

# PATHFINDER®



## THE BLACKWOOD TRUCE

By Caryn DiMarco

**Bounty: 14**

**Level: 1**

Sanctioned for use with:



**AUTHOR**  
Caryn DiMarco

**DEVELOPMENT LEAD**  
Mike Kimmel

**ADDITIONAL DEVELOPMENT**  
Linda Zayas-Palmer

**DESIGN LEAD**  
Mark Seifter

**EDITING LEAD**  
K. Tessa Newton

**EDITORS**  
K. Tessa Newton and Shay Snow

**COVER ARTIST**  
Sebastian Rodriguez

**INTERIOR ARTIST**  
Sebastian Rodriguez

**CARTOGRAPHER**  
Jason Engle

**GRAPHIC DESIGN**  
Emily Crowell

**DEVELOPMENT MANAGER**  
Linda Zayas-Palmer

**CREATIVE DIRECTOR**  
James Jacobs

**DIRECTOR OF GAME DEVELOPMENT**  
Adam Daigle

**PUBLISHER**  
Erik Mona

## HOW TO PLAY



**PLAY TIME: 1-1.5 HOURS**



**LEVEL: 1**



**PLAYERS: 3-6**



Paizo Inc.  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577

[paizo.com](http://paizo.com)

# THE BLACKWOOD TRUCE

## TABLE OF CONTENTS

Adventure . . . . .	3
Appendix: Game Aids . . . . .	9
Organized Play . . . . .	10

## GM RESOURCES

**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary 2*, and *Pathfinder Gamemastery Guide*  
**Maps:** *Pathfinder Flip-Tiles: Urban Sewers Expansion*  
**Online Resource:** [paizo.com/prd](http://paizo.com/prd)

## SUMMARY

When a member of the cutthroat merchant collective called the Aspis Consortium begins sabotaging a Pathfinder Society camp near newly discovered Azlanti ruins, the Radiant Oath faction hires the PCs to resolve the matter peacefully. The PCs must find the saboteur hiding in the ancient sewers and convince them to speak with the Pathfinders. However, their search draws the attention of some dangerous vermin, and the PCs must fight to get themselves—and the saboteur—out alive.

## PATHFINDER SOCIETY

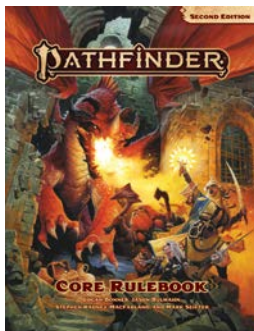


The Pathfinder Society Organized Play campaign is a worldwide fantasy roleplaying campaign that puts players in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders 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](http://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](http://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 TRUCE

By Caryn DiMarco

## ADVENTURE BACKGROUND

After discovering unexplored Azlanti ruins in the Blackwood Swamp just outside Cassomir, the Pathfinder Society set up a field camp to enable research. However, a member of the Aspis Consortium, a trade organization that values money more than morals, has continually sabotaged their efforts. The Radiant Oath faction is offering redemption to the saboteur—now, they just need to deliver the message.

**Valais Durant** (LG female aasimar ritualist), leader of the Radiant Oath, has put out a call for help. She hopes a group of newcomers with no obvious ties to the Pathfinder Society might evade the saboteur's suspicion and get close enough to make the offer.

## GETTING STARTED

The adventure begins just outside Cassomir in a Pathfinder Society camp where travelers are always welcome to rest, trade, and share stories. A notice board in the middle of camp contains agent assignments and a poster calling on adventurers to seek out Valais Durant of the Radiant Oath for an urgent assignment in the nearby ruins.

Any of the agents in the camp are happy to introduce the PCs to Valais, who sits inside a sizeable tent set up to catch the afternoon shade. When she speaks, her voice is kind but strong.

Read or paraphrase the following.

---

"I am Valais Durant—please, come in. Thank you for responding to my request. The Pathfinder Society is facing a unique challenge. Our members are eager to uncover the secrets of these ruins, but an agent of the Aspis Consortium has been sabotaging our efforts.

"Time and again, we've been at odds with the Aspis Consortium. The Radiant Oath faction, of which I'm the leader, is willing to forgive their transgressions and offer protection if they agree to cease their efforts to thwart us. We believe many dangers lurk in these ruins, especially in the sewers where the saboteur is hiding. I'm less worried about the sabotage than the safety of the individual behind it. No one deserves to die down there.

## WHERE ON GOLARION?

This adventure takes place in ancient sewers and tunnels 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 wait 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 #13: The Blackwood Abundance* contains a mission associated with the Verdant Wheel 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.

---

"Unfortunately, this saboteur is wary of the Society. Please don't advertise your connection with us as you seek them out. Once you're able to build a rapport, let them know redemption is possible if they wish it, and get them to safety."

---

# THE BLACKWOOD TRUCE

Below are some questions the PCs might ask, and Valais Durant's answers.

**Where can we find this person?** With a chagrined expression Valais says, "They ran away before our agents could get close. I can show you the entry to the sewer and point you in the direction of the ruins, but you may need to do a bit of searching."

**Why does the saboteur distrust the Pathfinder Society?** "I believe they think we want revenge, or that we're as cutthroat and underhanded as their current employer. Of course, nothing could be further than the truth."

**What might tempt the saboteur to join your side?** "The ruins are dangerous enough that an offer of protection may be enough to sway them. Learning more about them might help you determine what else they need."

**What dangers can we expect in the sewers?** "There are all kinds of predators in these parts, and more so the further you get from our camp. Do your best to stay in parts of the sewer with chalk markings that indicate our agents have mapped them. The unexplored tunnels may have unknown dangers."

Once everyone's questions have been answered, Valais leads the PCs out of the tent and directs them to the sewer entrance. She advises them to follow the tunnels north toward the ruins.

## MERCANTILE LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 12 Mercantile Lore check or DC 15 Society check to Recall Knowledge gains insight into the saboteur's motivations by learning more about the Aspis Consortium. Remember this check should be rolled secretly.

**Success** The Aspis Consortium is a trade conglomerate known for its underhanded and unethical ways of obtaining goods and artifacts and creating demand for them. Its members tend to have no loyalties to governments or individuals other than its leaders.

**Critical Failure** The Aspis Consortium is a trade organization and a cult. Its members have unquestioning devotion to the organization's leaders.

## HERO POINTS

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

## INTO THE SEWERS

A rusted metal grate marks the entrance to the sewers; already cleared of overgrowth, it's easy to shift aside. Ten feet below, the rocky bottom of the sewer tunnel is slick with moisture and algae.

The tunnel is about 8 feet tall and 5 feet wide and seems to be hewn out of the stone itself, though in some places rotting wooden supports fall away from the ceiling and walls. With no raised maintenance walkways, the PCs must step carefully across the slick stone. Except where otherwise noted, the sewers are uneven ground and require a successful DC 15 Acrobatics check to Balance (*Pathfinder Core Rulebook* 476).

The PCs drop down at a junction between a north-south and an east-west channel. Chalk markings on the wall denote the cardinal directions along with a seemingly random sequence of numbers and an arrow pointing east. A mess of humanoid footprints show the grate has served as an entryway for others. With a successful DC 15 Survival check to Track, a PC discovers tracks leading down the northbound, westbound, and eastbound passages.

## EAST PASSAGE

The eastbound passage turns north after about 100 feet and a few humanoid tracks lead past the turn. Three-quarters of a mile down the path, PCs Investigating or Searching who succeed at a DC 13 Perception check recover an ancient toy soldier without its head that has rolled into a small divot in the rock floor. Judging from the amount of grime covering it, the metal toy has been undisturbed for thousands of years. The PCs might mistakenly return this item to Branwaen (see Saboteur's Den on page 5), but it isn't hers. She has no interest in it.

**Development:** A bit farther along, the east passage joins up with the north passage (see below), right where the spill off forms a pool of deep mud.

## SOUTH PASSAGE

The southbound passage runs downhill and any moisture in the sewers naturally flows this direction. About a mile down this passage, a cave-in blocks the way.

## NORTH PASSAGE

## TRIVIAL

The northbound passage has three sets of tracks leading to the point where spill off from a cross pipe has eroded the tunnel floor. The east and west passages both link up with the north passage here—anyone coming to the north passage from either of those passages must pass the deep mud (see Hazard, below) if they wish to proceed to the Saboteur's Den, which is another quarter mile to the north from this point. It's also possible to turn back from here, traveling through any of the three passages back to the entrance.

**Hazard:** A patch of deep mud 10 feet long stretches across the tunnel, with a few islands of stone sticking up

# THE BLACKWOOD TRUCE

above its surface, presenting possible danger for anyone moving through the tunnels.

## DEEP MUD

## HAZARD -1

### ENVIRONMENTAL

**Stealth** DC 12

**Description** The mud greedily latches onto anything that lands in it, hampering movement.

**Disable** DC 15 Survival to navigate a safe path along the remaining bits of stone

**Squelch** **Trigger** A creature steps in the mud; **Effect** Deep mud sucks at the creature's feet. The triggering creature must attempt a DC 16 basic Reflex save as they pull against the mud and struggle to stay upright. On a failure, the mud deals 2d4 bludgeoning damage and the creature falls prone.

A PC who succeeds at a DC 15 Survival check to Track once past the mud notices a new set of insect tracks intermingling with the humanoid footprints. A PC who notices these tracks can attempt a DC 15 Nature check or a DC 10 appropriate Lore check to Recall Knowledge about cave scorpions (*Pathfinder Bestiary* 2 234).

## WEST PASSAGE

The westbound passage travels about 100 feet before turning north and an aqua glow spills around the corner. This direction boasts the most tracks. Once it turns north, the passageway's ceiling is covered in groups of tiny lights. Closer inspection shows they're insects, and they dot the walls and ceiling of this passage, illuminating the tunnel with dim light. A PC who succeeds at a DC 13 Nature check or DC 10 Cave Lore or Insect Lore check to Recall Knowledge identifies the insects as glow worms. On a critical success, the PC recognizes this species of glow worms can be lured into creating cave colonies, a technique commonly used by Grondaksen dwarves to distinguish between underground passages and decorate their tunnels. On a critical failure, the PC instead identifies the creatures as an endangered species of firefly that deserts its young if large predators come too close.

**Rewards:** About three-quarters of a mile down the glowing path, a PC Investigating or Searching who succeeds at a DC 15 Perception check discovers an antique looking bronze key in a small pool of water. The saboteur previously found this key in the ruins, but she dropped it while squeezing through the tunnels. She suspects the key opens a door or chest somewhere in the ruins, but she hasn't found it yet.

**Development:** About a quarter mile past the key, the west passage links up with the north passage (see page 4) right where the spill off forms a pool of deep mud.

## A. SABOTEUR'S DEN

One mile in the north and west passages link up and lead further north to another east-west passage, this one is 10 feet wide. A dim lantern gleams from a larger room to the west of the intersection—this room is the saboteur's hideout—see the map on page 6. Branwaen's hideout is the room in the southwest corner, and the PCs approach from the tunnel to the southeast. The other tunnels lead deeper into areas of the ruins that are beyond the scope of this adventure. As they approach the area, the PCs hear the chink of metal on rock and a woman saying, "Blast it! Don't tell me I dropped it out there in the swamp."

**Creatures:** The PCs find **Branwaen** (LN female dwarf saboteur) in a large dead-end room, dimly lit by a nearby grate and more glow worm clusters. The area looks lived-in, with the platform in the back of the room holding a fire ring and bench assembled from fallen rocks holding Branwaen's gear. She stops searching her pack as the PCs approach. Because she has nowhere to run or hide, she refrains from pulling out her dagger, but her hand rests on her hip near itsommel.

Branwaen doesn't like working for the Aspis Consortium, but she doesn't want her brothers to be pulled into the contract her mother died trying to complete. Her sole goal is to earn her way out of her contract with the Consortium, and that means doing what she's told to do—often, the telling involves threats. Branwaen is practical above all else, with little time for gaming out moral quandaries when thorny choices come with clear penalties.

**Gaining Trust:** Branwaen is initially unwilling to go with the PCs—in fact, she doesn't trust them one bit, and at first she doesn't even share her name. She speaks when spoken to but answers briefly; as the PCs earn Trust Points as described below, she gives more details about her circumstances and disposition. Her distrust comes from the assumption that anyone in the area will be competing with the Aspis Consortium for the valuable goods in the ruins.

Each PC has 2 opportunities to earn the Trust Points needed to sway Branwaen's attitude and convince her to return to the Pathfinder camp with them. Each check represents a brief conversation—no more than a minute or so.

For each attempt to earn Trust Points, a PC can attempt a DC 15 Diplomacy, Deception, or Intimidation check, a DC 13 check with a relevant Lore skill, or a DC 15 check with another skill the GM deems relevant based on the PC's actions. The players should feel free to be creative, but the GM has final discretion on each attempt's relevance. In general, Branwaen responds to

# THE BLACKWOOD TRUCE

## A. SABOTEUR'S DEN



To Ruins

To Ruins

To Ruins

To Entrance

1 square = 5 feet

Pathfinder Flip Tiles: Urban Sewers Expansion

# THE BLACKWOOD TRUCE

the PCs caring about her as a person, not just a mission to complete. For example, a character with knowledge of Dwarven Lore might engage her on her clan dagger, one knowledgeable of the glow worms might ask about where she learned to use them, or one who found the cave scorpion tracks might ask how she'd protect herself in a fight. Consider granting a +1 or +2 circumstance bonus to a PC's check if they rely on knowledge they gained through successful checks earlier in the scenario, or if they present an especially compelling argument or bit of roleplaying.

The results of the PCs' checks determine how many Trust Points they earn as follows.

## SCALING SABOTEUR'S DEN

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

**Five PCs:** Increase the threshold for each of Branwaen's responses and combat behaviors in the adventure by 1 Trust Point. Apply the elite adjustment (*Bestiary* 6) to one cave scorpion.

**Six PCs:** Increase the threshold for each of Branwaen's responses and combat behaviors in the adventure by 2 Trust Points. Apply the elite adjustment (*Bestiary* 6) to both cave scorpions.

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

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

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

The PCs can also earn a single Trust Point if they return the bronze key (lost in the west passage) to Branwaen.

As the PCs earn Trust Points, Branwaen opens up a bit about her circumstances, possibly presenting further points of discussion. You can adjust these responses based on the specific points of discussion presented by the PCs, creating a more natural conversation.

*1 Trust Point:* Branwaen introduces herself and admits that she works for the Aspis Consortium, but only reluctantly. She doesn't think going with the Pathfinder Society is likely to help her circumstances.

*2 Trust Points:* Branwaen explains she's only working for the Aspis Consortium long enough to pay off her deceased mother's debt to the organization—but if she doesn't do it, the responsibility falls to her brothers. She recently found something that might help her pay it off, but she lost it.

*3 Trust Points:* Branwaen begrudgingly admits she has nothing against the Pathfinder Society, but as far as she's concerned, they're just another obstacle along her path to getting out of her obligation to the Aspis Consortium. Perhaps, she suggests, she could be convinced otherwise.

*4 Trust Points:* After a thoughtful pause, Branwaen admits the Pathfinder Society doesn't sound so bad after all, and she might do well to speak with the Society's leadership about "less hostile arrangements."

## EVENT 1: SUDDEN STINGS MODERATE

As soon as the last player has made their second check or the PCs have earned 4 Trust Points, the sound of scuttling feet—a lot of feet—echoes from the tunnels leading into the room.

Use the map on page 6 for this encounter. The platforms along the edges of the room and its adjoining tunnels are



BRANWAEN

# THE BLACKWOOD TRUCE

even ground, but the sewer floor is uneven ground and requires a DC 15 Acrobatics check to Balance (*Pathfinder Core Rulebook* 476).

**Creatures:** Two cave scorpions approach, one from the passage north of Branwaen's den and one from the passage to the east, and attack the group. These scorpions are accustomed to the slick sewers and ignore the effects of the uneven ground in the area. They split up their attacks and try to poison as many enemies as possible. If a scorpion is reduced to 5 or fewer Hit Points, it flees into the tunnels.

If the PCs earned at least 2 Trust Points, Branwaen offers each PC a chance to choose one item from her supply of three lesser antidotes, three minor elixirs of life, and a sunrod, and spends her actions doling out the items to any PCs who want them. If they earned 4 Trust Points, Branwaen fights alongside the PCs once she's done handing out items. Otherwise, she stays out of the way, assuming this is a trick of some sort; if a PC starts Dying however, she rushes to heal them if she can, and joins the fray out of self-preservation.

## BRANWAEN

## CREATURE 1

UNIQUE N MEDIUM DWARF HUMANOID

**Perception** +6 (+8 to find traps); darkvision

**Languages** Common, Dwarven

**Skills** Acrobatics +6, Athletics +3, Crafting +5, Deception +5, Diplomacy +3, Engineering Lore +5, Intimidation +3, Society +5, Stealth +8, Survival +5, Thievery +6, Underworld Lore +5

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

**Items** lesser antidote (3), clan dagger, crowbar, disguise kit, minor elixir of life (3), hand crossbow (10 bolts), padded armor, sap, sunrod, thieves' tools

**AC** 16 (18 vs. traps); **Fort** +5, **Ref** +8 (+10 vs. traps), **Will** +7  
**HP** 17

**Speed** 20 feet

**Melee** ♦ sap +5 (agile, nonlethal), **Damage** 1d6+1 bludgeoning

**Melee** ♦ clan dagger +5, (agile, parry, versatile B), **Damage** 1d4+1 piercing

**Ranged** ♦ hand crossbow +7 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Sneak Attack** Branwaen deals an extra 1d6 precision damage to flat-footed creatures.

## CAVE SCORPIONS (2)

## CREATURE 1

N MEDIUM ANIMAL

*Pathfinder Bestiary* 2 234

**Perception** +7; darkvision, tremorsense (imprecise) 30 feet

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

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

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

**HP** 20

**Speed** 30 feet, climb 15 feet

**Melee** ♦ pincer +9 (agile, finesse), **Damage** 1d8+2 slashing plus Grab

**Melee** ♦ stinger +9 (finesse), **Damage** 1d6+2 piercing plus cave scorpion venom

**Cave Scorpion Venom** (poison); **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round); **Stage 3** 1d8 poison damage and enfeebled 2 (1 round)

## CONCLUSION

Shaken by the attack, Branwaen decides to leave with the PCs regardless of whether they've earned her trust. Feel free to roleplay her demeanor based on the party's interactions with her, such as by using the following suggested responses and dialogue.

If the PCs earned 1 or fewer Trust Points, she waits until the party asks her to come with them and responds.

---

"You sent those monsters after me to make me say yes? Fine then. Lead the way."

---

In this case, Branwaen insists she walks in the back—no one with a weapon is going to get behind her!

If the PCs earned 2 or 3 Trust Points, she waits until the party asks her to come with them, then responds.

---

"Well, I suppose your lady can't be worse than those creepy crawlies. Let's go, then."

---

If the PCs earned 4 or more Trust Points, she doesn't even wait for the PCs to ask her to leave.

---

"I'm not about to make the same mistake my momma did. If your Pathfinders can keep me safe, I'm in—maybe they can help me get my brothers to safety, too."

---

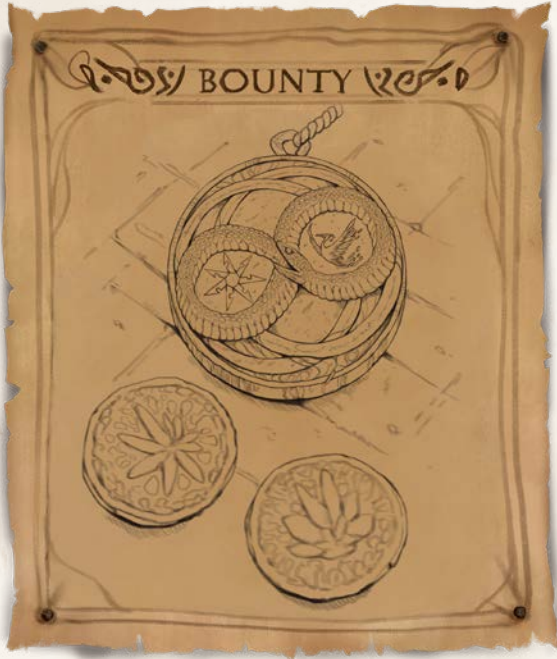
If the PCs returned Branwaen's key, she admits she stole it from the Pathfinder Society in the first place, and suggests they work together to find out what it unlocks. If they did not find the key yet, she asks that they check the tunnels one last time—they have another opportunity to find it if they look in the western passage (see page 5).

## OBJECTIVE

The PCs fulfill their objective if they convince Branwaen to meet with Valais and return from the sewers with her alive. For home groups award 100 XP to your players, which includes their awards for bringing Branwaen to the Radiant Oath and defeating the monsters. Pathfinder Society GMs, see Organized Play (page 10) for determining appropriate rewards.

# THE BLACKWOOD TRUCE

## APPENDIX: GAME AIDS



**Aspis Coin Bounty**



**Branwaen**

# THE BLACKWOOD TRUCE

## ORGANIZED PLAY

### CHRONICLE SHEET

Characters playing this adventure for Pathfinder Society credit earn a Chronicle Sheet. If the PCs return with Branwaen from the sewers, they earn 4 gp each. Bounties don't grant Downtime.

The Pathfinder Society Organized Play program uses a version of the Slow advancement presented on page 509 of the *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 TRUCE



## 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

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

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

# THE BLACKWOOD TRUCE

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work can be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content can only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms can be added to or subtracted from this License except as described by the License itself. No other terms or conditions can be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents can publish updated versions of this License. You can use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content you distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

**System Reference Document** © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Core Rulebook (Second Edition)** © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

**Pathfinder Bounty #14: The Blackwood Truce** © 2021, Paizo Inc.; Author: Caryn DiMarco.

## PAIZO INC.

**Creative Director** • James Jacobs  
**Director of Game Design** • Jason Bulmahn  
**Director of Visual Design** • Sarah E. Robinson  
**Director of Game Development** • Adam Daigle  
**Development Managers** • Jason Keeley, Ron Lundeen, and Linda Zayas-Palmer

**Senior Developer** • Jason Tondro  
**Developers** • Eleanor Ferron, Thurston Hillman, Luis Loza, and Patrick Renie

**Starfinder Lead Designer** • Joe Pasini  
**Starfinder Senior Developer** • John Compton  
**Organized Play Line Developers** • Jenny Jarzabski and Mike Kimmel  
**Design Manager** • Mark Seifter

**Pathfinder Lead Designer** • Logan Bonner  
**Designers** • James Case and Michael Sayre  
**Managing Editor** • Leo Glass

**Senior Editor** • Avi Kool  
**Editors** • Addley C. Fannin, Patrick Hurley, Ianara Natividad, and K. Tessa Newton

**Managing Art Director** • Sonja Morris  
**Art Directors** • Kent Hamilton, Kyle Hunter, and Adam Vick  
**Senior Graphic Designer** • Emily Crowell

**Production Designer** • Justin Lucas  
**Director of Brand Strategy** • Mark Moreland  
**Paizo CEO** • Lisa Stevens

**President** • Jeffrey Alvarez  
**Chief Creative Officer** • Erik Mona  
**Chief Financial Officer** • Ryan Kyle  
**Chief Technical Officer** • Vic Wertz  
**Director of Project Management** • Glenn Elliott  
**Project Coordinator** • Lee Rucker

**Vice President of Sales & E-Commerce** • Mike Webb  
**Director of Sales** • Pierce Watters  
**Sales Manager** • Cosmo Eisele

**Vice President of Marketing & Licensing** • Jim Butler  
**Director of Licensing** • John Feil  
**Marketing Coordinator** • Leah Beckleman

**Marketing and Media Manager** • Aaron Shanks  
**Director of Community** • Tonya Wolrdridge  
**Organized Play Coordinator** • Alex Speidel

**Accountant** • William Jorenbly  
**Accounting & AP Specialist** • Eric Powell  
**Finance Operations Specialist** • B. Scott Keim

**Director of Technology** • Rei Ko  
**Front End Engineering Lead** • Andrew White  
**Senior Software Developer** • Gary Teter

**Software Architect** • Brian Bauman  
**Software Developer** • Robert Brandenburg  
**Software Test Engineers** • Erik Keith and Levi Steadman

**System Administrators II** • Whitney Chatterjee and Josh Thornton  
**Web Content Manager** • Maryssa Lagervall  
**Webstore Coordinator** • Katina Davis

**Customer Service Team** • Raychael Allor, Heather Fantasia, Keith Greer, Logan Harper, and Austin Phillips

**Warehouse Manager** • Jeff Strand  
**Logistics Coordinator** • Kevin Underwood  
**Warehouse Distribution Lead** • Heather Payne  
**Warehouse Team** • Alexander Crain, Mika Hawkins, James Mafi, and Loren Walton

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

**Open Game Content:** Except for material designated as Product Identity, the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*Pathfinder Bounty #14: The Blackwood Truce* © 2021, Paizo Inc. All rights reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.

