Second Edition

Pathfinder Society



Year of
Corruption's Reach

Scenario #2-12 Levels 3–6

Snakes in the Grass

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How to Play

PLAY TIME: 4–5 HOURS

LEVELS: 3–6

PLAYERS: 3–6

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GM Resources

Campaign Home Page: pathfindersociety.club
Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, and *Lost Omens World Guide*
Maps: *Pathfinder Flip-Mat: Forbidden Jungle* and *Pathfinder Flip-Mat: Twisted Caverns*
Online Resource: Pathfinder Reference Document at paizo.com/prd

Scenario Tags

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at http://www.organizedplayfoundation.org/paizo/guides/. This adventure has no scenario tags.

Summary

The Pathfinder Society sends the PCs to represent them in trade talks with the recently established hobgoblin nation of Oprak. The PCs rendezvous with their hobgoblin contact, Sergeant Drussem, who escorts them through the Mindspin Mountains to the Oprak trade camp. After navigating harsh weather, the PCs arrive at their destination.

At the camp, the PCs have the chance to impress the local hobgoblins and meet an Aspis Consortium delegation. Soon after, trade talks formally begin, but angered bulettes suddenly attack the camp. As the PCs combat the beasts, they must contend with the Aspis agents to prevent the Aspis from painting themselves as superior allies to the hobgoblins.

With trade talks temporarily suspended, the PCs have some time to follow leads within the camp, pointing to Aspis treachery. Underground, the PCs battle through additional foes to find alchemical evidence demonstrating that the Aspis agents provoked the bullete attack. Once the talks resume, the PCs can present their findings to secure a trade agreement between Oprak and the Society.

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Adventure Background

Confined to a stretch of the Mindspin Mountains, the recently established hobgoblin nation of Oprak has begun seeking diplomatic partners for trade. To secure allies, General Azaersi, Oprak's founder and leader, has reached out to the Pathfinder Society. Oprak has also made overtures to one of the Society's main rivals, the Aspis Consortium, which is eager to exploit Oprak's mineral riches.

The Aspis Consortium has not relied solely upon diplomatic efforts to expand its influence in Oprak. Several months ago, the organization launched a series of expeditions into the Mindspin Mountains, hoping to uncover the source of Oprak's riches. To date, none have yielded any of Oprak's secrets. On one such expedition, Aspis agent Artennod Raike found a group of kobolds that used magic items to tame a mated pair of bulettes for mining in the region. Raike seized the bulettes and forced the tribe's shaman, Greeleep, to make more of these items for her use.

The stage is set for both the Society and the Consortium to make their case for at alliance, at a camp along Oprak's mountainous western border. General Azaersi personally appointed Lieutenant Eloqi, a distinguished veteran, to oversee the talks. Thanks to her prior expedition, Raike believes he has the means to curry favor with Eloqi and to secure a coveted trade agreement between Oprak and the Aspis Consortium.

Getting Started

The PCs begin the adventure in the city of Korvosa, the largest settlement in the nation of Varisia. Provide the PCs with **Handout #1: Heidmarch's Mission Briefing** to begin the adventure.

The PCs can purchase supplies and make other necessary preparations before heading to their rendezvous point, the Shoreline Drinkhall. When the PCs are finally ready to depart for their destination, they can find the Shoreline Drinkhall without much difficulty; it is one of the most popular taverns in Korvosa's East Shore district and known to most of the city's populace.

Where on Golarion?

Snakes in the Grass takes place in the hobgoblin nation of Oprak. More information on Oprak can be found on page 44 of the *Pathfinder Lost Omens World Guide*.



Diplomacy, Lore, or Society (Gather Information or Recall Knowledge)

A PC who succeeds at a DC 19 Diplomacy check to Gather Information or a Society check to Recall Knowledge might know more about Oprak and its trade. Alternatively, a PC might attempt a DC 17 Hobgoblin Lore, Mercantile Lore, or Oprak Lore to know this information. Remember that these checks should be rolled secretly.

Critical Success General Azaersi is rumored to have control of a magical artifact capable of accessing the Plane of Earth. The artifact is said to be the source of Oprak's mineral wealth and to provide its military with a form of underground travel known as Stone Roads. The PC also knows the information from the success entry below.

Success The young hobgoblin nation of Oprak was carved from a sparsely populated, cross section of the Mindspin Mountains. The small nation exports metallic ores, valuable minerals, and gemstones. Hobgoblins and other creatures have flocked to Oprak, seeking jobs in the new nation's burgeoning mining industry. General Azaersi, a hobgoblin with a history of animosity towards humans, governs

Oprak. However, she recognizes a need to secure alliances if her nation is to survive, particularly with the threat of the Whispering Tyrant's undead forces.

Failure No information.

Critical Failure Boiled fire drake is considered a delicacy among hobgoblins. The dish has a pungent, musky aroma.

Diplomacy, Lore, or Society (Gather Information or Recall Knowledge)

A PC who succeeds at a DC 15 Society check or Underworld Lore check to Recall Knowledge or a DC 13 Aspis Consortium Lore might know more about the Aspis Consortium and its practices. Remember that these checks should be rolled secretly.

Critical Success In addition to the information from the success entry below, the PC knows that Artennod Raike led the expedition resulting in the recent slaughter of the Coalfire kobolds in the Mindspin Mountains. Raike is well-known for her aggressive diplomacy. Given her experience with the region, it's likely she'll be the one representing the Aspis at the upcoming talks.

Success The Aspis Consortium is publicly regarded as a diverse group of traders with their own private army of hirelings and mercenaries. The Aspis Consortium has conducted expeditions into the Mindspin Mountains in hopes of uncovering the sources of Oprak's mineral wealth. On one such expedition, led the Consortium to discover a mining settlement belonging to the Coalfire tribe of kobolds, which was destroyed as a result of the encounter.

Failure No information.

Critical Failure Aspis agents have recently begun selecting animal names as team designations. Team members wear small charms depicting the team's animal namesake.



Drussem

Hero Points

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

Rendezvous with Drussem

Off-duty garrison guards and dockworkers much of the clientele of the Shoreline Drinkhall. It has a reputation for fair prices, stiff drinks, and meals more akin to military rations than typical food.

Read or paraphrase the following when the PCs enter the Shoreline Drinkhall to begin their mission.

A din brought on by grousing dock workers, quieted town guards, and carousing friends fills the tavern, occasionally accented by the clanging of utensils and dishes.

At a table near the entrance sits a solitary, stern-faced hobgoblin finishing a modest meal. She wears a polished suit of fur-lined plate armor and carries a sword at her hip. The black, red and white flag of Oprak adorns one of her shoulder plates.

The hobgoblin is **Sergeant Drussem** (LN female hobgoblin officer), a soldier who has demonstrated skill both in battle during the Ironfang Invasion and the diplomacy in its wake. While she most often serves as the commander of the unit known as Iolite Squad Alpha, she has been temporarily assigned to assist with this mission of diplomacy in recognition of her

previous successful contact with the Pathfinder Society (events described in *Pathfinder Society Scenario #1-19: Iolite Squad Alpha*). The PCs can introduce themselves and ask questions if they wish. Drussem's demeanor is solemn and professional, though she is visibility pleased to see any familiar faces; she recognizes PCs who played *Iolite Squad Alpha*. Drussem compliments the food by calling it, "adequate", but is eager to get underway.

Once introductions have been made, Drussem notes that a late arrival would reflect poorly on the Pathfinder Society and insists that any further discussion be tabled for the road to ensure prompt arrival. Drussem has brought a small caravan pulled by mules with her, which have ample provisions for the full journey.

Development: When the PCs are ready to depart for the Mindspin Mountains, proceed to **Snowbound Stop**, where the PCs must contend with an avalanche. The following section, **Traveling with Drussem**, contains information Drussem can impart throughout the scenario, though the journey to **Snowbound Stop** is an ideal time to introduce the information through roleplaying.

Traveling with Drussem

The journey from Korvosa to Oprak stretches along the Jeggare River to the base of Mindspin Mountains before ascending into the formidable mountain range. Drussem expects the journey to take anywhere from two to three weeks, as mountain paths can be notoriously fickle to traverse. The journey is generally uneventful, save for a brief encounter with a snowstorm (**Snowbound Stop** on page 6), and this encounter is intended for the PCs to form a relationship with Sergeant Drussem and learn about Oprak from their guide.

PCs can learn important information from Drussem throughout the adventure, though she notes that she has security duties once they arrive at camp. You don't need to account for each day of travel, but instead use some of the information Drussem knows as backdrop for scenes as the PCs make their way to Oprak. Some conversation topics and hobgoblin behaviors likely come up over the course of the journey, described as follows.

Lieutenant Eloqi: A distinguished veteran of the Ironfang Legion, Eloqi has aligned himself with General Azaersi's nation-building efforts, though he harbors a long-seeded distrust of humans and, by extension, both the Aspis Consortium and the Pathfinders. Eloqi will be leading the discussions at the trading camp. He places great value in military discipline, particularly in maintaining schedules.

Eloqi does not tolerate violence within the camp save in self-defense. He demands the delegates within camp be kept free from harm and that their things not be taken as a sign of mutual respect. Threats of violence between delegates are to be met with swift and overwhelming force and would certainly bring the trade talks to an abrupt end.

Aspis Consortium: Eloqi knows the Aspis Consortium is reputed to be an unscrupulous trade organization, using cutthroat methods to ensure sales. However, Eloqi also respects strength and is willing to tolerate unsavory methods that he suspects may benefit the nascent hobgoblin nation.

Hierarchy and Rank: Hobgoblin society is strictly militant, hierarchical, and devoted to the art of war. All members of a hobgoblin tribe are effectively members of the tribe's army. Those deemed unfit for active combat duty are scorned by other hobgoblins and eventually relegated to labor and support duties.

"Elf Magic": Hobgoblins rarely practice arcane or occult magic and often, derisively refer to such things as "elf magic". Most hobgoblins view its use with suspicion, although Oprak's enforced era of peace has begun to change these views. Drussem believes that derision for such magic is misplaced; even those who would not wish to use such tools should nonetheless seek to understand their power and applications.

Diplomatic Advice: Drussem suggests that the party designate one or two of their own members as "prolocutors" to speak for the party. A prolocutor should have multiple opportunities to impress Eloqi: during formal introductions, when the talks begin, and when the Pathfinders make their bid for an agreement. Drussem cautions the party not to cast accusations against any hobgoblin or other delegate unless able to provide substantial Evidence that proves their accusations. She also suggests the party remain close together, as hobgoblins view untended subordinates with suspicion.

Iolite Squad Alpha: Drussem is quite pleased with the results of the squad's recent joint field training with the Pathfinder Society and regrets that her duties have allowed little contact with its members since their arrival in Absalom. She had heard that Akrag had finally secured a copy of the *Pathfinder Chronicles* only to have Ginta, the group's smokeworker, accidentally set it ablaze. Drussem valued learning about Pathfinder culture and now looks forward to teaching the PCs about her own.

If any PCs who participated in *Pathfinder Society #1–19: olite Squad Alpha* are present, then Drussem informs those PCs that her fellow soldiers from the Iolite Squad learned much from observing the Pathfinder tactics and cooperation strategies, though they found the

A Sandbox Adventure

Once the PCs arrive at the hobgoblin camp, the adventure changes to a sandbox mix of encounters. The expected series of events is that the PCs should spend some time exploring and learning about events within the camp, then meet with Lieutenant Eloqi, then rest for the night, begin formal talks on the following day, and then overcome the surprise bulette attack. Following the attack, the PCs have a more free-form opportunity to investigate, before heading into the subterranean tunnels, finding Greeleep and securing evidence against Raike and the Aspis Consortium.

It is, however, possible that the PCs might take different actions. They may uncover that Greeleep is a kobold early on, which could lead to an early bulette attack. The PCs could combat Morgroar or learn about Raike's involvement earlier than intended. In cases like those (or other unexpected actions), the GM can consider adjusting the placement of some encounters and NPCs. If the adventure would be better served by having Raike and her companions retreat into the tunnels, or have the PCs chase Morgroar, then those are all suitable changes to match the PCs' actions.

Just remember that this adventure is intended to let the PCs feel like heroic investigators uncovering Aspis treachery, so take steps to ensure that happens.

Pathfinder Society's lack of clear centralized commanders to be strange. She asks the PCs what they learned from working with her squad.

Snowbound Stop

After several days of travel through the Mindspin Mountains, the PCs move out of the mountain forest, cross the tree line, and approach the snow line. Without cover from the trees, the freezing temperature can quickly turn deadly. The PCs need winter clothing or a spell like *endure elements* to safely traverse the terrain. A PC that does not have winter clothing or access to *endure elements* is subjected to severe cold (pages 512 and 518 of the *Core Rulebook*) and takes 1d6 cold damage every hour. These conditions persist from sunset into the early morning, for a total of 10 hours of exposure per day for three days. Drussem's caravan has sets of winter clothing usable by the PCs if they need, but she does not offer these unless it becomes clear the PCs are beginning to suffer significant consequences; if they require her assistance, she is visibly disappointed in the PCs and chides them for a lack of preparation.

Storm: The PCs have been traveling upward and approach a valley that serves as a pass over the mountain range when they find themselves beset by a sudden and relentless storm. Read or paraphrase the following.

The frigid wind howls and flurries fly as a ferocious storm overtakes the mountain pass. A horrid cracking sound of a distant avalanche echoes the length of the narrow valley as tons of snow plummet down upon the path ahead.

The PCs are not within the path of the avalanche, but their intended route is now blocked. As long as at least one PC succeeds at a DC 20 Survival check to Sense Direction (DC 22 for Levels 5–6), they can find an alternative route and suffer no delays. Otherwise, Drussem changes the group's direction, adding another three days to their journey. In such an eventuality, the PCs arrive slightly later than intended.

Development: Drussem laments over any delay, noting that Eloqi despises tardiness. If the PCs succeeded in their check to find an alternative route, then Drussem takes solace in her belief that the Pathfinders should nevertheless arrive in advance of the Aspis delegation.

Arrival at Camp

Once the PCs finish navigating the pass, their remaining trek to camp is uneventful. It is late afternoon when the party reaches sight of the camp. Only a few remnants of melting snow linger here from the earlier storm. The trade camp lies below the tree line in an isolated valley along a stretch of Oprak's western border.

A series of ditches, earthen walls, and buried alchemical mines form the camp's outer defenses. A collection of dirt-floored huts rests at the center of the camp's borders. The enclosures here are all constructed of mud and wood collected from stunted trees dotting the nearby mountainsides.

Escorting the PCs into camp, Drussem ensures that they have lodging and informs them that their introduction to Lieutenant Eloqi will take place in the meeting hall in two hours. Until then, the PCs are free to explore the camp, so long as they don't cause any trouble.

Artennod Raike (LE female human agent) of the Aspis Consortium is already in camp. The dashing Chelish woman has an aura of confidence around her. **Greeleep** (NE male kobold shaman), a magically disguised kobold posing as Raike's halfling valet using a *hat of disguise*, is also in camp. Six Aspis agents also act as bodyguards for Raike. The Aspis delegation arrived at the camp in advance of the Pathfinders, having traveled through the mountain within tunnels cut by captured bulettes.

Exploring the Camp: Each PC can attempt up to three skill checks prior to meeting with Lieutenant Eloqi. For a group of 6 PCs, there is only time for each PC to attempt two skill checks. The map of the camp and the descriptions found in area **B** (page 11) can be helpful as visual aids.

Note that some skill checks can be repeated, yielding different information with each success. The listed information is designed to be given in the order listed. However, feel free to provide information further down the list where a PCs described activity or roleplaying would be more likely to uncover a particular bit of information. Where a check would yield information already obtained by another check, provide a PC with the next bit of information listed. Also, if the PCs come up with other resourceful uses of skills, then allow them to use those skills if they'd be pertinent to uncovering additional information.

Diplomacy (Gather Information)

A PC who succeeds at a DC 16 Diplomacy check to Gather Information (DC 18 for Levels 5–6) might learn some useful information in camp. Remember that these checks should be rolled secretly.

Critical Success A PC learns the next two unknown pieces of information.

Success The PC learns one of the following points:

- The delegation of the Aspis Consortium is led by Artennod Raike. She is accompanied by her valet, a halfling named Greeleep Muckfellow, and her six bodyguards. They arrived under heavy snowfall during the storm's onset sometime ahead of the Pathfinders.
- Master Sergeant Morgroar is ambitious, openly stating his desire to seize Eloqi's position. He bullies the camp's cook, Oltug, who has long held a grudge against Morgroar. This grudge began several years ago, after Oltug single-handedly killed a wolf that had attack Morgroar. Rather than promote Oltug, Morgroar ordered Oltug to cook the creature. After finishing the meal, Morgroar declared the dish "lacked seasoning".
- Since arriving, the Aspis agents have largely stuck to their lodgings, leaving only on rare occasion. The Aspis delegation have only met with Lieutenant Eloqi once, when they were formally introduced. Lieutenant Eloqi openly remarked to his attendant that the Aspis agents appeared feeble and weak.
- The halfling Greeleep Muckfellow walks with an unusual gait, possibly attributable to an unseen injury. A pungent, musky odor has been reported occasionally wafting from the halfling's hut.
- None of the hobgoblins use arcane or occult magic or magic items derived from these traditions; many share a traditional disdain for these types of magic.
- Oltug claims that Morgroar recently stole alchemical supplies from his kitchen.
- A day or two before the Aspis agents arrived, a few of the camp's alchemical mines inexplicably detonated.
- Raike was observed handing a piece of red-tinted vellum to Morgroar, which the hobgoblin tucked behind his bandolier, along with a small, leatherbound book bearing a serpent motif.
- Like many other hobgoblins, Morgroar adheres to a strict schedule. He regularly enters the mess hall for his meal at the noon hour and again one hour before sunset. While there, he delights in chastising the cook.

Failure No information.

Critical Failure The PC has raised suspicion from some in the camp, or has become otherwise distracted, raising the DC of that PC's next attempted skill check by 1.

Perception (Search)

A PC who succeeds at a DC 17 Perception check to Search (DC 18 for Levels 5–6) might observe something notable in camp. Remember that these checks should be rolled secretly.

Critical Success A PC learns the next two unknown pieces of information.

Success The PC learns the next unknown piece of information listed:

- Artennod Raike, leader of the Aspis Consortium delegation, is accompanied by six bodyguards and a halfling valet named Greeleep Muckfellow. Raike wears a necklace affixed with a glass vial pendant filled with ruby-red liquid and capped with a depiction of coiled serpent. She wields an axe with the image of a kobold on it and is supported by a hunting hawk.
- The Aspis agents are seldom seen leaving their shelters. Raike's halfling valet, Greeleep Muckfellow, walks with an unusual gate as if injured.
- The Aspis agents appear underequipped for a lengthy, mountainous trek.
- Raike was seen handing a piece of red-tinted vellum to Master Sergeant Morgroar, which the hobgoblin tucked behind his bandolier, as well as small, leatherbound book bearing a serpent motif.
- Small craters pock the camp's defenses, indicating a number of alchemical mines recently detonated.

Failure No information.

Critical Failure The PC has become distracted or had their view obstructed, raising the DC of the PC's next attempted skill check by 1.

Development: After the PCs have a chance to make the above skill checks, Sergeant Drussem comes to collect them for their meeting with Lieutenant Eloqi. If the PCs

want to further investigate Master Sergeant Morgroar, then proceed to the Hobgoblin Heist section on page 9. Drussem doesn't take to dawdling, and highly suggests that any other investigations should wait until after the PCs meet with Eloqi.

Meeting Lieutenant Eloqi

Drussem gathers the PCs and takes them to the camp meeting hall to formally meet Lieutenant Eloqi, who also uses the structure as her living quarters.

A red banner displaying the toothy shield of the nation of Oprak hangs over a large, stone table, which fills the interior of this hall. A few well-built wooden chairs are arranged on the earthen floor around the table alongside a collection of sizable rocks that are suitable, if not ideal, for sitting. A soft, finely embroidered chair sits at the table's austere wooden head. Splayed out on the table is an assortment of maps, ledgers, and trade documents.

A second banner, torn, tattered, and bearing another insignia titled the Ironfang Legion, hangs opposite the front entrance to the north, partitioning the southern end of the room. The banner's ripped cloth fails to conceal an armoire, a large bed, and a few personal items of exceptional quality in the otherwise sparely furnished room.

A hobgoblin, stately and aging, emerges from behind the tattered banner. He wears ceremonial, full plate armor and has a bow strung across his back.

"I am Lieutenant Eloqi of the nation of Oprak," he declares. "With whom am I speaking?



Eloqi

Lieutenant Eloqi (LN male hobgoblin diplomat) is more advanced in age than most hobgoblins. His body bears the marks of a lifetime of battle. Drussem's assessment of the lieutenant is quite accurate. Somewhat new at diplomacy, the warrior offers his understanding of "human small talk", awkwardly littering pleasantries with discussions of meteorological events, such as, "Thank you for arriving at camp. I heard you encountered a blizzard? Surely, you found it to be cold and wet."

Eloqi finds use of hobgoblin cultural mannerism, military discipline, and displays of deference to one's prolocutor, even if feigned, to be impressive, allowing certain other skills to be used to Aid a check to Make an Impression.

Diplomacy (Make an Impression)

A PC who succeeds at a DC 18 Diplomacy check to Make an Impression (DC 20 for Levels 5–6) on Eloqi can improve Eloqi's attitude towards them. If the PCs that were not previously delayed by the snowstorm, reduce the DC by 2 as Eloqi's appreciates timeliness. If the PCs needed Drussem's cold weather gear to make it through the mountains, increase the DC by 2; while Drussem did not directly inform Eloqi about this event, he can tell from her demeanor that she has some concerns about the PCs' competence. In addition to the Diplomacy skill, a PCs can use Deception, Hobgoblin Lore, or Merchant Lore to Aid the check to Make an Impression.

Eloqi's initial attitude is unfriendly; mostly because he wants to start standoffish to ensure the Pathfinder Society is worthy of Oprak. He strives to be transparent and forthright, making no effort to conceal his views or reactions from the party.

Critical Success Eloqi's attitude towards the PC improves by two steps to friendly.

Success Eloqi's attitude towards the PC improves by one step to indifferent.

Critical Failure Eloqi's attitude toward the PC decreases by one step to hostile.

Development: Eloqi announces that the talks begin tomorrow morning. He explains that the Aspis delegation, having arrived first, shall be first to make their bid for a signed trade agreement, followed by the Pathfinders. Eloqi then dismisses the Pathfinders and retires for the evening. His tone is dependent on his attitude towards the PCs. If made hostile, Eloqi has all but made up his mind that the Pathfinder Society is ill-suited to ally with Oprak, but even such an attitude doesn't mean Eloqi would bring harm to the PCs.

During the PCs meeting with Eloqi, the Aspis leader Raike ventured below ground. She forced a group of bulettes to ingest poison in advancement of her schemes. One of the bulettes resisted this and bit Raike, who struck the beast with her axe before consuming a *moderate healing potion* on her necklace. From this point on, the vial in Raike's necklace is empty and the axe she carries bears a design of a bulette's face.

Following their meeting with Eloqi, the PCs have the opportunity to continue with one additional round of skill checks as detailed in Arrival at the Camp. Alternatively, the PCs may decide to investigate Morgroar, as detailed below. However, once the PCs have finished up their investigations, they should rest before the formal start of negotiations on the following day.

Hobgoblin Heist

This event occurs if the PCs choose to track down **Master Sergeant Morgroar** (LE male hobgoblin officer) after having learned he had discussions with Raike.

Morgroar wear a distinctive wig made from the hair of his past victims, draping tufts over his ears like muttonchops. Chafing under Eloqi's command, he follows her directives even as he schemes with Raike to seize Eloqi's command for himself. When not performing his official duties, Morgroar can be readily found at his hut (area **A8**).

Stealing the Document: A PC who succeeds at a DC 17 Thievery check to Steal (DC 21 for Levels 5–6) can obtain the missive from behind Morgroar's bandolier (the red-tinted vellum that they may have noticed during their previous Search). If the PCs fail this check, then Morgroar becomes suspicious and the DC for subsequent checks increases by 4. On a critical failure, Morgroar becomes incensed with the PCs and just stops himself from attacking. He goes off to inform Eloqi of the affront, which causes the lieutenant's attitude to lower by one.

Development: Printed upon the red-tinted vellum is an encoded missive from Raike. Raike provided Morgroar with a codebook to decipher the missive, which currently sits within Morgroar's hut (area **B8**).



Artennod Raike

Society (Decipher Writing)

A PC who succeeds at a DC 20 (DC 22 for Levels 5–6) Society check to Decipher Writing may be able to discern the meaning of Raike's missive without a codebook. Remember that these checks should be rolled secretly.

Critical Success The PC fully decodes the missive. Give the PCs **Handout #4: Raike's Message (Correctly Decoded)**. Be sure to remove the handout's title before passing it to the players.

Success The PC understands that the missive discusses a possible alliance between Raike and Morgroar, but cannot fully decode it.

Failure No information.

Critical Failure The PC misconstrues the missive. Give the PCs **Handout #3: Raike's Message (Incorrectly Decoded)**. Be sure to remove the handout's title before passing it to the players.

Reward: A solid gold ring has been stitched into the vellum. Once fully decoded, the missive also counts as Evidence (see **Sealing the Deal** on page 18).

Formal Talks Begin

The following morning, just before the scheduled start of the formal talks, Drussem collects the PCs to assemble in front of the camp's meeting hall. Drussem then checks on the PCs to remind them that they should determine a prolocutor to present their case. Otherwise, Drussem remains quiet during the negotiations as she is only part of the security detail watching over the events.

Raike, her bodyguards, and the false halfling Greeleep, all arrive ahead of schedule. Raike holds a mug of chemical attractant that she intends to pour on the ground outside the meeting hall in order to drive the subterranean bulettes into attacking. Morgroar and a team of hobgoblins, including Drussem, act as security.

When the PCs arrive outside the meeting hall, read or paraphrase the following.

"Finally, we have the pleasure of being formally introduced, Pathfinders. My name is Artennod Raike, the Aspis prolocutor and representative of the Consortium," declares a clearly self-assured, middle-aged woman. An impressive greataxe is slung over her back and a hunting hawk sits on a gloved arm.

Holding a full mug of a warm beverage in her other hand, the woman shakes off the bird, which promptly flies into the sky. As she reaches forward with a hand greeting, her balance shifts, dumping the full contents of his mug onto the ground.

"My apologies." Raike smiles. "I hope that I didn't get any on you."

A PC who succeeds at a DC 19 Perception check to Sense Motive (DC 21 for Levels 5–6), realizes that Raike's spill was intentional. A subsequent successful DC 18 Perception check to Seek (DC 20 for Levels 5–6) or a successful DC 16 Medicine check to Recall Knowledge reveals that the dark liquid has an odd, metallic odor akin to blood.

The spill provokes only a grunt from the hobgoblins who enter the hall first, then bid the delegates to enter. None of them pay any further heed to the spill and continue by it. Inside, Eloqi offers the wooden chairs to Raike and PCs designated as prolocutors. Anyone else must stand within the cramped interior.

Negotiations: Once the parties settle in, Eloqi voices his reservations about Oprak signing any trade agreement with either the Aspis Consortium or the Pathfinder Society, although he acknowledge that such an agreement could benefit Oprak. Eloqi primarily directs his statements to the designated prolocutors. If the PCs improved Eloqi's attitude to Friendly, Eloqi openly admits favoring the Pathfinders, but pledges to fairly consider both organizations. If the PCs failed to improve his attitude, Eloqi voices his distrust of the delegates and declares that he won't sign any treaty unless convinced with tangible offerings. Lieutenant Eloqi keeps the introductions short before gesturing for Raike to say her piece.

Raike takes to her feet and opines how the Aspis Consortium has a well-established reputation throughout the Inner Sea for obtaining high profits and engaging in once-in-a-lifetime ventures across the globe. She waxes about how the Consortium, unlike the Society, had demonstrated an ability to get the most of out of cheap sources of labor. The Aspis Consortium's fighting strength, however, she declares to be the organizations greatest asset as displayed in the Consortium's ability to field its black-and-white-sailed fleets, expansive, mercenary armies, and pinpoint strike forces of highly-trained Aspis agents.

A PC who succeeds at a DC 16 Perception check to Seek (DC 18 for Levels 5–6) notices that Raike's glass vial pendant is empty. They also note that the bodyguards, Raike and the halfling all wear crude charms fashioned like a four-legged mammal or reptile. A critical success on this check also reveals that the image on Raike's greataxe matches the shape of the creature on the charms. A successful DC 19 Nature check to Recall Knowledge identifies the creature on the axe and charms as a bulette.

Make an Impression: As Raike finishes her introductions, the PCs have the opportunity to present the Pathfinder Society. As these talks formally commence, the PCs have an opportunity to again impress Eloqi or otherwise make some insightful observations. A PC who succeeds at a DC 18 Diplomacy check to Make an Impression (DC 20 for Levels 5–6) can improve Eloqi's attitude towards them by one step. His starting attitude in this encounter depends upon the result of their prior encounter with him. PCs who wish may Aid the check with a Deception, Hobgoblin Lore, or Merchant Lore check.

Development: After Raike concludes her speech and the PCs present their case, Eloqi concedes that Oprak would benefit from a strong, capable ally and acknowledges that both sides have given him much to consider.

Before the meeting can continue, however, the ground

rumbles and there is an explosive sound. Clumps of rock and dirt pelt the structure's door and northern wall. Cries outside make it clear; the camp is under attack!

A. Camp Feeding Frenzy! Severe

When Raike spilled her chemical attractant on the ground, she'd already calculated how long it would take for a group of subterranean bulettes to respond and make their way to the surface. Having timed her speech accordingly, Raike is ready to take full advantage of this engineered opportunity to impress Eloqi with an overwhelming show of strength.

Within seconds of the explosive sound, the hobgoblins and Aspis delegates rush outside. Once the PCs exit the meeting hall, read or paraphrase the following.

The ground rumbles as several giant fins poke through the earth and glide effortlessly through the soil. Dirt throughout the camp explodes in showers of roots and rocks as multiple, mighty beasts erupt from the earth. Covered in huge, gray armored plates, each sports an armored crest, much like that of a shark's fin, along its backs.

The hobgoblins instinctively draw their weapons, preparing for battle, even as three of the creatures charge towards them. Eloqi follows-up, leading his forces into combat against the attackers.

"These beasts have chosen the wrong prey!" Drussem declares as she draws her blade. "Keep those claws and jaws at bay! I will see to my compatriots, then come to your aid!"

Creatures: Several bulettes have burrowed up from their holding pen below, drawn by the irresistible scents of the attractants employed by Raike.

The bulettes are at maximum aggression, fueled by the presence of the blood and pheromones in the alchemical attractants. They fight to death. Mindful of their full strength, Raike injected the beasts with debilitating alchemical poisons so the Aspis could best them more easily. For Levels 5–6, Raike chose to forego dosing some of the bulettes, in the hope that they would eliminate the rival Pathfinders and any bothersome hobgoblins. In this case, the Aspis agents engage the debilitated bulettes first, leaving the healthier ones for others to contend with.

While the PCs fight one or more of the bulettes, the Aspis agents and hobgoblins engage several other bulettes. These other clashes take place in the background and have little effect on the PCs' battle. Describe the scenes of a cinematic melee happening all around, but let the PCs focus on their specific foe while the other members of the camp attend to their respective fights.

Levels 3–4

DEBILITATED BULETTE **CREATURE 6**

Page 20, art on page 32

Levels 5–6

BULETTE **CREATURE 8**

Page 24, art on page 32

Development: The battle rages until the PCs defeat their foes or half of the party's PCs have the wounded or dying condition—at which point Drussem and the hobgoblin forces come to the PCs' aid and kill the last of the bulettes. Regardless, the battle takes a clear toll on the hobgoblins' numbers.

When the last of the bulettes falls, Eloqi surveys the scene. He notes that the attack left many of his warriors dead or wounded, Eloqi announces that the talks are formally suspended until the following morning to allow the damages to be assessed, funeral pyres to be erected, and field promotions given the fill the camp's diminished ranks. Eloqi is visibly pleased by the capabilities displayed by Raike and the Aspis during the battle, voicing commendations of the Aspis' fighting prowess.

If the PCs dispatched one or more bulettes on their own without hobgoblin assistance, Eloqi openly commends the PCs also for their martial skills and presents them with some gemstones of varying value. Earning Eloqi's respect here also makes him more inclined to give the PCs a second chance after they misspeak; the PCs gain one-time reroll that they can use when attempting to influence Eloqi with a skill check in the future. This is a fortune effect.

If the PCs voice any accusations about an Aspis plot or the bulette attack being staged, Eloqi quickly silences them. He cautions against making bald accusations unaccompanied by competent evidence. Eloqi does not listen to what either the PCs or the Aspis delegates have to say until formal talks resume. At that time, he plans to consider the PCs words and any Evidence they wish to offer.

B. Camp Investigation

The nature of the attack should be enough to spur the PCs to investigate the actions of the Aspis delegation. If not, Drussem urges the PCs to do so, citing that Eloqi is likely to side with the Aspis due to their part in defending the camp. The PCs have approximately 18 hours to further explore the camp and investigate the unusual bulette attack before formal trade talks resume. About 6 hours of daylight remain.

As the hobgoblins in camp tend to their dead and to the camp's defenses, Raike circulates the camp with her


A. Camp Feeding Frenzy!
B. Camp Investigation
B1
N
W
E
S
B7
Bulette #2
Bulette #1
B2
B3
Meeting Hall
B5
B4
B6
1 square = 5 feet
Pathfinder Flip-Mat: Forbidden Jungle

entourage, admiring her machinations and attempting to sow disinformation in the nature of the attack falls under question. She keeps an eye out for Greeleep, who fled during the battle. She plans to kill Greeleep should the kobold to cover her tracks, and possibly use the kobold Greeleep as a scapegoat in the eventuality that some of her plan is revealed.

The PCs have the opportunity to explore the various locations of the camp and uncover additional clues related to their investigation of the Aspis and the attack.

B1. Bulette Remains

The remains of the bulettes have been dragged to this location for later harvesting of their hides and plates for armor. The PCs can examine the corpses, which possess a pungent, musky odor.

Arcana or Nature (Recall Knowledge)

A PC who succeeds at a DC 24 Nature check to Recall Knowledge can identify the creatures and ascertain useful information about them. Remember that these checks should be rolled secretly.

Critical Success In addition to the information from the success entry below, the PC know some creatures force bulettes to work together aid in tunneling and mining operations. These bulettes are often raised from eggs and sometimes controlled through magic.

Success The creatures are bulettes, fearsome predators that roam just beneath the surface of the desolate wilderness areas. They are also called "land sharks" due to their sleek appearance, voracious appetites, and iconic dorsal fins. A single bulette patrols a vast territory spanning hundreds of miles and preys freely on anything within it. Bulettes are often solitary creatures and avoid other bulettes in most cases.

Failure No information.

Critical Failure: The creatures have been altered by alchemical substances released from the camp's minefield defenses.

Craft, Medicine, or Nature (Identify Alchemy or Recall Knowledge)

A PC who succeeds at a DC 18 Craft check to Identify Alchemy or a DC 20 Medicine or Nature check to Recall Knowledge may know more about the condition of the remains. Remember that these checks should be rolled secretly. A PC that casts *detect poison* automatically gains the success information related to hunting spider venom.

Critical Success In addition to the information from the success entry below, the PC identifies the tell-tale fragrance of putrescence, giving a +2 circumstance bonus to skill checks used to later identify an alchemical attractant containing the substance.

Success Pheromones cause the musky odor emanating from the bodies and are a clear sign that they've been that have been alchemically enhanced. Male bulettes exposed to the scent would have grown more aggressive and be attracted to the scent. Some of the creatures also show signs of having ingested a time-released, alchemical poison containing hunting spider venom, which would have made the creatures eventually grow clumsy and sluggish as they fought.

Failure No information.

Critical Failure The smell is just a mix of chemicals that indicate it was a failed alchemical bomb.

Reward: Analyzed samples of the poisoned bulette tissue is Evidence (see **Sealing the Deal** on page 18).

B2. Greeleep's Hut

This simple hut is where Raike's halfling valet was last seen. The entrance to the hut faces southwest and lies within view of one of Raike's bodyguards, who keeps a watch over the Aspis huts.

Once the PCs enter the hut, read or paraphrase the following.

Furs lie stretched over the dirt next to a stewpot. A cloth hat lies draped over a smattering of rocks dusted with sloughed, reddish scales.

The scales belong to Greeleep. He accidentally shed them as he hastily removed his disguise and retreated from the area.

Kobold Lore or Society (Recall Knowledge)

A PC who succeeds at a DC 18 Society check or a DC 15 Kobold Lore to Recall Knowledge may discern the origin of the scales. Remember that these checks should be rolled secretly.

Critical Success In addition to the information from the success entry below, the PC knows that kobold tribes of the Coalfire and Embermaw reside in the Mindspin Mountains. The Coalfire tribe employed trained bulettes to assist with tunneling and mining operations.

Success These are kobold scales. Kobolds are small, reptilian humanoids that lurk in dark spaces, usually tunnels and mines beneath the earth. Far more pragmatic than courageous, kobolds often rely on traps to protect their lairs. Most kobolds would rather concede to servitude than risk being killed. Kobolds tend to scheme against those that seek to control them through fear or subjugation.

Failure No information.

Critical Failure: The scales belong to a dragon, some of which can take humanoid form, allowing them to infiltrate settlements or influence others without revealing their true nature.

Development: A PC that disturbs the furs readily locates a trapdoor, which reveals a thirty-five foot shaft with small handholds when opened that leads down to area **C3**. Otherwise, PCs notice an outline of the trapdoor through the furs with a successful DC 15 Perception check to Seek.

Reward: The hat is a *hat of disguise (greater)*, tossed by Greeleep as he fled underground and is Evidence (see **Sealing the Deal** on page 18).

B3. Aspis Lodgings

The entrance to each of these huts faces westward towards the meeting hall and is within view of one of Raike's bodyguards, who keeps an eye on the two huts. Each hut is sparsely furnished beyond a few bedrolls, a few personal effects, and a wooden chest.

A simple lock bars entry to each wooden chest, which a PC can disable with three successful DC 20 Thievery checks. Each contains the *zoic fetishes* stowed by bodyguards after their battle with the bulettes. Each *zoic fetish* looks different, but is essentially a small, fetish crudely made from bone, branches, grass, and twine crafted into the shape of a bulette.

Reward: The *zoic fetishes* count as Evidence (see **Sealing the Deal** on page 18).

Nature, Occultism, or Religion (Identify Magic)

A PC who succeeds at a DC 18 Nature, Occultism, or Religion check to Identify Magic (DC 20 for Levels 5–6) can identify the small charms worn by the Aspis delegates. Remember that these checks should be rolled secretly.

Critical Success In addition to the information from the success entry below, the PC identifies the charm as a *zoic fetish* that, once per day, allows the wearer to mentally control a bulette.

Success The charm somewhat protects an invested wearer against attacks from animals. If presented to an animal of the same classification as the figure of the fetish, it allows the wearer to influence that animal. Poorly constructed, the fetish must be worn for 24 hours for investing.

Failure The PC fails to identify the item and can't try again for 1 day.

Critical Failure The charm allows the wearer to transform into something bestial, gaining a claw unarmed attack.

Reward: The *zoic fetishes* are Evidence (see **Sealing the Deal** on page 18).

B4. Raike's Hut Trivial to Extreme

The exterior of this hut is indistinguishable from the others in camp, though Drussem can point out the home of the Aspis leader.

Creatures: Raike has stationed one of her six guards outside the entrance to this hut. This guard also actively keeps watch over the other Aspis huts. If she perceives some disturbance in one of those other huts, she heads there to investigate. The PCs can't directly attack the guard without essentially ending the talks and playing into the Aspis' hands, so the PCs have to use subterfuge and indirect methods, such as Avoid Notice, Diversion, or spells.

This encounter includes information on Raike and her guards just in case the PCs decide to initiate a combat during this adventure. However, if the PCs attack Raike without enough evidence to condemn the Aspis (at least 6 pieces) then Eloqi banishes the PCs and refuses to sign any agreement with the Society.

Levels 3–4

ARTENNOD RAIKE **CREATURE 5**
Page 21, art on page 32

ASPIS GUARDS (6) **CREATURE 2**
Page 21

Levels 5–6

ARTENNOD RAIKE **CREATURE 7**
Page 25, art on page 32

ASPIS VETERAN GUARDS (6) **CREATURE 4**
Page 25

As the PCs enter the hut, read or paraphrase the following.

The interior of this hut is furnished with various plush fineries and amenities. A soft cot strides across an exquisitely-woven rug. Below an adjacent nightstand sits a sturdy, footlocker.

Beneath the rug lies a trapdoor concealing a ladder descending thirty-five feet to area **C5**, page 18. Revealing the trapdoor requires moving the bed and lifting the rug, though a PC may notice an outline of the trapdoor beneath the rug a successful DC 17 Perception check to Seek.

Trap: The footlocker is locked with a simple lock that requires three successful DC 20 Thievery checks to disable, and the lock is trapped.

Levels 3–4

ELECTRIC LOCK RUNE **HAZARD 3**

ELECTRICITY | EVOCATION | MAGICAL | TRAP

Stealth DC 20 (trained)

Description An invisible rune imprinted on a chest's lock releases a powerful electrical discharge.

Disable Thievery DC 20 (expert) to scratch out the rune without allowing electricity to flow, or dispel magic (2nd level; counteract DC 18) to counteract the rune.

Electrocution ↷ (arcane, electricity, evocation); **Trigger** A creature touches the lock directly or with a tool. **Effect** The trap deals 3d12 electricity damage to the triggering creature (DC 22 basic Reflex save).

Levels 5–6

FIREBALL RUNE **HAZARD 5**

EVOCATION | FIRE | MAGICAL | TRAP

Stealth DC 24 (expert)

Description An invisible rune creates an invisible, spherical magical sensor with a 20-foot radius.

Disable Thievery DC 22 (expert) to erase the rune without triggering the sensor, or *dispel magic* (3rd level; counteract DC 20) to counteract the rune.

Fireball ↷ (arcane, evocation, fire); **Trigger** A living creature enters the sensor area. **Effect** The rune detonates a fireball centered on the triggering creature's square. This is a 3rd-level *fireball* spell that deals 6d6 (DC 22 basic Reflex save)

Development: Once the PCs open the footlocker, they find it contains a few routine ledgers and maps of the Mindspin Mountains. A successful DC 18 Perception check to Seek (DC 20 for Levels 5–6) reveals that the also footlocker contains a false bottom holding a journal along with maps and trophies from Raike's prior expeditions. Provide the PCs **Handout #2: Raike's Journal**.

Reward: Raike's maps, journals, and trophies would be invaluable to the Society's efforts to stymie Aspis operations across the Inner Sea, but particularly in Oprak. They also count as Evidence (see **Sealing the Deal**, page 18) as they corroborate Raike's actions in the area, and her use of the kobold's bulletes.

B5. MESS HALL

The smells of smoke and burnt meat permeate this large structure, where members of the camp dine in shifts.

Creatures: The camp's tentacle-scarred cook, **Oltug** (LN male hobgoblin cook), rules the kitchen and polices the dining area. Though he has excelled as a cook, he yearns to prove himself in battle. His starting attitude towards the PCs is indifferent. He is a fierce supporter of Eloqi and has little more than disdain for Morgroar. Once made friendly, Oltug eagerly provides any information the PCs failed to gather previously.

B6. MORGROAR'S HUT MODERATE

This small hut stands a short distance from the mess hall. Morgroar chose the site as it keeps him close to the cook he enjoys bullying, yet is largely out of view of Eloqi's living quarters.

Creatures: Master Sergeant Morgroar remains within his hut most hours of the day, largely shirking his duties. He regularly departs for meals at the mess hall at noon and again one hour before sunset. There, he spends much of his thirty-minute mealtime bullying the cook, Oltug.

While present in his hut, Morgroar reluctantly grants entry to any PC that requests it unless that he has previously caught the PC attempting to steal from him.

The PCs can't directly attack Morgroar or openly seize his possessions or without reprisal from Eloqi's forces and essentially ending the talks, so the PCs need to use subterfuge and indirect methods, such as Avoid Notice, Palm an Object, Steal, or spells to address Morgroar's presence. If, however, the PCs do initiate combat here, Morgroar defends himself, and (depending on Challenge Points) may call additional reinforcements in the form of Raike's guards.

Levels 3–4

MASTER SERGEANT MORGROAR **CREATURE 5**

Page 22

Levels 5–6

MASTER SERGEANT MORGROAR **CREATURE 7**

Page 26

Development: Once inside the hut, a PC who is Searching can attempt a DC 18 Perception check to Seek (DC 20 for Levels 5–6) to spot an a leatherbound book with a serpent motif among Morgroar's belongings. This a codebook that contains the cypher for the encoded missive that Raike gave to Morgroar. A PC who spends 10 minutes utilizing the codebook can successfully decode Raike's message (see **Handout #3**).

A PC who succeeds at a DC 17 Thievery check to Palm an Object (DC 21 for Levels 5–6) can take the leatherbound book while in Morgroar's presence. Failing this check causes Morgroar to notice the theft and cry out "Stop! Get away from there, you thief," before taking the item back and going to Eloqi to incriminate the PCs for their actions.

Morgroar Ambush!

Though area **C4** doesn't have a scripted combat encounter, it's possible the PCs find themselves here with a lot of time remaining in the scenario. Players who aren't as focused on the investigative and roleplay elements of this adventure may find the lack of combats means the adventure goes by very quickly.

If the PCs have already acquired four or more pieces of evidence during their investigation in the camp and tunnels, then Raike grows suspicious of the PCs actions. She pushes her alliance with Morgroar to the limits and dispatches the hobgoblin to eliminate the PCs in the tunnels. Use the stat blocks in area **B6** to create a new combat encounter here—one where the PCs don't need to worry about being the aggressors. In higher Challenge Point encounters, one or more Aspis guards accompanies Morgroar to see the task done.

B7. TUNNEL OPENING

The bulettes left a massive hole in their wake, descending thirty-five feet into the disturbed ground. Descending through the hole leads to the area **C1** on page 16.

C. Bulette Tunnels

At Raike's direction, Greeleep's bulettes dug a series of tunnels and chambers beneath the hobgoblin camp. Areas of these tunnels can be accessed through the trapdoors in areas **B2** and **B4** or through the opening left by the attacking bulettes in area **B7**.

The floors of this area lie about thirty-five feet beneath the surface. The ceilings are 15 feet high unless otherwise indicated. There are no sources of natural light in the tunnels, so the PCs must bring their own light into the depths. If necessary, the PCs can requisition some torches from the camp. A pungent, musky smell permeates the air throughout the Bulette Tunnels. It is the same odor accompanying the bulette remains (area **B1**).

C1. TUNNEL ENTRANCE

PCs who climb down the opening in area **B7** emerge here. The attacking bulettes created tunnels heading off toward the north, south, and east.

C2. TRAVEL TUNNELS

These tunnels appear throughout the subterranean area at several points. Bulette-made claw marks line these stone passages. A PC who succeeds at a DC 16 Survival check to Track (DC 18 for Levels 5–6) uncovers signs that several burrowing creatures and humanoids have been using these tunnels simultaneously for at a time two days prior to the Aspis delegation's arrival in camp. A PC who succeeds at a DC 18 Survival check to Sense Direction (DC 20 for Levels 5–6) notes that additional bulettes subsequently arrived at this location from different directions. A PC who succeeds at a DC 20 Nature check to Recall Knowledge (DC 22 for Levels 5–6) confirms that bulettes rarely share tunnels with one another, and instead generally carve their own.

Reward: The signs indicating when the bulettes first arrived are Evidence (see **Sealing the Deal** on page 18).

C3. HANDHOLDS

A series of small handholds cut in the wall here leads to a trapdoor overhead. A PC who succeeds at a DC 16 check to Sense Direction notices the trapdoor opens to the floor of Greeleep's hut (area **B2**).

C4. ALCHEMICAL STORAGE

This small alcove sports a large, flat-topped rock littered with empty and broken vials, large ingestion capsules, and implements of the alchemical trade as well as a mug lying next to some humanoid remains. Several vats of chemicals are stacked in the corner, most bearing labels written in hobgoblin. Two notches for torches are carved on the walls.

This is where Raike prepared many of the alchemical mixtures for her plan. A PC who succeeds at a DC 14 Society check to Recall Knowledge identifies the humanoid remains as halfling. A PC who succeeds at a DC 18 Craft check to Identify Alchemy (DC 20 for Levels 5–6) confirms the mug contains trace amounts of an alchemical attractant consisting of humanoid blood and other substances. A PC who succeeds at a DC 20 Craft check to Identify Alchemy, or who casts *detect poison*, confirms the vials contain hunting spider venom.

Rewards: The hunting spider venom and other alchemical items here can be salvaged for sale or use. Both the alchemical attractant in the mug and the hunting spider venom are Evidence (see **Sealing the Deal** on page 18).

C5. LADDER

A pile of several, unused torches lie at the base of a wooden ladder propped against the wall. The ladder ascends to a trapdoor, which opens to the floor of Raike's hut (area **B4**).

C6. BULETTE PEN — MODERATE

A thick stench clings to the air in this expansive chamber the floor. Heavy drops of dark liquid seep through a stain in the earthen ceiling, and fall upon a slathering of dense, animal droppings that cover the floor.


C. Bulette Tunnels
C1
C2
C3
C4
C5
C6
A
G
N
A = Giant Ant
G = Greeleep
1 square = 5 feet
Pathfinder Flip-Mat: Twisted Caverns

A collection of large, roughly oval-shaped stones rest along the chamber's western wall.

This chamber is where Raike and her agents kept the bulettes for several days, most of which were poisoned and sedated. The ceiling is just over 30 feet high, only a few feet from the surface. The dark liquid is the remnants of the alchemical attractant that Raike spilled on the ground during the opening of the negotiations. A PC who succeeds at a DC 18 Craft check to Identify Alchemy (DC 20 for Levels 5–6) confirms the dark liquid is an alchemical attractant consisting of halfling blood and other substances.

This chamber lies directly beneath the Meeting Hall, a fact discernible with a successful DC 16 Survival check to Sense Direction.

Creatures: Greeleep sits upon a pile of oval-shaped stones. Among the stones is hidden a single bulette egg. A PC can differentiate the egg from the rest of the stones with a successful DC 22 Nature to Recall Knowledge or Perception check to Seek (DC 24 for Levels 5–6).

Giant ants climb and skitter around the walls of this chamber, having just recently been drawn here by a *zoic fetish* hastily crafted by Greeleep during his servitude to Raike. The kobold planned to use the ants carry the bulette egg to a new location, as it is too large for him to carry alone. However, the ants have recently broken free from their domination and now slowly advance on the kobold.

As the PCs approach the chamber, they hear Greeleep shouting in Draconic for the ants to stay back from him and "his egg." The PCs can then enter the area and find Greeleep and the ants. Immediately, the ants turn on the newcomers and Greeleep joins in against the PCs. If the PCs defeat the ants, Greelep surrenders and is willing to negotiate. Otherwise, the PCs need to subdue him by lowering him to 5 or fewer Hit Points, at which point he surrenders. If the PCs somehow destroy the bulette egg during the encounter, then Greeleep refuses to forgive them and continues to fight until death.

Levels 3–4

GIANT WORKER ANTS (2) **CREATURE 1**

Page 23, art on page 33

GREELEEP **CREATURE 3**

Page 23

Levels 5–6

GIANT ANTS (2) **CREATURE 2**

Page 27, art on page 33

GREELEEP **CREATURE 5**

Page 27

Development: So long as the PCs secure Greelep's surrender, he offers his possessions to any who offer to help get him and the egg to safety. Greelep is afraid of Raike, but the PCs can convince him to testify against the Aspis agent with a successful DC 19 Diplomacy check to make a Request (DC 23 for Levels 5–6).

Reward: If convinced to testify against Raike, either in person or writing, Greeleep's testimony is Evidence (see **Sealing the Deal** below). If the PCs have not already obtained a *zoic fetish* from the Aspis huts (area **B3**), they can obtain one from Greeleep here.

Sealing the Deal

The trade talks reconvene shortly after sunrise, giving the PCs time to complete any outstanding tasks before Eloqi expect them to present their case. As before, Raike arrives with her fellow Aspis bodyguards ahead of the scheduled meeting time. Morgroar, Drussem, and other hobgoblin security forces spread out throughout the meeting hall and await the Lieutenant's commands.

As before, the hobgoblin soldiers quietly usher the PCs and remaining Aspis agents into the meeting hall. Eloqi turns to the party's prolocutors and directs them to speak their piece. As the PCs speak and presumably present a case against the Aspis, the PCs can make a final attempt at impressing Eloqi. They should be encouraged to present any Evidence they've acquired throughout the adventure and detail their findings to better convince Eloqi of what has transpired. All of the Evidence locations are surmised in **GM Reference: Evidence Locations** in **Appendix 3: Game Aids** on page 35. As the Evidence mounts, Eloqi's opinion of the Pathfinders grows.

The PCs have one final opportunity to Make an Impression with Eloqi before finally having to Request that she agrees on behalf of Oprak to enter into a trade agreement with the Society.

Diplomacy (Make an Impression)

A PC who succeeds at a DC 18 Diplomacy check to Make an Impression (DC 20 for Levels 5–6) on Eloqi can improve Eloqi's attitude towards them. For each piece of Evidence the PCs present, reduce the DC by 1. In addition to the Diplomacy skill, other PCs may use Deception, Hobgoblin Lore, or Merchant Lore to Aid a Diplomacy check to Make an Impression.

Critical Success Eloqi's attitude towards the PC improves by two steps.

Success Eloqi's attitude towards the PC improves by one step.

Critical Failure Eloqi's attitude toward the PC decreases by one step.

Diplomacy (Request)

Provided Eloqi remains at least friendly, a PC who succeeds at a DC 20 Diplomacy check to Request can convince Eloqi to agree to a trade agreement with the Pathfinders Society. For each piece of Evidence the PCs present, reduce the DC by 2. If the PCs produce all 8 pieces of Evidence, the PCs automatically gain a critical success.

Critical Success The PC convinces Eloqi to execute an exclusive trade agreement with the Pathfinder Society to the exclusion of the Aspis Consortium.

Success The PC convinces Eloqi to execute a trade agreement with the Pathfinder Society.

Failure Eloqi does not sign the treaty but considers a Request made by another PC.

Critical Failure Eloqi does not sign the treaty; she considers a Request made by another PC, but the DC increases by 2.

As the PCs make their case, Raike tries to offer responses, excuses, and explanations for her actions. She attempts to cast doubt on the Pathfinders; claims and any blame upon Greeleep. If Greeleep testifies against her, Raike attempts to cast blame on Morgroar. She's not foolish enough to attack in the camp, though she quickly storms off and vows vengeance against the PCs if they foiled her plans.

Provided the PCs present at least six pieces of Evidence and succeeded at the skill check to Make a Request, Eloqi declares that Oprak intends to suspend all business dealings with the Aspis Consortium and orders Raike and the Aspis delegation be exiled immediately from the camp.

Otherwise, unless a PC achieved a critical success on the Request, Eloqi executes a non-exclusive trade agreement with the Aspis Consortium as well.

Conclusion

After the talks conclude, Eloqi invites the PCs to a celebratory feast. The next day, Drussem leads the PCs out of the camp and on their way back to Varisia and eventually on to Magnimar to meet with Venture-Captain Sheila Heidmarch for a debriefing. If the PCs secured a trade agreement for the Society, Sheila Heidmarch is pleased, particularly if the PCs managed to expose the Aspis Consortium's plots and stop them from reaching an agreement with the hobgoblins.

Reporting Notes

If Eloqi opted not to not sign an exclusive agreement with the Pathfinders, check box **A** on the reporting sheet. If the PCs befriended Greeleep, check box **B**. If Raike left and vowed vengeance against the PCs, check box **C**.

Primary Objectives

The PCs fulfill their primary objective if they secure a trade deal between Oprak and the Society. Doing so earns each PC 2 Reputation with their chosen faction.

Secondary Objectives

The PCs fulfill their secondary objective if they present at least 6 pieces of Evidence to Eloqi, exposing the Aspis Consortium's scheme. Doing so earns each PC 2 Reputation with their chosen faction.

Appendix 1: Level 3–4 Encounters

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

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

ENCOUNTER A (LEVELS 3–4)

DEBILITATED BULETTE **CREATURE 6**

UNCOMMON | N | HUGE | ANIMAL

Variant Bulette

Perception +14; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +13, Athletics +15

Str +7, **Dex** +2, **Con** +6, **Int** –4, **Wis** +1, **Cha** –2

AC 26; **Fort** +18, **Ref** +14, **Will** +11

HP 80

Speed 40 feet, burrow 30 feet; powerful jumper

Melee ❖ jaws +17, **Damage** 2d8+9 piercing

Melee ❖ claw +17 (agile), **Damage** 2d6+7 slashing

Favored Prey A bulette gains a +1 circumstance bonus to attack and damage rolls with its jaws against a specific type of creature designated as its favorite food. Unless otherwise stated, a bulette's favored prey is halflings. Elves are never a favored prey for bulettes.

Leaping Charge ❖❖ The bulette attempts a High Jump or Long Jump. If it's adjacent to an enemy at the apex of its High Jump or at the end of its Long Jump, it can make a claw Strike against the enemy at that moment. If the bulette jumps at least 5 feet vertically or at least 20 feet horizontally, it can attempt two claw Strikes instead of one. The bulette's multiple attack penalty doesn't increase until it has made all the claw Strikes that are part of its Leaping Charge.

Powerful Jumper A bulette jumps 10 feet up on a successful High Jump or 20 feet up on a critical success.

Scaling Encounter A

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

10–11 Challenge Points: Give the debilitated bulette 20 additional Hit Points

12–13 Challenge Points: The PCs fight two debilitated bulettes with the weak adjustment.

14–15 Challenge Points: Add one debilitated bulette with the weak adjustment to the encounter.

16–18 Challenge Points (5+ players): Add a second debilitated bulette to the encounter.

B5. Raike's Hut (Levels 3–4)

Artennod Raike — Creature 5

UNIQUE | NE | MEDIUM | HUMAN | HUMANOID

Perception +15

Languages Common, Goblin

Skills Athletics +12, Deception +14, Diplomacy +14, Intimidation +12, Stealth +10, Thievery +10

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

Items *retribution axe*, shortbow (20 arrows), studded leather armor

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

HP 80

Aspis Ambush Raike can always use Deception or Diplomacy in place of other skills when determining Initiative.

Speed 25 feet

Melee ❖ *retribution axe* +15 (sweep), **Damage** 1d12+7 slashing

Ranged ❖ shortbow +14 (deadly d10, range increment 60 feet), **Damage** 1d6+5 piercing

Motivating Assault ❖❖ **Frequency** once per round; **Effect** Raike makes a Strike with her axe. If the attack is successful all allies within 30 feet gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects for 1 round.

Hawk's Eye When fighting outdoors, or wherever her hawk can fly, Raike ignores the effects of lesser or standard cover for her foes.

Aspis Guard — Creature 2

UNCOMMON | NE | MEDIUM | HUMAN | HUMANOID

Perception +6

Languages Common, Goblin

Skills Athletics +6, Deception +5, Intimidation +6, Stealth +6, Survival +6, Thievery +8

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

Items hatchet, sling (10 bullets), studded leather armor

AC 19; **Fort** +7, **Ref** +9, **Will** +6

HP 30

Aspis Ambush When an Aspis Guard rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

Speed 25 feet

Melee ❖ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing

Ranged ❖ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+3 bludgeoning

Ranged ❖ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing

Bully Frightened creatures are flat-footed to the Aspis Guard.

Non-Combat Encounter

The PCs can't directly attack Raike's bodyguard without essentially ending the talks and playing into the Aspis' hands, so the PCs should use subterfuge and indirect methods, such as Avoid Notice, Diversion, or spells to handle this challenge. These statistics are presented in case they're needed during the adventure.

B8. Morgroar's Hut (Levels 3–4)

Master Sergeant Morgroar — Creature 5

UNIQUE | LE | MEDIUM | GOBLIN | HUMANOID

Perception +14; darkvision
Languages Common, Goblin
Skills Acrobatics +10, Athletics +13, Intimidation +13, Stealth +13
Str +4, **Dex** +3, **Con** +4, **Int** +0, **Wis** +1, **Cha** +1
Items composite shortbow (20 arrows), halberd, half plate
General's Cry When a hobgoblin general rolls initiative, as long as they can perceive at least one foe, they can yell a mighty battle cry. The hobgoblin general attempts an Intimidate check to Demoralize a single foe within 60 feet as a free action. If successful, any ally with the goblin trait can, as its first action on its first turn of the combat, Stride up to double its speed as a single action.

AC 22; **Fort** +15, **Ref** +12, **Will** +9
HP 85

Formation When Morgroar is adjacent to at least two other allies, he gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.
Speed 25 feet
Melee ❖ halberd +16 (reach, versatile S), **Damage** 1d10+9 piercing
Ranged ❖ composite shortbow +15 (brutal, deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+9 piercing
Polearm Critical Specialization On a critical hit, the target of the critical hit is moved 5 feet in a direction of Morgroar's choice.

Aspis Guards (0) — Creature 2

UNCOMMON | NE | MEDIUM | HUMAN | HUMANOID

Perception +6
Languages Common, Goblin
Skills Athletics +6, Deception +5, Intimidation +6, Stealth +6, Survival +6, Thievery +8
Str +3, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +1
Items hatchet, sling (10 bullets), studded leather armor

AC 19; **Fort** +7, **Ref** +9, **Will** +6
HP 30
Aspis Ambush When an Aspis Guard rolls initiative using Deception or Stealth, they can attempt to Demoralize one creature as a free action.

Speed 25 feet
Melee ❖ hatchet +9 (agile, sweep), **Damage** 1d6+5 slashing
Ranged ❖ sling +9 (propulsive, range increment 50 feet, reload 1), **Damage** 1d6+3 bludgeoning
Ranged ❖ hatchet +9 (agile, sweep, thrown 10 feet), **Damage** 1d6+5 slashing
Bully Frightened creatures are flat-footed to the Aspis Guard.

Scaling Encounter B8

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

10–11 Challenge Points: Give the Morgroar 20 additional Hit Points

12–13 Challenge Points: Apply the elite adjustment to Morgroar.

14–15 Challenge Points: Apply the elite adjustment to Morgroar and include one Aspis Guard, who joins the combat after 1d3 rounds.

16–18 Challenge Points (5+ players): Apply the elite adjustment to Morgroar and add two Aspis Guards, who join the combat after 1d3 rounds.

ENCOUNTER C6 (LEVELS 3–4)

GIANT WORKER ANTS (2) CREATURE 1

UNCOMMON | N | MEDIUM | ANIMAL

Perception +7; darkvision, scent (imprecise) 30 feet
Skills Athletics +7, Survival +6
Str +4, **Dex** +1, **Con** +1, **Int** -5, **Wis** +1, **Cha** -4

AC 16; **Fort** +9, **Ref** +7, **Will** +4
HP 25

Speed 40 feet, climb 20 feet, burrow 10 feet
Melee ❖ mandibles +9 **Damage** 1d6+3 slashing plus grab
Haul Away ❖ **Requirements** The giant worker ant has a Large or smaller creature grabbed; **Effect** The giant worker ant Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.

GREELEEP CREATURE 3

UNIQUE | CE | SMALL | HUMANOID | KOBOLD

Perception +8; darkvision
Languages Common, Draconic
Skills Arcana +10, Crafting +10, Deception +5, Dragon Lore +10, Nature +11
Str +2, **Dex** +3, **Con** +2, **Int** +4, **Wis** +3, **Cha** –1
Items staff, traveler's clothes

AC 18; **Fort** +7, **Ref** +9, **Will** +9
HP 36; **Resistances** fire 5, poison 5

Speed 25 feet
Melee ❖ claw +8 **Damage** 1d6+3 slashing
Melee ❖ staff +8 (two-hand d8) **Damage** 1d4+3 bludgeoning
Primal Spontaneous Spells DC 18 **2nd** *endure elements*, *enlarge*, *entangle* (3 slots); **1st** *fear*, *fleet step*, *hydraulic push* (3 slots); **Cantrips (2nd)** *detect magic*, *electric arc*, *produce flame*, *ray of frost*, *stabilize*

Scaling Encounter C6

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

10–11 Challenge Points: Increase Greeleep's Hit Points by 10.

12–13 Challenge Points: Increase Greeleep's Hit Points by 10 and add an additional giant worker ant.

14–15 Challenge Points: Increase Greeleep's Hit Points by 15, add an additional giant worker ant to the encounter and increase the Hit Points on all giant worker ants by 5.

16–18 Challenge Points (5+ players): Increase Greeleep's Hit Points by 15, add two additional giant worker ants to the encounter and increase the Hit Points on all giant worker ants by 5.

Appendix 2: Level 5–6 Encounters

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

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

ENCOUNTER B (LEVELS 5–6)

BULETTE **CREATURE 8**

N HUGE ANIMAL

Perception +16; darkvision, scent (imprecise) 30 feet
Skills Acrobatics +16, Athletics +21
Str +7, **Dex** +2, **Con** +6, **Int** –4, **Wis** +2, **Cha** –2

AC 30; **Fort** +20, **Ref** +16, **Will** +14
HP 120

Speed 40 feet, burrow 30 feet; powerful jumper
Melee ❖ jaws +21, **Damage** 2d10+10 piercing
Melee ❖ claw +21 (agile), **Damage** 2d8+10 slashing
Favored Prey A bulette gains a +1 circumstance bonus to attack and damage rolls with its jaws against a specific type of creature designated as its favorite food. Unless otherwise stated, a bulette's favored prey is halflings. Elves are never a favored prey for bulettes.
Leaping Charge ❖❖ The bulette attempts a High Jump or Long Jump. If it's adjacent to an enemy at the apex of its High Jump or at the end of its Long Jump, it can make a claw Strike against the enemy at that moment. If the bulette jumps at least 5 feet vertically or at least 20 feet horizontally, it can attempt two claw Strikes instead of one. The bulette's multiple attack penalty doesn't increase until it has made all the claw Strikes that are part of its Leaping Charge.
Powerful Jumper A bulette jumps 10 feet up on a successful High Jump, or 20 feet up on a critical success.

Scaling Encounter B

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

19–22 Challenge Points: Give the bulette 25 additional Hit Points.

23–27 Challenge Points: The PCs fight two debilitated bulettes with the weak adjustment.

28–32 Challenge Points: Add one bulette with the weak adjustment to the encounter.

33+ Challenge Points: Add a second bulette to the encounter.

B5. Raike's Hut (Levels 3–4)

Artennod Raike — Creature 7

UNIQUE | NE | MEDIUM | HUMAN | HUMANOID

Perception +18

Languages Common, Goblin

Skills Athletics +16, Deception +18, Diplomacy +18, Intimidation +16, Stealth +13, Thievery +13

Str +3, **Dex** +6, **Con** +3, **Int** +1, **Wis** +2, **Cha** +3

Items *retribution axe*, shortbow (20 arrows), studded leather armor

AC 25; **Fort** +15, **Ref** +18, **Will** +13

HP 125

Aspis Ambush Raike can always use Deception or Diplomacy in place of other skills when determining Initiative.

Speed 25 feet

Melee ❖ *retribution axe* +18 (sweep), **Damage** 1d12+10 slashing

Ranged ❖ shortbow +17 (deadly d10, range increment 60 feet), **Damage** 1d6+7 piercing

Motivating Assault ❖❖ **Frequency** once per round; **Effect** Raike makes a Strike with her axe. If the attack is successful all allies within 30 feet gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects for 1 round.

Hawk's Eye When fighting outdoors, or wherever her hawk can fly, Raike ignores the effects of lesser or standard cover for her foes.

Non-Combat Encounter

The PCs can't directly attack Raike's bodyguard without essentially ending the talks and playing into the Aspis' hands, so the PCs should use subterfuge and indirect methods, such as Avoid Notice, Diversion, or spells to handle this challenge. Their statistics are presented in case they're needed during the adventure.

Aspis Veteran Guard — Creature 4

UNCOMMON | NE | MEDIUM | HUMAN | HUMANOID

Perception +14

Languages Common, Goblin

Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10

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

Items crossbow (10 bolts), falchion, studded leather

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

HP 60

Speed 25 feet

Melee ❖ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing

Ranged ❖ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d10+5 piercing

Hunt Prey ❖ (concentrate) The Aspis veteran guard designates a single creature they can see and hear, or one they're Tracking, as their prey. The Aspis veteran guard gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the Aspis veteran guard uses Hunt Prey again.

Running Reload ❖ The Aspis veteran guard Stride, Steps, or Sneaks, and then Interacts to reload.

Precision Edge The first time the Aspis veteran guard hits their hunted prey in a round, they deal an additional 1d8 precision damage.

B8. Morgroar's Hut (Levels 5–6)

Master Sergeant Morgroar — Creature 7

UNIQUE | LE | MEDIUM | GOBLIN | HUMANOID

Perception +14; darkvision
Languages Common, Goblin
Skills Acrobatics +12, Athletics +15, Intimidation +15, Stealth +15
Str +6, **Dex** +4, **Con** +5, **Int** +0, **Wis** +1, **Cha** +1
Items composite shortbow (20 arrows), halberd, half plate
General's Cry When a hobgoblin general rolls initiative, as long as they can perceive at least one foe, they can yell a mighty battle cry. The hobgoblin general attempts an Intimidate check to Demoralize a single foe within 60 feet as a free action. If successful, any ally with the goblin trait can, as its first action on its first turn of the combat, Stride up to double its speed as a single action.

AC 25; **Fort** +18, **Ref** +15, **Will** +11
HP 105

Formation When Morgroar is adjacent to at least two other allies, he gains a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 to Reflex saves against area effects.
Speed 25 feet
Melee ❖ halberd +19 (reach, versatile S), **Damage** 1d10+13 piercing
Ranged ❖ composite shortbow +18 (brutal, deadly 1d10, propulsive, range increment 60 feet, reload 0), **Damage** 1d6+13 piercing
Polearm Critical Specialization On a critical hit, the target of the critical hit is moved 5 feet in a direction of Morgroar's choice.

Scaling Encounter B8

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

19–22 Challenge Points: Give the Morgroar 25 additional Hit Points

23–27 Challenge Points: Apply the elite adjustment to Morgroar.

28–32 Challenge Points: Apply the elite adjustment to Morgroar and include one Aspis Veteran Guard, who joins the combat after 1d3 rounds.

33+ Challenge Points: Apply the elite adjustment to Morgroar and add two Aspis Veteran Guards, who join the combat after 1d3 rounds.

Aspis Veteran Guard (0) — Creature 4

UNCOMMON | NE | MEDIUM | HUMAN | HUMANOID

Perception +14
Languages Common, Goblin
Skills Athletics +9, Deception +10, Diplomacy +8, Intimidation +8, Stealth +12, Survival +10
Str +3 **Dex**, +4, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1
Items crossbow (10 bolts), falchion, studded leather

AC 21; **Fort** +9, **Ref** +12, **Will** +12
HP 60

Speed 25 feet
Melee ❖ falchion +13 (forceful, sweep), **Damage** 1d10+6 slashing
Ranged ❖ crossbow +14 (range increment 120 feet, reload 1), **Damage** 1d10+5 piercing
Hunt Prey ❖ (concentrate) The Aspis veteran guard designates a single creature they can see and hear, or one they're Tracking, as their prey. The Aspis veteran guard gains a +2 circumstance bonus to Perception checks to Seek the prey and to Survival checks to Track the prey. This effect lasts until the Aspis veteran guard uses Hunt Prey again.
Running Reload ❖ The Aspis veteran guard Stride, Steps, or Sneaks, and then Interacts to reload.
Precision Edge The first time the Aspis veteran guard hits their hunted prey in a round, they deal an additional 1d8 precision damage.

ENCOUNTER C6 (LEVELS 5–6)

GIANT ANTS (2) CREATURE 2

N MEDIUM ANIMAL

Perception +7; darkvision, scent (imprecise) 30 feet
Skills Athletics +8, Survival +7
Str +4, **Dex** +1, **Con** +1, **Int** -5, **Wis** +1, **Cha** -4

AC 18; **Fort** +10, **Ref** +7, **Will** +5
HP 30
Speed 40 feet, climb 20 feet
Melee ❖ mandibles +11, **Damage** 1d8+4 slashing plus grab
Melee ❖ stinger +11 (agile), **Damage** 1d6+4 piercing plus giant ant venom
Giant Ant Venom (poison) **Saving Throw** DC 18 Fortitude **Maximum Duration** 4 rounds **Stage 1** 1d8 poison and enfeebled 1 (1 round) **Stage 2** [1d10 poison and enfeebled 2 (1 round) **Stage 3** 1d12 poison and enfeebled 3 (1 round)
Haul Away ❖ **Requirements** The giant ant has a Large or smaller creature grabbed; **Effect** The giant ant Strides up to its full Speed, carrying the grabbed creature with it. It is encumbered if the grabbed creature is Medium or larger.

GREELEEP CREATURE 5

UNIQUE CE SMALL HUMANOID KOBOLD

Perception +10; darkvision
Languages Common, Draconic
Skills Arcana +11, Crafting +11, Deception +8, Dragon Lore +11, Nature +13
Str +2, **Dex** +3, **Con** +2, **Int** +4, **Wis** +3, **Cha** –1
Items staff, traveler's clothes

AC 21; **Fort** +9, **Ref** +12, **Will** +12
HP 58; **Resistances** fire 5, poison 5

Speed 25 feet
Melee ❖ claw +11, **Damage** 1d6+7 slashing
Melee ❖ staff +11 (two-hand d8), **Damage** 1d4+7 bludgeoning
Primal Spontaneous Spells DC 21 **3rd** *lightning bolt*, *neutralize poison* (2 slots); **2nd** *endure elements*, *enlarge*, *entangle*, *spider climb* (4 slots); **1st** *fear*, *goblin pox*, *fleet step*, *hydraulic push* (4 slots); **Cantrips (3rd)** *detect magic*, *electric arc*, *produce flame*, *ray of frost*, *stabilize*

Scaling Encounter C6

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

19–22 Challenge Points: Increase Greeleep's Hit Points by 15.

23–27 Challenge Points: Increase Greeleep's Hit Points by 10 and add an additional giant ant.

28–32 Challenge Points: Increase Greeleep's Hit Points by 20, add an additional giant ant to the encounter and increase the Hit Points on all giant ants by 10.

33+ Challenge Points: Increase Greeleep's Hit Points by 20, add two additional giant ants to the encounter and increase the Hit Points on all giant ants by 10.

Appendix 3: Game Aids



Sergeant Drussem



Lieutenant Eloqi

Artennod Raike



Bulette



Appendix 3: Game Aids



Giant Ant

Handout #1: Heidmarch's Mission Briefing

Greetings Pathfinders,

Past dealings with the hobgoblin nation of Oprak have finally borne fruit. After sending a trial squad of hobgoblin troops to Absalom to train in Society protocol, the hobgoblin nation has now invited the Society to trade talks taking place a camp on the nation's western border. You and your companions are to represent the Society and secure an executed trade agreement with Oprak.

Rendezvous with Sergeant Drussem, a strong supporter of the Society, at the Shoreline Drinkhall in the East Shore district of Korvosa. As you may already be aware, Drussem is an invaluable source of information about her fellow hobgoblins and a supporter of the Society. Drussem will escort you through the harsh Mindspin Mountains to the camp. It may take you through cold mountains, so be sure to purchase any equipment you need in town.

The Society is not the only organization that Oprak has reached out to; the Aspis Consortium, have somehow slithered their way into the upcoming talks and wrapped their coils around a seat at the trade table. Keep your eyes on the Aspis' agents at all times. The Pathfinder Society would see Oprak aligning with the Aspis Consortium over the Pathfinders as a great diplomatic loss that would further empower the Aspis Consortium and likely cause the Society to lose a valuable potential ally.

Safe travels,

-Venture-Captain Sheila Heidmarch

Handout #2: Raike's Journal

4 Abadius –My source in Oprak taunts me with rumors of "Stone Roads" yet refuses me more detail. Could these "Roads" be the key to controlling the hobgoblins' trade? I've mounted an expedition within the caverns of Mindspin Mountains, hoping to uncover the monsters' methods.

2 Calistril – Encountered a tribe of kobolds, who subsist by mining "blackfire rock" dug out by armored beasts controlled by some manner of magic. Perhaps these are the Stone Roads? Anyways, I shall make these reptilians reveal their secrets!

4 Calistril – Revelation! The kobolds' crude charms tame the burrowing beasts! I plan to seize both the beasts and the charms and employ them for my purposes.

5 Calistril – The shaman revealed all, though only after I put the rest of his clan to the blade. He will serve me or join his kin.

16 Calistril – A missive from Oprak? What fortunate timing! I shall reach out to my source. I'm told his kind favors strength. Surely, my planned display shall impress those simple brutes!

Handout #3: Raike's Message (Incorrectly Decoded)

You try my patience, Morgroar.

What are you asking of the Aspis? Keep your paltry trinket. Do you think us solely motivated by greed?

Your planned move against Eloqi will fail. Instead, it will *be your demise* should you try to take his place!

It's over

Handout #4: Raike's Message (Correctly Decoded)

Patience, Morgroar.

Eloqi will agree to the Aspis' terms. This gold is but a small taste of the fortune that awaits us!

If Eloqi does not, his authority will be *undermined* and I will see you take his place!

Raike

GM Reference: Evidence Locations

- Fully decoded message to Morgroar. **Hobgoblin Heist**, page 9
- Poisoned bulette tissue sample. Area **B1**, page 13.
- *Hat of Diguise*. Areas **B2**, page 13.
- *Zoic fetishes*. Areas **B3** or **C6**, pages 14 and 18.
- Raike's journal. Area **B4**, page 14.
- Signs of bulettes' arrival in tunnels. Area **C2**, page 16.
- Vials of hunting spider venom. Area **C4**, page 16.
- Greeleep's testimony. Area **C6**, page 18.

Organized Play

Treasure Table

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

Treasure Bundles

☐☐ **Hobgoblin Heist** or Area **B6**, page 9:2 Treasure Bundle for obtaining the evidence from Morgroar and/or defeating Morgroar in combat.

☐ **A. Camp Feeding Frenzy!**, page 11: 1 Treasure Bundle for defeating the bulettes.

☐☐ Area **B2**, page 13: 2 Treasure Bundles for recovering the *hat of disguise (greater)* from Greeleep's hut.

☐ Area **B3**, page 14, or Area **C6**, page 18: 1 Treasure Bundle for obtaining one or more *zoic fetishes* from the Aspis' chest or from Greeleep.

☐☐ Area **B4**, page 14: 2 Treasure Bundles for obtaining Raike's papers and trophies from her hut.

☐ Area **C4**, page 16: 1 Treasure Bundle for recovering alchemical supplies.

☐ Area **C6**, page 18: 1 Treasure Bundle for saving or defeating Greeleep and defeating the ants.



Event Reporting Form

Date _____ Event Code: _____

Location _____

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

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

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

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

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

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

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

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Scenario #2-12:
Snakes in the Grass

Character Name	Organized Play #	Character #
		2

Adventure Summary

You travelled to the hobgoblin nation of Oprak to establish formal ties between that growing nation and the Pathfinder Society. While there you encountered Artennod Raike of the Aspis Consortium, who arrived to secure a trade arrangement with Oprak for the Aspis Consortium. After a series of events ☐ you uncovered that Artennod was responsible for a sudden attack on the hobgoblin camp. You ☐ managed to secure an agreement with Oprak for the Society but perhaps ☐ Artennod Raike vowed revenge on behalf of the Aspis Consortium before departing the camp.

Boons

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

Rewards

XP Gained

GP Gained

Reputation Gained

Items

greater hat of disguise (item 7, 340 gp)

Purchases

Items Sold / Conditions Gained

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the GP Gained Box

Items Bought / Conditions Cleared

TOTAL COST OF ITEMS BOUGHT

Notes

Downtime

FOR GM ONLY

EVENT	EVENT CODE	DATE	GM Organized Play #

Chronicle Code: KH95