! We *used to* worship Valashinaz, but not for a long while now. And don’t worry, there are no hard feelings between us, still much respect for her—” Arong places a fist over his heart before making a peace sign. Then, he muses, “Now that I think of it, it was a pretty important place, wasn’t it? With treasure worth hiding... You’ll probably find some traps around or inside, right? Or at least what’s left of them.”

Do you have any advice for traveling through the island? “You Pathfinders probably know lots about land travel and survival, already! But—” Arong nods sagely before raising a finger in point. “In Minata, we pay our respects to anito when moving in places

overtaken by nature. Once you start hiking through the jungle, kindly ask the anito for permission. Something like, ‘May I pass?’ or ‘Please move aside,’ while you walk along. That’s usually enough! Courtesy is key! Though if you prefer giving gifts instead of just asking—” He reaches into a satchel, pulls out a rice cracker, and noisily crunches on it. “—then offering a treat might do just as nicely.”

Will you come with us? “Ah! No. I was volunteered to get you here and then back to Binocol. Besides, I have to make sure the boat stays right where we dock it! You do want to get off the island, right? Of course you do! So... best of luck, Pathfinders!”

Even without being prompted by the PCs, Arong should mention the presence of **anito**, the Minatan term for nature spirits, and how to generally appease anito. Arong also passes on a message from the Binocolan leaders: while they won’t hold it against the PCs to defend themselves or take lethal measures against hostile fauna and other creatures, they do request that the Pathfinders stay mindful of the surrounding environment when it comes to using fire-based magic and other similarly destructive abilities.

Occultism or Aberrant Lore (Recall Knowledge)

A PC who succeeds at a DC 20 (DC 23 for levels 7–8) Occultism or a DC 18 (DC 21 for levels 7–8) Aberrant Lore check to Recall Knowledge might know more about akatas.

Critical Success An akata typically spawns from humanoids, but sometimes, an akata develops altered physiology and abilities that relate to the nature of the humanoid they spawned from. In even rarer cases, a particularly special host can spawn a noticeably larger, more powerful akata.

Success An akata has adverse reactions to salt water. Mild exposure can cause pain and discomfort, but fully immersing it in saltwater will prove lethal.

Critical Failure While a difficult feat to achieve, taming an akata can make them into particularly docile pets. When in its master’s presence, or in the vicinity of its master’s scent, a tamed akata can express extremely docile behavior, sometimes to the point of passivity.

HERO POINTS

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

JOURNEY TO THE TEMPLE

Once the PCs have docked on the island and headed into the jungle areas, read or paraphrase the following.



BUSOBORN VOID ZOMBIE

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As if stepping into another world, the crashing waves and billowing winds have been replaced by a chorus of insects, calling birds, and critters ruffling through leaves and undergrowth. The jungle ahead is a mosaic of lush green interspersed by tree trunks peeking through, fallen branches, and the yellow-green leaves of banana trees. Traces of the salty sea breeze give way to that of damp foliage. With the canopy shielding much of the ground from the sun, the surroundings feel several degrees cooler but all the more humid. Each step into the undergrowth brings a moment of uncertainty, as plants mask whether a spot is of steady ground or a pool of water or mud simply covered by foliage. Even where the canopy gives way to more sunlight in a clearing, there's only more lush jungle in the distance beyond.

Since the PCs received guidance regarding the temple's general location, they already have a good start on which way to go and must concern themselves mainly with actually trekking through the jungle. However, before they get too far inland, the PCs might notice an ambient shift in their surroundings. Proceed first to **Event 1: A Quiet Jungle**.



EVENT 1: A QUIET JUNGLE

A PC who succeeds at a DC 10 (DC 13 for levels 7–8) Perception check notices their surroundings have gone completely silent except for the PCs' movements and voices. With a successful DC 15 (DC 18 for levels 7–8) Perception check or a DC 18 (DC 21 for levels 7–8) Nature or Religion check, a PC realizes that their current situation might have been caused by anito in the area if the PCs don't come to this conclusion on their own. Using Arong's advice, verbally asking for permission or saying "excuse me" is enough to appease the area's anito, and the jungle returns to its previous, noisier state once all the PCs have done so. On a critical success, the PC knows that it isn't uncommon for travelers to offer tribute or beseech anito for good fortune, and they can attempt the Befriend the Anito exploration activity. If a PC chooses not to appease or if they actively antagonize the anito, then treat it as if that PC had critically failed the Befriend the Anito exploration activity. Then, proceed to All That Remains (page 6).

BEFRIEND THE ANITO

CONCENTRATE EXPLORATION MANIPULATE

By offering a prayer, a dedication, a physical gift of food or incense, or a combination of the above, you attempt to befriend the local anito. Attempt a DC 20 (DC 23 for levels 7–8) Diplomacy, Nature, or Religion check. If you provide an offering that involves Minatan delicacies (such as the snacks Arong had available during your voyage), you gain a +2 circumstance bonus to this check. Otherwise, a GM might decide to assign bonuses or penalties based on the nature of your offering.

Critical Success As success, but the anito are exceptionally pleased with the character's tribute, so all PCs (except those who have antagonized the spirits) benefit from the anitos' guidance once while traversing the jungle.

Success The anito are pleased with the character's tribute. The character who Befriended the Anito gains the benefit of the anitos' guidance: once while in the jungle, the character can choose to gain a +2 bonus to a skill check's result, which can potentially turn a failure into a success and so on.

Failure The area's anito accept your offering, but nothing else happens.

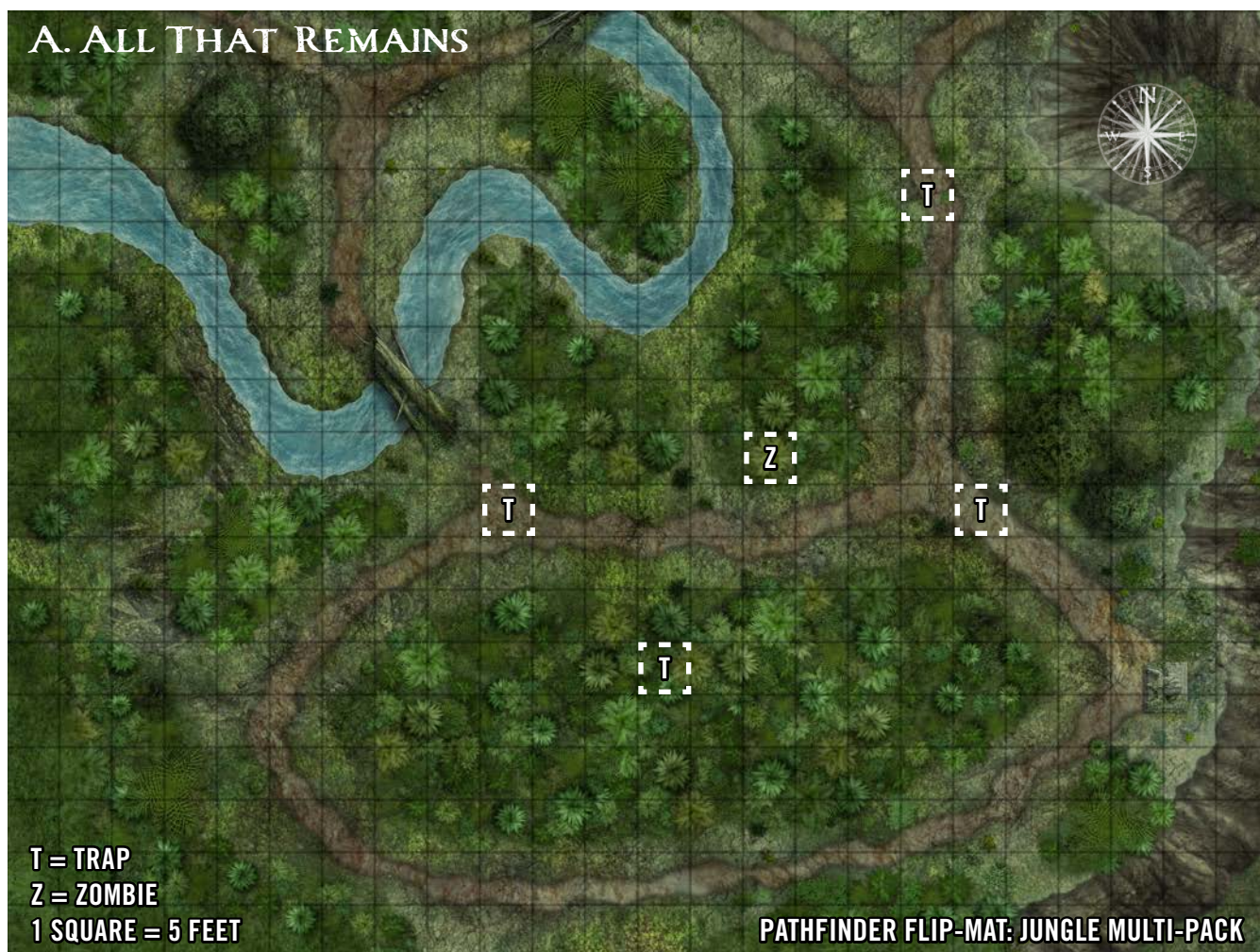
Critical Failure The area's anito take offense at your offering. The spirits make traversing the jungle particularly taxing for the character who attempted to Befriend them. By the time the PCs reach the temple, that character must succeed at a DC 22 (DC 25 for levels 7–8) Fortitude save or become fatigued by their trek through the jungle.

A. ALL THAT REMAINS

LOW

While decades of jungle growth have likely covered most traces of habitation, some signs remain or have been brought back to the fore thanks to inclement weather.

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Have each PC attempt two DC 20 (DC 23 for levels 7–8) Perception checks as they travel further inland. For each success, the PCs notice one of the following signs. If a PC succeeded at the Befriend the Anito activity, then that PC automatically succeeds at one of their Perception checks.

- From across a clearing, a wild boar or several deer appear to scurry among the trees.
- A large, waterlogged piece of sharpened wood, grown over with moss as it leans tilted against a tree. Any character proficient in Crafting or Survival can identify that this piece of wood was likely once used in a pit trap of some sort.
- A torn backpack hanging precariously from a branch. Its contents are nowhere to be seen, but for PCs proficient in Crafting or Nature, it likely hasn't been there for more than a year based off the bits of plant growth over it and the aging of its material.
- Waterlogged bamboo poles occasionally stick out among the landscape. A PC proficient in Crafting or

Survival knows that this material is commonly used in some types of Minatan housing, but based off its apparent age and signs of wear, the structures had likely been destroyed or washed away decades ago.

- One clearing features a noticeably thinner underbrush due to the area being used as a campsite. PCs proficient in Nature or Survival determine that the site is at least a few months old and that any tracks and other traces of who camped there have long since been weathered away or covered beyond distinction.
- Several trees and branches in a nondescript pattern feature pieces of rope and knots tied to them. PCs proficient in Survival or Sleight of Hand can tell the type of rope and knots used seem to vary in material and age, hinting that these signs were left at different points in time and likely by different individuals over the years.
- The trunks of larger trees feature spots where bark has been chipped away and branches have broken or otherwise given out. PCs proficient in Athletics

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or Investigation can deduce these signs came from something climbing over these trees.

At some point while moving through the jungle, any PC who succeeds at a DC 15 (DC 18 for levels 7–8) Perception check automatically spots a triggered rope net trap dangling among a copse of trees.

Creatures: A few days past, a void zombie spawned from a buso that got caught by the trap while moving through the underbrush, its long limbs twisted due to the netting and its lone eye almost dangling out of its socket. At the beginning of combat, the void zombie can't Move until it Escapes (DC 19) from the rope net trap. If it succeeds at Escaping, it moves to attack the closest living creature. If a creature comes into range of the void zombie while it's still trapped, it attempts to attack with its feeding tendrils Strike but takes a –2 circumstance penalty to the attack due to the net. Once the PCs come within 10 feet of the void zombie, it starts making a wailing noise, attracting some of the other creatures in the surrounding area.

Hazards: While traversing deeper inland through the jungle undergrowth, the PCs risk triggering several rope cage traps, molded over but still functional. Aged rope cage traps remain hidden off the worn path on the jungle floor, the moldering ropes merely making it easier to blend in with the verdant backdrop.

Levels 5–6

BUSOBORN VOID ZOMBIES (2) CREATURE 4

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ROPE NET TRAPS (4) HAZARD 4

Page 14

Levels 7–8

BUSOBORN VOID ZOMBIE CREATURE 4

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VOID ZOMBIE ADVENTURERS (2) CREATURE 5

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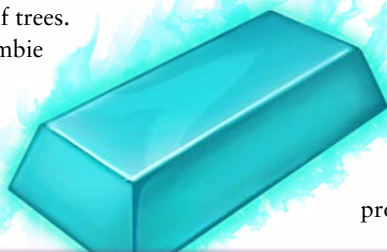
ROPE NET TRAPS (4) HAZARD 4

Page 18

Development: If the PCs identify the hazards and don't destroy them, the hazards can be utilized in Get to the

Boat! (page 11) as an option to overcome an obstacle during the Chase sequence.

Treasure: With a successful DC 20 (DC 23 for levels 7–8) Perception check, a PC notices a glint in another triggered heavy net trap almost completely hidden by the foliage. The net trap can be slashed open (AC 8; Hardness 2; HP 12). It contains a heavily decomposed body that seems to have perished in a writhing pose, its tattered clothes providing little hint to its origins. Nothing of worth remains on the corpse except for a pair of *lesser mirror goggles* still strapped to its head.



ABYSIUM

THE TEMPLE TO VALASHINAZ

The PCs continue their trek for the better part of an hour before they step out into a more open area leading to the highest point on the island. Read or paraphrase the following.

The curtain of jungle foliage parts, revealing an incline. Verdant underbrush flanks the long, mucky dirt path leading upward, one made more from the runoff of water meandering downhill than by any actual foot traffic. Further up, the crumbling stone structures emerge from among the trees. These spaces could've conceivably provided shelter or hosted functions amongst worshippers at one point, but the years of lingering have reduced them to little more than sources of shade against the beating sun. Finally, the far edge of this raised area culminates in an impressive open-air temple.

Topped by a statue sculpted in honor of Valashinaz, the temple's roof has remained intact in defiance of time and the elements. The walls have similarly lasted, along with stone columns carved in the

dragon's likeness. These take myriad poses and expressions, only the finer details of which have been lost to erosion. Moss covers nearly every surface of the temple, and tufts of grass or weeds peep out between cracks in the floor. The stone steps leading from the outside into the main chamber appear darkened with the post-morning dew. The signature jungle smell now mixes with an almost musty, metallic scent.

On a raised dais, with steps leading up to it from each cardinal direction, waits a veritable bounty of skymetal—noqual, jars of djezet, even chunks of siccattite—immaculate and untouched by time in contrast to the aged surroundings. The light seeping in from the temple's various entrances



AKATA COCOON

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reflects off the metals. Each glint bounces off one of many rounded chunks of noqual scattered in bunches throughout the temple's interior, some laid out on the floor and some precariously stuck upright against the walls.

The temple's ceiling is 30 feet high, and its interior is well lit due to the natural light flooding in from the outside.

As soon as the PCs enter the temple, they immediately become aware of both the skymetal hoard—of which there would be far too much to transport without the *bag of holding*—and the noqual cocoons. With a successful DC 20 (DC 23 for levels 7–8) Occultism or a DC 18 (DC 21 for levels 7–8) Aberrant Lore check to Recall Knowledge, a PC knows the chunks of noqual represent a clutch of cocooned akatas and that, upon sensing nearby life, the akatas can break out of these cocoons; on a critical success, the PC knows it can take only a few minutes for the creatures to burst free once they've sensed nearby life. Additionally, a PC who succeeds at a DC 25 (DC 28 for levels 7–8) Survival check can harvest 40 gp (60 gp for levels 7–8) worth of noqual pieces from one of the less developed cocoons, doubling that value on a critical success.

At this point, the PCs can approach Valashinaz's hoard to collect it. With a successful DC 20 (DC 23 for levels 7–8) Arcana check, a PC discerns that the protective *glyph of warding* had been cast on the dais rather than on the treasure itself. While the passphrase from Valashinaz could completely disable the enchantment, it might be possible to delay the activation instead by succeeding at a DC 25 (DC 28 for levels 7–8) Arcana check; on a failure or critical failure, the *glyph of warding* simply deactivates completely due to the passphrase.

Once the magical protection has been removed from the skymetal hoard, the PCs can finally safely scoop the treasure into the *bag of holding* Valashinaz contributed for the mission. However, before they have the opportunity to do so, a pack of akatas and their void zombie minions arrive at the temple.

B. THE HOARD

SEVERE

The shadows of hunched figures loom from the north and west entrances. A pack of blue-skinned akatas prowls into the temple interior with several decomposing humanoids dressed in tattered traveling clothes of differing styles shambling along at their rear. From the north, a noticeably bulkier akata with a single eye in the middle of its head stalks forward, its skin pocked with patches of leaves and its elongated appendages intertwined with browning vines. These creatures eerily

RUNNING THE CHASE

Get to the Boat! uses the Chase subsystem rules. Each round can take up to several minutes to resolve as the PCs retrace their steps from Valashinaz's temple, through the jungle, and back to the beach where their guide Arong awaits them on their vessel. At the start of the second round, the akatas enter the Chase at Temple Run and incessantly pursue the PCs until the creatures are barred by the saltwater surrounding Binoco Isle. If the PCs and the akatas start the round at the same obstacle, each PC takes damage as if they were hit by an akata's jaws Strike.



NOQUAL

emit no sound, but with a thump of its tentacles against the ground, the largest of the akatas suddenly rushes forward—signaling the others to do the same.

Creatures: One busoborn akata enters the temple from the northern entrance, and another enters from the west. Void zombies trail the busoborn akatas. The busoborn akatas immediately target the two living targets nearest to them; they attempt to Grab two creatures at a time unless they've used their Grasping Tendrils ability, and they prioritize their Strikes on targets that would take additional damage from their Pack Attack ability. The void zombies first attack the nearest creature adjacent to an akata, but during subsequent turns they then target the creature that dealt damage to them most recently. The akatas and void zombies fight until destroyed.

Levels 5–6

BUSOBORN AKATAS (2)

CREATURE 4

Page 15, art on page 24

VOID ZOMBIE EXPLORERS (3)

CREATURE 3

Page 15, art on page 23

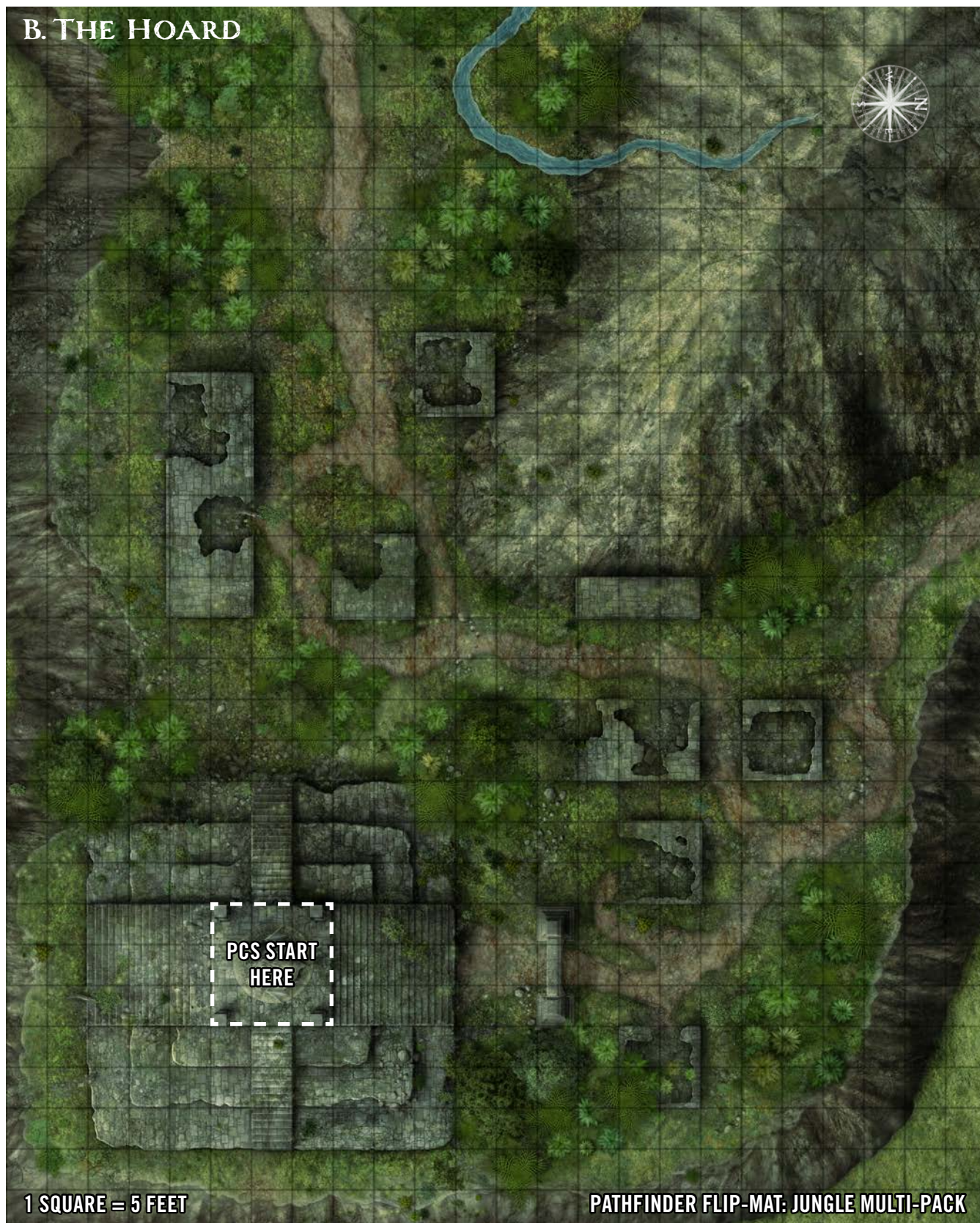
Levels 7–8

SHREWD BUSOBORN AKATAS (2)

CREATURE 6

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EQUAL EXCHANGES – SKYMETAL HOARD

VOID ZOMBIE ADVENTURERS (3)

CREATURE 5

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Reward: Once the PCs have defeated the pack of akatas and the void zombies, the PCs can finally transfer the entirety of the skymetal hoard. Given the circumstances, the PCs won't be able to specifically count the total value of the hoard while also hurriedly transferring all the skymetals into the *bag of holding*; there's simply a lot of skymetal. Additionally, one of the void zombies has a *wounding rune* hidden amidst its tattered apparel, and the other has one *moderate healing potion* stowed in its pocket.

With a successful DC 18 (DC 21 for levels 7–8) Nature or Survival check, a PC can harvest materials from each

SCALING THE CHASE

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



busoborn akata's body. On the first success, a PC harvests enough material that can be valuable to the Verdant Wheel for research purposes; on the second success, a PC harvests 110 gp worth of leaves that can be used in crafting a *druid's crown*.

Development: The PCs have just enough time to collect the treasure before the akata cocoons begin to burst open.

C. GET TO THE BOAT!

By the time the PCs have secured the skymetal hoard in their *bag of holding* and finished otherwise looting the area, enough time has passed for the cocooned akatas to finally burst free. Make it clear to the PCs that they would face overwhelming numbers should they choose to stay in the temple and confront the awakening akatas.

Read or paraphrase the following. The akata stat block can be found on page 16 (levels 5–6) and 21 (levels 7–8).

Weblike fractures spread across the noqual cocoons scattered around the temple. Then, with a sickening crack, the cocoons burst open in a shower of delicate shards. An akata emerges from each one, taking a moment to get back on its feet and steady itself as it prepares to rush the closest source of life it can sense!

In a Chase, the PCs accumulate Chase Points as a group to overcome each obstacle, usually by attempting the skill checks listed in the obstacle stat block. The skill check's result determines the number of Chase Points added to the group's total as follows.

Critical Success The PCs gain 2 Chase Points.

Success The PCs gain 1 Chase Point.

Critical Failure The PCs lose 1 Chase Point (to a minimum of 0 Chase Points).

When the PCs earn enough Chase points to overcome the obstacle, they move on to the next obstacle. Excess Chase Points don't carry over to the next obstacle.

PCs can attempt other skills or methods to overcome an obstacle beyond those listed in its entry. Creative solutions should be encouraged so long as they address the challenge posed by the obstacle. To set an alternate skill's DC, use the given skill DCs and any other modifiers



BUSOBORN AKATA

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that might apply using **Table 10-6: DC Adjustments** on page 504 of the *Core Rulebook*. When an alternate method applies automatically, such as through using a spell or class ability, the PCs can gain up to 2 Chase Points. For a complete explanation of the Chase subsystem, refer to pages 156–159 of the *Gamemastery Guide*.

TEMPLE RUN

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 19 (DC 22) Acrobatics to hurry to the exit without stumbling, DC 20 (DC 23) Athletics to simply plow through any items or entities in the way, DC 18 (DC 21) Stealth to take cover amid the columns and slip out of the temple

The remains of the akata pack, shattered noqual cocoons, and some groggy akatas litter the way between the dais and the temple's exit.

Special If the PCs delayed the activation of the *glyph of warding* in the Temple to Valashinaz, they earn 1 Chase Point as it activates, causing an explosion that further disorients the newly released akatas.

RUINS PARKOUR

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 20 (DC 23) Acrobatics or Athletics to leap, flip, and slide across the ruins, DC 18 (DC 21) Crafting or Engineering Lore to determine an unobtrusive route through the structures, DC 19 (DC 22) Stealth to outmaneuver the akatas by hiding amid the ruins

The stone ruins just outside the temple both block the straightforward way of escape and give alternate paths to confuse pursuers.

DOWNHILL MUD RUSH

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 19 (DC 22) Acrobatics to maintain balance on the slide down the hill, DC 20 (DC 23) Athletics to simply speed down the hill regardless of the mud, DC 17 (DC 20) Crafting to fashion an impromptu sled and make a ride out of the descent

To reach the jungle's edge, one must brave this literal take on getting down and dirty. At least the mud makes reaching the bottom of the incline faster.

CAUGHT IN A SNARE

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 17 (DC 20) Crafting to rig the trap against the akatas, DC 20 (DC 23) Thievery to disable the snares, DC 20 (DC 23) Perception or Survival to discern the snares' possible locations and avoid them altogether

Traps left behind to deter those approaching the temple can also work coming from the opposite direction, given they don't prematurely trigger first.

Special If the PCs didn't destroy the traps in *All That Remains*,

a PC who uses Crafting to use the traps against pursuing akatas to overcome this obstacle earns an additional Chase Point with a success or critical success.

UNDERBRUSH SURPRISE

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 18 (DC 21) Athletics to scramble over the foliage, DC 20 (DC 23) Nature, Perception, or Survival to notice the faulty spots of underbrush and avoid them altogether, DC 19 (DC 22) Reflex to avoid tripping

Every step taken through this island's jungle is a gamble between landing on solid ground, in knee-high water, or into a long-forgotten pit.

THE UNRELENTING JUNGLE

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 18 (DC 21) Fortitude to power through the dense flora, DC 17 (DC 20) Nature or Survival to discern the best path forward while making contact with only the least obtrusive plant life, DC 20 (DC 23) Reflex to evade the assailing vines and branches that always seem to be at face height

Binoco Isle doesn't relent so easily. Twisting vines, fallen trees, and thickets of greenery complicate the straight route back to the shore.

Special If a PC succeeded at the Befriending the Anito activity, they earn 1 Chase Point as the nature spirits help ease some of the plant life off the PCs.

BEACH RUSH

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 19 (DC 22) Acrobatics or Athletics to sprint or bound across the sands, DC 18 (DC 21) Reflex to expertly roll down the beach after making a dynamic exit from the jungle, DC 20 (DC 23) Perception or Survival to identify spots for better footing so that the sand doesn't slow you down

Though not quite the beach day one would envision, the beautiful, open sands also herald safety in the form of an impending watery escape, for those quick enough to reach it.

ROW! ROW! ROW!

OBSTACLE 5 (7)

Chase Points 4; Overcome DC 20 (DC 23) Athletics to shove the boat into the water, DC 20 (DC 23) Diplomacy to distribute the oars and organize everyone into a good rowing pattern, DC 18 (DC 21) Intimidate or Performance to encourage Arong to get the vessel ready for a speedy escape, DC 19 (DC 22) Survival to aid in untying knots or unfurling the sails

The *Saranggola* requires incentive to sail its passengers to safety, and that incentive involves a lot of vigorous rowing and generally not being on land any longer.



DJEZET DOSE

EQUAL EXCHANGES – SKYMETAL HOARD

Development: Overcoming the Row! Row! ROW! obstacle means the PCs successfully board the *Saranggola* and disembark from Binoco Isle. The akatas can only watch from the beach as the Pathfinders sail away, deterred from any pursuit by the salt water of the Okaiyo Ocean.

CONCLUSION

Once the Pathfinders have safely set sail on the water, Arong resumes his hosting duties and sings an upbeat shanty during the voyage back, or whistles a somber tune should the PCs' mission have taken an unfortunate turn. The sun has set well below the horizon by the time the PCs make landfall at Binocol. Venture-Captain Taiwalei and Purepurin await the Pathfinders at the docks, engaged in conversation with each other. Both appear positively elated to see the PCs returned—though likely for different reasons. If the PCs offer the *bag of holding* containing the skymetal hoard, Purepurin relieves them of the treasure and effusively thanks the Pathfinder Society on behalf of Valashinaz. If the PCs mention the akatas on Binoco Isle, Purepurin laughs off any concerns or complaints, and she remarks that her mistress certainly finds such creatures cute and squishy. Purepurin also comments that the PCs hopefully didn't play too roughly with the ancient dragon's former pets.

After the Pathfinders deliver the skymetals, Taiwalei first gives the group a wholehearted congratulations on a job well done. He eagerly asks about what they saw during their voyage and on their journey across the

island proper. If the PCs relay their experiences regarding encountering anito and navigating the jungle, Taiwalei expresses keen interest, and he seems particularly pleased if they befriended the anito or otherwise explored the area without excessively harming the natural surroundings. Taiwalei has choice recommendations for other areas they should see in the Okaiyo Ocean should the PCs seem receptive to the idea of further work in or near Tian Xia.

If the PCs did rely on more destructive methods to journey through Binoco Isle, Arong reports the PCs' actions both to Taiwalei and the Binocolan elders should the PCs fail to admit to their methods themselves. In this case, Taiwalei appears visibly disappointed that the PCs didn't heed his advice, and while the Binocolan community remains cordial as a show of respect to Valashinaz, locals react much more coldly to the Pathfinder Society and its agents. How the PCs resolved the conflicts on Binoco Isle and treated their surroundings there might influence the Binocolans' further involvement with the Society and, as word spreads, could ultimately affect the Pathfinders' overall standing in Minata, and perhaps even in other parts of Tian Xia.

REPORTING NOTES

If the PCs acquired the skymetal hoard without causing excessive damage to Binoco Isle, check box **A** on the reporting sheet. If the PCs acquired the skymetal hoard but caused excessive damage to Binoco Isle, check box **B**. If the PCs failed to acquire the skymetal hoard, check box **C**.

PRIMARY OBJECTIVES

The PCs complete their primary objective if they retrieve Valashinaz's hoard and deliver it to Purepurin. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

The PCs complete their secondary objective if they explored Binoco Isle without causing excessive damage to their surroundings. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The Envoy's Alliance is eager to improve how they teach Pathfinders to navigate different locales and would appreciate field agents who can provide guidance. If the PCs befriended the anito and explored Binoco Isle without causing excessive collateral damage, each PC earns 2 additional Reputation with the Envoy's Alliance faction.

The Verdant Wheel would value the opportunity to learn more about the akatas that developed on Binoco Isle. If the PCs defeated the busoborn akatas and harvested research materials from their remains, each PC earns 2 additional Reputation with the Verdant Wheel faction.



PATHFINDER SOCIETY SCENARIO

EQUAL EXCHANGES – SKYMETAL HOARD

APPENDIX I: 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 GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 27. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 5–6)

BUSOBORN VOID ZOMBIE

CREATURE 4

RARE N MEDIUM UNDEAD

Perception +7; darkvision

Skills Athletics +10

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

AC 18; **Fort** +11, **Ref** +7, **Will** +9

HP 46, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** slashing 2

Salt Water Vulnerability Salt water acts as an extremely strong acid to the larval akata inside a void zombie. A splash of salt water deals 1d6 damage to a void zombie, while full immersion in salt water deals 4d6 damage per round. The larval akata within retreats to the depths of its body on any round it takes damage as a result of this vulnerability, and the void zombie becomes slowed 1 until the end of its next turn.

Speed 25 feet

Melee ✦ fist +13, **Damage** 3d6+5 bludgeoning plus Grab

Melee ✦ feeding tendril +10 (agile, reach 10 feet), **Damage** 3d4+5 piercing plus Blood Drain

Blood Drain ✦ **Requirements** The void zombie’s previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding tendril to drain blood from the creature it has struck. This deals 2d4 bleed damage, and a creature that takes this damage is drained 1 until it receives healing (of any kind or amount).

SCALING ENCOUNTER A

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

10–11 Challenge Points: Apply the elite adjustment to the busoborn void zombie.

12–13 Challenge Points: Add one busoborn void zombie to the encounter.

14–15 Challenge Points: Add one busoborn void zombie to the encounter, and apply the elite adjustment to the busoborn void zombies.

16–18 Challenge Points (5+ players): Add two busoborn void zombies to the encounter.

ROPE NET TRAPS (4)

HAZARD 4

MECHANICAL TRAP

Stealth DC 19

Description This trap is a woven rope net laid out beneath the jungle underbrush with mechanisms attached to some nearby trees; when triggered, it cases the target in the net and suspends them indefinitely.

Disable DC 14 Thievery to cut the triggering length of rope

AC 8; **Fort** +1

Hardness 2; **HP** 12; **Immunities** critical hits, object immunities, precision damage

Ensnare ➤ **Trigger** A creature steps on top of the net; **Effect** The triggering creature is caught in the rope net. The target must attempt a DC 20 Reflex save or be immobilized in the net and suspended in the air until they Escape from the net.

EQUAL EXCHANGES – SKYMETAL HOARD

ENCOUNTER B (LEVELS 5–6)

BUSOBORN AKATAS (2)

CREATURE 4

RARE N LARGE ABERRATION

Perception +7; darkvision, no hearing, scent (imprecise) 30 feet

Skills Acrobatics +12, Athletics +12, Stealth +12

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

Hibernation After 3 or more days without eating, an akata can secrete resin that encases it in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a Broken Threshold of 18. It has resistance 5 to damage from magical sources. As long as the cocoon remains intact, the akata can't be harmed, and doesn't need to eat or drink. While inside the cocoon, the akata gains lifesense 30 feet. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature, at which point it can burst free of its cocoon in 1d4 minutes.

No Hearing An akata has no auditory senses. It's immune to auditory effects, automatically critically fails Perception checks that require it to hear, and takes a –2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on other senses.

AC 21; **Fort** +13, **Ref** +9, **Will** +10

HP 56; **Immunities** disease; **Resistances** fire 5, piercing 5, poison 5, slashing 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Bark Shield **Trigger** The busoborn akata takes damage that isn't fire; **Effect** The akata hardens its body into a bark-like material at the point of impact and reduces the damage it takes by 5.

Salt Water Vulnerability Salt water acts as an extremely strong acid to an akata. A splash of salt water deals 1d6 damage to an akata, and damaging salt water effects deal 1d6 additional damage. Full immersion in salt water deals 4d6 damage per round.

Speed 35 feet, climb 15 feet

Melee **◆** jaws +14 (agile), **Damage** 2d6+5 piercing plus void death

Melee **◆** tentacle vine +14 (agile, reach 10 feet, trip), **Damage** 2d8+5 bludgeoning plus Grab

Grasping Tendrils **◆◆** (manipulate) **Requirements** The busoborn akata doesn't have a creature grappled; **Effect** The busoborn akata presses one of its tentacle vines to the ground and causes it to spread beneath creatures in a 15-foot-cone in front of it. Until the end of its next turn, the area is difficult terrain to enemy creatures, and the akata gains a +2 circumstance bonus to attack rolls against targets within that area.

Pack Attack The busoborn akata's Strikes deal an additional 1d8 damage to creatures within reach of at least two of its allies.

Void Death (disease) An akata implants its parasitic larval young into the wound of any creature it bites, but only

SCALING ENCOUNTER B

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

10–11 Challenge Points: Add one busoborn akata to the encounter.

12–13 Challenge Points: Add two busoborn akatas to the encounter.

14–15 Challenge Points: Add one busoborn akata, one void zombie explorer, and one void zombie adventurer to the encounter.

16–18 Challenge Points (5+ players): Add two shrewd busoborn akatas to the encounter.



Medium or Small humanoids make suitable hosts for akata young; all other creatures are immune to this disease.

Saving Throw DC 17 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day), **Stage 2** drained 1 (1 day), **Stage 3** as stage 2 (1 day), **Stage 4** drained 2 and fatigued (1 day), **Stage 5** as stage 4 (1 day), **Stage 6** dead and corpse rises as a void zombie (*Pathfinder Bestiary* 2 288) in 2d4 hours.

VOID ZOMBIE EXPLORERS (3)

CREATURE 3

RARE N MEDIUM UNDEAD

Perception +5; darkvision

Skills Athletics +9

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

AC 16; **Fort** +9, **Ref** +5, **Will** +7

HP 48, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** slashing 2

Salt Water Vulnerability Salt water acts as an extremely strong acid to the larval akata inside a void zombie. A splash of salt water deals 1d6 damage to a void zombie, while full immersion in salt water deals 4d6 damage per round. The larval akata within retreats to the depths of its body on any round it takes damage as a result of this vulnerability, and the void zombie becomes slowed 1 until the end of its next turn.

Speed 25 feet

Melee **◆** fist +11, **Damage** 2d6+3 bludgeoning

Melee **◆** feeding tendril +9 (agile), **Damage** 1d10+3 piercing plus blood drain

Blood Drain **◆ Requirements** The void zombie's previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding tendril to

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drain blood from the creature it has struck. This deals 2d4 bleed damage, and a creature that takes this damage is drained 1 until it receives healing (of any kind or amount).

VOID ZOMBIE ADVENTURERS (0)

CREATURE 5

RARE **N** **MEDIUM** **UNDEAD**

Perception +8; darkvision

Skills Athletics +12

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

AC 19; **Fort** +12, **Ref** +8, **Will** +10

HP 62, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** slashing 2

Salt Water Vulnerability Salt water acts as an extremely strong acid to the larval akata inside a void zombie. A splash of salt water deals 1d6 damage to a void zombie, while full immersion in salt water deals 4d6 damage per round. The larval akata within retreats to the depths of its body on any round it takes damage as a result of this vulnerability, and the void zombie becomes slowed 1 until the end of its next turn.

Speed 25 feet

Melee ✦ fist +14, **Damage** 3d8+4 bludgeoning plus Grab

Melee ✦ feeding tendril +12 (agile), **Damage** 2d8+4 piercing plus blood drain

Blood Drain ✦ **Requirements** The void zombie's previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding tendril to drain blood from the creature it has struck. This deals 2d4 bleed damage, and a creature that takes this damage is drained 1 until it receives healing (of any kind or amount).

SHREWD BUSOBORN AKATAS (0)

CREATURE 6

RARE **N** **LARGE** **ABERRATION**

Perception +13; darkvision, no hearing, scent (imprecise) 30 feet

Skills Acrobatics +15, Athletics +15, Stealth +15

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

Hibernation After 3 or more days without eating, an akata can secrete resin that encases it in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a Broken Threshold of 18. It has resistance 5 to damage from magical sources. As long as the cocoon remains intact, the akata can't be harmed, and doesn't need to eat or drink. While inside the cocoon, the akata gains lifesense 30 feet. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature, at which point it can burst free of its cocoon in 1d4 minutes.

No Hearing An akata has no auditory senses. It's immune to auditory effects, automatically critically fails Perception checks that require it to hear, and takes a -2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on other senses.

AC 24; **Fort** +16, **Ref** +12, **Will** +13

HP 72; **Immunities** disease; **Resistances** piercing 5, poison 5, slashing 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Bark Shield ✨ **Trigger** The busoborn akata takes damage that isn't fire; **Effect** The akata hardens its body into a bark-like material at the point of impact and reduces the damage it takes by 5.

Salt Water Vulnerability Salt water acts as an extremely strong acid to an akata. A splash of salt water deals 1d6 damage to an akata, and damaging salt water effects deal 1d6 additional damage. Full immersion in salt water deals 4d6 damage per round.

Speed 30 feet, climb 15 feet

Melee ✦ jaws +17 (agile), **Damage** 2d12+4 piercing plus void death

Melee ✦ tentacle vine +17 (agile, reach 10 feet, trip), **Damage** 2d10+4 bludgeoning plus Grab

Enlarge ✦ (concentrate, transmutation) **Frequency** once per day; **Effect** The busoborn akata harnesses its energy to swell in size. For 1 minute, it becomes clumsy 1 and gains a +2 status bonus to melee damage.

Grasping Tendrils ✨✨ (manipulate) **Requirements** The busoborn akata doesn't have a creature grappled; **Effect** The busoborn akata presses one of its tentacle vines to the ground and causes it to spread beneath creatures in a 15-foot-cone in front of it. Until the end of its next turn, the area is difficult terrain to enemy creatures, and the akata gains a +2 circumstance bonus to attack rolls against targets within that area.

Pack Attack The busoborn akata's Strikes deal an additional 1d10 damage to creatures within reach of at least two of its allies.

Void Death (disease) An akata implants its parasitic larval young into the wound of any creature it bites, but only Medium or Small humanoids make suitable hosts for akata young; all other creatures are immune to this disease.

Saving Throw DC 19 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day), **Stage 2** drained 1 (1 day), **Stage 3** as stage 2 (1 day), **Stage 4** drained 2 and fatigued (1 day), **Stage 5** as stage 4 (1 day), **Stage 6** dead and corpse rises as a void zombie (*Pathfinder Bestiary* 2 288) in 2d4 hours.

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ENCOUNTER C (LEVELS 5-6)

AKATA

CREATURE 1

RARE N MEDIUM ABERRATION

Perception +6; darkvision, no hearing, scent (imprecise) 30 feet

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

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

Hibernation After 3 or more days without eating, an akata can secrete resin that encases it in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a Broken Threshold of 18. It has resistance 5 to damage from magical sources. As long as the cocoon remains intact, the akata can't be harmed, and doesn't need to eat or drink. While inside the cocoon, the akata gains lifesense 30 feet. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature, at which point it can burst free of its cocoon in 1d4 minutes.

No Hearing An akata has no auditory senses. It is immune to auditory effects, automatically critically fails Perception checks that require it to hear, and takes a -2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on other senses.

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

HP 15; **Immunities** disease; **Resistances** fire 5, poison 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Salt Water Vulnerability Salt water acts as an extremely strong acid to an akata. A splash of salt water deals 1d6 damage to an akata, and damaging salt water effects deal 1d6 additional damage. Full immersion in salt water deals 4d6 damage per round.

Speed 30 feet, climb 15 feet

Melee ♦ jaws +9 (agile), **Damage** 1d6+4 piercing plus void death

Void Death (disease) An akata implants its parasitic larval young into the wound of any creature it bites, but only Medium or Small humanoids make suitable hosts for akata young; all other creatures are immune to this disease.

Saving Throw DC 17 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day), **Stage 2** drained 1 (1 day), **Stage 3** as stage 2 (1 day), **Stage 4** drained 2 and fatigued (1 day), **Stage 5** as stage 4 (1 day), **Stage 6** dead and corpse rises as a void zombie (*Pathfinder Bestiary* 2 288) in 2d4 hours.

EQUAL EXCHANGES – SKYMETAL HOARD

APPENDIX 2: LEVEL 7–8 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 7th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 26. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

ENCOUNTER A (LEVELS 7–8)

BUSOBORN VOID ZOMBIE

CREATURE 4

RARE N MEDIUM UNDEAD

Perception +7; darkvision

Skills Athletics +10

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

AC 18; **Fort** +11, **Ref** +7, **Will** +9

HP 46, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** slashing 2

Salt Water Vulnerability Salt water acts as an extremely strong acid to the larval akata inside a void zombie. A splash of salt water deals 1d6 damage to a void zombie, while full immersion in salt water deals 4d6 damage per round. The larval akata within retreats to the depths of its body on any round it takes damage as a result of this vulnerability, and the void zombie becomes slowed 1 until the end of its next turn.

Speed 25 feet

Melee ✎ fist +13, **Damage** 3d6+5 bludgeoning plus Grab

Melee ✎ feeding tendril +10 (agile, reach 10 feet), **Damage** 3d4+5 piercing plus Blood Drain

Blood Drain ✎ **Requirements** The void zombie’s previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding tendril to drain blood from the creature it has struck. This deals 2d4 bleed damage, and a creature that takes this damage is drained 1 until it receives healing (of any kind or amount).

VOID ZOMBIE ADVENTURERS (2)

CREATURE 5

RARE N MEDIUM UNDEAD

Perception +8; darkvision

Skills Athletics +12

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

AC 19; **Fort** +12, **Ref** +8, **Will** +10

HP 62, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** slashing 2

SCALING ENCOUNTER A

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

19–22 Challenge Points: Add one busoborn void zombie to the encounter.

23–27 Challenge Points: Add one uncanny void zombie adventurer to the encounter.

28–32 Challenge Points: Add one busoborn void zombie and one void zombie adventurer to the encounter.

33+ Challenge Points: Add two void zombie adventurers and one busoborn void zombie to the encounter.

Salt Water Vulnerability Salt water acts as an extremely strong acid to the larval akata inside a void zombie. A splash of salt water deals 1d6 damage to a void zombie, while full immersion in salt water deals 4d6 damage per round. The larval akata within retreats to the depths of its body on any round it takes damage as a result of this vulnerability, and the void zombie becomes slowed 1 until the end of its next turn.

Speed 25 feet

Melee ✎ fist +14, **Damage** 3d8+4 bludgeoning plus Grab

Melee ✎ feeding tendril +12 (agile), **Damage** 2d8+4 piercing plus Blood Drain

Blood Drain ✎ **Requirements** The void zombie’s previous action was a successful feeding tendril Strike against the target creature. **Effect** The void zombie uses its feeding tendril to drain blood from the creature it has struck. This deals 2d4 bleed damage, and a creature that takes this damage is drained 1 until it receives healing (of any kind or amount).

ROPE NET TRAPS (4)

HAZARD 4

MECHANICAL TRAP

Stealth DC 19

Description This trap is a woven rope net laid out beneath the jungle underbrush with mechanisms attached to some nearby trees; when triggered, it encases the target in the net and suspends them indefinitely.

Disable DC 14 Thievery to cut the triggering length of rope

AC 8; **Fort** +1

Hardness 2; **HP** 12; **Immunities** critical hits, object immunities, precision damage

Ensnare ✎ **Trigger** A creature steps on top of the net; **Effect** The triggering creature is caught in the rope net. The target

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must attempt a DC 20 Reflex save or be immobilized in the net and suspended in the air until they Escape from the net.

UNCANNY VOID ZOMBIE ADVENTURER (0) CREATURE 6

RARE **N** **MEDIUM** **UNDEAD**

Perception +9; darkvision

Skills Athletics +13

Str +6, **Dex** -1, **Con** +3, **Int** -4, **Wis** +1, **Cha** -1

AC 21; **Fort** +14, **Ref** +9, **Will** +12

HP 82, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** slashing 4

Salt Water Vulnerability Salt water acts as an extremely strong acid to the larval akata inside a void zombie. A splash of salt water deals 1d6 damage to a void zombie, while full immersion in salt water deals 4d6 damage per round. The larval akata within retreats to the depths of its body on any round it takes damage as a result of this vulnerability, and the void zombie becomes slowed 1 until the end of its next turn.

Speed 25 feet

Melee ✦ fist +16, **Damage** 3d8+6 bludgeoning plus Grab

Melee ✦ feeding tendril +13 (agile), **Damage** 2d8+6 piercing plus blood drain

Blood Drain ✦ **Requirements** The void zombie's previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding tendril to drain blood from the creature it has struck. This deals 2d4 bleed damage, and a creature that takes this damage is drained 1 until it receives healing (of any kind or amount).

EQUAL EXCHANGES – SKYMETAL HOARD

ENCOUNTER B (LEVELS 7-8)

SHREWD BUSOBORN AKATAS (2)

CREATURE 6

RARE **N** **LARGE** **ABERRATION**

Perception +13; darkvision, no hearing, scent (imprecise) 30 feet

Skills Acrobatics +15, Athletics +15, Stealth +15

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

Hibernation After 3 or more days without eating, an akata can secrete resin that encases it in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a Broken Threshold of 18. It has resistance 5 to damage from magical sources. As long as the cocoon remains intact, the akata can't be harmed, and doesn't need to eat or drink. While inside the cocoon, the akata gains lifesense 30 feet. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature, at which point it can burst free of its cocoon in 1d4 minutes.

No Hearing An akata has no auditory senses. It's immune to auditory effects, automatically critically fails Perception checks that require it to hear, and takes a -2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on other senses.

AC 24; **Fort** +16, **Ref** +12, **Will** +13

HP 72; **Immunities** disease; **Resistances** piercing 5, poison 5, slashing 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Bark Shield **Trigger** The busoborn akata takes damage that isn't fire; **Effect** The akata hardens its body into a bark-like material at the point of impact and reduces the damage it takes by 5.

Salt Water Vulnerability Salt water acts as an extremely strong acid to an akata. A splash of salt water deals 1d6 damage to an akata, and damaging salt water effects deal 1d6 additional damage. Full immersion in salt water deals 4d6 damage per round.

Speed 30 feet, climb 15 feet

Melee **◆** jaws +17 (agile), **Damage** 2d12+4 piercing plus void death

Melee **◆** tentacle vine +17 (agile, reach 10 feet, trip), **Damage** 2d10+4 bludgeoning plus Grab

Enlarge **◆** (concentrate, transmutation) **Frequency** once per day; **Effect** The busoborn akata harnesses its energy to swell in size. For 1 minute, it becomes clumsy 1 and gains a +2 status bonus to melee damage.

Grasping Tendrils **◆◆** (manipulate) **Requirements** The busoborn akata doesn't have a creature grappled; **Effect** The busoborn akata presses one of its tentacle vines to the ground and causes it to spread beneath creatures in a 15-foot-cone in front of it. Until the end of its next turn, the area is difficult terrain to enemy creatures, and the akata gains a +2 circumstance bonus to attack rolls against targets within that area.

SCALING ENCOUNTER B

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

19-22 Challenge Points: Add one shrewd busoborn akata to the encounter.

23-27 Challenge Points: Add one slug.

28-32 Challenge Points: Add one slug and one shrewd busoborn akata to the encounter.

33+ Challenge Points: Add two slugs to the encounter.

Pack Attack The busoborn akata's Strikes deal an additional 1d10 damage to creatures within reach of at least two of its allies.

Void Death (disease) An akata implants its parasitic larval young into the wound of any creature it bites, but only Medium or Small humanoids make suitable hosts for akata young; all other creatures are immune to this disease.

Saving Throw DC 19 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day), **Stage 2** drained 1 (1 day), **Stage 3** as stage 2 (1 day), **Stage 4** drained 2 and fatigued (1 day), **Stage 5** as stage 4 (1 day), **Stage 6** dead and corpse rises as a void zombie (*Pathfinder Bestiary* 2 288) in 2d4 hours.

VOID ZOMBIE ADVENTURERS (3)

CREATURE 5

RARE **N** **MEDIUM** **UNDEAD**

Perception +8; darkvision

Skills Athletics +12

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

AC 19; **Fort** +12, **Ref** +8, **Will** +10

HP 62, negative healing; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** slashing 2

Salt Water Vulnerability Salt water acts as an extremely strong acid to the larval akata inside a void zombie. A splash of salt water deals 1d6 damage to a void zombie, while full immersion in salt water deals 4d6 damage per round. The larval akata within retreats to the depths of its body on any round it takes damage as a result of this vulnerability, and the void zombie becomes slowed 1 until the end of its next turn.

Speed 25 feet

Melee **◆** fist +14, **Damage** 3d8+4 bludgeoning plus Grab

Melee **◆** feeding tendril +12 (agile), **Damage** 2d8+4 piercing plus blood drain

Blood Drain **◆ Requirements** The void zombie's previous action was a successful feeding tendril Strike against the target creature; **Effect** The void zombie uses its feeding

EQUAL EXCHANGES – SKYMETAL HOARD

tendrils to drain blood from the creature it has struck. This deals 2d4 bleed damage, and a creature that takes this damage is drained 1 until it receives healing (of any kind or amount).

SLUG (O)

CREATURE 8

N HUGE ANIMAL

Pathfinder Bestiary 2 244

Perception +14; no hearing, scent (imprecise) 60 feet

Skills Athletics +19

Str +7, **Dex** -1, **Con** +7, **Int** -5, **Wis** +2, **Cha** -4

AC 25; **Fort** +21, **Ref** +11, **Will** +14

HP 165; **Resistances** acid 10; **Weaknesses** salt 5

Speed 20 feet, climb 15 feet

Melee ♦ radula +21 (reach 15 feet), **Damage** 2d10+10 slashing plus mucus

Melee ♦ foot +21 (reach 10 feet), **Damage** 2d8+10 bludgeoning plus mucus

Ranged ♦ disgorged mucus +17 (brutal, range increment 50 feet, splash), **Damage** 3d6 acid damage plus mucus and 1d6 acid splash damage

Malleable The giant slug can fit through tight spaces as if it were a Large creature. While Squeezing, it can move at its full Speed. It can Squeeze through spaces that typically fit only a Medium creature, but it does so at the usual Speed for Squeezing.

Mucus Any creature hit by the giant slug or that moves into its mucus trail is coated in sticky, caustic mucus. It takes 1d4 persistent acid damage and takes a -5-foot status penalty to its Speeds while the damage persists.

Mucus Trail Any square the giant slug moves into is coated in mucus. These spaces are difficult terrain, and any creature that moves into one or ends its turn in one is subjected to the slug's mucus. After an hour, the mucus dries and the area is no longer difficult terrain.

Trample ♦♦♦ Large or smaller, foot, DC 27

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ENCOUNTER C (LEVELS 7-8)

AKATA

CREATURE 1

RARE N MEDIUM ABERRATION

Perception +6; darkvision, no hearing, scent (imprecise) 30 feet

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

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

Hibernation After 3 or more days without eating, an akata can secrete resin that encases it in a noqual cocoon. The cocoon has Hardness 9, 40 HP, and a Broken Threshold of 18. It has resistance 5 to damage from magical sources. As long as the cocoon remains intact, the akata can't be harmed, and doesn't need to eat or drink. While inside the cocoon, the akata gains lifesense 30 feet. The akata remains in a state of hibernation until it is exposed to extreme heat or senses a living creature, at which point it can burst free of its cocoon in 1d4 minutes.

No Hearing An akata has no auditory senses. It is immune to auditory effects, automatically critically fails Perception checks that require it to hear, and takes a -2 status penalty to Perception checks (but not initiative rolls) that involve sound but also rely on other senses.

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

HP 15; **Immunities** disease; **Resistances** fire 5, poison 5

No Breath An akata doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

Salt Water Vulnerability Salt water acts as an extremely strong acid to an akata. A splash of salt water deals 1d6 damage to an akata, and damaging salt water effects deal 1d6 additional damage. Full immersion in salt water deals 4d6 damage per round.

Speed 30 feet, climb 15 feet

Melee ♦ jaws +9 (agile), **Damage** 1d6+4 piercing plus void death

Void Death (disease) An akata implants its parasitic larval young into the wound of any creature it bites, but only Medium or Small humanoids make suitable hosts for akata young; all other creatures are immune to this disease.

Saving Throw DC 17 Fortitude; **Stage 1** carrier with no ill effect 1 (1 day), **Stage 2** drained 1 (1 day), **Stage 3** as stage 2 (1 day), **Stage 4** drained 2 and fatigued (1 day), **Stage 5** as stage 4 (1 day), **Stage 6** dead and corpse rises as a void zombie (*Pathfinder Bestiary* 2 288) in 2d4 hours.

EQUAL EXCHANGES – SKYMETAL HOARD

APPENDIX 3: GAME AIDS



ARONG

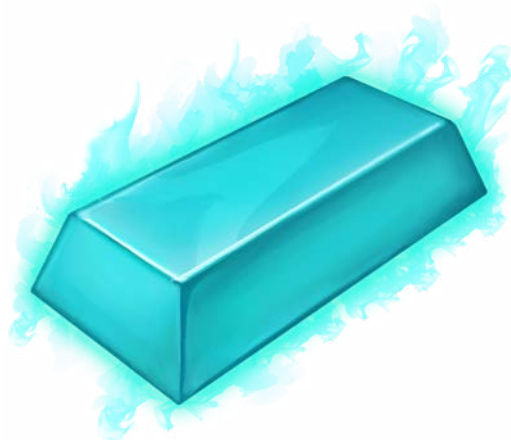


BUSOBORN VOID ZOMBIE

VOID ZOMBIE



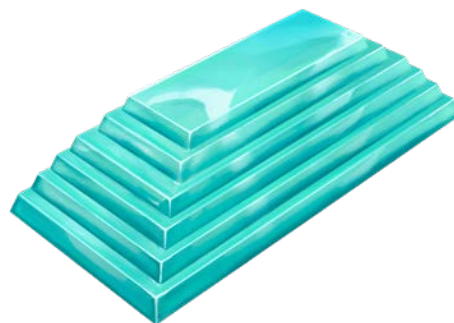
ABYSIUM



EQUAL EXCHANGES – SKYMETAL HOARD



AKATA COCOON



NOQUAL

BUSOBORN AKATA



AKATA



EQUAL EXCHANGES – SKYMETAL HOARD



DJEZET DOSE

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HANDOUT #1: MISSION BRIEF FROM VALASHINAZ

Pathfinders,

I, Valashinaz, officially task you with the retrieval of a portion of my hoard in the Temple to Valashinaz near the center of Binoco Isle. This trove boasts a potent glyph of warding to deter thievery. However, you have my permission to deactivate the enchantment. Utter the following phrase in Tien: “To wit or wise, to value without understanding is to have none at all.” This hoard contains an abundant collection of skymetals, so to facilitate its movement, I have provided one bag of holding to be utilized during this mission for the convenience of all parties involved. Once you have acquired my treasure, deliver it to my assistant, Purepurin, at your earliest behest.

May you succeed.

—Valashinaz

HANDOUT #2: A FRIENDLY LETTER FROM TAIWALEI

Dear fellow Pathfinders,

I hope this letter finds you well as ready to sail for Binoco Isle. While I give this advice to all willing to receive it, I'd hope those less familiar with island adventuring will be especially open to my words.

Avoid meddling with your guide's vessel unless asked; trust and calmness during the voyage will go a long way. There's no shame in admitting when seasickness is about to take you; this openness will only allow those around you to better prepare.

Perhaps above all else, we must remember that just as we are explorers, we're also visitors who must respect the places we tread. This is particularly important in these self-contained islands. Strive to leave no greater a footprint of your presence than is necessary to your mission. To those inclined to alter the battlefield with fire and similarly destructive elements, note the presence of (non-hostile) fauna and flora as you go about adventuring.

And, given the appropriate circumstances, I hope you take joy and come to appreciate the sights that await you among the islands of the Okaiyo.

To your best efforts,
Taiwalei

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ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

Treasure Bundles

- □ **Event 1**, page 6: 1 Treasure Bundle for appeasing the anito while trekking through the jungle, plus 1 additional Treasure Bundle for successfully befriending the anito.
- □ □ **Area A**, page 6: 1 Treasure Bundle for either avoiding or disabling traps intended to deter intruders from the temple, and up to an additional 2 Treasure Bundles for each trace of previous inhabitants or visitors uncovered while traveling through the jungle.
- □ □ **Area B**, page 9: 2 Treasure Bundles for defeating the busoborn akatas and retrieving the skymetal hoard, plus 1 additional Treasure Bundle for harvesting materials that can be used by the Verdant Wheel for research.
- □ **Area C**, page 11: 2 Treasure Bundles for escaping the akatas and sailing away from Binoco Isle.

CP Total	Level Range
8-14	5-6
16-18 (5+ players)	5-6
16-18 (4 players)	7-8
19+	7-8

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.

5th-level PCs = 2 points each

6th-level PCs = 3 points each

7th-level PCs = 4 points each

8th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 5-6 encounters appear in Appendix 1, and level 7-8 encounters appear in Appendix 2.

Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

EQUAL EXCHANGES – SKYMETAL HOARD



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"/>

EQUAL EXCHANGES – SKYMETAL HOARD

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Scenario #5-09: Equal Exchanges - Skymetal Hoard

Character Chronicle #

2

Character Name

Organized Play #

Character #

Adventure Summary

You traveled to Binoco Isle, located in the Okaiyo Ocean in Tian Xia, to retrieve a hoard of skymetals for the underworld dragon Valashinaz. While traversing the jungle, you ☐ appeased/befriended or ☐ antagonized the anito observing you. Once you reached the abandoned temple to Valashinaz, you ☐ fully deactivated or ☐ delayed the activation of the magical ward protecting the skymetal hoard left behind by the dragon and collected the treasure. You fended off an attack by a pack of akatas then subsequently had to flee in haste when the akata clutch hatched and began pursuing you. Retracing your way through the jungle, you rushed across the island to avoid the akata onslaught. While evading your pursuers, ☐ you remained mindful and avoided excessive collateral damage to your natural surroundings or ☐ you took whatever means necessary even if it meant destroying your surroundings in the process. At last, you reached the ship with your life and spoils intact, then finally returned to Minata.

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

Experience

Items

Notes

crafting materials for a *druid's crown* (level 6, 110 gp; *Pathfinder Treasure Vault* 151)
lesser mirror goggles (level 5, 135 gp; *Pathfinder Treasure Vault* 147)
moderate healing potion (level 6, 50 gp)
noqual (40+ gp; *Pathfinder Lost Omens Grand Bazaar* 99)
wounding rune (level 7, 340 gp)

Starting GP

GP Gained

GP Spent

Total GP

Gold

Reputation/Infamy

FOR GM ONLY

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: X8QU

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