

PATHFINDER®



THE BLACKWOOD ABUNDANCE

By Alex Speidel

Bounty: 13

Level: 1

Sanctioned for use with:



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HOW TO PLAY



PLAY TIME: 1-1.5 HOURS



LEVEL: 1



PLAYERS: 3-6



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THE BLACKWOOD ABUNDANCE

TABLE OF CONTENTS

Adventure	2
Appendix: Game Aids	9
Organized Play	10

GM RESOURCES

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Bestiary 2*
Maps: *Pathfinder Map Pack: Fungus Forest*
Online Resource: paizo.com/prd

SUMMARY

The Verdant Wheel faction of the Pathfinder Society hires the PCs to collect samples of three species of mushrooms that aren't native to the area. Searching for these samples in the caverns below the Blackwood Swamp, they encounter a lost lizardfolk forager, a fungus that grows in a unique way, and a territorial creature that has claimed part of the caverns.

PATHFINDER SOCIETY

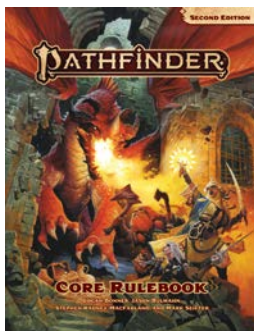


The Pathfinder Society Organized Play campaign is a worldwide fantasy roleplaying campaign that puts players in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

In an Organized Play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Pathfinder Society and Starfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers in more than 36 countries on six continents. Participants in the Pathfinder Society can take their characters to any public Pathfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Pathfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's home page at pathfindersociety.club.

CORE RULEBOOK



This comprehensive, 640-page guide to the Pathfinder roleplaying game provides everything you need to venture into a world of limitless fantasy adventure! Choose from ancestries like elf, human, and goblin and classes like alchemist, fighter, and sorcerer to create heroes of your own design, destined to become a legend. Build stories with the highly customizable rules and the richly detailed setting of Golarion. This indispensable volume contains the core rules for players and Game Masters, and is your first step on a heroic new journey!

THE BLACKWOOD ABUNDANCE

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ADVENTURE BACKGROUND

A group of Pathfinder Society initiates recently uncovered an old Azlanti ruin in the Blackwood Swamp region of Taldor, near the city of Cassomir. The ruin links to subterranean caves and a sewer network the Society's leaders believe could connect to other structures now buried under the swamp.

The Pathfinder Society's factions have all taken an interest in the site. The leaders of the four primary factions have made plans to use it for joint operations to train Pathfinder Society agents as well as to introduce these novices to their faction's role in the organization. Meanwhile, two of the Society's minor factions—the Verdant Wheel and Radiant Oath factions—have decided to reach out to other local adventurers. They hope that by inviting non-Pathfinders to complete these tasks, they can accomplish their objectives more efficiently, and perhaps find new recruits to begin their training and one day join the ranks of the Pathfinder Society.

Urwal (NG male lizardfolk astrologer), the leader of the Verdant Wheel faction, is especially interested in a series of fungus-filled chambers found near one of the larger subterranean ruined structures. None of these fungi are native to the area, and Urwal wants to hire adventurers to help determine which species are hazardous, which are benign, and where they're coming from.

GETTING STARTED

The adventure begins as the PCs are exploring the harbor town of Cassomir. Their search for work leads them to a bounty board near the docks, where the following notice is pinned to a bounty board.

"Attention!

The Verdant Wheel seeks adventurers for paid work in the Blackwood Swamp. The ideal candidate is good in a tight place, takes initiative, and keeps detailed notes. Ask for Urwal at the Pathfinder encampment."

The Pathfinder Society has set up an extensive camp in the Blackwood Swamp. If they ask for Urwal, one of the

WHERE ON GOLARION?

This adventure takes place in caverns beneath the Blackwood Swamp outside the city of Cassomir in Taldor. The Pathfinder Society recently discovered a set of Azlanti ruins here and has set up a base camp to facilitate further exploration. For more information about Cassomir and Taldor, see pages 128–129 of the *Pathfinder Lost Omens World Guide*.



CONNECTED ADVENTURES

This adventure is perfectly suitable as a standalone story, but more missions await for players eager to continue exploring the ancient ruins featured here. *Pathfinder Society Intro #2: United in Purpose* contains four additional missions, each associated with one of the Pathfinder Society's major factions, and *Pathfinder Bounty #14: The Blackwood Truce* contains a mission associated with the Radiant Oath faction. These short adventures can be run for any group, whether or not you and your players use them as part of the Pathfinder Society Organized Play program.

numerous Pathfinders in the area—folk of various ancestries and vocations—directs them to a collection of tents at the edge of the camp. Read or paraphrase the following to begin the adventure.

THE BLACKWOOD ABUNDANCE

A collection of tents and supply crates fills a relatively dry and elevated patch of ground near a crumbling stone ruin. After a short wait, one of the crates opens and an iruxi clammers out. "Ah, new initiates, welcome! Come, come, much to be done, best not to delay. You're here because of the poster, yes? Yes! Excellent.

"The task I have for you is simple. Beneath these ruins are caverns, filled with the most beautiful varieties of mushroom I've seen since I was in the Mwangi Jungle. Stunning specimens, and all completely in the wrong place. None of them belong here!" I want you all to head into the caverns and collect samples of each species, then bring them back to us. We're fairly certain they're harmless, and the caverns are probably uninhabited, but if you do encounter anything, be sure to put together a full report afterward. Once I've got those samples, we'll get you paid and off to your next mission!"

The PCs may have questions; Urwal doesn't know much more, but some suggested answers are below.

Initiates? / We're not Pathfinders, we're just here looking for coin. "Oh, of course, how silly of me. Still, you've the look of adventurers about you. If you do well for us on this mission, perhaps you'd be interested in more opportunities? The Society's always looking for more recruits!"

What kind of mushrooms are we looking for? "No idea! We know what they look like, but not what they are. One species is a brilliant blue, like the cloudless sky at noon. Another is red, the color of a ripe tomato, with spots like a dandelion, and the last is a verdant green, like the grass at the Open Road Lodge."

Why can't the Pathfinders handle this themselves? Urwal sighs. "So many of this Society's agents have little time for the fields of green. Most of them are off with other faction leaders right now, probably doing something ridiculous like fighting a minotaur and making terrible errors in their reports while they do so."

NATURE OR LORE (RECALL KNOWLEDGE)

A PC who succeeds a DC 15 Nature check or a relevant DC 12 Lore check to Recall Knowledge knows more about the mushrooms they might encounter. Remember this check should be rolled secretly.

Success Many species of mushrooms emit airborne spores that can harm those who breathe them in for extended periods of time.

Critical Failure The local iruxi foragers claim that some brightly colored mushrooms provide magical powers when eaten.

HERO POINTS

As the PCs set out, remind the players they each have 1 Hero Point available.

HARVESTING MUSHROOMS

There are three separate locations where the PCs must harvest mushrooms to complete Urwal's mission. A PC who spends 1 minute and succeeds at a DC 17 Nature or Survival check or a relevant DC 15 Lore check harvests a sample of the mushrooms in that area. A PC who fails harvests no samples, and a PC who critically fails may face additional consequences depending on the mushrooms. Each PC can attempt one check per location.

The Verdant Wheel can supply the PCs with basic equipment such as knives and glass containers for transport if requested; these don't impart any bonus. The mushrooms are delicious when cooked and are useful potion ingredients, but they don't provide any mechanical benefit if consumed.

A. MUSHROOM CAVERNS

After a 15-minute trek through the swamp, the PCs arrive at the entrance to the caverns: a large, jagged crack in a hillside. Use the map on page 5 for this area.

The cramped tunnels throughout this cavern are 10 feet high, and the air is cold enough for the PCs to see their breath in front of them. Moisture collects on any walls bare of mushrooms or lichen, and the darkness makes the space feel more confined than it is. The large mushrooms throughout these caverns are pale and spongy to the touch. The mushrooms growths are difficult terrain and provide standard cover.

The PCs are free to explore the caverns and visit the areas in any order they wish. Each area has two different encounter options; the GM should choose the option they feel is most likely to provide a fun experience for their group, or determine which to use randomly.

A1. SPORE-FILLED CAVE

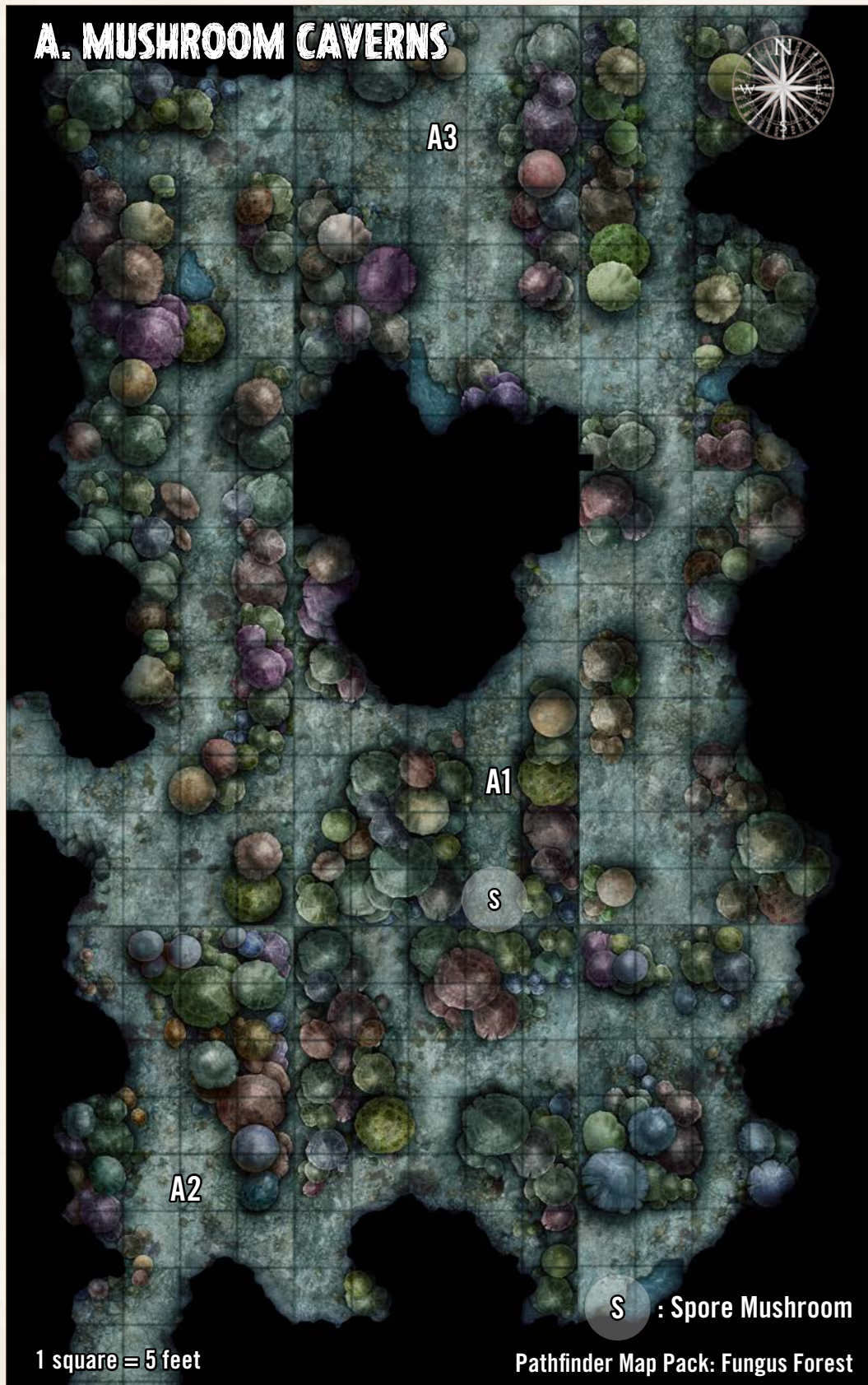
The spore-producing mushrooms in this area are red with yellow spots, one of the three varieties described by Urwal. As the PCs approach this area, they should either begin to smell the sickly-sweet mushrooms or hear Kallia's activities, depending on which of the following two encounter options you choose to take place in this area.

Creatures: Kallia (NG female lizardfolk forager) is a member of the Tskikha enclave, a nearby iruxi settlement who've been working with the Pathfinder Society to explore the nearby ruins. While searching the area, Kallia inadvertently triggered a dangerous spore cloud.

OPTION 1: RESCUE

Kallia has succumbed to the spores emitted by the mushrooms in this area and is unconscious on the ground. Rescuing her requires removing her from the

THE BLACKWOOD ABUNDANCE



THE BLACKWOOD ABUNDANCE

area and waiting one minute for her to breathe enough clean air to regain consciousness. The easiest way for the PCs to do this is by holding their breath and dragging her to safety. PCs can hold their breath for a number of rounds equal to 5 + their Constitution modifier (*Core Rulebook* 478); typically, PCs can only move 5 feet per round while dragging another creature.

Spore Mushroom: A spore cloud fills the air in a 15-foot radius surrounding the spore mushroom, as indicated on the map. PCs who inhale spores must attempt a saving throw against their sporific effects.

Soporific Spores (poison) **Level 1; Saving Throw** DC 13 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds **Stage 1** enfeebled 1; **Stage 2** enfeebled 2; **Stage 3** unconscious (until removed from spores' radius for 1 minute)

OPTION 2: DE-ESCALATION

Kallia has succumbed to the spores emitted by the mushrooms in this area and has started behaving erratically. Rescuing her requires removing her from the area and waiting one minute for her to take in clean air. The PCs can easily subdue her with force; one successful attack reduces her to 0 HP. If the PCs wish to Grapple or otherwise restrain the iruxi, they must overcome her Fortitude DC of 15. While Kallia may attempt to attack the PCs once she's aware of their presence, you should emphasize that she's clearly confused and not a danger to them.

If Kallia is not prevented from doing so, she destroys the remainder of the mushrooms 5 minutes after the PCs first become aware of her. This allows the spores to clear, but may also mean the PCs fail to collect a sample (see the Conclusion for more details). If the PCs aren't present when she completes the eradication, she wanders deeper into the caverns and doesn't come back.

Spore Mushroom: A spore cloud fills the air in a 15-foot radius surrounding the spore mushroom, as indicated on the map on page 5. PCs who inhale spores must save against the effects as detailed below.

Galling Spores (poison); **Level 1; Saving Throw** DC 12 Fortitude; **Onset** 1 round; **Maximum Duration** 6 rounds **Stage 1** fascinated 1; **Stage 2** fascinated 2; **Stage 3** confused (until removed from spores' radius)

Development: Once Kallia has a chance to recover, she thanks the PCs effusively. She explains she was out foraging for the Tskikha enclave—a community of iruxis living nearby—and entered the caverns looking for “new and exciting flavors to try.” She didn't explore much of the cavern, so she can't tell the PCs anything about the other areas. If they want, she's happy to assist for the remainder of the adventure, granting a +1 circumstance bonus to the PCs' skill checks to harvest mushrooms. Should combat occur while she travels with the party, she flees and hides until the battle is over.

If all the PCs become stuck in this area, such as by falling asleep among the soporific spore cloud Urwal sends a helpful Pathfinder to drag them out a few hours later so they can continue their mission.

Collecting Samples: A failure on a check to collect mushrooms in this area releases spores in a 10-foot radius for one round. PCs who inhale them must attempt a saving throw against the spores as normal.

A2. SOUTHWEST CAVE

As the PCs enter this area, they encounter vibrant blue mushrooms, with one of two qualities based on

the option you select for this area.

OPTION 1: CEILING MUSHROOMS

This area of the cavern expands so that the ceiling is 15 feet tall. The vibrant blue mushrooms in this area grow exclusively on the ceiling, and the PCs must figure out a way to reach them.

A PC can Climb to reach the mushrooms by using handholds and small ledges along the craggy walls and succeeding at a sufficient number of DC 15 Athletics checks. The PCs may also use ladders or other items; allow them to be creative in their solutions and consider requiring a successful DC 15 skill check with a relevant skill (such as Crafting if they decide to make a platform of spongy mushrooms held together with rope). Characters with just the right item or spell may not need to succeed at a skill check to reach the mushrooms.

OPTION 2: LIGHT-AVERSE MUSHROOMS

The mushrooms in this area are bioluminescent. If a PC approaches within 15 feet of a patch of mushrooms while giving off any sort of light (from carrying a torch,



KALLIA

THE BLACKWOOD ABUNDANCE

or using a *light* spell or similar), the mushrooms shrink in on themselves and stop giving off light. If a PC attempts to harvest a mushroom while it has retreated, the DC of the check increases by 10.

The PCs must figure out that the mushrooms respond to light and proceed accordingly. A PC who succeeds at a DC 15 Nature or DC 12 relevant Lore check can discover this property of the mushrooms, or they can figure it out by trial and error. PCs without low-light vision or darkvision who attempt to harvest the glowing mushrooms take a -2 circumstance penalty to their checks; while the mushrooms are bioluminescent, the illumination is dim enough to make the task difficult.

A3. NORTH CAVE MODERATE

The air as the PCs approach smells faintly of decay. Bright green mushrooms grow throughout this area.

Creatures: A territorial creature has claimed this area: either a slime mold hiding among the fungus to the east, or a giant badger currently digging in the center of the chamber. The slime mold attacks as soon a PC comes within reach of its pseudopod, using Stealth to attempt to ambush them. The giant badger attacks as soon as it detects the intruders. Consider selecting the slime mold for this encounter if your players are would rather attack something mindless than fight an animal, although some players might enjoy using relevant abilities to calm or befriend the badger—as always, the decision should be based on what option provides the most fun for the group.

A viper also lurks in the tunnel to the north. It's roused by the sounds of fighting and arrives at the start of the third round of combat, focusing its attacks on the creatures it least recognizes: the PCs. The viper attacks on the round in which it arrives. On any subsequent rounds, if the viper has taken any damage, it spends its entire turn retreating from combat.

VIPER CREATURE -1

N **TINY** **ANIMAL**
Pathfinder Bestiary 302

Perception +5; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3

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

AC 15; **Fort** +2, **Ref** +7, **Will** +5

HP 8

Slink **Trigger** A creature ends its movement adjacent to the viper or within the viper's space; **Effect** The viper Strides, Climbs or Swims up to 10 feet (or up to the relevant Speed, if that Speed is less than 10 feet). It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

SCALING ENCOUNTER A3

To accommodate a group of more than four PCs, make the following adjustments. The adjustments are not cumulative.

Five PCs: Add one additional viper, which arrives with the other viper.

Six PCs: Apply the elite adjustment (*Bestiary* 6) to the primary foe (the slime mold or giant badger).

Speed 20 feet, climb 20 feet, swim 20 feet

Melee **◆** fangs +8 (agile, finesse), **Damage** 1d8-3 piercing plus viper venom

Viper Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round); **Stage 2** 1d8 poison damage (1 round)

GIANT BADGER (0 OR 1) CREATURE 2

N **MEDIUM** **ANIMAL**
Pathfinder Bestiary 2 32

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

Skills Athletics +8, Stealth +7

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

AC 18; **Fort** +10, **Ref** +6, **Will** +8

HP 30

Ferocity **↻**

Speed 25 feet, burrow 10 feet

Melee **◆** jaws +11, **Damage** 1d8+4 piercing

Melee **◆** claw +11 (agile), **Damage** 1d6+4 slashing

Badger Rage **◆** (concentrate, emotion, mental) The giant badger enters a state of pure rage that lasts for 1 minute, until there are no enemies it can perceive, or until it falls unconscious, whichever comes first. While raging, the giant badger has AC 17, its jaws Strike deals 1d8+8 damage, and its claw Strike deals 1d6+6 damage. While raging, the giant badger also can't use actions that have the concentrate trait except for Seek. After it has stopped raging, a giant badger can't use Badger Rage again for 1 minute.

SLIME MOLD (0 OR 1) CREATURE 2

N **LARGE** **FUNGUS** **MINDLESS** **OOZE**
Pathfinder Bestiary 2 193

Perception +6; motion sense 60 feet, no vision

Skills Athletics +7, Stealth +6 (+8 amid decaying plant matter or fungus)

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

Motion Sense A slime mold can sense nearby creatures through vibration and air or water movement.

AC 12; **Fort** +11, **Ref** +3, **Will** +4

THE BLACKWOOD ABUNDANCE

HP 60; Immunities critical hits, mental, precision, unconscious, visual

Speed 10 feet, climb 10 feet

Melee ♦ pseudopod +8, **Damage** 1d8+3 bludgeoning plus slime rot

Slime Rot (disease) **Saving Throw** DC 18 Fortitude; **Onset** 1d4 days; **Stage 1** enfeebled 1 and sickened 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** drained 1, enfeebled 2, and sickened 2 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** drained 2 plus unconscious (no Perception check to wake up) (1 day); **Stage 6** dead, and the body erupts to release a new slime mold

Rewards: Half-buried in the mushrooms to the west of this area is a *gecko potion* (if the mushrooms in area **A2** are on the ceiling) or a *darkvision elixir* (if the mushrooms in area **A2** are light-sensitive).

Development: After combat, the PCs are free to take samples of the mushrooms. Other than the faint magical aura, the mushrooms don't have any special properties.

CONCLUSION

Once the PCs have collected (or destroyed) samples of all three mushroom species, they're free to return to Urwal at the Pathfinder camp. Urwal's response depends upon how many samples the PCs collected. For groups of 6 PCs, Urwal is harder to please. If the PCs return with samples of two or more species (all three species for groups of 6 PCs), Urwal is thrilled with their work and

informs them if they're ever looking for more adventure, the Pathfinder Society would welcome them into their ranks. He knows the other factions are also looking for help and can direct them to the faction leaders. See the "Connected Adventures" sidebar on page 3 for more details about these adventure opportunities.

If the PCs only manage to preserve a sample of one species (one or two species of groups of 6 PCs), Urwal is less enthusiastic, and offers to train the PCs on "proper specimen handling and record keeping." If the PCs return with no samples (at most one species for groups of 6 PCs), Urwal is disappointed, muttering about "typical behavior of careless adventurers." Regardless of outcome, the Pathfinder Society heals any afflictions the PCs may have picked up in the caverns, and Urwal pays the PCs their full reward of 4 gp each.

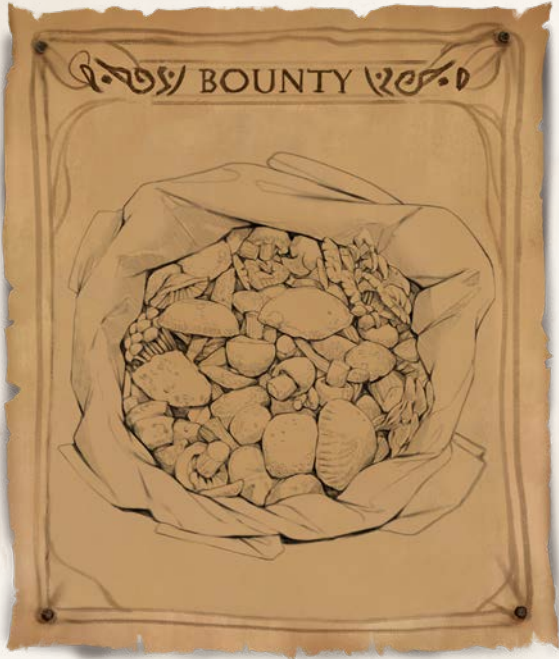
If Kallia is present, Urwal offers her the opportunity to train as a Pathfinder. She demurs, saying she needs to get home to her family, but thanks him for the offer and bids the PCs farewell.

OBJECTIVE

The PCs fulfill their objective if they fully exploring the mushroom caverns, confronting the challenges in each of the three caves, and do their best to collect the mushroom samples. For home groups, award 100 XP to your players. Pathfinder Society GMs, see Organized Play (page 10) for determining appropriate rewards.

THE BLACKWOOD ABUNDANCE

APPENDIX: GAME AIDS



Mushroom Bounty



Kallia

Pathfinder Bounty

THE BLACKWOOD ABUNDANCE

ORGANIZED PLAY

Characters playing this adventure for Pathfinder Society credit earn a Chronicle Sheet. If the PCs fully exploring the mushroom caverns, confronting the challenges in each of the three caves, and do their best to collect the mushroom samples, they earn 4 gp each. Bounties do not grant Downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement presented on page 509 of the *Pathfinder Core Rulebook*, simplified to 1 XP per 100 XP normally granted in core play. This adventure also grants the character 1 Reputation for a faction of their choice.

THE BLACKWOOD ABUNDANCE



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) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Reputation Earned: _____

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

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

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THE BLACKWOOD ABUNDANCE

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