

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF UNFETTERED EXPLORATION

Scenario #5-11

Levels 7-10

EQUAL EXCHANGES - THE HIDDEN CURRENT

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TABLE OF CONTENTS

Adventure	3
Appendix 1: Level 7-8 Encounters	22
Appendix 2: Level 9-10 Encounters	29
Appendix 3: Game Aids	36
Organized Play	40

GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Book of the Dead*, *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder Dark Archive*, *Pathfinder Gamemastery Guide*, and *Pathfinder Rage of Elements*

Maps: *Pathfinder Flip-Mat: Alien Ruins* and *Starfinder Flip-Mat: Hospital*

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 (UNFETTERED EXPLORATION)**
- RADIANT OATH**
- VIGILANT SEAL**

SUMMARY

The PCs are sent to a mysterious island laboratory by a member of the Decemvirate, the mysterious leaders of the Pathfinder Society, in search of a strange box and also to investigate longstanding foes of the Society. While the island might appear to be peaceful at first glance, the PCs soon discover it contains strange creatures and deadly aberrations that were left behind when the lab's owners abandoned the site. The Pathfinders must keep their heads if they hope to accomplish their mission and return safely home with the treasure and information they seek!

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.

HOW TO PLAY



PLAY TIME: 4-5 HOURS



LEVELS: 7-10



PLAYERS: 3-6



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THE EQUAL EXCHANGES - THE HIDDEN CURRENT

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ADVENTURE BACKGROUND

Twice now, the **Waterfall** (N female Decemvirate member) has ordered missions that have benefited her relationship with Valashinaz (LN female underworld dragon). The first was a meeting facilitated by a group of junior Pathfinders and Venture-Captain **Yi Da Som** (LG female samsaran scholar), and the second was another group of Pathfinders traveling to an isolated island in Minata to collect various valuable metals from a temple that had been abandoned. Between and around these missions came several further meetings, the contents of which have not been shared with the Society as a whole, though it's clear that something in the ocean fascinates the Waterfall.

Through it all, a partnership seems to have been successfully struck between the dragon and the Society, allowing for a flood of information to pass from Valashinaz's vaults across Tian Xia and throughout the various Pathfinder lodges. This does not, however, seem to be the only thing that's been agreed to between Valashinaz and the Waterfall. Valashinaz recently revealed the location of a long abandoned island laboratory to the Decemvirate member, who immediately called a meeting among Pathfinder leadership. After several rounds of closed-door meetings and whispered rumors, a team was put together and summoned to the Waterfall's office.

The abandoned facility, known as the Tsevel Center, was once home to a Conference Z laboratory, conducting experiments ostensibly at the behest of the Aspis Consortium, though few even among that organization's ruling Patrons know of Conference Z's existence. Combining elements of extraplanetary exploration with shadow plane metaphysics, the researchers hoped to create loyal operatives who could phase in and out of reality to serve as spies, specimen gatherers, and assassins. Despite hundreds of test subjects entering their program, less than a handful survived with their minds or bodies remotely intact.

GETTING STARTED

The PCs begin the adventure at the Grand Lodge in the city of Absalom. A Pathfinder scribe who works for

WHERE ON GOLARION?

While "Equal Exchanges–The Hidden Current" begins in Absalom, the city at the center of the world, most of this adventure takes place on an island in the Arcadian Ocean. For more information on the High Seas region, see pages 60–63 of *Pathfinder Lost Omens World Guide*.



Venture-Captain Ambrus Valsin seeks each of them out in turn, summoning them to a mission briefing in the offices of Skyreach. They have ample time to introduce themselves to one another as they climb high above the lower floors, ascending towards where members of the Decemvirate maintain their offices. Muffled, agitated voices can be heard through the heavy oak doors of their destination, causing their escort to wince sheepishly, even as they assure the team that they're expected.

Read or paraphrase the following when the PCs are ready to enter.

"And I don't care what Calisro Benarry's assurances were. We all should have been informed before they were dispatched." Eando Kline's voice is the first thing heard upon entry into the room. The leader of the Vigilant Seal stops talking upon seeing Pathfinder agents approach and looks to his side at the

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

Radiant Oath leader, Valais Durant. The aasimar woman smiles at the new arrivals before addressing the final two occupants of the room—Ambrus Valsin and the Decemvirate member known as the Waterfall. “Eando and I are in agreement, but we cannot change what is already in motion. We must trust in our most capable agents to see it through.”

The Waterfall, seated behind a relatively simple desk of polished basalt, looks up at Ambrus, who clears his throat. “Your concerns are duly noted, but please understand that this was done by necessity. As Valais said, we have senior Pathfinders here who can handle it.”

Kline takes a deep breath before nodding in apparent defeat. He and Valais turn to exit the office, the latter offering each agent a warm smile, while Eando gives a reassuring grip on the shoulder to any members of his faction who might be present, before closing the door behind them after they depart.

Motioning for all to take the available seats, the Waterfall rises, the concealing magical waters of her Decemvirate helm flowing to shroud even her simplest movements. “I’m sorry you had to hear that.” She smooths her dress with a gloved hand, then continues. “Your mission is to investigate an island laboratory we believe once belonged to old enemies of the Society, located near the shattered continent of Azlant in the middle of the Arcadian Ocean. A ship called the *Misty Misfit*, crewed entirely by retired Pathfinder agents, set sail several weeks ago without knowing their final destination as support for your task. The fact that we enacted the first stages of this operation in secret does not sit well with those who most fervently safeguard our well-being.

“While we do know the island’s location, it has proven impossible to scry upon with any form of magic, and thus we are concerned there may be other safeguards left behind. This, plus the scrutiny that befalls those who sail *too* directly toward Azlanti ruins, led me to order the vessel to set sail for an empty patch of ocean instead. Our ritualists will teleport you to the *Misty Misfit*, where you will deliver this chart,” she indicates a wax-sealed scroll, “that the captain can use to get you there and back. Once you arrive, clear the facility of danger and collect any research or artifacts you find. In particular, you are to locate and retrieve a small white oak chest with a yellow garnet embedded in the lid.”

Taking her seat once again after giving them the scroll, the Waterfall and Ambrus invite the PCs to ask any questions that might come to mind.

Who did this lab belong to? The Waterfall answers, “My sources indicate it once belonged to the Aspis Consortium, specifically, one of its most secret subdivisions, known as Conference Z.”

What is Conference Z? “Ostensibly, Conference Z is an esoteric research organization. In reality, they conduct dangerous, reality-breaking experiments. The Society conducted surveillance their Nidal facility called Wirholt’s Rictus about eight years ago as part of a rare joint Pathfinder-Aspis operation. This was done to root out agitators who were trying to play our agents against each other with dire consequences. Senior agents also investigated an island lab called Wingless Rock where Conference Z experimented with artificially created ‘god-creatures’ that also resulted in much death and destruction. Everything this Conference Z touches is extremely dangerous.”

What are your sources about this island if we can’t scry on it? The sense that the Waterfall might be giving a wry smile beneath her helm precedes her very simple answer. “My sources of information on this matter are *quite* reliable.”



THE WATERFALL

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

What can you tell us about this box? The Waterfall hesitates before answering. “The box should be small enough to be carried with one hand, and it *should* be somewhere in that facility. But do not put your mission at risk if you cannot find it.” She does not say anything else on the topic, even if pressed.

Are there any other dangers we should be aware of? Ambrus Valsin replies to this. “Militant groups from Mordant Spire regularly police this part of the Arcadian Ocean, as do numerous aquatic communities that we know little about. Survivors suggest that most of these groups attack first and ask questions later. Don’t tarry too long on the island once you get there.”

FACTION MISSIONS

After the PCs have been briefed, the Waterfall and Ambrus give them an hour to make any preparations they would like prior to teleportation. While they are doing so, and seeking supplies from their Pathfinder School contacts where applicable, both **Eando Kline** (CG male human venture-captain) and **Valais Durant** (LG female aasimar ritualist) seek them out.

Eando finds them first and makes clear his displeasure at the mission’s secrecy as well as how far away they’ll be from Society support, but reassures them of his trust in their abilities. He gives each character six pieces of *sampling ammunition* (*Pathfinder Dark Archive* 63) of a type up to each PC, asking that they collect samples from as many of Conference Z’s experiments as possible while in the laboratory and showing them a trick on how to use the ammunition like a sampling vial outside of combat. He also strongly recommends that they destroy anything on the island that could be a threat to future Pathfinder teams or to accidental visitors to the site, reminding them of the Vigilant Seal’s “protect, contain, destroy” motto. He gives each PC a hearty handshake, and then leaves them be.

Valais joins the team soon after Eando departs. She posits that if a Conference Z lab is actually on this island, there may be sentient creatures or animals still alive at their destination. Looking pointedly at each of the PCs, she expresses her fervent belief that any

being that is experimented upon deserves pity and mercy, rather than the sword (suggesting that she might have overheard Kline’s discussion). She states that the Radiant Oath would prefer to hear that Pathfinder agents provided aid whenever possible, but trusts the agents to do what they feel is right. Before departing, she gifts each PC with one piece of cinnamon seers candy (*Pathfinder Treasure Vault* 47).

Aspis Consortium Lore, Cult Lore, or Pathfinder Society Lore (Recall Knowledge)

A PC who succeeds at a DC 21 check to Recall Knowledge remembers relevant information about previous Pathfinder Society operations involving the Aspis Consortium and Conference Z in particular. For levels 9–10 increase this DC by 2.

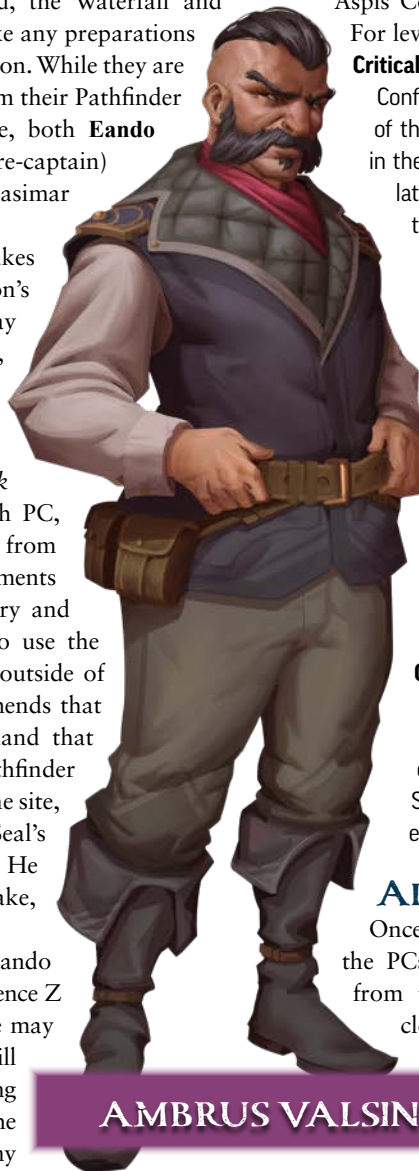
Critical Success A spy named Suliji once blackmailed Conference Z scientists into helping a militant faction of the Aspis Consortium called the Korholm Agenda in their open war against the Pathfinder Society. She later used the Society in an attempt to assassinate the Consortium’s ruling Patrons—their version of the Decemvirate. PCs who achieve this result uncover notes about the Pathfinder mission to Wingless Rock, gaining a +1 bonus on skill checks made to search for traps or hazards on Chalk Island for their entire team.

Success Conference Z is considered a secret society, even within the Aspis Consortium. The most benign fields they study are extraplanar travel and extraplanetary studies. Many of their agents voluntarily submit themselves for “subconscious usurpation” training so they can’t be compromised, even under torture.

Critical Failure Previous entanglements with Conference Z led to Pathfinder agents fighting for their lives against a powerful qliphoth that escaped experimental containment. Numerous Society casualties resulted from these encounters.

ALL ABOARD!

Once their preparatory hour is complete, the PCs reassemble in a ritual chamber not far from the Waterfall’s office. Three hooded and cloaked spellcasters await them alongside the Decemvirate member. After wishing them luck on their mission, she gives them a *bag of holding* (type III) for any items they find,



AMBRUS VALSIN

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

then directs them to step inside a circle inscribed with runes and esoteric equations, instructing that they stand extremely close together. Any character who succeeds at a DC 23 Arcana, Nature, Occultism, or Religion check (DC 26 for levels 9–10) notices that in addition to standard teleportation magic, some elements of Shadow Plane magic have been added to the runes. If they ask before being whisked away, the Waterfall simply replies that she's added some things to ensure the continued secrecy of the mission.

Once the spellcasting is complete, the walls of Skyreach fade from around the PCs, replaced with the bright skies of the open ocean and a sharp breath of sea foam. They find themselves standing inside a crudely drawn chalk circle just behind a merchant vessel's frontal mast and weasel-shaped figurehead. One of the PCs (chosen at random) is instead caught up in the ship's rigging about 10 feet above the others.

Read or paraphrase the following.

"Look lively and loosen those braces! I'll not have our friends hangin' from any yardarms now!" The commanding orders are barked out from near the ship's wheel almost before any new arrivals can take stock of their situation. The crew springs into action, lowering the tangled Pathfinder gently to the ground with the others.

Sporting an eye patch only slightly darker than his ashen-gray skin, the captain hops down from the wheel after handing it off to another sailor and offers a hearty handshake. "Gray' Garret Ramsey at y'er service. Welcome aboard the *Misty Misfit*, hopefully now with 100% fewer mishaps, yar? Calisro told me we'd learn our final destination once you lot arrived. Care for a nip of rum or whiskey in the galley while ye tell us where we're headed?"

After greeting the PCs, **Garret** (CG male human duskwalker captain) invites them below deck to talk. Looking around the ship reveals that every single sailor on board is a retired Pathfinder agent, many sporting tattoos of Wayfinders or older glyphs that haven't been actively used by the society in nearly a decade, including the symbol of the long-defunct Silver Crusade faction on Ramsey's arm.

The PCs can choose to share as much or as little about their mission as they wish with the captain, so long as they hand him the navigational charts. After studying them for a bit, he'll call out to his crew for a course change.

Ramsey tells the PCs that sailors call their destination Chalk Island, because any time the winds are "high and dry" in the area, white dust gets stirred up from there and blown out to sea. It should take a full day to sail there, giving the PCs plenty of time to rest and make any preparations they'd like.

CHALK ISLAND

A day after their arrive on the ship, Captain Ramsey calls the Pathfinders to the deck—Chalk Island is in sight. A cloud of fine white dust seems to hover just above its densely packed, tree-filled interior and sharp-looking, dark green rocks surround its shores on all sides. Ramsey curses these "foul serpentine shoals" and orders the *Misfit's* anchor to be dropped a long way away from the island proper. He explains that his ship has a deep draft and can't navigate the treacherous waters without incurring severe, possibly catastrophic, damage. The PCs instead have to make their own way ashore using one of the vessel's small boats.

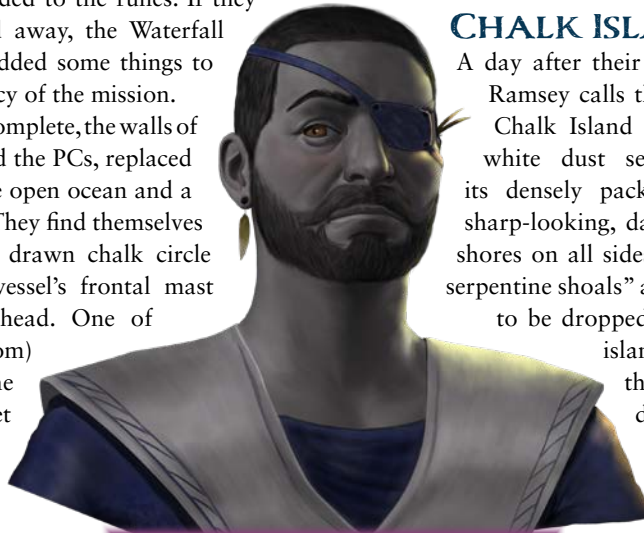
The crew readies the dingy for the PCs and helps the Pathfinders down, offering encouragement if any of them appear to be nervous. Garret informs the party he'll keep an eye out for other ships or hazards and will set off fireworks as a signal if there's an emergency requiring them to rush back to the boat. That said, expediency on the part of the Pathfinders might be healthier for everyone.

With the whole crew wishing them well, the PCs can shove off from the *Misty Misfit*, and begin making their way to Chalk Island. At this juncture, GMs should ask their players to state their standard exploration activities, as these may be important as they progress toward their final destination.

LAYERS OF DETERRENCE

Chalk Island is indeed home to an abandoned Conference Z facility. When it was still in operation, it primarily relied on its remote location to mask its presence. For added security, the structure was also concealed beneath several layers of obfuscation and magical chicanery.

The outer layer of these are the rocks that Captain Ramsey pointed out upon the ship's arrival. While these are indeed razor-sharp, they don't actually ring the entire perimeter of the island. Permanent illusion magic is responsible for this perception.



GRAY GARRETT RAMSAY

THE EQUAL EXCHANGES – THE HIDDEN CURRENT

In order to find a safe landing site away from rocky hazards, the Pathfinders can attempt a DC 23 Nature, Perception, Survival, or relevant Lore check. PCs using the Detect Magic exploration activity may instead attempt a DC 18 Arcana, Nature, Occultism, or Religion check (DC 20 for levels 9–10). Any PC using the Search activity may roll twice and take the better result. This is a fortune effect. If the party gets at least as many successes as half the number of characters, they discover the illusory terrain and find a safe landing zone. Should they fail, they still make it to land with their boat intact, but each PC takes 4d10 slashing damage (6d12 for levels 9–10) with a DC 23 basic Reflex save (DC 26 for levels 9–10), as they cut up their arms and legs while getting ashore. After arriving on the island proper, the Pathfinders discover the wreckage of a small Ulfen longboat broken in half on the rocky coastline. PCs who succeed at a DC 21 Crafting, Society, Survival, or relevant Lore realize the painted markings and degradation of the hull indicate this shipwreck has only been here for a week or so. Success on this check also reveals that the wreckage was stripped of rope and anything useful, suggesting there were survivors.

When the PCs begin to trek inland from the coast, they soon find that the seemingly impermeable growth of trees they saw from the ship is also an illusory manipulation, hiding a rocky interior with only a few trees dotted around. PCs who succeed at a DC 18 Crafting, Nature, or relevant Lore check (DC 21 for levels 9–10) realize the island contains huge deposits of soapstone and talc—the actual source for the white dust in the air. A critical success on this check reveals the danger of these deposits (see Deadly Quarry below).

DEADLY QUARRY

The PCs find a small talc quarry half a mile inland. A dead orc woman with hair braided in Ulfen style lies near a rudimentary campsite at the edge of the quarry, next to two shallow graves. Her body has no visible injuries, but her skin is shrunken and desiccated. PCs who succeed at a DC 21 Medicine, Occultism, or Religion check reveal she died of old age despite her only being in her mid-30s, suggesting supernatural forces at work. No check is required to know that the graves were dug by hand sometime in the last few days.

Should the PCs decide to examine the graves, they find the corpses of two Ulfen women, but their conditions are quite different. A DC 18 Medicine or Survival check (DC 21 for levels 9–10) unearths they died from some sort of breathing issue, but also bear no signs of violence. Success on this check gives the PCs a +1 circumstance bonus at spotting the magical asbestos in the quarry.

Conference Z was full of scholars who like to lord their subject matter expertise over others, even among their peers. In this case, local geology experts recognized the dangers surrounding talc quarries—the fact that this mineral often forms alongside asbestos fibers. Making a lethal game of this, Conference Z spellcasters enhanced the asbestos in parts of the quarry but not others, forcing new arrivals to study their surroundings carefully or risk breathing in these deadly particles.

If the PCs are aware of these dangers thanks to their earlier checks, they can simply obtain chunks of talc without needing any further checks. Otherwise, a DC 23 Crafting, Nature, Perception, or relevant Lore check (DC 26 for levels 9–10) is required to notice the danger. Each unprepared PC entering the quarry must attempt a DC 21 Fortitude save (DC 24 for levels 9–10). Characters who cover their mouths gain a +1 item bonus on this save. On a failure, that PC breathes in magically-enhanced asbestos fibers, stifling their breathing. This gives them the drained 1 condition (drained 2 on a critical failure).

Treasure: The orc woman also placed grave markers: a +1 *striking battle axe* and a wooden shield with a *lesser retaliation* property rune (*Treasure Vault* 144) affixed to it. Neither weapon nor shield look like they have seen recent use.

A DOOR, AJAR

The central fixture of the island is easily spotted from the quarry. A windowless rectangular structure roughly two stories tall sits at the center of the landmass. Though it looks to have been fashioned from the existing rocks of the island, it's evident this is some sort of building. As if to drive that point home, a dead body lies crumpled next to a stone door covered with ominous glyphs.

This is a false door, placed as another way to deter interlopers from gaining entry into the facility. Its designer was one of the Aspis Consortium's intelligence officers who was a student of older Pathfinder Society operations. She crafted it to precisely resemble a mimic responsible for thrashing at least one team of field agents many years ago in the Worldwound. Hidden behind a few of the glyphs are pinhole-sized lenses, allowing someone in the building's security office (area **A1a**) to observe those outside and alert others in the facility, all the while those outside flail helplessly about.

PCs examining the scene can make their choice of a DC 25 Crafting, Engineering Lore, Perception, or Society check (DC 28 for levels 9–10). On a failure, the door looks like a mimic laying in wait to attack, right up until someone gets brave enough to poke or attack

THE EQUAL EXCHANGES - THE HIDDEN CURRENT



PATHFINDER SOCIETY SCENARIO

it. A critical failure enhances the false scene by making those characters think the dead body's positioning indicates that they were killed by the "mimic." A success reveals it's just a false door meant to be a distraction and that the false glyphs actually spell something in Common, instructing new facility arrivals to wait to be let in or to "draw your own way forward." A critical success automatically reveals an indentation, along with some flecks of talc powder in it.

A PC who succeeds at a DC 21 Crafting, Perception, or Thievery check while examining the area notices a door-sized rectangular indentation in the nearby rock face. A PC who traces along this pattern with anything other than talc finds their marks magically fade moments after being drawn—a clear sign that they're onto something but are using the wrong material. If this is drawn on with a chunk of talc, double doors are magically revealed, and then open, leading into area **A1** (below). Additionally, this hidden door detects as magical. Circling the building reveals no other markings or entrances.

Closer inspection of the body reveals it to be an Ulfen man with no visible injuries, but his skin is shrunken and desiccated. A DC 21 Medicine, Occultism, or Religion check reveals that he died similarly to the Ulfen woman back in the quarry.

Development: If the PCs do not discover the indentation on the rock face, it begins to glow a few minutes later, effectively showing them where they need to "draw" a door using the local talc. This is the doing of the island's hungry ghost occupant (page 18), who's hoping the Pathfinders can help ease her suffering.

A. TSEVEL CENTER GROUND FLOOR

The Tsevel Center is the island laboratory originally founded by Dr. **Nezisha Maccov** (NE female human tiefling examiner), taking in lessons she'd learned from Conference Z's finest research fellows and combining several different fields of study to try and produce unique operatives for the Aspis Consortium to make use of. Over the years prior to its abandonment, this facility saw over three hundred test subjects pass through its doors, with very few ever exiting under their own power.

When the facility's existence became known, Conference Z's leadership ordered its evacuation. Because of how hasty this exit was, several items of note now remain for the Pathfinders to discover. Unless noted otherwise, all ceilings are 10 feet in height and rooms are well-lit by strips of strange lighting. Use the map on page 8 for the following encounters.

IT'S ELECTRIC

Among the various experiments going on at the Tsevel Center were those involving electromagnetism. In order to keep a minimal security staff, Dr. Maccov devised methods of inducing pain through electric emitters if any test subjects left their rooms, negating the need for doors in many cases. In turn, many other doors in the facility cannot be opened without an electrical current running through them. Any doors marked with an "X" on the map are completely sealed shut until the PCs repair the electric generators in the Tsevel Center Undercroft (Area **B**) and can't be opened by any means. Each wall in the facility is reinforced, lined, and soundproofed. This prevents industrious test subjects from simply cutting their way through walls. The PCs can determine that electrical power is required to open these doors with a DC 18 (21 for levels 9-10) Crafting, Engineering Lore, Perception, or Survival check.

Most importantly, many of the Tsevel Center's areas still have security protocols active. These electric capacitors line some areas of the ground floor (primarily **A2**, **A4**, and **A9**) and give a blast of electricity damage to anyone who exits one of those rooms if they are not wearing a "Z" badge found in area **A1a**. This damage is 4d10 with a basic DC 23 Fortitude save for levels 7-8, or 6d12 with a DC 26 save for levels 9-10.



A1. FOYER

The talc-drawn doors form into solid stone and swing open into a large space with a T-shaped walkway. Several sculptures made from petrified wood adorn the area.

A DC 21 (DC 24 for levels 9-10) Arcana, Nature, Perception, Religion, or Survival check reveals these aren't actually pieces of art but rather creatures from the Elemental Plane of Wood who were turned to petrified stone through experimentation and placed on display.

The door to Area **A1a** is currently unlocked and reveals the view outside through the false mimic door the PCs saw earlier. Dozens of magnetic badges in the shape of the letter "Z" sit on the security desk, alongside a note that reads, "Don't get zapped—wear your badge!"

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

A2. EXERCISE YARD

A length of chain attached with hooks to the walls separates a rectangular area from the rest of the foyer. The floor is worn down from the presence of many people and creatures wandering about here.

For many, this area was the only place they could stretch their legs or socialize beyond the facility's researchers. Entering this area is easy for anyone to do, but any creature not wearing a security badge who attempts to exit the area while the chain is still hooked up gets zapped (see "It's Electric" sidebar on page 9).

A3. NIGHT MONITOR'S OFFICE

This room has a small office and an attached bedroom. The office contains several strange devices, many of which look like they're for vivisection or other painful surgeries. A small storage closet to the north was ransacked long ago and is now empty except for random detritus. Along the eastern wall of the office stands a small bookshelf of polished blue soapstone, closed with a glass front panel. A series of nine perfectly intact journals lay inside.

The PCs can open the case either with a DC 21 (DC 24 for levels 9–10) Thievery check, or simply by smashing it with a bludgeoning weapon, although doing the latter action agitates the occupants of the rooms in area **A4**.

The journals are labeled P-A through P-I and begin to detail Dr. Nezisha Maccov's initial experiments at the Tsevel Center. She sought to combine elements of shadow magic with forces from between the stars, but for reasons these first journals don't delve into. Her hope was clearly to ramp up her research toward the use of humanoid test subjects, but when she began working, it was with smaller creatures. Journal P-I suggests she finally hit some sort of breakthrough and would keep some "lesser" test subjects for long-term observation but was finally ready to move onto her "real" research.

A4. TEST SUBJECT CAGES

These small cells have no doors but are lined with electric capacitors. Inside each is a simple ground pad, a rectangular metal bar, and a square glass panel. A moment of observation reveals each cell contains an animal or beast of some kind, kept in solitary confinement, ranging from a rabid extraplanar weasel in one to several stunted shadow mastiff pups in others. All are so unhealthy that a single jolt from their cell's security field would probably kill them, and they pose no serious threat to characters of the PCs' level (though if freed and left to regain their health on the island over time, that could change). The devices in their cells magically produce food and water to sustain them, but only barely enough, and the glass panel teleports their waste out of their rooms. All seem miserable and are also equally unfriendly toward any new arrivals. If the PCs broke the glass to get at the journals in area **A3**, the creatures begin as hostile instead, but don't leave their cells unless the PCs free them.

PCs can enter these cells, but any creature not wearing a security badge attempting to exit one of them while the security field is still active gets zapped (see "It's Electric" sidebar on page 9). A series of buttons at the west end of the hallway allows the security fields for the cells to be turned on or off.

What the characters do here is entirely up to them. Rather than conduct one skill check for each of the 10 cages in this area, each PC who wants to try and calm the animals here can attempt a single Nature or Survival check. Characters wearing "Z" badges take a –1 penalty to their rolls. Offering food (such as rations) gives a +1 item bonus to the check. The DC is 21 (DC 24 for levels 9–10) if the creatures are unfriendly, but should be increased by 2 if they're hostile. If the Pathfinders get one success, they calm the test subjects down. More



SHADOW MASTIFF

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

successes make the animals docile, prompting them to listen to commands from the PCs and even follow them off the island at the end of the adventure.

If the animals are still agitated, however, the PCs may return to try again one more time at the end of the adventure, but all DCs are 2 higher than their initial difficulty. If the creatures can't be calmed, the PCs must decide whether to leave them in their self-sustaining but tiny cages, let them loose on the island, or put them down. If the animals have been made docile, the PCs can take tissue samples from them without a check. Otherwise, taking a sample is so difficult that doing so would kill the creature in the process.

A5. BROKEN SOLARIUM MODERATE

This area is divided into three sections. The largest is a circular greenhouse boasting many shrubberies and wooden sculptures of creatures, much like the entrance foyer. Artificial sunlight streams in from a magical censor suspended 20 feet above the



SNAPDRAKE

ground. To the south, separated by a magical illusion of clear glass, is a meeting room. To the southeast is a waiting area with two comfortable leather chairs, their seats destroyed by nesting mice. The windows to the west look out into the obvious illusion of a lush, wooded area that, in reality, is just solid rock.

The cruel research performed here plumbed the far edges of the multiverse for resources and test subjects, even managing, for a brief time, to breach the edges of the long-forgotten Plane of Wood. Before the researchers fled the facility, some of the mutagenic work they'd conducted on the creatures they'd pulled from that plane had begun to show real "promise" in their eyes, but sadly they had to leave all test subjects behind as per standard security protocols. In their absence, these creatures have remained healthy, relatively speaking. The hungry ghost, possessing a meticulous mind of her own, feeds from these creatures in order to keep herself "alive" as it were. By keeping to a strict rotation, she keeps them alive as well, but the constant cycle of invisible pain has driven these mutated elementals and their allies to violence, and they attack as soon as any visible creatures enter their living space.

Creatures: The pine pangolin begins this scene rolled up and hanging 10 feet up from shrubberies located around this room, and begin combat by dropping on top of enemy targets. For this first drop only, they can deal their claw damage to a target they land on. The mandragora can begin in any space, while the snapdrake should begin placed in the center or edges of the greenhouse where flora is drawn on the map.

As their last action in the third round of combat, the non-mutant creatures burrow into the soil and hide for the rest of the adventure (even those that do not normally have a burrow speed), leaving behind residue that can be collected as if they were defeated.

Levels 7-8

MUTANT CRYPTID PINE PANGOLIN CREATURE 8
Page 22

MANDRAGORA CREATURE 4
Page 22

Levels 9-10

ELITE MUTANT CRYPTID SNAPDRAKE CREATURE 10
Page 29, art on page 37

EXHAUSTED PINE PANGOLIN CREATURE 6
Page 30

Development: After the battle ends, the PCs can collect samples from the creatures (even mutated elementals that exploded leave behind enough splinters for collection). The office south of the greenhouse holds pale elm furniture and comfortable leather chairs. Nothing of note remains on the shelves; the desk, however, contains fragments of a notebook detailing mutations being forced on elementals and other extraplanar beings to better survive interplanetary travel.

Reward: The sap and liquid substance that remain following the defeat of the mutant cryptid elementals can be collected using bottles found in the meeting room just to the south of the greenhouse (in addition to those taken on behalf of the Vigilant Seal), one per creature. These function as *wine of the blood* (*Dark Archive* 114).

A6. ELEVATOR

A strange contraption, this room can be closed off and then operated along metal rails on the west and east sides, moving the entire space up or down one level. During the facility's evacuation, several chairs and other pieces of furniture were discarded here as well.

If the PCs attempt to push the button that moves them to the upper level, they find it blocked by something, but they can easily take the elevator down to the facility's undercroft, which they will need to do before they can finish exploring the ground floor.

B. TSEVEL CENTER UNDERCROFT

Before she was forced to abandon her life's work at the Tsevel Center, Dr. Maccov changed the polarity on several of the electromagnetic generators that powered the facility, primarily to keep her current test subject in stasis so it wouldn't hunt her and her students in their sleep. Unfortunately for the PCs, the creatures that languish here were already close to breaking free on their own, regardless of outside intervention.

Use the map on page 13 for the following encounters. Unless otherwise noted, ceilings in this area are 15 feet in height and rooms are only dimly lit.

B1. ELEVATOR LANDING

This open platform is where the elevator from above lands. When it does so, the walls surrounding the movable room descend into the floor until the button on the south wall to recall the elevator is pressed once again. If activated during combat, the elevator walls rise 10 feet around this area at the start of the next turn of the character who pressed the button, and at the start of the turn after that, the elevator door shuts and begins to rise toward the ground floor.

B2. ELECTRIC BARRIER

A string of electrical spheres is connected in a series here, with visible discharges running up and down the line. These discharges also shoot out at the ends of the line into the nearby walls. A wide passage opens up past this border, descending downward. PCs who succeed at a DC 21 Nature, Survival, or relevant Lore check can surmise the angle of the ramp probably heads down into the Darklands, and the electric barrier is meant to keep things out and in.

Any character who tries to move past the barrier takes 4d10+18 electricity damage (4d10+26 for levels 9–10), with a DC 23 basic Reflex save (DC 26 for levels 9–10) and is prevented from passing through. Intentionally touching or striking one of the spheres with a melee weapon inflicts the same damage, but the result of the character's save is one degree worse due to their muscles seizing and causing them to hold on tighter rather than pull away from the electrical current.

B3. POLARIZED GENERATORS

Six of the electric generators in the undercroft have slipped out of alignment with each other and must be put back in phase if the PCs hope to access the rest of the facility above them. In order to accomplish this, the Pathfinders must enact repairs on at least three of the six faulty devices. Each repair attempt takes 5 minutes. If any of the PCs have the Quick Repair feat, they reduce these increments to 1 minute each for the whole party.

Repairing a generator can be accomplished using several different skills, each with a DC 23 skill check (DC 26 for levels 9–10). PCs can use Acrobatics or Athletics to physically manipulate control rods. They can also use Crafting, Engineering Lore, or Thievery to fine-tune electricity settings. Finally, they can use Arcana, Nature, or Occultism to magically manipulate the energies within the devices.

A critical success immediately fixes that generator and grants a +1 circumstance bonus to all future repair attempts for that PC. A success fixes the generator, while a failure leads to no progress. A critical failure causes the generator to seize up and shut down completely; when this happens, the DC to repair all other generators is permanently reduced by 3. If three of the six generators shut down, the final three lock into phase with each other automatically, ensuring that the PCs can still continue forward on their mission.

A minute after the generators are back in phase, all of the doors on the facility's main floor can be opened as if they were unlocked.

B4. DARK STASIS MODERATE

Read or paraphrase the following when a PC first examines this area.

The ceiling in this room ascends to 30 feet, visible as the light level increases. A massive edifice of ice fills the center of this area, and three power conduits feed it some kind of electrical power from elsewhere on this level. Some of the top sections of ice show signs of hairline fractures.

Buried at the core of this icy prison is a creature akin to a giant mutated crab, with seven bulbous blisters on their back and eyes sprouting from their legs. Its mouth resembles a dark vortex, frozen in a silent scream. Just as the examination of this creature concludes, a telepathic voice dripping with menace and ichor reaches out, touching everyone in the facility's undercroft.

"You are not our jailers. That fact alone may result in you exiting this conversation alive. Tell us quickly, does Dr. Nezisha Maccov still live? Does Conference Z yet reside above? Set us free from this place so we may rip their spines out through their stomachs while they watch."

This creature is **Dohv-Dranna** (CE nonbinary neh-thalggu subjugator), the last test subject experimented on at the Tsevel Center. They were captured at great expense and proved so dangerous Dr. Maccov had to keep them in magical stasis for extended periods of time. Dohv-Dranna recently regained enough of their strength to call for allies



DOHV-DRANNA

LOSING YOUR HEAD

The encounter with Dohv-Dranna is intentionally similar to one that appeared in Season 7 of Pathfinder Society First Edition. In that encounter, the neh-thalggu Aaog-Shagga was able to escape a Conference Z facility by forging a short-term partnership with humanoids, including making a bargain to claim one of their brains in the process. This story has been passed down throughout the Dominion of the Black with some dark humor, and many brain collectors now know the tale well enough to attempt such a ploy in the event of their capture on a terrestrial planet.

A PC deciding to sacrifice themselves is a rather big deal in the middle of a Pathfinder mission, even if they missed the signs that Dohv-Dranna is lying to them. There must be no objection from any other player at the table to this action. If even one other person is uncomfortable with this exchange taking place, Dohv-Dranna should "sense" the dissent, and GMs should immediately proceed to **Best Served Cold** on page 15.

If no one objects, GMs should still have the characters attempt a DC 10 flat check before fully committing. A success is enough for them to be certain the PC making this deal is going to die (but perhaps not permanently).

from the collective of hostile aliens known as the Dominion of the Black to assist them—these are currently below ground, disconnecting the final cables from the stasis field. But for the moments that remain before they emerge, Dohv-Dranna hopes to coerce the PCs into giving them their thoughts. While in their presence, the PCs might think to engage the brain collector in conversation.

Who are you? "We are Dohv-Dranna. Captured by Conference Z for one hundred and seventeen days before being placed into cycles of stasis and experimentation that rendered our time-keeping inaccurate. No less than nine Aspis Consortium agents paid with their lives for their offenses against us."

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

Can you tell us about Conference Z or this facility? “Yes. But nothing is free, whether it be in the darkness between stars or on the surface of the Rough Beast’s Cage. What can you offer us in exchange?” Dohv-Dranna does indeed know this information, and barter this potential for knowledge against their release.

If we free you, will you harm us? “You are not our primary enemy. We would voluntarily empty all of our brain sacks for even the chance of filling them with those of our captors first.” This answer is true, but it is a redirected deception. A DC 21 Perception check (DC 24 for levels 9–10) picks up on this.

What do you want? “We can sense your optimism... you are Pathfinders, yes? The Dominion of the Black has learned much from our centuries on your world... many things about your Society, and your enemies. Is it not said, the enemy of my enemy is my friend? We offer you a bargain because we are still weak. If one of you offers us your mind, we will preserve you within us and jointly partner with your Society to hunt down this Conference Z. Together, we shall stop them from building more places like this.” This answer is an outright lie and can be detected with a DC 18 Perception check (DC 21 for levels 9–10).

The Icebreaker

In the unexpected event one of the PCs agrees to Dohv-Dranna’s bargain, the brain collector telepathically instructs their allies to cease their efforts, bidding them to wait for their signal to attack. In the meantime, it



RHU-CHALIK

telepathically instructs the PCs on how to quickly fix the generators in area **B3**, which they can now accomplish in under a minute without the need for any skill checks, thanks to the neh-thalggu’s guidance. Moments after all six generators are functioning, the stasis field fades and the temperature in the undercroft returns to a more reasonable level.

At this juncture, Dohv-Dranna exacts their part of the bargain. Due to Dr. Maccov’s experimentation, the brain collector only has six of their seven brain blisters currently filled. However, having not ingested a fresh brain in so long has an unexpected negative side effect—Dohv-Dranna immediately gains the sickened 3 condition, which cannot be reduced for the next 10 minutes. Despite this, the duplicitous neh-thalggu telepathically orders their allies to emerge from hiding and attack.

Best Served Cold

Whether after ingesting a brain or after being rebuffed, Dohv-Dranna launches an attack on the PCs. Their allies emerge from the holes in the ground where the power conduits are connected to the neh-thalggu’s prison. Should this combat take place where the brain collector emerges directly from stasis, rather than being freed by the PCs, the icy-blue areas on the map are difficult terrain for any non-flying creatures. If the PCs completely ignore the neh-thalggu and simply try to fix the generators and then leave the undercroft, Dohv-Dranna breaks free from their prison and attacks as soon as the PCs finish their work.

Creatures: Dohv-Dranna leads the attack, using brutal tactics to debilitate their enemies as quickly as they can and negating the PCs’ numerical superiority whenever possible. If they didn’t ingest one of the PCs’ brains prior to combat, one of their seven brain blisters remains empty, meaning they begin the fight with the stupefied 1 condition. Their allies emerge from underground in the spaces where the power conduits connect to this chamber. With no easy escape, the Dominion of the Black creatures fight to the death. Due to the psychic connection between their allies, Dohv-Dranna’s death causes each of their allies to take 25 points of damage (50 points of damage for levels 9–10).

Levels 7–8

DOHV-DRANNA

Page 24, art on page 37

CREATURE 8

RHU-CHALIK

Page 24, art on page 37

CREATURE 6

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

Levels 9-10

STEADIED DOHV-DRANNA

Page 31, art on page 37

CREATURE 10

INTELLECT DEVOURER

Page 31, art on page 37

CREATURE 8

Development: After the fight ends, the PCs can easily collect tissue samples from the Dominion of the Black creatures. These rhu-chaliks and intellect devourers leave behind a strange residue after death that gives off a light blue glow. Any character who succeeds at a DC 21 Arcana, Nature, Occultism, or Religion check identifies this as a strange variant of *ghost oil* (*Pathfinder Lost Omens Knights of Lastwall* 90). One vial can be collected per creature, and it can be used to coat a single piece of ammunition in addition to a melee weapon. The PCs can use any sample vial (or sampling ammunition) to collect this substance without expending it. There are several sample vials and other strange pieces of esoteric alien technology in the metal chest just north of where Dohv-Dranna was contained.

RETURN TO THE GROUND FLOOR

With the generators fixed, the PCs can return to the ground floor of the Tsevel Center and continue their exploration.

A7. SURGICAL THEATER

Read or paraphrase the following when the PCs reach this area.



BRAIN IN A JAR

If any of the PCs lost their heads (and brains) during this encounter, a quick search of the area discovers something remarkable. Among the pieces of alien technology is a metal and glass apparatus filled with green fluid, just big enough for a humanoid brain, with some kind of power pack attached to it. Placing the brain of their deceased comrade in this jar allows that PC to regain consciousness and the ability to see and hear their surroundings. Additionally, they can communicate and use mental and social skills and related feats. This item weighs 2 Bulk.

Even with the deceased PC “rejoining” their party after a fashion, GMs should recalculate the Challenge Points for their table for the rest of the adventure, removing those from the deceased character. This PC should still be considered dead, but this way they can at least participate. Further, the apparatus preserves their brain long enough for them to be returned to life by the Pathfinder Society, should they choose. PCs that make this choice should not be marked “Dead” on the Event Reporting Form on page 43, and being brought back to life in this way does not require the purchase of the Second Chance boon.



The floor descends via two ramps to a central circle 15 feet below ground level. Three rows of bleacher seats surround a grim surgical theater. Powered lights shine on dried bloodstains surrounding a surgical table with restraints. Discarded notebooks and pens lay here and there among the seats, the only remaining witnesses to the horrible procedures that took place here.

It’s possible to move around using the bleachers rather than the ramps in this room. Ascending or descending in this manner counts as difficult terrain. There’s not much else to this chamber unless the PCs trigger the **Purge the Ghost** event on page 18. However, any PC looking around the operating table in the middle of the room finds a set of expanded healer’s tools.

A8. MEDICAL STORAGE

This storage area was ransacked as the Conference Z personnel made their exit from the facility, but a few useful items were

accidentally left behind amid overwhelming amounts of empty packaging. PCs who succeed at a DC 23 Medicine or Perception check (DC 26 for levels 9–10) discover three moderate elixirs of life.

A9. TEST SUBJECT DORMITORIES

Similar to the tiny cells for test subject creatures, these rooms are slightly larger and have bunk beds for humanoid occupants. Instead of a lower bed, they each have a small lavatory and wash basin with a privacy curtain. Like the cells in area A4, the doors have been completely removed, allowing anyone to look inside. PCs can enter these rooms, but creatures not wearing a security badge attempting to exit one of them while the security field is still active gets zapped (see “It’s Electric” sidebar on page 9). A lever next to each doorway allows the security fields for each dormitory room to be turned on or off.

None of these rooms are currently occupied. A PC succeeding at a DC 21 Medicine, Perception, or Survival check can determine each of these rooms were thoroughly cleaned with some sort of chemical wash, completely erasing any traces of their past occupants.

A10. SECURITY OFFICE

Conference Z security personnel used this largely open room for training and sparring sessions, as well as daily briefings. It also has a small “solitary cell” with only a single chair in it where agitators could be locked away for infractions. Several nonlethal weapons, such as saps, scourges, and whips can be found on shelves in the northeast corner of the room.

A11. STAIRS TO RESIDENCE

With the elevator blocked from going up, these stairs are the only way for the PCs to investigate the facility’s upper floor. If they do so, they find the residential level containing sleeping quarters for all Tsevel Center faculty. Unlike the lab and undercroft, this level was completely and thoroughly cleaned out of all useful items and information before its occupants left.

A12. DR. MACCOV’S OFFICE

This spacious office belonged to Dr. Nezisha Maccov herself. Thoroughly cleaned out, the PCs find little here beyond a few specific items of note. On the desk in

the northeast corner of the room is the start of a letter addressed to Professors Calacazari and Ro, which seems to be a condolence letter regarding the death of a graduate student killed by Dohv-Dranna. The letter seems to have been an early first draft and was left unfinished. A second piece of paper references a “Zifpilfran,” but it is unclear if this is a person’s name or a type of medication. More

importantly, the security code for the door to area A15a is also written on this paper.

The primary focus of the room is the large soapstone bookshelves along the southeast wall, which contain exactly 321 numbered journals. Each journal is written in a complex cipher that would take a long time to decode, but the preface and abstracts of each are in Common, allowing the PCs to glean their contents. Each journal contains the experiments pertaining to a single individual, who is identified by the

corresponding number on the journal.

After moving on from animal testing, Dr. Maccov began experimenting in earnest on humanoid subjects. All were volunteers from the ranks of the Aspis Consortium. Most were led to believe they would be given an increase in rank and pay for their time. A few were dangerous loose cannons Conference Z simply deemed to be expendable in the pursuit of creating “shadow agents” as Nezisha liked to call them.

Each experiment focused on infusing the agent in question (each of whom had their real names replaced with their number through psychic conditioning) with substances mined from the Plane of Shadow, the Outer Planes and other realms beyond Golarion. The goal was to create “shadow agents” capable of stepping in and out of shadows as casually as an average person might walk from one end of a room to another, allowing them to move through walls, buildings, cities, and even planets while conducting espionage, research, and assassination missions on Conference Z’s behalf.

In almost all of the journals, the test subject did not survive the infusion process or died horribly during the early stages of field testing. One notable exception was subject 287, whose infusions included an extremely rare droplet of “liquefied Spiresteel” harvested from the Boneyard in addition to Shadow material. Her procedure left her in screaming agony, but the noise ceased exactly one day after the surgery when her body simply disappeared, never to return. Dr. Maccov’s notes



GOLDEN OWL MASK

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

indicated a strong desire to acquire more Spiresteel, but subsequent journals suggest that never came to pass.

Language in journal number 321 suggests Dr. Maccov was close to a breakthrough, and after the shadowy implosion of that test subject, she was eagerly looking forward to her next experiment. However, the collection the PCs find at this location ends with this volume.

A13. INFUSION CHAMBER

This room contains a surgical table with restraints, like the theater in area A7, but unlike there, this particular lab space has been kept perfectly clean and sterile—pristine, even. Suspended above the central table hang numerous tubes with nozzles that can be attached to large syringes, allowing a subject on the table to be injected with fluids. A control unit in the northeast corner of the room manages the levels of these liquids. Unfortunately (or fortunately), all fluids and research materials detailing their nature were among the first things Dr. Maccov removed from the facility during its evacuation.

Two doors sit along the room's southeast edge, whose locks are controlled by numeric keypads. Both are sealed shut.

A14. TELEPORTATION CIRCLE

This chamber housed the Tsevel Center's teleportation circle—a vital resource head researcher Nezisha Maccov used to stay in regular contact with her Conference Z mentors. When the order was given to evacuate the facility, items and personnel of the greatest importance left through here. Facility security officers disabled the runes around the circle once the last trip had been taken, damaging it enough so it couldn't be reactivated. The PCs can surmise this information with a DC 21 Arcana, Occultism, Nature, or Religion check (DC 23 for levels 9–10).

In their haste to pack up and exit, one of the lab's aides dropped a very important item that got wedged between one of the chairs and the wall. If at least one PC succeeds at a DC 23 Perception check (DC 26 for levels 9–10), they discover a golden owl mask.

A15. ACTIVE PATIENT ROOMS

Read or paraphrase the following when the PCs open the locked door to area A15a.

This room looks like it belongs in a Chelaxian prison, with nothing more than a mattress resting on its hard metal floor, surrounded by the desiccated husks of dead rats strongly resembling the dead bodies outside the facility. When the door opens, the dark-haired woman inside spins around. Putting her hands on her hips, she speaks with a semi-playful tone. "Well, aren't you bold to just walk into my room without knocking first! What if I wasn't fully decent?" Her voice and expression harden a bit afterward. "No, don't leave, please. I'm glad you've finally reached me. I'm trapped in this horrible place, and I need your help."

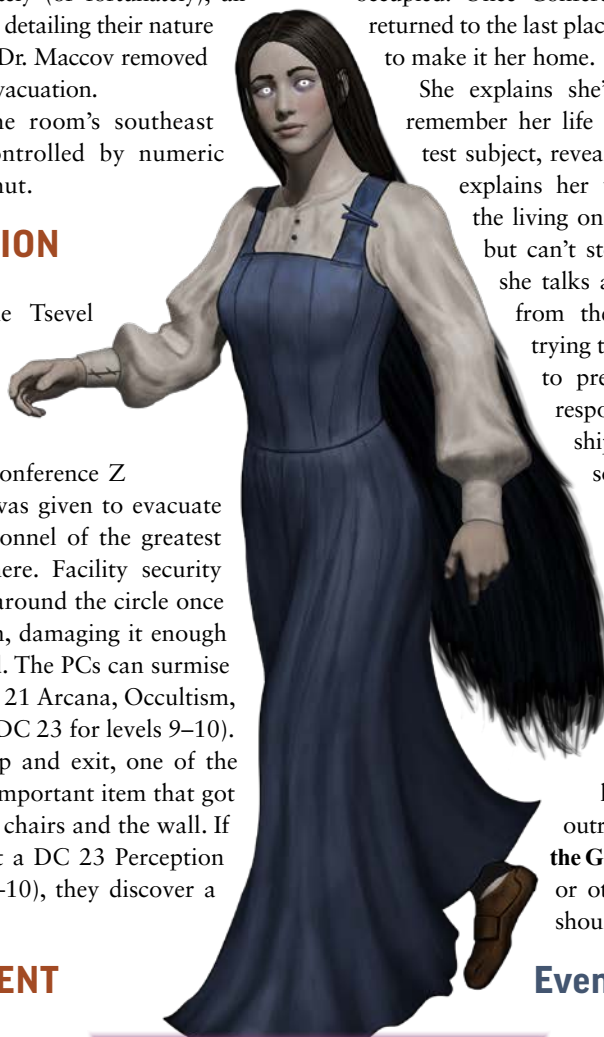
This is the ghost of experiment 287, as described in the journal the PCs found in area A12. She died as a result of the infusions injected into her by Nezisha Maccov and returned as a ghost. Not wanting to be the subject of further experiments, she hid while the facility was occupied. Once Conference Z abandoned the site, she returned to the last place she slept in while alive and tried to make it her home.

She explains she's experiment 287 and doesn't remember her life before she was a Conference Z test subject, revealing her undead nature. She also explains her uncontrollable urge to feed on the living on a daily basis, which she loathes but can't stop herself from doing. If asked, she talks about her usual cycle of feeding from the elementals and test subjects, trying to keep her feedings small enough to preserve life, but admits she was responsible for the deaths of the shipwreck victims, whose lives were so "vibrant" she lost all control around them. If the PCs are still willing to hear her out after this revelation, she pleads that she wants to remember her real name so she can go to Pharsma's Boneyard and face judgment as her true self and not as just a number.

If the PCs are unwilling to help her, or decide to attack her outright, GMs should run the **Purge the Ghost** event. If they show sympathy or otherwise want to help her, GMs should run the event **Laid to Rest**.

Event: Purge the Ghost Severe

Whether intentionally or not, the PCs have chosen violence. 287 flies into a rage and phases through the



287

THE EQUAL EXCHANGES – THE HIDDEN CURRENT

wall, screaming. Her path is easy to follow by her screams and a trail of ectoplasm, leading them back to the surgical theater in area A7. She confronts them here, along with the ghosts of the sailors she killed, who are bound to her rather than to their shipwreck. 287 fights until destroyed. The ghost pirate captains cease combat and exit the area one round after 287 is destroyed, but the PCs get a strong impression their souls are clearly not free, and there is nothing they can do about that fact now.

Levels 7–8

287'S GHOST **CREATURE 7**
Page 26, art on page 38

SALTED GHOST PIRATE CAPTAINS (2) **CREATURE 7**
Page 26

Levels 9–10

287'S POWERFUL GHOST **CREATURE 11**
Page 33, art on page 38

SHAKING WITCHFIRE **CREATURE 9**
Page 34, art on page 38

Event: Laid to Rest Moderate

With the PCs choosing the way of mercy, 287 smiles and lets out a relieved sigh of thanks before leading them back into area A13, where she lays down on the infusion table. She explains she's going to open her memory of the first time Conference Z injected her with fluids to make her forget her past, and that by using her journal and the images, they should be able to recover her name. If the PCs have not yet found the journal bearing her number, she encourages them to find it first.

Unfortunately for 287 and the PCs, the unquiet memories of over 300 other unfortunate souls also linger in this place, and they all clamor to be heard at once when the procedure starts, requiring the PCs to endure a cacophony of pain in order to achieve their goal. As 287 begins to concentrate, a whirlwind of ghostly energy fills the room.

This encounter continues until the Pathfinders flee, perish, or obtain 287's name—Kytania Sothen. If they speak her name, Kytania's face takes on a serene look as her form begins to fade. She thanks the PCs and spins around a bit, her ghost looking healthier and more vibrant even as it disappears.

Levels 7–8

CONFERENCE Z'S VICTIMS **HAZARD 9**
Page 28

Levels 9–10

CONFERENCE Z'S VICTIMS **HAZARD 10**
Page 35

Development: Kytania Sothen's peaceful departure to the Boneyard also frees the sailors, who whisper their thanks from the walls. If combat was required, the ghost



WITCHFIRE

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

sailors remain trapped on the island, but won't bother the PCs any further.

Regardless of which path the PCs chose, once 287's ghost is removed, an object that was suspended in her ectoplasmic form drops to the floor—the journal labeled 322. Scanning this journal reveals this subject was Dr. Maccov's crowning achievement, turning an elven Aspis Consortium agent into the first test subject capable of going on true field tests, even if the doctor was forced by superiors to brainwash 322 into being an assassin for another Aspis faction known as the Korholm Agenda. The journal's footnotes mention her first assassination went perfectly, with the death and soul-theft of then-Pathfinder Society Master of Spells Aram Zey. An angry footnote indicates the doctor's opinion that 322 was given "too much independent thought," because her conscience caused her to "go rogue" not long after the assassination, leading Conference Z

to lose track of her when she was taken in by the night hag Aslynn. Ghostly writing on the final page of the journal indicates 287's ghost often visited 322 to comfort her during the elf's pre-experimental imprisonment at the facility, and that the two became close friends.

The PCs also find a slip of paper tucked inside the journal's front cover with the passcode to door **A15b**. Inside this room, identical to area **A15a**, the PCs find a chest, almost exactly as the Waterfall described—small, made of white oak, with a rectangular yellow garnet set into its lid. If the PCs open it, they find a soft green satin lining, and contains several items: a doll of a little elf girl, a pair of rings, and a wire-wrapped brooch of smoky quartz shaped like a butterfly which has a crystal quartz star on its thorax. None of these items are magical except for the rings, which were the components of a *heartbond ritual* (*Advanced Players Guide* 242).

In the event the PCs had to flee from either of these final encounters, Captain Ramsey leads a shore party to the island and manages to recover the box and journal. However, several of his crew perish during the attempt.

CONCLUSION

With the facility fully explored, the PCs can easily make their way back to the *Misty Misfit*. Assuming everyone made it out alive and nobody has their brain trapped in a jar, the trip back to Absalom is very pleasant and relaxing (and is still mildly pleasant even for those that

do). That ends upon their arrival at the Grand Lodge, when Ambrus Valsin immediately summons them to a meeting in Skyreach.

GMs should read or paraphrase the following.

The chamber is full with the Pathfinder Society's faction heads and school masters. Ambrus Valsin leads the field agents

forward to present their findings and recovered items to the Waterfall, who sits at the head of the gathering. Opening the box, she picks up each item in turn, before setting them down and nodding to Valsin. Ambrus furrows a brow, whispering, "are you sure you want to do this?" before relenting when the Waterfall gives a simple nod in return.

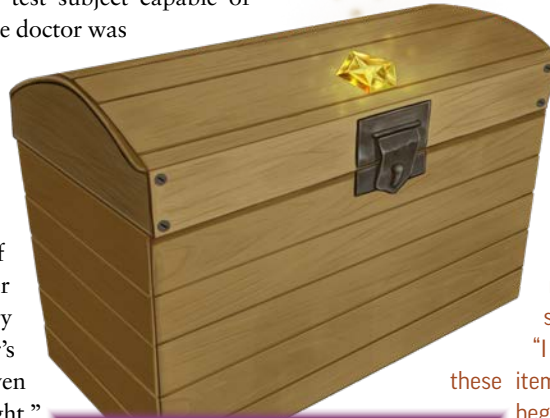
"I wish to thank you for recovering these items, our most expert agents." She begins. "I must also apologize for obscuring part of the reason why you were sent after some of these in particular." She trails off as her hands

reach up, lifting the Decemvirate helm off of her head, unmasking herself before all present. Standing in front of the gathering now is the elf known as 322.

"With the help Ambrus has given me, these items are enough for me to remember my name. I'm no longer 322, who served both Aspis and Aslynn. I am Csilla, who chose to become a Pathfinder after our encounter in the city of Axis. I have worked to help us defeat the foul hag... and now, I am myself again."

Reactions around the room are extremely mixed. Valsin clearly knew this secret before it was revealed. Valais Durant gasps in surprise. Eando Kline clenches his jaw, turns on his heel, and moves to the back of the room, a deep frown on his face. Fola Barun of the Envoy's Alliance whispers to the PCs that Eando and Aram Zey never saw eye to eye, but Eando had also sworn to bring Zey's killer to justice. She stops talking and exits the room, trying to calm Eando down. Gorm Greathammer of the Grand Archive begins whispering excitedly about the stories that could come from this revelation. Master of Scrolls Kreighton Shane just sits there and smiles, apparently happy to be there.

Other reactions are a bit more animated and amicable. Head archivist Zarta Dralneen grins wickedly, beckoning with a hand to Horizon Hunters leader Calisro Benarry, who sighs playfully, then tosses Zarta a bag of gold coins as payment for some kind of bet. Current Master of Spells Sorrina Westyr and Master of Swords Marcus Farabellus approach Csilla, warmly and formally welcoming her.



CSILLA'S BOX

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

Then, without warning, Verdant Wheel leader Urwal suddenly sticks his head through a nearby window. Hanging upside-down and covered in paint, he exclaims, "The mural I was painting finally makes sense! The power of the Decemvirate Helm now shows all its obscuring greatness. A dream I had, three sets of two stars each, shining out in defiance against darkest blackness."

Csilla turns to the PCs and thanks them once again. As she looks over the items they brought back, it's clear she's somewhat disturbed by the sight of the golden owl mask, if present, but she is very pleased at everything else they recovered on either a professional or personal level. She doesn't order them to keep this recent revelation secret but suggests their discretion might serve them well in the days ahead.

REPORTING NOTES

If the PCs put 287's ghost to rest peacefully, check box A. If they instead defeat her in combat, check box B. If any of the PCs voluntarily gave up their brains to Dohv-Dranna, check box C.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they return Csilla's box back to the Grand Lodge in Absalom without Captain Ramsey's intervention and either help or destroy 287's ghost. Doing so earns each PC 2 Reputation with their chosen faction.

SECONDARY OBJECTIVES

Returning with research items is also important for this mission. If the PCs return the golden owl mask and all 322 numbered journals to the Grand Lodge in Absalom, they fulfill their secondary objective. Doing so earns each PC 2 Reputation with their chosen faction.

FACTION NOTES

The leaders of the Radiant Oath and Vigilant Seal both hold an interest in the outcome of this mission.

The Radiant Oath continually seeks to better the lives of others. If the PCs put 287's ghost to rest peacefully and either set the test subject creatures free or rescue them by

...WHO?

Not everyone will know the storied past of the elf formerly known as 322. Players interested in this enigmatic character's history should look into her past from Pathfinder First Edition scenarios, specifically in *Pathfinder Society Scenario #6-98: Serpent's Rise*, *Pathfinder Society Scenario #7-09: The Blakros Connection*, *Pathfinder Society Scenario #7-23: Abducted in Aether*, and *Pathfinder Society Scenario #10-15: Tapestry's Trial*.

taking them off of Chalk Island, each PC earns 2 additional Reputation with the Radiant Oath faction.

The Vigilant Seal is not unsympathetic to suffering, but places security above compassion. If the PCs sent 287's ghost to its final rest (regardless of method) and collect tissue samples from the mutated elementals, the Dominion of the Black aberrations, and the test subject creatures (or return with said creatures), each PC earns 2 additional Reputation with the Vigilant Seal faction.



322, UNMASKED

APPENDIX I: 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 the Organized Play section on page 40 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A5. SHATTERED SOLARIUM (LEVELS 7-8)

MUTANT CRYPTID PINE PANGOLIN CREATURE 8

RARE N MEDIUM ELEMENTAL PLANT WOOD

Variant pine pangolin (*Pathfinder Rage of Elements* 208)

Perception +16

Skills Nature +16, Survival +19

Str +4, **Dex** +0, **Con** +5, **Int** +1, **Wis** +2, **Cha** +1

AC 26; **Fort** +16, **Ref** +11, **Will** +19

HP 160; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** shifting iridescence; **Weaknesses** axes 5, fire 10

Shifting Iridescence (abjuration, magical) Whenever the mutant pine pangolin takes energy damage to which it isn’t resistant or immune, after taking the damage normally, it gains resistance 5 to that damage type. If it had a resistance to a different damage type from shifting iridescence, it replaces the old resistance with the new resistance.

Unusual Bane This mutant pine pangolin is traumatized by the former Conference Z staff who teamed up to hold it down while experimenting on it. The first time each round the mutant pine pangolin comes within 15 feet of any character who took the Aid action, or is attacked while being flanked by two characters, it takes 8 points of mental damage and must attempt a DC 26 Will save. On a failure, it is stunned 1 (stunned 3 on a critical failure).

Speed 25 feet

Melee ♦ claw +18 (agile), **Damage** 2d12+4 piercing

Melee ♦ tongue +18, **Damage** 2d8+4 bludgeoning plus Grab

Ranged ♦ marrowlance +18 (range increment 60 feet, versatile S), **Damage** 2d12+4 piercing

Explosive End The mutant pangolin’s death reveals one last surprise as it explodes into splinters. When it dies, it explodes, dealing 4d6 piercing damage to each creature in a 10-foot emanation, with a basic DC 26 Reflex save.

Roll Up ♦ The mutant pine pangolin falls prone, closes up its scales, and rolls into a ball. While Rolled Up, the pangolin

SCALING ENCOUNTER A5

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

10-11 Challenge Points: Add one clockwork disposer to the encounter.

12-13 Challenge Points: Replace the mandragora with a mutant cryptid pine pangolin.

14-15 Challenge Points: Add one mutant pine pangolin to the encounter.

16-18 Challenge Points (5+ players): Add one mutant cryptid pine pangolin and one mandragora to the encounter.

gains resistance 10 to physical damage and total immunity to falling damage from heights of 50 feet or less. The only action the pine pangolin can take is to Stand, and the effects of Roll Up end once the pangolin Stands.

Secrete Tar ♦ (plant) The mutant pine pangolin secretes a brown, sticky tar within a 5-foot emanation, making those squares difficult terrain for 1 minute. Each creature that enters or starts its turn in a tarred square must succeed at a DC 26 Fortitude save or become immobilized until it Escapes. On a critical failure, the creature falls prone; prone creatures take a -2 circumstance penalty to their checks to Escape the tar. The pine pangolin is immune to the effects of its own tar.

MANDRAGORA CREATURE 4

CE SMALL PLANT

Pathfinder Bestiary 2 170

Perception +11; blood scent, low-light vision

Languages Abyssal, Common

Skills Acrobatics +10, Athletics +10, Stealth +12 (+20 in vegetation)

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

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

AC 21; **Fort** +11, **Ref** +13, **Will** +8

HP 60; **Resistances** bludgeoning 5, electricity 5; **Weaknesses** fire 5

Vulnerability to Supernatural Darkness Whenever a mandragora begins its turn in an area of magical darkness, it is slowed 1 on that turn.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

Speed 30 feet, burrow 10 feet, climb 30 feet

Melee ♦ jaws +14 (finesse), **Damage** 2d8+4 bludgeoning plus Grab

Melee ♦ thorny vine +14 (agile, finesse, reach 10 feet), **Damage** 2d4+4 slashing plus mandragora venom

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

Mandragora Venom (poison) **Saving Throw** DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 2d6 poison damage, confused, and stupefied 1 (1 round)

Piercing Shriek ♦ (auditory, evocation, mental, primal) **Frequency** once per day; **Effect** The mandragora emits an unsettling shriek. Each non-mandragora creature within 30 feet must attempt a DC 25 Will save.

Critical Success The creature is unaffected

Success The creature is sickened 1

Failure The creature is sickened 2

Critical Failure The creature is sickened 2 and slowed 1. As long as the creature remains sickened, this slowed condition value can't be reduced below 1.

CLOCKWORK DISPOSER (0)

CREATURE 5

UNCOMMON N SMALL CLOCKWORK CONSTRUCT MINDLESS

Pathfinder Adventure Path #179: Cradle of Quartz 80

Perception +13; darkvision

Skills Athletics +12, Stealth +12

Str +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +0, **Cha** -5

Wind-Up 24 hours, DC 20, standby

AC 21; **Fort** +12, **Ref** +15, **Will** +9

HP 70; Immunities death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 5 (except adamantine or orichalcum); **Weaknesses** electricity 5, orichalcum 5

Speed 25 feet

Melee ♦ gripper +15 (agile, finesse), **Damage** 2d8+4 bludgeoning

Melee ♦ spike +15 (agile, finesse), **Damage** 2d8+4 piercing

Furnace Belch ♦♦ (fire) The clockwork disposer coughs up a cloud of hot ash and embers that deals 6d6 fire damage in a 15-foot cone (DC 22 basic Reflex save). The clockwork disposer can't use Furnace Belch again for 1d4 rounds.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

B4. DARK STASIS (LEVELS 7-8)

DOHV-DRANNA

CREATURE 8

UNIQUE CE LARGE ABERRATION

Brain collector *Pathfinder Bestiary* 46

Perception +18; darkvision

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy 100 feet

Skills Acrobatics +17, Arcana +18, Athletics +16, Lore +18 (all subcategories), Occultism +21, Stealth +17

Str +6, **Dex** +3, **Con** +5, **Int** +4, **Wis** +4, **Cha** +3

AC 26; **Fort** +15, **Ref** +13, **Will** +18; +1 status to all saves vs. magic

HP 140; **Immunities** confused; **Weaknesses** brain loss

Brain Blisters Dohv-Dranna has seven brain blisters on its back that it uses to house stolen brains. A brain collector without all seven blisters full is stupefied with a value equal to the number of empty blisters.

Brain Loss If Dohv-Dranna takes 30 damage from a critical hit or takes 25 mental damage, it must succeed at a DC 26 save (Fortitude for critical damage or Will for mental damage) or one of its brain blisters is destroyed.

Speed 25 feet, fly 30 feet

Melee ♦ jaws +20, **Damage** 2d12+6 piercing plus brain collector venom

Melee ♦ claw +20 (agile), **Damage** 2d8+6 slashing

Occult Spontaneous Spells DC 26, attack +18; **4th** (2 slots) *confusion, phantasmal killer*; **3rd** (3 slots) *dispel magic, haste, paralyze*; **2nd** (4 slots) *humanoid form, invisibility, mirror image, paranoia*; **1st** (4 slots) *mindlink, ray of enfeeblement, true strike, unseen servant*; **Cantrips (4th)** *dancing lights, detect magic, mage hand, prestidigitation*

Brain Collector Venom (poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d6 poison damage, enfeebled 1, and slowed 1 (1 round); **Stage 3** 2d6 poison damage, enfeebled 2, and slowed 1 (1 round)

Collect Brain ♦ (manipulate) Dohv-Dranna collects a brain of a creature that's been dead for no more than 1 minute. It can then use an Interact action to secure the brain in an empty brain blister.

RHU-CHALIK

CREATURE 6

UNCOMMON CE SMALL ABERRATION

Pathfinder Bestiary 3 214

Perception +17; greater darkvision

Languages Aklo, telepathy 100 feet

Skills Athletics +13, Deception +13, Diplomacy +13, Intimidation +13, Stealth +15

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

AC 23 all-around vision; **Fort** +14, **Ref** +11, **Will** +17

HP 95

No Breath A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

SCALING ENCOUNTER B4

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

10-11 Challenge Points: Replace the rhu-chalik with a strengthened rhu-chalik.

12-13 Challenge Points: Add one rhu-chalik to the encounter.

14-15 Challenge Points: Replace the rhu-chalik with two strengthened rhu-chaliks.

16-18 Challenge Points (5+ players): Add one rhu-chalik and one strengthened rhu-chalik to the encounter.

Speed 5 feet, fly 35 feet

Melee ♦ tendril +15 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 mental and excruciating enzyme

Occult Innate Spells DC 23, attack +18; **5th** *mind probe*; **4th** *modify memory*; **3rd** *invisibility* (self only; at will), *mind reading* (at will)

Excruciating Enzyme (occult, poison) A rhu-chalik's tendrils secrete an enzyme that causes intense pain. A living creature hit by a tendril Strike must succeed at a DC 24 Fortitude save or become sickened 1 from the pain.

Project Terror ♦♦ (emotion, enchantment, fear, mental, occult) **Requirements** The rhu-chalik has successfully affected the target with mind probe, mind reading, or Project Terror in the last minute; **Effect** The rhu-chalik creates nightmarish visions in the target's mind. The target must attempt a DC 24 Will save.

Critical Success The target creature is unaffected and temporarily immune to Project Terror for 1 minute.

Success The target is unaffected.

Failure The target becomes frightened 2. Failing additional saves against this effect increases the frightened condition value by 2; if this would increase the target's frightened value beyond frightened 4, the target is fleeing for 1 round and frightened 4.

Critical Failure As failure, but the target becomes unconscious for 30 minutes instead of fleeing

Void Transmission (concentrate, enchantment, exploration, mental, occult) **Requirements** The rhu-chalik is adjacent to an unconscious creature; **Effect** The rhu-chalik spends 10 minutes copying the creature's entire consciousness and mentally sends this copied consciousness through the void of space to their waiting masters. The target creature is

THE EQUAL EXCHANGES – THE HIDDEN CURRENT

deeply disoriented by this procedure, becoming stupefied 2 for 1 day afterward. If the creature is revived or moved away from the rhu-chalik during the process, Void Transmission fails, and the target is unaffected.

STRENGTHENED RHU-CHALIK (O)

CREATURE 7

UNIQUE CE SMALL ABERRATION

Variant rhu-chalik (*Pathfinder Bestiary* 3 214)

Perception +19; greater darkvision

Languages Aklo, telepathy 100 feet

Skills Athletics +15, Deception +15, Diplomacy +15, Intimidation +15, Stealth +17

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

AC 25 all-around vision; **Fort** +16, **Ref** +13, **Will** +19

HP 115

No Breath A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

Speed 5 feet, fly 35 feet

Melee ♦ tendril +17 (agile), **Damage** 2d4+8 bludgeoning plus 1d6 mental and excruciating enzyme

Occult Innate Spells DC 25, attack +20; **5th** *mind probe*; **4th** *modify memory*; **3rd** *invisibility* (self only; at will), *mind reading* (at will)

Excruciating Enzyme (occult, poison) A rhu-chalik's tendrils secrete an enzyme that causes intense pain. A living creature hit by a tendril Strike must succeed at a DC 26 Fortitude save or become sickened 1 from the pain.

Project Terror ♦♦ (emotion, enchantment, fear, mental, occult) **Requirements** The rhu-chalik has successfully affected the target with mind probe, mind reading, or Project Terror in the last minute; **Effect** The rhu-chalik creates nightmarish visions in the target's mind. The target must attempt a DC 26 Will save.

Critical Success The target creature is unaffected and temporarily immune to Project Terror for 1 minute.

Success The target is unaffected.

Failure The target becomes frightened 2. Failing additional saves against this effect increases the frightened condition value by 2; if this would increase the target's frightened value beyond frightened 4, the target is fleeing for 1 round and frightened 4.

Critical Failure As failure, but the target becomes unconscious for 30 minutes instead of fleeing

Void Transmission (concentrate, enchantment, exploration, mental, occult) **Requirements** The rhu-chalik is adjacent to an unconscious creature; **Effect** The rhu-chalik spends 10 minutes copying the creature's entire consciousness and mentally sends this copied consciousness through the void of space to their waiting masters. The target creature is deeply disoriented by this procedure, becoming stupefied 2 for 1 day afterward. If the creature is revived or moved away from the rhu-chalik during the process, Void Transmission fails and the target is unaffected.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

EVENT: PURGE THE GHOST (LEVELS 7-8)

287'S GHOST

CREATURE 7

UNIQUE N MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +15; darkvision

Languages Common, Elven, Necril

Skills Arcana +20, Deception +16, Diplomacy +16, Ghost Lore +20, Religion +19

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

Living Visage While she has more than 30 HP, 287's appears to be a living creature. She has an automatic result of 34 on Deception checks and DCs to conceal her undead status and can Feed on the Living covertly.

AC 25; **Fort** +14, **Ref** +19, **Will** +17

HP 80 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Ravenous Undoing In each 24-hour period, 287's ghost must use Feed on the Living to consume 30 HP (any HP the ghost would gain count toward this total, even if the ghost has enough HP that they don't actually regain the full amount). If the ghost hasn't consumed enough HP, they mindlessly and recklessly feed on any living creature they come across until satiated.

Rejuvenation (divine, necromancy) When destroyed, 287's ghost re-forms after 2d4 days in her room at the Tsevel Center, fully healed. She can be only be permanently destroyed if her name is returned to her while conscious, or if the journal bearing her number is destroyed and its ashes are removed from the Tsevel Center.

Speed fly 25 feet

Melee ♦ ghostly hand +19 (agile, finesse, magical), **Damage** 2d8+6 negative

Arcane Innate Spells DC 25, attack +21; **3rd** *blindness*, *dispel magic*; **2nd** *telekinetic maneuver* (×2); **1st** *ray of enfeeblement* (×2); **Cantrips (3rd)** *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

Feed on the Living ♦♦ (divine, necromancy, negative) 287's ghost touches a creature in reach. If the target is a living creature it takes damage from the ghost's ghostly hand with a DC 25 Fortitude save. If the ghost is in their living visage, they can disguise Feed on the Living as a benign touch and delay the effects for 1 minute while keeping the target unaware of the effect. A creature can be affected by only one delayed Feed on the Living at a time, and if the ghost loses their living visage during that minute, the Feed on the Living is lost.

Critical Success The target's life energy overpowers the ghost. 287's ghost takes 5 positive damage, and the target is unaffected.

SCALING ENCOUNTER EVENT: PURGE THE GHOST

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

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

12-13 Challenge Points: Add one Ulfen ghost pirate captain to the encounter.

14-15 Challenge Points: Replace one salted ghost pirate captain with two Ulfen ghost pirate captains.

16-18 Challenge Points (5+ players): Add two Ulfen ghost pirate captains to the encounter.

Success The target takes half damage, and the ghost regains HP equal to the damage dealt.

Failure The target takes full damage and is enfeebled 1 for 1 minute and the ghost regains HP equal to the damage dealt.

Critical Failure The target takes double damage and is enfeebled 2 for 1 minute and the ghost regains HP equal to the damage dealt.

Telekinetic Assault ♦♦ (divine, evocation) The ghost cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in this area take 3d6 bludgeoning damage, subject to a basic Reflex save (DC 25).

SALTED GHOST PIRATE CAPTAINS (2) CREATURE 7

UNCOMMON CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Variant ghost pirate captain (*Pathfinder Book of the Dead* 101)

Perception +15; darkvision

Languages Common, Necril

Skills Acrobatics +16, Diplomacy +13, Intimidation +15, Sailing Lore +14

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

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

HP 80 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When the ghost pirate captain is destroyed, they re-form after 2d4 days within the ship or location they're bound to, fully healed. They can be permanently destroyed if their desires are fulfilled, which could involve being defeated in a great battle or ensuring their treasure has been hidden.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

Speed fly 25 feet

Melee ✦ ghostly cutlass +18 (forceful, magical, sweep),
Damage 2d6+9 negative

Ranged ✦ ghostly hand crossbow +18 (magical, range increment 60 feet), **Damage** 2d6+6 negative

Combat Current ✦✦ The ghost makes a Strike with its cutlass or hand crossbow, then Flies up to half their Speed and makes a Strike with the other attack. If they moved through an enemy when they Flew, that enemy is flat-footed against the second Strike.

Savvy Joinin' Me Crew? ✨ (divine, necromancy) **Trigger** The ghost reduces a living creature to 0 Hit Points with a melee Strike; **Effect** The creature attempts a DC 23 Fortitude save. If the creature fails its save, it remains conscious but is controlled by the ghost until it loses its dying condition. It continues to attempt recovery checks as normal for the dying condition. The effect ends if the creature loses the dying condition. If the creature dies while under this effect, it joins the ghost's undead crew in 1d4 days. If the ghost is destroyed before the creature dies, the creature is spared this terrible fate.

ULFEN GHOST PIRATE CAPTAIN (0) CREATURE 8

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Variant ghost pirate captain (*Pathfinder Book of the Dead* 101)

Perception +17; darkvision

Languages Common, Necril

Skills Acrobatics +18, Diplomacy +15, Intimidation +17, Sailing Lore +16

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

AC 26; **Fort** +14, **Ref** +18, **Will** +15

HP 100 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When the ghost pirate captain is destroyed, they re-form after 2d4 days within the ship or location they're bound to, fully healed. They can be permanently destroyed if their desires are fulfilled.

Speed fly 25 feet

Melee ✦ ghostly cutlass +20 (forceful, magical, sweep),
Damage 2d6+11 negative

Ranged ✦ ghostly hand crossbow +20 (magical, range increment 60 feet), **Damage** 2d6+8 negative

Combat Current ✦✦ The ghost makes a Strike with its cutlass or hand crossbow, then Flies up to half their Speed and makes a Strike with the other attack. If they moved through an enemy when they Flew, that enemy is flat-footed against the second Strike.

Savvy Joinin' Me Crew? ✨ (divine, necromancy) **Trigger** The ghost reduces a living creature to 0 Hit Points with a melee Strike; **Effect** The creature attempts a DC 25 Fortitude

save. If the creature fails its save, it remains conscious but is controlled by the ghost until it loses its dying condition. It continues to attempt recovery checks as normal for the dying condition. The effect ends if the creature loses the dying condition. If the creature dies while under this effect, it joins the ghost's undead crew in 1d4 days. If the ghost is destroyed before the creature dies, the creature is spared this terrible fate.

WRAITH (0) CREATURE 6

LE MEDIUM INCORPOREAL UNDEAD WRAITH

Pathfinder Bestiary 335

Perception +14; darkvision, lifesense 60 feet

Languages Common, Necril

Skills Acrobatics +14, Intimidation +15, Stealth +14

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

Lifesense (divination, divine) Wraiths sense the vital essence of living and undead creatures within the listed range.

AC 24; **Fort** +8, **Ref** +14, **Will** +14; +1 status bonus to all saves vs. positive

HP 80 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Sunlight Powerlessness A wraith caught in sunlight is stunned 2 and clumsy 2.

Attack of Opportunity ✨

Speed fly 40 feet

Melee ✦ spectral hand +17 (finesse), **Damage** 2d8+5 negative plus drain life

Drain Life (divine, necromancy) When the wraith damages a living creature with its spectral hand Strike, the wraith gains 5 temporary Hit Points and the creature must succeed at a DC 23 Fortitude save or become drained 1. Further damage dealt by the wraith increases the amount of drain by 1 on a failed save to a maximum of drained 4.

Wraith Spawn (divine, necromancy) A living humanoid slain by a wraith's spectral hand Strike rises as a wraith spawn after 1d4 rounds. This wraith spawn is under the command of the wraith that killed it. It doesn't have drain life or wraith spawn and becomes clumsy 2 for as long as it is a wraith spawn. If the creator of the wraith spawn dies, the wraith spawn becomes a full-fledged, autonomous wraith; it regains its free will, gains Wraith Spawn, and is no longer clumsy.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

EVENT: LAID TO REST (LEVELS 7-8)

CONFERENCE Z'S VICTIMS

HAZARD 9

UNIQUE COMPLEX HAUNT

Stealth +26 (expert)

Description The pain of over 300 souls crying out for recognition and revenge pierces through the room, as a spiritual whirlwind fills the space.

Disable DC 30 Medicine or Society to determine 287's first or surname through the journal text or DC 32 Occultism or Religion to connect with the spiritual energy bound to the journal to find her name. Two successes are needed, one for each part of 287's name.

Please, See Me, Too → **Trigger** The PCs start investigating the journal for 287's name; **Effect** The victims all beg for attention and recognition, lashing out at the PCs when they remain focused. The haunt makes a howling wail Strike against all living creatures and then rolls initiative.

Routine (1 action) The haunt makes a howling wail Strike against all living creatures in area **A13** as 1 action.

Ranged howling wail +21 (range increment 35 feet), **Damage** 2d10+13 negative; no multiple attack penalty

Reset The haunt vanishes permanently if 287's name is revealed.

APPENDIX 2: LEVEL 9–10 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 9th-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 40 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

A5. SHATTERED SOLARIUM (LEVELS 9–10)

ELITE MUTANT CRYPTID SNAPDRAKE CREATURE 10

RARE N LARGE ELEMENTAL PLANT WOOD

Variant snapdrake (*Pathfinder Rage of Elements* 209)

Perception +19

Languages Arboreal, Common, Muan; (can’t speak any languages)

Skills Acrobatics +18, Performance +19

Str +4, **Dex** +6, **Con** +3, **Int** -2, **Wis** +3, **Cha** +4

AC 29; **Fort** +19, **Ref** +14, **Will** +22

HP 184; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** shifting iridescence; **Weaknesses** axes 10, fire 10

Alluring Scent (aura, olfactory, plant, primal) 30 feet. A creature that enters the emanation must attempt a DC 28 Will save. On a failure, the target is fascinated by the snapdrake and must use at least 1 action on its next turn to Stride closer to the snapdrake. On a success, the target is immune to the snapdrake’s alluring scent for 1 hour.

Shifting Iridescence (abjuration, magical) Whenever the mutant snapdrake takes energy damage to which it isn’t resistant or immune, after taking the damage normally, it gains resistance 10 to that damage type. If it had a resistance to a different damage type from shifting iridescence, it replaces the old resistance with the new resistance.

Unusual Bane This mutant snapdrake is traumatized by the former Conference Z staff who teamed up to hold it down while experimenting on it. The first time each round the mutant snapdrake comes within 15 feet of any character who took the Aid action, or is attacked while being flanked by two characters, it takes 10 points of mental damage and must attempt a DC 30 Will save. On a failure, it is stunned 1 (stunned 3 on a critical failure).

Reactive Strike ↻ Tail scythe only

Speed 20 feet, fly 50 feet, greater forest passage

Melee ✦ fangs +17, **Damage** 2d12+7 piercing plus Grab and snapdrake pollen

SCALING ENCOUNTER A5

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

19–22 Challenge Points: Add one bound pine pangolin to the encounter.

23–27 Challenge Points: Replace the exhausted pine pangolin with an elite mutant cryptid snapdrake.

28–32 Challenge Points: Add one elite mutant cryptid snapdrake to the encounter.

33+ Challenge Points: Remove the exhausted pine pangolin from the encounter. Add one elite mutant cryptid snapdrake and two bound pine pangolins to the encounter.



Melee ✦ tail scythe +19 (deadly d10, finesse, reach 10 feet), **Damage** 2d10+9 slashing

Ranged ✦ marrowlance +17 (range increment 60 feet, versatile S), **Damage** 2d12+7 piercing

Explosive End The mutant snapdrake’s death reveals one last surprise as it explodes into splinters. When it dies, it explodes, dealing 5d6 piercing damage to each creature in a 10-foot emanation, with a basic DC 30 Reflex save.

Greater Forest Passage The snapdrake ignores difficult terrain and greater difficult terrain from plants and fungi.

Snapdrake Pollen (plant, poison) **Saving Throw** DC 30 Fortitude; **Maximum Duration** 8 rounds; **Stage 1** 1d6 poison damage plus dazzled (1 round); **Stage 2** 1d6 poison damage plus dazzled and sickened 1 (2 rounds); **Stage 3** 2d6 poison damage plus confused and sickened 1 (2 rounds)

Speed Surge ✦ (move) **Frequency** 3 times per day; **Effect** The snapdrake moves up to twice its Speed.

Spray Pollen ✦✦ (arcane, plant, poison) The snapdrake breathes a blast of pollen in a 40-foot cone. Creatures caught in the blast must succeed at a DC 28 basic Reflex save or be exposed to snapdrake pollen. The snapdrake can’t use Spray Pollen again for 1d6 rounds.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

EXHAUSTED PINE PANGOLIN

CREATURE 6

N MEDIUM ELEMENTAL PLANT WOOD

Variant pine pangolin (*Pathfinder Rage of Elements* 208)

Perception +13

Skills Nature +13, Survival +16

Str +4, **Dex** +0, **Con** +5, **Int** +1, **Wis** +2, **Cha** +1

AC 23; **Fort** +13, **Ref** +8, **Will** +16

HP 120; **Immunities** bleed, paralyzed, poison, sleep;

Weaknesses axes 5, fire 10

Speed 25 feet

Melee ✦ claw +15 (agile), **Damage** 2d12+1 piercing

Melee ✦ tongue +15, **Damage** 2d8+1 bludgeoning plus Grab

Roll Up ✦ The pine pangolin falls prone, closes up its scales, and rolls into a ball. While Rolled Up, the pangolin gains resistance 10 to physical damage and total immunity to falling damage from heights of 50 feet or less. The only action the pine pangolin can take is to Stand, and the effects of Roll Up end once the pangolin Stands.

Secrete Tar ✦ (plant) The pine pangolin secretes a brown, sticky tar within a 5-foot emanation, making those squares difficult terrain for 1 minute. Each creature that enters or starts its turn in a tarred square must succeed at a DC 23 Fortitude save or become immobilized until it Escapes. On a critical failure, the creature falls prone; prone creatures take a -2 circumstance penalty to their checks to Escape the tar. The pine pangolin is immune to the effects of its own tar.

BOUND PINE PANGOLIN (0)

CREATURE 7

N MEDIUM ELEMENTAL PLANT WOOD

Variant pine pangolin (*Pathfinder Rage of Elements* 208)

Perception +15

Skills Nature +15, Survival +18

Str +4, **Dex** +0, **Con** +5, **Int** +1, **Wis** +2, **Cha** +1

AC 25; **Fort** +15, **Ref** +10, **Will** +18

HP 140; **Immunities** bleed, paralyzed, poison, sleep;

Weaknesses axes 5, fire 10

Speed 25 feet

Melee ✦ claw +17 (agile), **Damage** 2d12+3 piercing

Melee ✦ tongue +17, **Damage** 2d8+3 bludgeoning plus Grab

Roll Up ✦ The bound pine pangolin falls prone, closes up its scales, and rolls into a ball. While Rolled Up, the pangolin gains resistance 10 to physical damage and total immunity to falling damage from heights of 50 feet or less. The only action the pine pangolin can take is to Stand, and the effects of Roll Up end once the pangolin Stands.

Secrete Tar ✦ (plant) The bound pine pangolin secretes a brown, sticky tar within a 5-foot emanation, making those squares difficult terrain for 1 minute. Each creature that enters or starts its turn in a tarred square must succeed at a DC 25 Fortitude save or become immobilized until it Escapes. On a critical failure, the creature falls prone; prone creatures take a -2 circumstance penalty to their checks to Escape the tar. The pine pangolin is immune to the effects of its own tar.

B4. DARK STASIS (LEVELS 9-10)

STEADIED DOHV-DRANNA

CREATURE 10

UNIQUE CE LARGE ABERRATION

Variant brain collector (*Pathfinder Bestiary* 46)

Perception +21; darkvision

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy 100 feet

Skills Acrobatics +20, Arcana +21, Athletics +19, Lore +21 (all subcategories), Occultism +24, Stealth +20

Str +6, **Dex** +3, **Con** +5, **Int** +4, **Wis** +4, **Cha** +3

AC 29; **Fort** +18, **Ref** +16, **Will** +21; +1 status to all saves vs. magic

HP 180; **Immunities** confused; **Resistances** shifting iridescence; **Weaknesses** brain loss

Brain Blisters A brain collector has seven brain blisters on its back that it uses to house stolen brains. A brain collector without all seven blisters full is stupefied with a value equal to the number of empty blisters.

Brain Loss If a brain collector takes 30 damage from a critical hit or takes 25 mental damage, it must succeed at a DC 29 save (Fortitude for critical damage or Will for mental damage) or one of its brain blisters is destroyed.

Shifting Iridescence (abjuration, magical) Whenever the mutant brain collector takes energy damage to which it isn't resistant or immune, after taking the damage normally, it gains resistance 10 to that damage type. If it had a resistance to a different damage type from shifting iridescence, it replaces the old resistance with the new resistance.

Speed 25 feet, fly 30 feet

Melee ✦ jaws +23, **Damage** 2d12+9 piercing plus brain collector venom

Melee ✦ claw +23 (agile) **Damage** 2d8+9 slashing

Occult Spontaneous Spells DC 29, attack +21; **4th** (2 slots) *confusion*, *phantasmal killer*; **3rd** (3 slots) *dispel magic*, *haste*, *paralyze*; **2nd** (4 slots) *humanoid form*, *invisibility*, *mirror image*, *paranoia*; **1st** (4 slots) *mindlink*, *ray of enfeeblement*, *true strike*, *unseen servant*; **Cantrips (4th)** *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*

Brain Collector Venom (poison) **Saving Throw** DC 29 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d6 poison damage, enfeebled 1, and slowed 1 (1 round); **Stage 3** 2d6 poison damage, enfeebled 2, and slowed 1 (1 round)

Collect Brain ✦ (manipulate) The brain collector collects a brain of a creature that has been dead for no more than 1 minute. It can then use an Interact action to secure the brain in one of its empty brain blisters.

Explosive End The mutant brain collector's death reveals one last surprise as it explodes into radioactive ash. When it dies, it explodes, dealing 5d6 acid damage to each creature in a 10-foot emanation, with a basic DC 27 Reflex save.

SCALING ENCOUNTER B4

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

19-22 Challenge Points: Replace the intellect devourer with a well-fed intellect devourer.

23-27 Challenge Points: Add one intellect devourer to the encounter.

28-32 Challenge Points: Replace the intellect devourer with two well-fed intellect devourers.

33+ Challenge Points: Add two well-fed intellect devourers to the encounter.



INTELLECT DEVOURER

CREATURE 8

UNCOMMON CE SMALL ABERRATION

Pathfinder Bestiary 2 147

Perception +16; darkvision, lifesense 60 feet

Languages Aklo, Common, Undercommon; can't speak any languages; telepathy 100 feet

Skills Athletics +14, Deception +20, Diplomacy +16, Occultism +17, Society +17, Stealth +18

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

AC 26; **Fort** +14, **Ref** +16, **Will** +18

HP 130; **Immunities** blinded, controlled, emotion, possession

Speed 35 feet

Melee ✦ talon +18 (agile, finesse), **Damage** 2d10+5 slashing

Occult Innate Spells DC 27; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (self only, at will), *paranoia* (at will); **Cantrips (4th)** *daze*, *detect magic*, *read aura*

Body Thief ✦✦✦ (manipulate, necromancy, occult, possession)

The intellect devourer reduces in size and burrows into the brain of a creature dead for no longer than 1 day. At the start of the intellect devourer's next turn, the body revives at its maximum Hit Points, controlled by the devourer. The intellect devourer is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as Exit Body. The intellect devourer can't use any of the host creature's spells with Body Thief but can use its own spells. The host body slowly decays while inhabited by the intellect devourer, becoming uninhabitable after 7 days unless preserved with gentle repose or a similar effect.

Exit Body ✦ (move) **Requirements** The intellect devourer is controlling a body with Body Thief; **Effect** The intellect devourer leaves its host body, which dies instantly and is

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

no longer a suitable host for any Body Thief ability. The intellect devourer appears at full size in an adjacent space.

Ravage ◆◆◆ The intellect devourer makes two talon Strikes against a paralyzed, restrained, or unconscious creature, using the same attack modifier as its highest attack modifier. These Strikes gain the death trait. If Ravage kills the target, the intellect devourer may use Body Thief against it as a free action.

Stolen Identity While an intellect devourer uses Body Thief, it gains the ability to understand and speak all languages known by the host, as well as knowledge of the host body's abilities, identity, role in society, and personality. However, it does not gain the specific memories or knowledge of the host body.

WELL-FED INTELLECT DEVOURER (0) CREATURE 9

UNCOMMON CE SMALL ABERRATION

Variant intellect devourer (*Pathfinder Bestiary* 2 147)

Perception +18; darkvision, lifesense 60 feet

Languages Aklo, Common, Undercommon; can't speak any languages; telepathy 100 feet

Skills Athletics +16, Deception +22, Diplomacy +18, Occultism +19, Society +19, Stealth +20

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

AC 28; **Fort** +16, **Ref** +18, **Will** +20

HP 150; **Immunities** blinded, controlled, emotion, possession
Speed 35 feet

Melee ◆ talon +20 (agile, finesse), **Damage** 2d10+7 slashing
Occult Innate Spells DC 29; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (self only, at will), *paranoia* (at will); **Cantrips (4th)** *daze*, *detect magic*, *read aura*

Body Thief ◆◆◆ (manipulate, necromancy, occult, possession)

The intellect devourer reduces in size and burrows into the brain of a creature dead for no longer than 1 day. At the start of the intellect devourer's next turn, the body revives at its maximum Hit Points, controlled by the devourer. The intellect devourer is conscious and can sense everything the possessed body could. Any effect that ends the possession kills the host body with the same effects as Exit Body. The intellect devourer can't use any of the host creature's spells with Body Thief but can use its own spells. The host body slowly decays while inhabited by the intellect devourer, becoming uninhabitable after 7 days unless preserved with gentle repose or a similar effect.

Exit Body ◆ (move) **Requirements** The intellect devourer is controlling a body with Body Thief; **Effect** The intellect devourer leaves its host body, which dies instantly and is no longer a suitable host for any Body Thief ability. The intellect devourer appears at full size in an adjacent space.

Ravage ◆◆◆ The intellect devourer makes two talon Strikes against a paralyzed, restrained, or unconscious creature, using the same attack modifier as its highest attack modifier. These Strikes gain the death trait. If Ravage kills the target, the intellect devourer may use Body Thief against it as a free action.

Stolen Identity While an intellect devourer uses Body Thief, it gains the ability to understand and speak all languages known by the host, as well as knowledge of the host body's abilities, identity, role in society, and personality. However, it does not gain the specific memories or knowledge of the host body.

EVENT: PURGE THE GHOST (LEVELS 9-10)

287'S POWERFUL GHOST

CREATURE 11

UNIQUE N MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Perception +19; darkvision

Languages Common, Elven, Necril

Skills Arcana +24, Deception +24, Diplomacy +24, Ghost Lore +22, Religion +20

Str -5, **Dex** +3, **Con** +0, **Int** +6, **Wis** +3, **Cha** +6

Living Visage While she has more than 30 HP, 287's appears to be a living creature. She has an automatic result of 34 on Deception checks and DCs to conceal her undead status and can Feed on the Living covertly (below).

AC 27; **Fort** +16, **Ref** +19, **Will** +22

HP 145 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Ravenous Undoing In each 24-hour period, 287's ghost must use Feed on the Living to consume 30 HP (any HP the ghost would gain count toward this total, even if the ghost has enough HP that they don't actually regain the full amount). If the ghost hasn't consumed enough HP, they mindlessly and recklessly feed on any living creature they come across until satiated.

Rejuvenation (divine, necromancy) When destroyed, 287's ghost re-forms after 2d4 days in her room at the Tsevel Center, fully healed. She can be only be permanently destroyed if her name is returned to her while conscious, or if the journal bearing her number is destroyed and its ashes are removed from the Tsevel Center.

Speed fly 25 feet

Melee ♦ ghostly hand +23 (agile, finesse, magical), **Damage** 2d8+14 negative

Arcane Innate Spells DC 30, attack +25; **5th** *cone of cold*, *hallucination*; **4th** *phantasmal killer*, *suggestion*; **3rd** *blindness*, *dispel magic*, *nondetection*; **2nd** *telekinetic maneuver* (×2); **1st** *ray of enfeeblement* (×2); **Cantrips (5th)** *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

Feed on the Living ♦♦ (divine, necromancy, negative) 287's ghost touches a creature in reach. If the target is a living creature it takes damage from the ghost's ghostly hand with a DC 30 Fortitude save. If the ghost is in their living visage they can disguise Feed on the Living as a benign touch and delay the effects for 1 minute while keeping the target unaware of the effect. A creature can be affected by only one delayed Feed on the Living at a time and if the ghost loses their living visage during that minute the Feed on the Living is lost.

Critical Success The target's life energy overpowers the ghost. 287's ghost takes 5 positive damage, and the target is unaffected.

SCALING ENCOUNTER EVENT: PURGE THE GHOST

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

19-22 Challenge Points: Add one Ulfen ghost pirate captain to the encounter.

23-27 Challenge Points: Add two Ulfen ghost pirate captains to the encounter.

28-32 Challenge Points: Add two shaking witchfires to the encounter.

33+ Challenge Points: Add three shaking witchfires to the encounter.

Success The target takes half damage, and the ghost regains HP equal to the damage dealt.

Failure The target takes full damage and is enfeebled 1 for 1 minute and the ghost regains HP equal to the damage dealt.

Critical Failure The target takes double damage and is enfeebled 2 for 1 minute and the ghost regains HP equal to the damage dealt.

Frightful Moan ♦ (auditory, divine, emotion, enchantment, fear, mental) The ghost laments its fate, forcing each living creature within 30 feet to attempt a DC 30 Will save. On a failure, a creature becomes frightened 2 (or frightened 3 on a critical failure). On a success, a creature is temporarily immune to this ghost's frightful moan for 1 minute.

Telekinetic Assault ♦♦ (divine, evocation) The ghost cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in this area take 6d6 bludgeoning damage, subject to a basic Reflex save (DC 30).

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

SHAKING WITCHFIRE

CREATURE 9

UNCOMMON CE MEDIUM INCORPOREAL SPIRIT UNDEAD

Variant witchfire (*Pathfinder Bestiary* 2 293)

Perception +18; darkvision

Languages Aklo, Common, Necril

Skills Acrobatics +17, Diplomacy +19, Intimidation +21, Occultism +18, Stealth +19

Str -5, **Dex** +6, **Con** +0, **Int** +3, **Wis** +3, **Cha** +6

AC 28; **Fort** +15, **Ref** +21, **Will** +18

HP 125 (negative healing); **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Resistances** all 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Opportune Witchflame **Trigger** A creature makes a melee Strike against or touches the witchfire; **Effect** The witchfire makes a witchflame caress Strike against the triggering creature.

Speed fly 40 feet

Melee **◆** witchflame caress +21 (agile, evil, finesse, magical),

Damage 3d6 fire plus 3d6 negative and witchflame

Ranged **◆** witchflame bolt +21 (evil, magical, range 100 feet),

Damage 2d6 fire plus 2d6 negative and witchflame

Occult Innate Spells DC 28; **6th** *summon entity* (will-o'-wisp only); **5th** *crushing despair*; **4th** *invisibility*, *phantasmal killer*; **3rd** *phantom pain*; **2nd** *illusory disguise* (at will); **Cantrips (5th)** *dancing lights*, *ghost sound*

Witchflame (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 26 Will save.

Critical Success The creature is unaffected and is temporarily immune to witchflame for 1 hour.

Success The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 5 to fire for 1 round.

Failure As success, but the effect is permanent until removed.

Critical Failure As failure, but the creature gains weakness 10 to fire.

Witchflame Kindling **◆◆** (fire, necromancy, occult)

Requirements A creature within 30 feet of the witchfire burns with witchflame; **Effect** The witchfire's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 5d6 fire damage and 5d6 negative damage to that creature (DC 28 basic Fortitude save). The witchfire can't use Witchflame Kindling for 1d4 rounds.

ULFEN GHOST PIRATE CAPTAIN (0)

CREATURE 8

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Variant ghost pirate captain (*Pathfinder Book of the Dead* 101)

Perception +17; darkvision

Languages Common, Necril

Skills Acrobatics +18, Diplomacy +15, Intimidation +17, Sailing Lore +16

Str -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

AC 26; **Fort** +14, **Ref** +18, **Will** +15

HP 100 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) When the ghost pirate captain is destroyed, they re-form after 2d4 days within the ship or location they're bound to, fully healed. They can be permanently destroyed if their desires are fulfilled, which could involve being defeated in a great battle or ensuring their treasure has been hidden.

Speed fly 25 feet

Melee **◆** ghostly cutlass +20 (forceful, magical, sweep),

Damage 2d6+11 negative

Ranged **◆** ghostly hand crossbow +20 (magical, range increment 60 feet), **Damage** 2d6+8 negative

Combat Current **◆◆** The ghost makes a Strike with its cutlass or hand crossbow, then Flies up to half their Speed and makes a Strike with the other attack. If they moved through an enemy when they Flew, that enemy is flat-footed against the second Strike.

Savvy Joinin' Me Crew? **Trigger** **Trigger** The ghost reduces a living creature to 0 Hit Points with a melee Strike; **Effect** The creature attempts a DC 25 Fortitude save. If the creature fails its save, it remains conscious but is controlled by the ghost until it loses its dying condition. It continues to attempt recovery checks as normal for the dying condition. The effect ends if the creature loses the dying condition. If the creature dies while under this effect, it joins the ghost's undead crew in 1d4 days. If the ghost is destroyed before the creature dies, the creature is spared this terrible fate.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

EVENT: LAID TO REST (LEVELS 9-10)

CONFERENCE Z'S VICTIMS

HAZARD 11

UNIQUE COMPLEX HAUNT

Stealth +29 (expert)

Description The pain of over 300 souls crying out for recognition and revenge pierces through the room, as a spiritual whirlwind fills the space.

Disable DC 33 Medicine or Society to determine 287's first or surname through the journal text or DC 35 Occultism or Religion to connect with the spiritual energy bound to the journal to find her name. Two successes are needed, one for each part of 287's name.

Please, See Me, Too → **Trigger** The PCs start investigating the journal for 287's name; **Effect** The victims all beg for attention and recognition, lashing out at the PCs when they remain focused. The haunt makes a howling wail Strike against all living creatures and then rolls initiative.

Routine (1 action) The haunt makes a howling wail Strike against all living creatures in area **A13** as 1 action.

Ranged howling wail +24 (range increment 35 feet), **Damage** 2d12+15 negative; no multiple attack penalty

Reset The haunt vanishes permanently if 287's name is revealed.

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

APPENDIX 3: GAME AIDS



THE WATERFALL



AMBRUS VALSIN

GRAY GARRET RAMSAY



SHADOW MASTIFF



THE EQUAL EXCHANGES - THE HIDDEN CURRENT



MUTANT CRYPTID SNAPDRAKE



DOHV-DRANNA

RHU-CHALIK



INTELLECT DEVOURER



THE EQUAL EXCHANGES - THE HIDDEN CURRENT



GOLDEN OWL MASK



287

WITCHFIRE



CSILLA'S BOX



THE EQUAL EXCHANGES - THE HIDDEN CURRENT



322, UNMASKED

ORGANIZED PLAY

Treasure Table

LEVEL	TREASURE BUNDLE
7	22 gp
8	30 gp
9	44 gp
10	60 gp

Treasure Bundles

- Deadly Quarry, page 7: 1 Treasure Bundle for examining the ulfen burial items (even if the PCs do not take them).
- Area **A1a**, page 9: 1 Treasure Bundle for examining the Conference Z security badges.
- □ Area **A3**, page 10: 2 Treasure Bundles for collecting Journals P-A through P-I.
- Area **A8**, page 16: 1 Treasure Bundle for finding the hidden medical supplies.
- Area **A14**, page 18: 1 Treasure Bundle for collecting the golden owl mask.
- □ □ Area **A12** & **A15b**, page 17-18: 4 Treasure Bundles for collecting all 322 Journals regarding Dr. Maccov's primary experiments.

CP Total	Level Range
8-15	7-8
16-18 (5+ players)	7-8
16-18 (4 players)	9-10
19+	9-10

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.

- 7th-level PCs = 2 points each
- 8th-level PCs = 3 points each
- 9th-level PCs = 4 points each
- 10th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 7-8 encounters appear in Appendix 1, and level 9-10 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

THE EQUAL EXCHANGES - THE HIDDEN CURRENT



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)				<input type="checkbox"/> A	<input type="checkbox"/> B
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				<input type="checkbox"/> C	<input type="checkbox"/> D
					Reputation Earned:

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"/>

THE EQUAL EXCHANGES - THE HIDDEN CURRENT

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