

4-6 PCs

Adventure
A WEEK.COM

Levels 2-3



Devil of Dark Wood



A2

Devil of Dark Wood

A 5th Edition compatible adventure for four to six 2nd to 3rd level PCs

CONTENTS

Adventure Background.....	1	A Life in Ruins.....	12
Devil of Dark Wood.....	1	Hunter's Cabin.....	14
Transformations.....	1	Chapter Four.....	14
Missing Sheep.....	2	Devil's Cave.....	14
Adventure Synopsis.....	3	Hunter's Cabin Map.....	15
Adventure Hooks.....	3	Entering the Cave.....	16
Chapter One.....	4	Devil's Cave Map.....	17
Enter Rybalka.....	4	Bakinga.....	18
Bugg Inn.....	5	Woln the Hunter.....	19
Thirsty Serpent Tavern.....	5	Adjusting Final Encounter Difficulty.....	19
Thirsty Serpent Tavern Map.....	6	Powering Down the Encounter.....	19
Rybalka City Hall.....	7	Powering up the Encounter.....	19
Chapter Two.....	7	Legacy.....	19
The Missing Hunter.....	7	Return to Rybalka.....	20
Rybalka City Hall Maps.....	8-9	Financial Rewards.....	20
The Break-In.....	10	A2 – Experience Awards.....	20
Chapter Three.....	11	VTT Maps.....	21
Search for the Missing Hunter.....	11		
Encounters in Dark Wood.....	12		

CREDITS

Creative Director: Jonathan G. Nelson

Art Director: Alex Tallon

Cover Artist: Todd Gamble

Publisher: Jonathan G. Nelson

Author: Jonathan G. Nelson

Cartographer: Todd Gamble

Interior Artists: Jacob Blackmon, Matt Bulahao, Rick Hershey,

Malcolm McClinton, Sade Ryan Sumo, Jeff Ward and Public

Domain

Layout: Alex Tallon

AAW GAMES LLC

Jonathan G. Nelson

“Devil of Dark Wood” is a 5th Edition compatible adventure designed for four to six 2nd to 3rd level PCs.

This adventure is compliant with the Open Game License (OGL) located on page 20 of this product.

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 Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW Games LLC 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.



AAW GAMES LLC
PO Box #92
Snoqualmie, WA 98065

AAW Games LLC All Rights Reserved.

AAW Games, the AAW Games logo, and Adventureaweek.com, are registered trademarks of AAW GAMES LLC

Adventure Background

Devil of Dark Wood

The devils of Dark Wood were once just like other devils. They relished the thought of capturing and torturing primes, ripping them asunder when they no longer had any use. They were at home dancing in the flames of Baator, plotting and planning coups on neighboring planes and remote villages in the Outlands and living a life of evil order, structural anarchy where one keeps his so-called friends close and enemies even closer. For the devils of Dark Wood all that has changed over the past few hundred years.

The devils that live in Dark Wood have been stranded on the Prime Material Plane of existence for almost 1000 years. Over this time they changed and evolved in order to adapt to an alien way of life. Magically altered and bred with humans* to bear offspring in the manner that primes do, and unable to contact or summon reinforcements from their home plane; the devils of Dark Wood have learned to adapt. It was not easy or without sacrifice, but over many generations the changes became commonplace and the norm. Now the devils that dwell here have become accustomed to this new life, while a select few still grasp the old ways and search for a way to return home to Baator.

*Human Ancestry in the Devils of Dark Wood



Initially the devils bred with humans to create tieflings capable of bearing children. The human was then bred out of them to the point where most devils in Dark Wood are between 1/16-1/32 human. This creates some human-like traits and characteristics in the devils yet allows them to keep most of their innate abilities. Some devils are considered “tainted” by their peers and tend to lean more toward their human ancestry. Generally these devils are allowed to exist within the community but are never put in positions of power.

The Dark Wood is where Bakinga was born.

Bakinga is not your typical devil. When he was very young his father brought home some odds and ends from a recent caravan raid. Out of those odds and ends Bakinga found human books and hid them away before his father found out. Bakinga began to learn the language of the humans and read all of the books he had found. Over the next few years Bakinga taught himself arithmetic, etiquette, and even learned some basic alchemy.

One day while learning how to hunt with his father, Bakinga heard a strange noise coming from the other side of a ravine. As they came up the side of the ravine, Bakinga spied a human wagon beginning to make its way through the Dark Wood. The two devils took cover, but as the wagon passed Bakinga stepped out into the open and said “Hello.” to the humans! His father was astounded and jumped out into the open to retrieve his son. The humans began to scream and turn to flee. A human boy on the wagon took

aim with a crossbow. The boy looked about the same age as the devil child and Bakinga tried the human greeting again, “Hello.” One of the larger humans cried out to the boy “Thorin, give me the bow! Thorin!” The boy ignored his father, loaded a very rare **bolt of devil slaying** and took aim. The crossbow was fired and the bolt sailed for Bakinga’s chest. Bakinga’s father instinctively jumped in front of the bolt to protect his offspring. While not aiming at the father, the shot couldn’t have been more accurate; it plunged deep into the devil father’s heart. As the humans fled flailing about on their teetering wagon, Bakinga watched his father bleeding to death on the forest floor. With his dying words he tried to impart wisdom upon his son. “You cannot befriend the humans Bakinga. They always have and always will be our enemies. We live in different worlds. They will never understand you... You are a devil, devils are the enemies of humans... It is our way... It is...” and with that, Bakinga’s father died.

Bakinga never forgot the boy’s face and vowed to someday find him and exact his revenge. That day has now come.

Transformations

It has been fifteen years since the death of Bakinga’s father, Bakinga has grown into a mature devil and perfected his innate powers. Since his experience with the humans, Bakinga has kept secret many of his human skills and magical abilities but still uses them in secret often. He has become fluent in the human tongue and also studied much of the books he found as a child which include language, etiquette, sociology, alchemy, and combat strategy. Out of these he has excelled most at alchemy and spends his free time in the Dark Wood locating strange and rare ingredients for potions and salves.

One day while gathering rare roots in a secluded portion of the forest he witnessed a werewolf transforming back into human form. Bakinga hid and observed the human, he was of strong athletic build, covered in many scars and had colorful paint smeared upon his body. Bakinga watched him make his way back into the hills where he returned to his tribal village. The devil took great interest in this strange transformation the human had undergone and wondered how he could use it to his advantage. After some inquiries and deals with another devil, Bakinga obtained the magical **Tome of Lycanthrope Control**. After reading this tome from cover to cover, Bakinga was able to use the various spells and alchemy recipes to craft fetish dolls, bind them to a cursed were-beast while in beast form, and force them into a life of servitude. The dolls also allow Bakinga to see the world through their eyes but only while Bakinga holds one of the dolls. He can only use only one doll at a time to see through the eyes of a servant. *The horrific rituals involved in the tome may only be performed by one of evil alignment and must be undertaken for many weeks in a row.*

The rituals were quite complex involving many precise steps and utilizing rare ingredients. Bakinga persevered, and after many months concocting his potions and perfecting his spells, he was able to trap and magically control his first lycanthrope, a Vikmordere named Wo’Tok. Once under his control, Bakinga used Wo’Tok to



Missing Sheep

infect a man from the nearby village of Rybalka named Gunaar Silkbeard. Thus Bakinga was able to access and gain information on the village of Rybalka. Bakinga still after all these years wants only one thing: to find “Thorin” the man who killed his father.

Bakinga’s first couple attempts to control his human werewolf slave from afar failed, so he relocated his operation closer to the village. He found a strangely shaped cave just inside the south perimeter of Dark Wood and sent his slaves out to scout the area. Hunger of course took its toll, and one of the werewolves killed a sheep from a flock that grazed close to the forest. Bakinga realized how hungry the beasts were thus he sent them deeper into the forest where they sniffed out two skilled hunters felling a great beast of the wood. Before the hunters knew what was happening they were devoured, piece by piece while still alive.

Next Bakinga ordered his werewolf slave Gunaar Silkbeard to return to the village. He was to search for more information on the name “Thorin” through whatever means possible. Bakinga was able to see through Gunaar’s eyes as he returned and started asking the locals if they knew anyone named Thorin. It seemed that no one in the village had ever heard of the boy (presumably now a man).

After turning up no information, Bakinga telepathically ordered Gunaar to break into the local sage’s home to see if there were any records on this person. Thus, Gunaar broke into the Mastera Library, home of Sage Yuri Statel. When Gunaar stumbled upon the alchemy equipment, Bakinga could not pass it up. He ordered him to bag up many of the items along with some rare potions and ingredients. Finally he had him do one last search for any books with information on the boy. Gunaar was able to locate an old book entitled *Rybalka - Immigration Records* which contained records on all settlers of the village.

Bakinga ordered him to bring the book and the items back to a strangely shaped cavern just north of Rybalka. Almost 1000 years ago this cave held a conclave of devils which Lord Ka’Teek and his followers routed and slayed. The cave was nicknamed “Devil’s Cave”, but over past few hundred years was all but forgotten by the humans.

Bakinga began reading the book, name by name. It will take him at least two days to find what he is looking for in this book, time enough for the adventurer’s to locate Devil’s Cave.



Every day a local shepherd by the name of Brooks Balinger takes his flock of sheep north of the village to graze upon the grassy hillsides. The other day when coming back from pasture the shepherd was doing his daily count when he noticed that one of his sheep was missing. The next day despite his watchful eye and trusty herding dog, another disappeared.

Fearing a wolf, the shepherd returned to the village with his flock. That night he arrived at the Thirsty Serpent Tavern with bag of coin in hand to hire a hunter. He hoped to find Leth or Dorin, one of the two hunters he had used in the past. Sadly, neither had returned from their recent hunting expeditions into the wilderness. So instead Brooks the shepherd spoke with Fin who referred him to a recent arrival to the village named Woln.

Woln is a hunter and fisherman who came to the village a few weeks back. Woln wears the hides of the animals he has killed. He is about 5’10” with long brown hair and a full beard, he carries a longbow and hunting knives. Woln spends most of his time outside catching fish on Serpent Lake or stalking prey just outside Dark Wood. Although new to the area, Woln has already become quite familiar with the lay of the land. Woln prefers to keep to himself and has opened up only to Fin Starling, owner of the Thirsty Serpent Tavern. Fin knows Woln to be a quiet fellow who enjoys a good drink, a hot meal, and stories of wilderness survival. Other than that, Fin knows little of his past or from where he hails.

Brooks Baylinger agreed to pay Woln a total of 10 gold pieces to kill the wolf. Woln would get to keep the pelt and meat and would be paid 5 gold prior to the job and 5 gold upon presenting the wolf to Brooks. Brooks also requested that Woln turn over the stomach of the wolf so that the shepherd may check the contents for signs that this was in fact the wolf that killed his sheep.

Woln left the following morning to track and kill the wolf. By the time the sun was setting Woln still had not returned to the village. The shepherd Brooks Balinger woke the mayor with news of the disappearance. The mayor vowed to address the issue come morning had the hunter still not returned by then.

Now, daybreak comes with no sign of Woln.

The wolf stalked her prey silently, the scent of fear upon the wind.

Moving as one with the night ever closer, the wolf approached her prey.

Suddenly the wolf caught the intoxicating scent of fresh blood.

But the red that painted the fallen leaves of the forest was not that of the prey.

It was that of the hunter.

-Thalonian Torux
Skald Poet



Woln was captured by the Werewolf servants Wo'Tok & Gunaar. He was taken to Bakinga who has chained him up to the wall of Devil's Cave. Bakinga has begun a new series of experiments on Woln in an attempt to create a hybrid Werewolf-Devil using his own devil's blood, powerful ritual magic, and various magical elixirs. This distracts him from finishing the village settlers log book and locating his target "Thorin", at least for the time being.

Adventure Synopsis

The adventurers are hired by Mayor Igor Leonid or asked by shepherd Brooks Balinge to find a missing hunter.

Through either the mayor or gossip at the Thirsty Serpent Tavern they hear of a break in the night prior at the Mastera Library, Sage Yuri Statel's residence.

If the party questions Sage Yuri Statel he explains that some expensive alchemy equipment, rare ingredients and potions, and a book on early Rybalkan settlers are missing from his home. If the party investigates further they find some tufts of strange wiry reddish animal hair (Werewolf fur).

Shepherd Brooks Balinge takes the party to the pasture near Dark Wood where his sheep disappeared.

After investigating, the party finds a trail of bits of wool and drops of blood near Dark Wood that leads into the forest. After a search they find a sheep carcass. Nearby are prints in the mud/snow that look like a cross between a human and a wolf.

Following the prints through a heavy rainstorm leads the party to some ruins which have been almost entirely reduced to rubble. Hiding within is a naked man crying who screams out in rage at the party. He appears quite insane. An interrogation reveals that his name is Gunaar, a commoner from the local village. He is under the control of his "master" whom lives in "Devil's Cave" which is nearby. If great kindness and diplomacy are exercised the man can be convinced to escort the group to the cave.

Halfway to Devil's Cave the human begins to transform into a Werewolf and attacks the party. After he is defeated he bleeds to death while mumbling something about the cave and points to the east.

The party may use tracking/survival to locate additional Werewolf tracks and follow them to the cave. Alternatively, the group may use a "speak with animals" spell along with a Gather Information check to obtain directions to the cave.

The group arrives at the cave. Bakinga has already observed the party through Gunaar's eyes before he died and is expecting visitors. Depending on the PCs actions, combat against the Devil and his Barbarian (Vikmordere) Werewolf could prove quite difficult. The PCs may choose to perform recon on the cave, sneak in carefully, or charge in with spells blazing.

The party upon entering the cave spots the devil Bakinga across the cave preparing a spell. The local hunter Woln is chained to the cave wall nearby with strange blue liquid dripping out of his ears, eyes, nose, and mouth. He is awake and calls out for help. Bakinga retains the key to the shackles, so a rogue must pick the lock while the party engages the devil. Once freed, Woln's body transforms into a hybrid Werewolf which attacks the devil Bakinga.

Once the devil Bakinga is dead, Woln's body convulses and goes into shock. Even clerical magic cannot save him and he dies in Devil's Cave.

The PCs find an alchemy table with the stolen alchemy equipment and some additional apparatuses. There is also the magical Tome of Lycanthrope Control and strange fetish dolls that look like Gunaar, Wo'Tok, and Woln.

If searched thoroughly a fourth doll is found in a small side cavern. It is unknown who the fourth doll represents, this is up to the GM and could make for an interesting quest attempting to determine who in the village is really a Werewolf.

Adventure Hooks

- The local mayor hires the group to find a missing hunter.
- A local farmer hires the party to find out what is killing his sheep. He explains that a hunter he hired to do the job disappeared after receiving half his pay.
- While drinking at the Thirsty Serpent Tavern, the party overhears a couple farmers talking about a wolf that is killing off their sheep.

Once you have read the Adventure Background and Synopsis you are ready to begin.

If you are running your own Campaign Setting start by describing the village in which the PCs reside then start the adventure with Chapter Two.

If you are running the Adventureweek.com Campaign Setting start the adventure with Chapter One.



Chapter One

Enter Rybalka

After traveling for many days on the Serpent Lake the PCs are finally nearing the village of Rybalka. Although not a large village it is a welcome sight after so much travel in a dangerous frigid wilderness full of predators looking for an easy meal.

Author Notes

Take the time to research the various locations in and around Rybalka by clicking on the Campaign Setting link on the right. Then navigate click "Locations". Read up on Rybalka to learn about the village that the PCs will be spending much of their downtime within.

As you probably have noticed Adventureweek.com also links directly to Races, Classes, Spells, Locations, NPCs, and Magical-Items to make it easier for you to quickly access the information you need. *This information is not 5E compliant yet, so DMs please take note where differences might exist.*

The last leg of the PCs trip brings them into Rybalka just as the sun begins to set. Read the following:

Its been a long and cold trip from the Klavek Kingdom Homeland to the small fishing village of Rybalka. After many days of rowing through the great meandering glacial lake, you have finally reached your destination.

From behind a shroud of mist and falling snow, a smattering of wooden structures reaches out to you. The snow covered shore drifts towards you as the men slow their incessant rhythmic rowing. A blanket of silence wraps itself around you but for a moment, then is broken by the hammering of a blacksmith. You spy a wooden workshop door slightly ajar where the warm glow of a fire lights the blackened face of a bearded dwarf hard at work.

A lonely dock with only one small rowboat tied to a moor beckons you ever closer until one of the men stands and then leaps onto the dock where his legs wobble and his feet slip on the thick ice before he catches his balance. The other men begin to disembark as well.

You were expecting a crowd of onlookers to gather and welcome you to their village, or perhaps the mayor to come rushing out to greet the newly arrived adventurers. Sadly, no such thing happens and you sit in the boat not knowing what to do or where to go.

The captain turns to your group "It's late but you could still meet with the mayor if you want. Otherwise you're welcome to join my men at the tavern for a drink or three. You better snag a room at Bugg's Inn first though before he passes out for the night. Ah, the blank stares- you all are new! Follow me, I'll show ya where Bugg's place is." The captain leaps from the boat to the dock swiftly but then almost slips on the thick layer of ice and wobbles for a moment catching himself. "Don't ever fall into that water. It's colder than a devil's heart and full of serpent spawn that won't hesitate to have yer arms and legs as a warm up."

Freestyling

Although we are providing many descriptions of Rybalka it is your job to make the players feel as if they are really there. Add some flavor to spice things up a bit! What do I mean by flavor? If a player says "What kind of buildings do I see near the docks? Are there any shops?" respond on the fly:

"You peer through the thick mist as the men start to disembark the Vikmordere vessel. You can just barely make out what appears to be a couple homes where thick smoke pours out the chimneys. An old man wrapped in furs walks with the help of an old gnarled cane up to one of the doors and raps lightly upon it. The door opens and you can see the warm glow of a fire in a hearth within as well as a family having their dinner. The old man is quickly welcomed in and the door slams shut. You continue to scan the shoreline for shops but see no signs. This is a small village and as in other villages you have traveled to it is very likely that many villagers run shops directly out of their homes to save money. The captain waves his arms in front of your eyes. "Hey there! Anybody home? It's yer turn!"

I just made all that up on the fly. That's how you will want to present things to your PCs. Don't be afraid of messing something up, if you do just go with it. It might actually make things more interesting and you'll have plenty of time in between games to work out any inconsistencies in your head. It's really your world and your game so do whatever you want, just remember to have fun!

Read the following:

Your group moves through the snow slowly taking in the new and alien sites and sounds of this remote village. The smell of cedar wood burning along with the searing flesh of wilderness animals is carried along as the smoke from small log cabins mixes with the valley mist. Large poles made from solid wood and carved with all manner of animal faces stare back at you like trapped lost souls begging you for salvation.

Many of the log cabins display elk horns above their front doors, while others sport large wooden discs with eerie faces carved in the traditional Vikmordere fashion. It seems quite strange that after taking the village of Rybalka the Klavekians did not rid themselves of all the silly wooden idols the Vikmordere settlers so prominently display.

Just then a man with skin the color of ash steps out in front of you and looks you up and down. His eyes are dark, almost black and he gazes into your eyes seemingly piercing your very soul. "You are new here; today you live, but you have the smell of death upon you. See Sulwotik at daybreak to be cleansed or the beasts of the wood will come for you." The tall man then turns and walks away back into the mist from where he came.

"Don't mind him" says the captain "Just another Vikmordere looney. Actually not Vikmordere exactly, they're related all right but these are what the Vikmordere call "village people" or settlers. The ones who choose to build a home and remain in one place, quite different than the Vikmordere scum and a bit more tolerable... but not much! C'mon let's get you to Bugg's."

The captain will escort the PCs to Bugg's Inn.



Bugg Inn

Landore Bugg owns a small home in Rybalka which he calls "Bugg Inn". This "Inn" is packed full of random useless junk that Landore picks up around town while performing work. There are a couple rooms at the inn which have been cleared out for visitors to rent which helps Landore pay to acquire more junk. Staying in Landore's Inn is not very private as there are no locks on the doors. In addition, Landore is known to barge in whenever he feels like visiting or picking up tools stored in a crate in the corner of the room for jobs around town. Sometimes he makes his way out to Klavek work sites to collect scrap metal and haul it back to place in his house or yard.

Once they reach Bugg Inn, Landore Bugg will emerge from a pile of rusted metal junk (rusted mining tools, carts, and wheels) in front of his home. The captain will introduce the group to Landore Bugg and explain where the Thirsty Serpent tavern is located so the PC's can meet the soldiers there should they wish to share in a drink and get acquainted with some of the village folk.

The PCs may pay Bugg and check into their rooms which are full of broken and useless equipment. There is just barely enough space for the party to sleep on the floor amidst the debris and rubbish.

Landore Bugg is a very eccentric character and pack rat. He will barge into the PCs room unannounced looking for tools or scrap metal. He will knock over crates in the hallway making a ruckus and mess. He will offer to sell them useless junk and offer to buy their equipment for far less than it is valued. Overall he will be a genuine nuisance. The PCs have no choice but to stay here or sleep outside in the snow, so they're just going to have to deal. The house is run down with broken windows and trash everywhere. Occasionally rats crawl through the refuse on the floor.



Room Prices

*Note: 1 room is enough space for an entire adventuring party with beds for all (amongst the crates & junk!)

1 room/1 night = 5 gold
1/room/1 week = 10 gold
2 rooms/1 night = 9 gold
2 rooms/1 week = 17 gold

Laundry:

1 load = 1 silver

Firewood:

1 days worth = 3 copper
1 weeks worth = 1 silver

Food & Water:

Not available

Thirsty Serpent Tavern

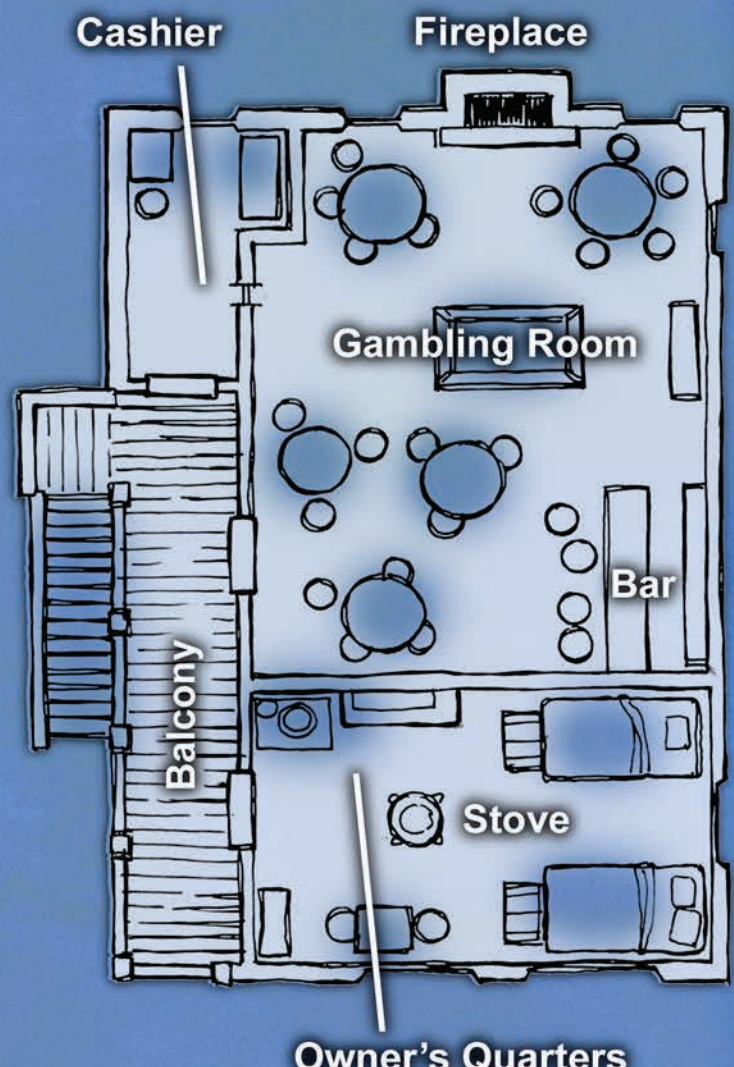
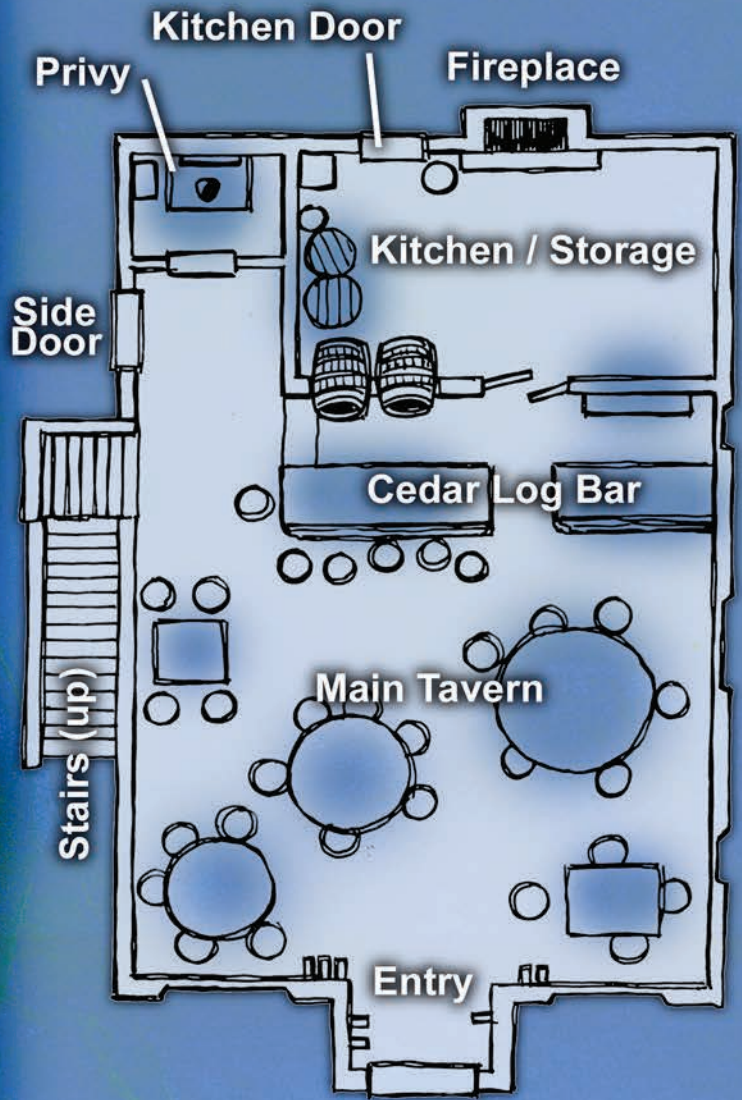
Read the following if they decide to join the captain and his men for some ales:

You approach a large building which looks like a two story log cabin. It is quite large and the sound of laughing and drunken ruckus escapes the cracks around the large wooden door at the entry. Above the entryway hangs an old wooden sign upon which a twisting sea serpent with its tail wrapping around a mug of ale is carved. Pushing the doors open reveals a large barroom, warmly lit by a glowing fireplace and a raging wood stove. A long wooden bar faces the kitchen and is lined with rough and tough looking men covered in dirt and sweat. They pound ales and talk about their day while enjoying the company of other laborers.

The inn keep, a spry looking young man with a handsome grin, rushes to and fro attempting to appease his customers. A serving boy brings plates of steaming venison and potatoes out to the round tables where the captain and his men sit. There is one seat left at the captain's table and he motions at it should you wish to join him. As you enter the men at the bar stop drinking and all turn to stare at you. It looks like they don't encounter your type here too often, and they don't look very friendly.



THE THIRSTY SERPENT TAVERN





Fin Starling will take the attention away from the PCs entrance by offering a round of ales on the house. Everyone cheers and Fin winks at the PCs, tossing a free dinner their way as a warm welcome.

If the PCs attempt to communicate with any of the men at the bar they will be in for a surprise. Most of the men don't like outsiders and will threaten or fight the PCs should the PCs continue to bother them.

The PCs will hear a local rumor or two and meet a few local characters if they spend an hour or two here. Some of the Rybalkan Village Guard will also be there and the more hospitable members will welcome the PCs to Rybalka and buy them an ale.

The captain and his men wish to drink, laugh, and tell stories while fraternizing with the women.

Rybalka City Hall

Read the following description when the PCs approach Rybalka City Hall:

Rybalka City Hall is a striking structure decorated with the traditional onion domes that adorn official buildings and temples throughout the Klavek Kingdom. Oddly enough there is the carved wooden head of an eagle protruding over the entrance. Double wooden doors open inward, presumably so in times of heavy snow access can be maintained. Upon the wooden doors are the carvings of many local animals in the traditional Vikmordere tribal style, perhaps this building was once Vikmordere.

As you push open the doors a great hall welcomes you, wooden beams crisscross the ceiling. A long old red carpet covered in stains and mud stretches the length of the wood lodge. A roaring fire blazes away in a great hearth radiating a significant amount of heat into the large structure. The entire building smells of wood and smoke and the sound of someone reading aloud can be heard from a back room. The jingle of chain mail armor greets you as you struggle to shut the enormous double doors.

Two of the Rybalka Village Guard emerge from behind a drawn curtain in a side room and approach. Both the men wear slightly damaged chain mail and carry long blades at their sides, they are dirty and smell quite foul. One of the men sports a curled mustache which he twirls as they approach. The other dons an ushanka (a large cylindrical shaped fur hat) and coughs in your direction as they approach.

“Hail travelers and welcome to the fine village of Rybalka. You have pledged allegiance to King Tokolvor Klavek XIII as Klavek Kingdom citizens, but it is this day that you arrive on the edge of the last foothold of civilization that you show true honor and allegiance to your king of your kingdom.” The other man snickers “Ah, they heard enough Nolan! Let em relax, I bet they wanna talk with Igor and get away from our stinkiness.” The man with the mustache turns to face his fellow guardsman “Barret, have you learned nothing of honor and respect in your time here? Those who fail to follow the ways of the God of War will fall in battle. You must remain alert and always present yourself and our village in the...” “Ah, shut it.” The other guard chuckles and motions you onward. “Igor.. er- Mayor Igor Leonid is in the office. Just go on in.”

You push aside the red curtain which hangs over the doorway and find a man wearing the largest ushanka you have ever seen sitting behind a huge wooden desk. He is writing feverishly and sweat drips down his face. As you enter he glances up and grins from ear to ear. “Ah ha! You have made it! Very good!” He drops his quill and walks out from behind the desk. He wears only an undershirt and pants cropped short with a pair of huge fur boots. “I am Igor, Mayor Igor Leonid of Rybalka, the village on the very edge of the great Klavek Kingdom! I pledge allegiance to King Tokolvor Klavek the thirteenth and will uphold the laws of the Klavek Kingdom until the day death takes me. I trust your journey was a safe one? Please, sit down, have some vodka. Tell me your names and a bit about yourselves. “ The mayor pulls up some stools from the corner of the room and pours a clear liquid into small glasses and pushes them towards you while he drinks from the flask.

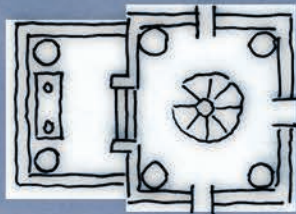
At this point have each of the PCs introduce themselves to the mayor as well as describe themselves to the party then continue with the story below.

Chapter Two The Missing Hunter

The adventurers are hired by Mayor Igor Leonid or asked by shepherd Brooks Balinge to find a missing hunter by the name of Woln.

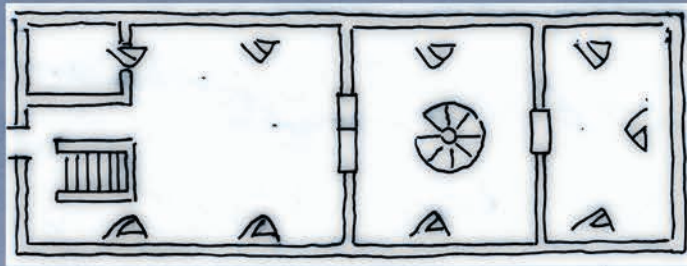
The only person in the village who has spent any time around the hunter is Fin Starling at the Thirsty Serpent Tavern. The mayor recommends starting there and following up with shepherd Brooks Balinge who recently hired Woln for a job.



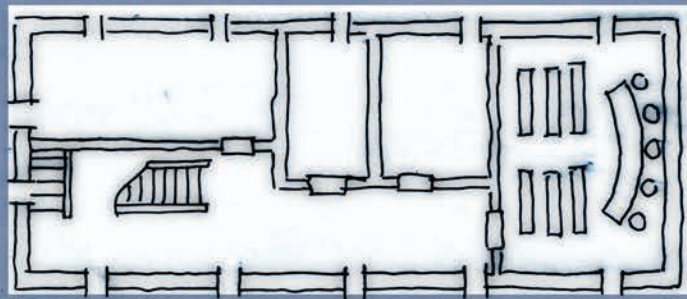


SECRET ROOMS
(IN DOMES)

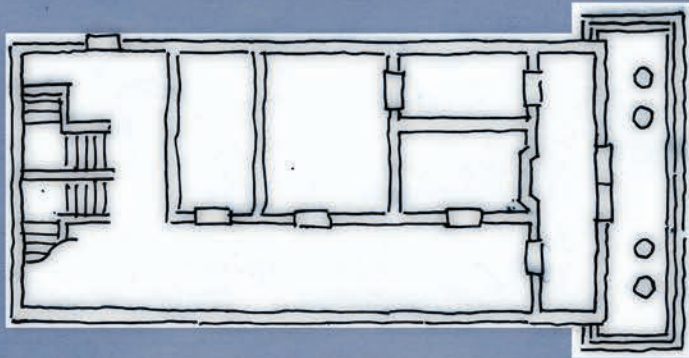
MAYOR'S LIVING
QUARTERS



MAYOR'S OFFICE
COUNCIL / COURT



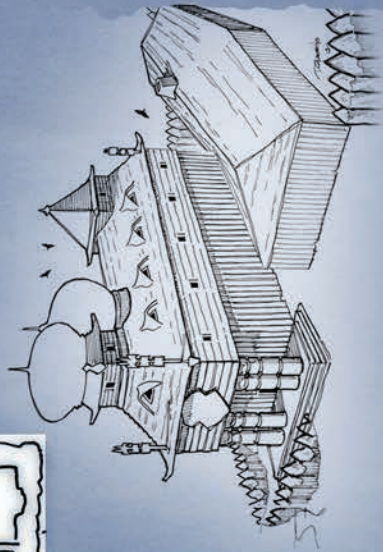
ENTRANCE
RECORDS / LICENSING



JAIL (INTERROGATION)
STORAGE



BARRACKS

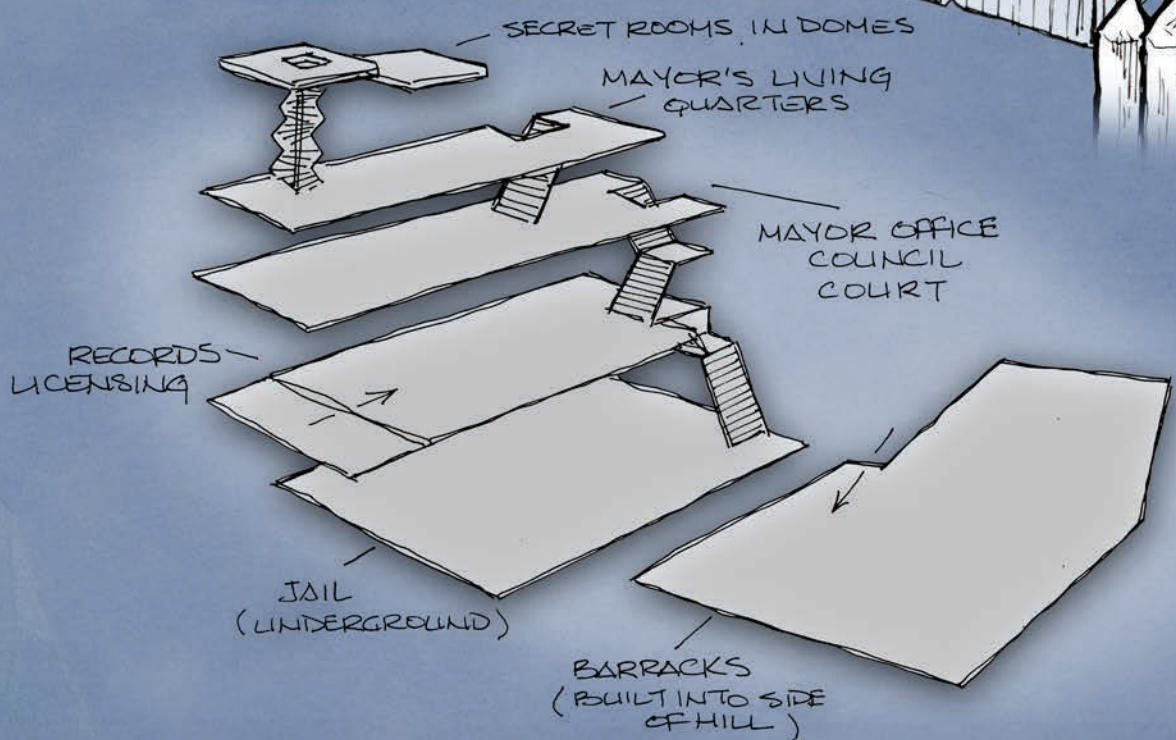
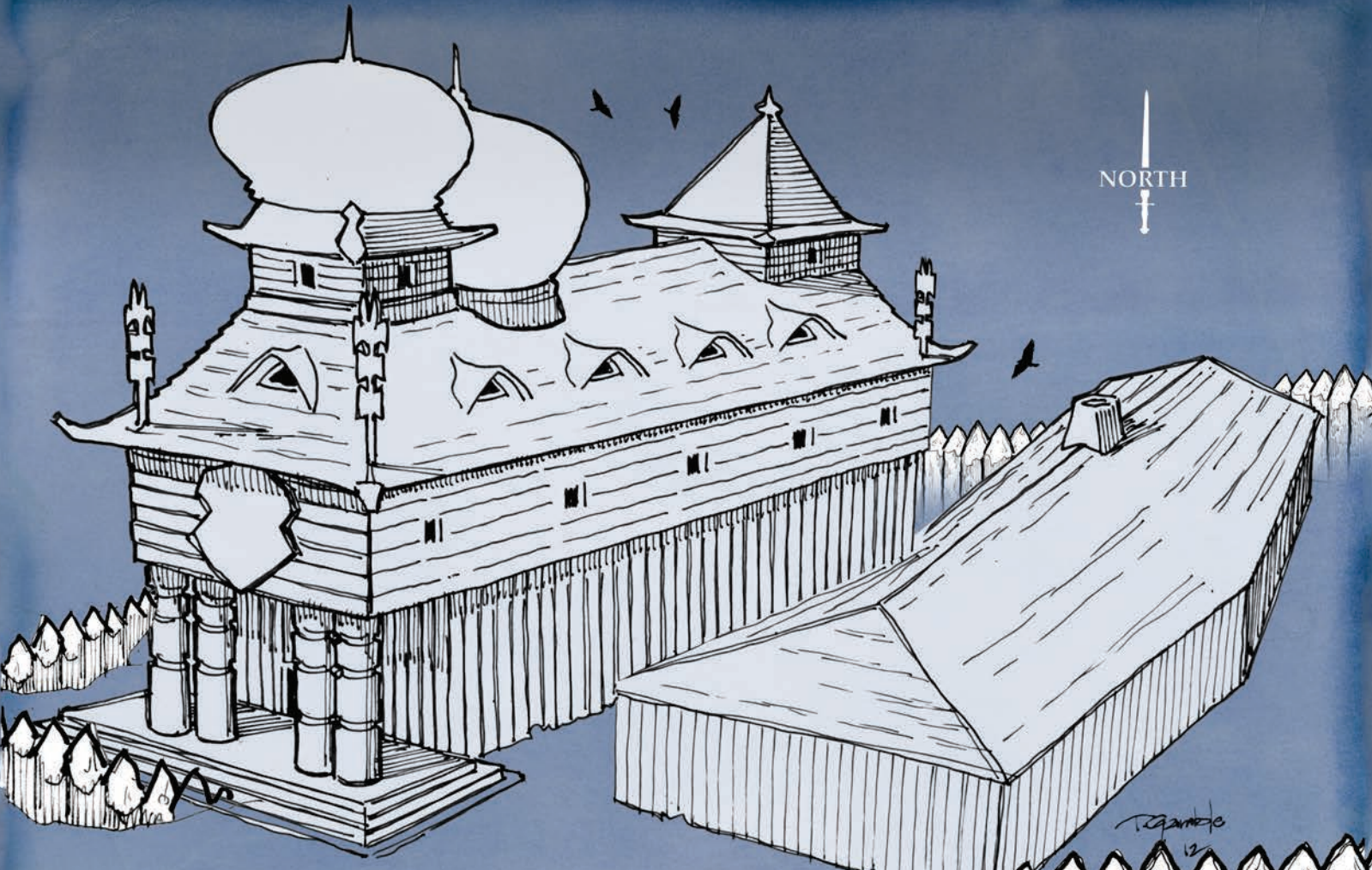


RYBALKA CITY HALL

JAIL, HOUSE, BARRACKS, AND
MAYOR'S LIVING QTRS.



NORTH
↑



RYBALKA CITY HALL

JAIL HOUSE, BARRACKS, AND
MAYOR'S LIVING QTRS.



The Break - In

Skill Check

Charisma Check - Non-paying visitors: DC 15

Charisma Check - Paying patrons: DC 10

Patrons paying for others: advantage on any charisma checks within the tavern.

Success = Fin Starling shares the following information with the party:

Woln is a hunter and fisherman who came to the village a few weeks back. Woln wears the hides of the animals he has killed. He is about 5'10" with long brown hair and a full beard, he carries a longbow and hunting knives. Woln spends most of his time outdoors catching fish on Serpent Lake or stalking prey just outside Dark Wood. Although new to the area, Woln has already become quite familiar with the lay of the land. Woln prefers to keep to himself and has opened up only to Fin Starling, owner of the Thirsty Serpent Tavern. Fin knows Woln to be a quiet fellow who enjoys a good drink, a hot meal, and stories of wilderness survival. Other than that, Fin knows little of his past or from where he hails.

If the party attempt to gather any additional information from the Thirsty Serpent tavern patrons, have them roll another skill check as follows.

Skill Check

Charisma Check (DC 15)

Success = Sage Yuri Statel's residence, also know as the Mastera Library was burglarized last night and... (roll 1d4)

1 = A sack of gold was stolen... (FALSE)

2 = Some rare books on werewolves were stolen... (TRUE)

3 = Yuri was assaulted by a shadowy figure and a rare ring given to him by his mother was stolen... (FALSE)

4 = Some books were stolen... (MOSTLY TRUE) ...and Yuri Statel is looking to hire someone to track down his stuff and return it! (TRUE)

Since this information is hearsay, the villagers do not know they are lying, thus Sense Motive will yield no additional information for the PCs.

The party may choose to proceed directly to Shepherd Brooks Baling at a small farmhouse just outside of town, or pay a visit to Sage Yuri Statel at the Mastera Library.

The Mastera Library has a very simple sign hanging over its door depicting a mortar & pestle sitting atop a large tome. The sign is freshly carved and the strong scent of cedar greets you as you approach. The door of the makeshift library & residence of the local Sage appears to have been forced in. The damage has yet to be repaired and the door is cracked open revealing a room full of books beyond.

Skill Check

Wisdom (Perception) check (DC 12)

Success = Five deep gouges which look like claw marks have been driven into the wooden door. Whatever pried this door loose may not have been human.

The door to Yuri's home the Mastera Library has been nearly destroyed by Gunaar in Werewolf form.

If the party questions Sage Yuri Statel he explains that some expensive alchemy equipment, rare ingredients and potions, and a book on early Rybalkan settlers are missing from his home. He offers the party 100 gold if they can track down the thieves and return his belongings. He will pay an extra 50 gold if all of the pieces of alchemy equipment come back undamaged.

If the party attempts to negotiate with Yuri Statel he will provide

Primary Skill Check

Wisdom (Perception) or Intelligence (Investigation) check DC 15

Success = A small bit of brown animal fur is found on the inside edge of Yuri's alchemy table.

Was this torn from clothing, hide armor, or an animal?

Secondary Skill Check

Intelligence (Nature) or Wisdom (Survival) check DC 15

Success = This fur appears to be from a very large wolf.





Tertiary Skill Check

Intelligence (Investigation) or Charisma check DC 12

Locals known to wear animal pelts:

Dwelb - A hunter who left almost 2 months ago on a hunting trip into the nearby mountains. He has not been seen since.

Leth - Another local hunter. Currently away from the village on a hunting trip.

Dorin - Yet another hunter. Currently away from the village on a **hunting** trip (possibly with Leth).

Falan - A mercenary who spends his free time drinking at the Thirsty Serpent Tavern.

Grunt - A member of the Black Bears Mercenary Company. He is currently away on a mission with the Black Bears. They are scheduled to return in 1 week.

Saivagrene - A local bard who prides himself on his tales of survival and monster slaying (he has done neither and is a scam artist). Saivagrene performs twice per week at the Thirsty Serpent playing a flute and telling stories whilst leaping from tabletop to tabletop.

Chapter Three

Search for the Missing Hunter

Every day a local shepherd by the name of Brooks Balinger takes his flock of sheep north of the village to graze upon the grassy hillsides. The other day when coming back from pasture the shepherd was doing his daily count when he noticed that one of his sheep was missing. The next day despite his watchful eye and trusty herding dog, another disappeared. Fearing a wolf, the shepherd returned to the village with his flock. That night he arrived at the Thirsty Serpent Tavern with bag of coin in hand to hire a hunter. He hoped to find Leth or Dorin, one of the two hunters he had used in the past. Sadly, neither had returned from their recent hunting expeditions into the wilderness. So instead Brooks the shepherd spoke with Fin who referred him to a recent arrival to the village named Woln. He hired Woln, paying him half the gold upfront. After that Woln disappeared and no one has seen him since.

The shepherd Brooks Balinger will fully cooperate with the PCs and tell them anything they need to know.

If the party wishes, shepherd Brooks Balinger will escort them to the pasture near Dark Wood where his sheep disappeared.

The party must search a large area to find any sign of the missing sheep.

If the party questions Sage Yuri Statel he explains that some expensive alchemy equipment, rare ingredients and potions, and a book on early Rybalkan settlers are missing from his home. He offers the party 100 gold if they can track down the thieves and return his belongings. He will pay an extra 50 gold if all of the pieces of alchemy equipment come back undamaged.

Yuri will offer his opinions whether the PCs want it or not, regardless of what they investigate in his library. He insist werewolves have come to haunt the town. He is so adamant that he insists the PCs silver their weapons, and can be convinced with a Charisma (Persuasion) check DC 10 to provide the silvering material (this eliminates the cost). It is not a permanent silvering, but rather an alchemical application that lasts for 1 week. If the PCs wish they can attain a true silvered weapon by visiting the blacksmith in town and having their weapon silvered by paying 100gp and waiting 2 hrs. If a PC does not silver a weapon, Yuri still provides one alchemical silvering for each party member that did not silver a weapon.

***DM Note:** It will be impossible for the characters to damage the werewolves in the following chapters without silvered weapons or a lot of magic. Make sure to steer them to be prepared.

Skill Check

Wisdom (Perception) check DC 18 or Wisdom (Survival) check DC 15

Success = "After a long search you find a trail of bits of dirty white wool and drops of blood leading from the pasture toward Dark Wood."

The party finds a trail of bits of wool and drops of blood near Dark Wood that lead into the forest. After a search just inside the woods they find a sheep carcass. The carcass is mostly bones and wool. The flesh of the animal has been ripped clean and massive teeth marks are gouged deep into the bones. It is fairly obvious that a creature much larger than a wolf felled this sheep and ripped it to shreds here.

Throughout this area are large prints that appear to be made by a very large wolf.

Skill Check

Intelligence (Nature) or Wisdom (Survival) check DC 15

Success = You can discern that this large wolf is in fact a biped.

A Life in Ruins

As the group follows the tracks a heavy rainstorm moves into the area. Before long the entire group is soaked and getting quite chilled by the cold wind whipping through the Dark Wood.

The rainstorm makes the tracks more difficult to follow **Wisdom (Survival) check DC 15**.

Skill Check

Wisdom (Survival) check DC 12

Those skilled in tracking may attempt to track the prints back to their source.

Success = The party is able to follow the prints deeper into the forest to the ruins described in "A Life in Ruins" below.

Failure = If a PCs fail at the Survival check, they are lost in the woods for 1 hour and may suffer a random encounter. They may re-attempt the Survival check after 1 hour. They will find or stumble upon the ruins after 4 hours.

Encounters in Dark Wood

As the PCs travel through Dark Wood you may introduce any of the following encounters.

If you prefer to stick to a straightforward plot simply skip these encounters. For every hour in the woods roll 1d6. On a result of 5 or 6 the PCs have a random encounter. Roll 1d6 to determine that encounter. See the official entry for monster statistics.

Combat

1. 4 x Wolf (CR 1/4); medium, 400 xp.
2. 1 x Wererat (CR 2); medium, 450xp.
3. 1 x Awakened Tree (CR 2); medium, 450 xp.
4. 2 x Half-Ogre (CR 1); hard, 400 xp.
5. 6 x Winged Kobold (CR 1/4); hard, 300 xp.
6. 2 x Ice Mephit (CR 1/2); easy 200 xp.

Skill Check

Wisdom (Survival) check DC 15

Characters who take active precautions such as putting on winter protections, or seek shelter have advantage on this check.

Success = The character takes measures to prevent the onset of hypothermia such as stripping out of the wet clothes and warming up using a roaring fire or magic.

Failure = The character gains a level of exhaustion.

Catastrophic Failure (natural 1) = The cold hits this character particularly hard and he or she gains 2 levels of exhaustion.

Special = A short rest by a warm fire removes a level of exhaustion. (normally, only a long rest would remove a level of exhaustion).

See the official entry for full rules on handling Exhaustion.

The large bipedal wolf tracks lead to a heap of white stones piled haphazardly and overgrown with roots and ground foliage. The purpose of this ancient structure (now a pile of rubble) has been lost over the centuries.

Read the following:

As you approach the pile of ivy covered rubble a human voice calls out. "Get away! I'll kill you! He'll make me kill you! Get away, I can't do this... I... someone please....stop me..." You see a human man in blood stained clothing nearly torn to shreds and hanging from his water soaked skin. He holds his head clutched tightly in his hands and screams as if his mind is being torn asunder piece by piece. "He's going to make me kill you! Don't you understand!?"

Just by listening to Gunaar (in human form) they can discern that he is being controlled by someone else. Gunaar refuses to look at the PCs, knowing that if Bakinga wishes he may use his eyes as a view port. As long as Bakinga stays busy in the cave he will not pick up the fetish doll and check on Gunaar. During this time Gunaar continues to lament his actions which brought about the death of innocent men.

If they are able to calm the man down they can question him and uncover additional details. Let the PCs role-play this scenario and uncover information based on their ability of acting and persuasion.



Details which Gunaar may reveal:

1. He was the one who burglarized Mastera Library (easy)
2. He has killed other humans and now wishes to die (moderate)
3. His “master” is a devil that can see through his eyes and control his actions (difficult)

Skill Check

The PCs may attempt to manipulate or fool Bakinga by providing false optical feedback to Gunaar. They may use illusions which when transmitted to Bakinga will convince the devil that someone or something other than the PCs is nearing his cave. Or they may appear to leave the woods, only to return through an alternative route and follow Gunaar from a distance as he returns to Devil’s Cave. If they attempt to fool Bakinga using a deception, roll a **Contest - Charisma (Deception) check vs Bakinga’s Wisdom (Insight) check**.

If a PC comes up with a particularly clever lie grant them advantage on the contest. Alternatively, if the lie is shallow or outrageous the PC has disadvantage on the contest.

After questioning the man the group may attempt diplomacy to convince him to lead them to Devil’s Cave.

Skill Check

Charisma (Persuasion) check DC 14

Success = “Gunaar agrees to escort you to Devil’s Cave, his master’s lair.”

If they attempt to intimidate or otherwise aggravate Gunaar he will turn toward them and unleash his cursed wolf blood upon the party with full fury. (*Jump to combat box below!*)

Before leaving the ruins the PCs can make a **Wisdom (Perception) check DC 14** to find a chest partially concealed under a collapsed stone. Removing the stone will be impossible, but they can break inside the chest with a **Strength check DC 10** or using appropriate measures or tools taking 5 minutes. Inside is a rotted mess of rusted metal and wood, but digging through the chest reveals a *silver dagger* and a *quiver of 20 silver arrows* and a *quarrel of 10 silver bolts* untouched by the elements.

Halfway to Devil’s Cave the human begins to transform into a Werewolf and attacks the party. After he is defeated he bleeds to death while mumbling something about the cave and points to the east.

Combat

Combat - Werewolf, CR 3; Hard 700 XP. See the official entry for full werewolf statistics.

Tactics: Gunaar will shapechange into hybrid form and attack.



After the combat with the werewolf, the PCs can make a Wisdom (Perception) check DC 12 to notice a plume of white smoke rising above the forest canopy a few hundred yards away.

Hunter's Cabin

If the party requires rest to heal wounds and regain lost spells they may use the Hunter's Cabin in Dark Wood as a safe house.

Cual Beartooth will allow them to stay but expects them to help out by chopping firewood and assisting him in fixing some of the outbuildings.

Skill Check

Side Jobs

If any of the PCs are close to leveling they may take on various chores for Cual in order to advance to the next level. The PCs can take a long rest only if at least half of them assist Cual with chores. Otherwise, they are only allowed a short rest and must move on. If the PCs take a long rest and you are using the milestone rules for leveling up, your PCs can level up. Any rest here will also remove any levels of exhaustion.

Chores:

Chopping Firewood **Strength** check DC 10

Repairing Outbuildings **Strength, Dexterity, or Intelligence** check DC 14

Locating Herbs in Dark Wood **Intelligence (Nature) or Wisdom (Survival)** check DC 14

Hunting/Foraging for Food **Wisdom (Survival)** check DC 12

Preparing Meals **Dexterity, Intelligence or Charisma** check DC 10

Cual is a very skilled herbalist and may choose to assist the party should anyone of them show up to his cabin wounded. Although some may think this a kind act, Cual is simply attempting to mask the smell of fresh blood and quickly heal the wounds so as not to attract devils or demons to his home.

Cual may craft the following salves or teas for the party:

Healing salve made from Xevexian leaves, Parchend Root, and Tholian Butter. Heals 2d4 + 2 hp but will only work once per month on a person. If one attempts to use it more often than this the individual will grow quite ill. Some of the ingredients are toxic when used in high dosages and cause the individual to gain a level of exhaustion.

Disease Curing Tea made from Dandelion leaves, Choren Tree Bark (peeled and boiled), Powdered Devil's Horn, and Human sweat (provided by Cual!). This concoction will cure any naturally occurring disease. It is ineffective against any magical form of illness or disease and does not cure a man made or "engineered" disease.

Resuscitation Powder made from Spicy Dill Weed, Ginger Root, Jiajia Berries, and Human bones. These ingredients are dried for 1 year then pulverized and ground into a fine powder.

When this powder is poured into the ears and nose of an unconscious or dying individual it will heal 1 hp. If the individual succeeds on a Constitution saving throw DC 14 they also gain 1d8 + 2 temporary hit points that last for 1 hour. This powder is made from very rare ingredients and is also time consuming. Cual will only offer this to close friends or in trade for something he needs or wants.

Chapter Four Devil's Cave

Devil's Cave

Location: Devil's Cave

Dangers: Traps, Hybrid Werewolves & Bakinga

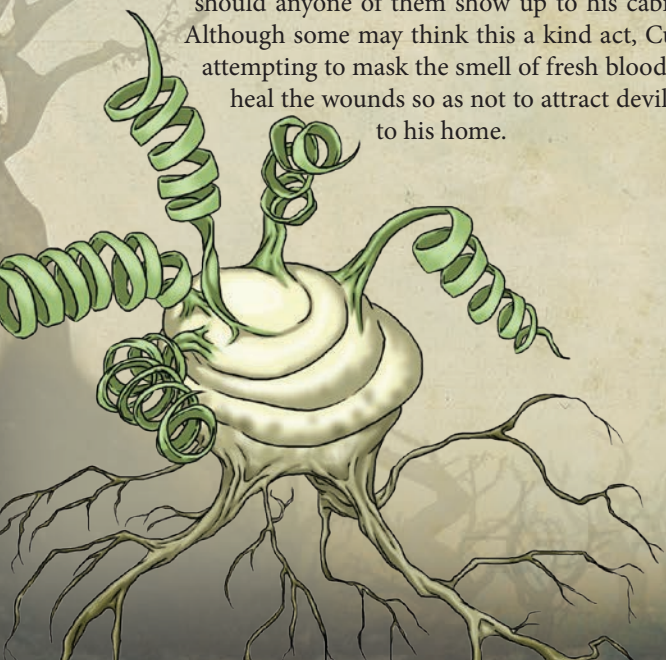
Lighting: Low Light provided by candles tucked in small alcoves throughout cave

Sounds: Echoing wolf-like growls/Faint muffled moans of an injured creature

Walls: Dark Rich Soil & Rock

Doors: None

Mood/Theme: On edge



HUNTER'S CABIN

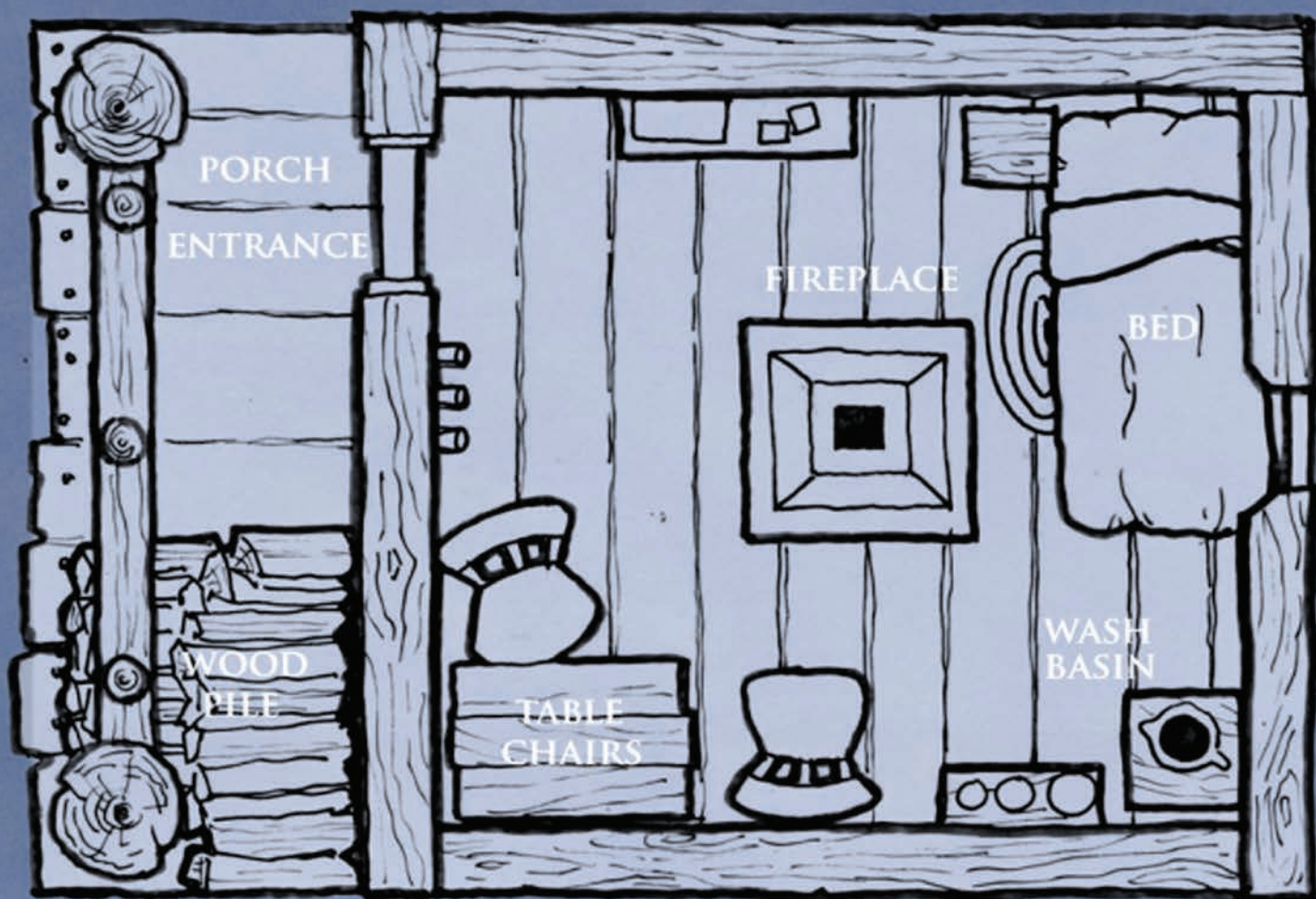
IN THE MIDDLE OF THE DARK WOOD



STABLE / SHOP

OUTHOUSE

ENTRANCE / PORCH



Timeline

Just before the PCs arrive at Devil's Cave the following occurs:

Bakinqa flips through the book stolen from Mastera Library. He hopes it holds the answer he has sought all his life; The name and whereabouts of the human "Thorin".

Through a cloudy visage Bakinqa's memory glimmers back to the past where he sees the boy "Thorin" riding home upon the wagon, his father driving the horses ever faster to outrun the two devils they saw in Dark Wood. After exiting the wood, the team of horses are spooked and turn hard! The wagon veers hard to the left then flips over sending the boy, his family, and the cargo flying through the air. Most of the occupants of the wagon land safely in the snow, but Thorin lands dead center on the road where the weight of the wagon crushes his small body and his skull, killing him instantly.

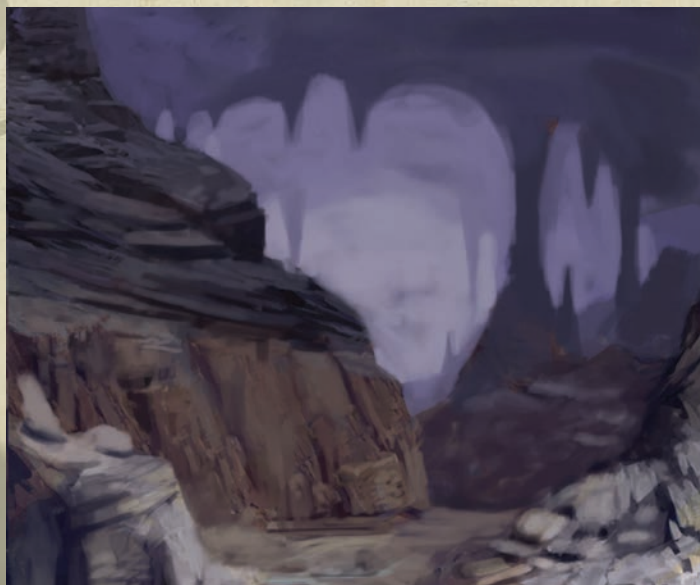
*Like a slap in the face, Bakinqa is brought back to reality. He is left staring at the page, at the words "Thorin Farintooth" - **DECEASED**. The driving purpose, the reason for his entire existence up until this point... is already dead. Bakinqa is left in shock and disarray, his lifelong enemy was dead mere minutes after fleeing Dark Wood.*

The group arrives at the cave. Bakinqa has already observed the party through Gunaar's eyes before he died and is expecting visitors but a bit stunned by his recent discovery.

Depending on the PCs actions, combat against Bakinqa the Devil, Wo'Tok the Vikmordere Werewolf, and Woln the Werewolf/ Devil hybrid could prove quite difficult.

See the section Adjusting the Difficulty below for tips on how to adjust this encounter for your party's level.

The PCs may choose to perform recon on the cave, sneak in carefully, or charge in with spells blazing.



Entering the Cave

Timeline: Order of Events

Rock Trap: The PCs will first come upon the rock trap which if triggered will warn Bakinqa and Wo'Tok that intruders are entering the cave. Bakinqa is most likely already aware of the PCs advances after watching and controlling Gunaar earlier.

Wo'Tok & Pit Trap: If forewarned, Wo'Tok will step into the darkness of a side passage, change into hybrid form and wait for the PCs. As the PCs move into the room they find a pit trap awaits. Wo'Tok will ignore anyone who falls into the trap and focus his attacks on the PCs that attempt to enter the room.

The party upon entering the main body of the cave spot the devil Bakinqa across the cave preparing a spell. If they have not already dispatched Wo'Tok, this Werewolf moves to block them and hold the PCs at the entrance to the cavern proper. He is being controlled by Bakinqa via a fetish doll. If Bakinqa can be taken out or otherwise disabled Wo'Tok will cease attacking and revert to human form.

Woln: Woln the Hunter is chained to the wall as noted on the map above. He has been undergoing heavy experimentation by Bakinqa and is near death. He does have a fight left in him though. If the PCs can free him he may join the party and fight Bakinqa (Bakinqa can only control one fetish doll/werewolf at a time). He will attack Bakinqa or Wo'Tok unless the PCs attack him.

Bakinqa: Bakinqa uses Expeditious Retreat to keep a distance from the PCs. He almost always uses his mutagen shortly before combat or as it begins. After this, Baqinka attempts to bombard his foes with his bombs and then move further into the cavern. He attempts to use the terrain to his advantage in order to cluster his foes to maximize his bomb potential, but most importantly he attempts to avoid melee confrontation.

If he has control of Woln, he will use that time to use his extracts and mutagen if required; otherwise he'll use his bomb as normal, avoiding any squares the hybrid occupies. If Woln is on the PCs' side, Baqinka will immediately use Expeditious Retreat and run further into the cave, knowing that the hybrid is unstable and will die soon. If Baqinka runs out of bombs he uses a Light Crossbow (or, if cornered, a Morningstar) coated in Imp Poison (see Imp for details).




Bakinqa's Retreat: If cornered, injured, and out of options Bakinqa attempts to lure the PCs into the second Rock Trap then uses his Staff of Teleportation (10 charges) to retreat. (He retreats to his parent's home which is tucked away deep in Dark Wood.)

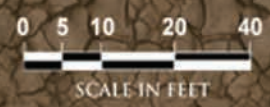


Rock Trap

Pit Trap

Rock Trap

-  Bakingqa - Devil of Dark Wood
-  Wo'Tok - Werewolf
-  Woln - Hybrid Werewolf



Devil's Cave

Pit Trap

This pit trap is actually a naturally occurring sinkhole disguised by a burlap drop cloth with strategically placed rocks.

Pit Trap: Wisdom (Perception) check DC 15, Dexterity check DC 10 to disable; affects all targets entering a 10 ft. square area; Dexterity Saving Throw DC 13 or take 2d10 damage.

Rock Traps (2)

CR 2

There are two rock traps in the cave.

The first rock trap near the entrance is set with a trip-wire across the cave floor. If triggered it releases a large net filled with rocks and debris which crashes into the PCs.

The second of the two traps is located in the rear of the cave. If Bakingqa is badly injured he will lure the PCs into this trap.

Falling Block Traps: Wisdom (Perception) check DC 10 to find, Dexterity check DC 15 to disable; affects all targets within a 10 ft. square area, Dexterity Saving Throw DC 12 or take 2d10 damage.

The local hunter Woln is chained to the cave wall nearby with strange blue liquid dripping out of his ears, eyes, nose, and mouth. He is awake and calls out for help. Bakingqa retains the key to the shackles, so a rogue must pick the lock while the party engages the devil. Once freed, Woln's body transforms into a hybrid Werewolf. This hybrid may be used by the GM to weaken or strengthen the encounter accordingly. See Adjusting the Difficulty.

Skill Check

Woln's Shackles (Locked)

Dexterity check DC 15 to open or Strength check DC 14 to break.

Combat

Bakingqa (Spined Devil), CR 2; 450 XP; plus Werewolf, CR 3; 700 XP; Adjusted encounter Hard 1725 XP. See official entries for full monster statistics.

Tactics: If Bakingqa is losing, outmatched, his fetishes are destroyed, or Wo'Tok is slain, he flees. If he is cornered he fights to the death, laughing that death for a devil is no death at all on this plane of existence.

Bakingqa

Bakingqa has many human skills and magical abilities. He has become fluent in the human tongue and also studied many of their books which include language, etiquette, sociology, alchemy, and combat strategy. Out of these he has excelled most at alchemy and spends his free time in the Dark Wood locating strange and rare ingredients for potions and salves. After some inquiries and deals with another devil, Bakingqa obtained the magical Tome of Lycanthrope Control. After reading this tome from cover to cover, Bakingqa was able to use the various spells and alchemy recipes to craft fetish dolls, bind them to a cursed were-beast while in beast form, and force them into a life of servitude. The dolls also allow Bakingqa to see the world through their eyes but only while Bakingqa holds one of the dolls. He can only use only one doll at a time to see through the eyes of a servant.





Woln the Hunter

Woln the Hunter (use werewolf stats) is unstable and may assist the party or turn against them depending on the party's actions. If they free him, he attacks either Bakingqa or Wo'Tok. If the PCs attack him, he attacks them relentlessly.

Note: Due to the extremely unstable nature of Woln's warped body he actually is at 1 hp. But due to the rituals performed on him by Bakingqa, Woln has 20 temporary hp. Once these temporary hp are lost, if he is not felled by an attack Woln will flee the cave.

Fetishes

Bakingqa's fetishes house what he understands to be the "spirit of the wolf" and he can use this to awaken and control the wolf spirit within werewolves.

These fetishes are about six inches high and have a skeleton made of tree branches tied together with the stems of flowers. The head of the each fetish is made from a polished stone. They detect as magical but are linked to Bakingqa's rituals and will not function for anyone else. They can easily be destroyed, and when destroyed release the target from Bakingqa's control.

Adjusting Final Encounter Difficulty

Powering Down the Encounter

The final encounter is balanced with Bakingqa and Wo'Tok as the main combatants against the party. This is a difficult fight, especially if the party has no magic or silver weapons to do damage Wo'Tok. Make sure the party understands that Woln is fighting against his bonds and angry, but not necessarily at the party. His assistance will swing the tide in the party's favor.

The party can also recognize that Bakingqa is controlling Wo'Tok via the fetish doll. If the party destroys or disarms Bakingqa of the fetishes, Wo'Tok will cease his attacks on the PCs, but will not turn on Bakingqa.

Powering up the Encounter

If the PCs have silvered weapons, or seem to be stronger than normal, adjust the difficulty by having Woln break free after the first round of combat. Consider also allowing him to have full HP.

If the party powers through the werewolves and it looks like a cake walk, consider allowing Bakingqa to summon 1d4 Imps (mm 76).

Legacy

Within the cavern proper the party finds an ancient stone table with the stolen alchemy equipment and some additional apparatuses. (May be returned to Yuri Statel for a reward.)

Strange fetish dolls that look like Gunaar, Wo'Tok, and Woln are found scattered about the cavern after the battle.



Skill Check

Wisdom (Perception) DC 15

Success = Locate treasure as described below.



#1: Treasure

A stash of **255 gp**, **511 sp**, **1041 cp** is found in a sack hidden within the large rock pile on the eastern wall of the cave proper.



#2: Strange Discovery

If searched thoroughly a fourth **fetish doll** is found in a small side cavern. It is unknown whom this doll represents although the apparel appears to be of Klavekian origin. The party will have to return to the village and attempt to match the doll to one of the villagers in an attempt to locate the last werewolf servant.

Return to Rybalka

The GM may decide which Rybalkan villager is the Werewolf servant to Bakinga. Remember: if Bakinga escaped he may return to the edge of Dark Wood in order to use the fetish doll. In this case he may control the individual and attempt to poison or otherwise harm the PCs. If the PCs still do not know who the last werewolf is, Bakinga will have the upper hand at this point.

Here are two possibilities:

Latrol Goldtooth - A bulky warrior who makes his living hunting Vikmordere Barbarians in remote wilderness locations. These locations have been chosen by the Klavekian Monarchy for inspection as potential logging sites, mines, or other secret operations. He is in between jobs and enjoys spending his days in the gambling hall atop the Thirsty Serpent Tavern. Most nights he enjoys drinking and singing with the villagers in the taproom. Late nights are spent arm wrestling other brutes until the wee hours.

Latrol Goldtooth - If infected, Latrol disappears in the early evening. A couple members of the Rybalkan Village Guard have spotted him leaving toward Dark Wood at night and returning at day break looking like he's been in a nasty fight with wild beasts. They recommend speaking to Wvolf who spends a lot of free time hunting devils in Dark Wood.

If Wvolf is questioned he explains that the night prior he was hunting in Dark Wood when he saw Latrol. Latrol looked confused, was tearing out his hair and screaming "Get out of my head! Get out of my head!" over and over. Wvolf decided to mind his own business and left the forest. Although Wvolf doesn't get involved in the lives of others, after the recent news of Werewolves in Dark Wood he feels it is important to tell the PCs. The last known location of Latrol was Shadowy Glade in Dark Wood, a burial site of ancient druids.

Sorin the Ship Builder - One of the best ship builders in Rybalka, Sorin lives in a longhouse on the west side of Rybalka. There are always at least 3 ships being constructed around his home at any given time. He spends all day working and his evenings resting inside by the fire drinking vodka. His two hunting dogs Go and Knot sometimes accompany him on weekend excursions to the nearby forests to hunt rabbit or elk.

Sorin Infected - Sorin has been neglecting his duties as of late and spends the waking hours holed up in his home. His two dogs are missing and have not been seen in days.

Grelf, a rude muscle-head logger usually brings trees to Sorin to use in his shipbuilding. When Sorin was not found outside working Grelf thought he might be ill and knocked on his door. Sorin told him to get lost. Grelf knocked again and told Sorin he wanted his pay. Sorin responded by throwing open the door and slamming his fist into Grelf's jaw sending him flying through the air. Now Grelf nurses an injured jaw with a cold mug of ale and a chunk of ice at the Thirsty Serpent Tavern.

Financial Rewards

1. Slaying the Werewolves = 100 gp each paid by Mayor Igor Leonid
2. Slaying the Devil Bakinga = 500 gp paid by Mayor Igor Leonid
3. Providing the Location of "Devil's Cave" to the Klavekian Government = 100 gp paid by Mayor Igor Leonid
4. Returning Yuri Statel's Alchemy Equipment = 100-200 depending (see "The Break-in")
5. Providing Yuri Statel with the fetish dolls and/or any extra alchemy equipment recovered = 50/100 gp
6. Locating the final Werewolf in Rybalka and slaying him/her = 200 gp paid by Mayor
7. Locating the final Werewolf in Rybalka and finding a cure for him/her = 200 gp paid by Mayor & 100 gp paid by family

A2 - Experience Awards

Award the party an extra 700 XP if they find the final werewolf (in addition to any xp they might receive if they decide to slay it).

Ask the party who had fun with this adventure? Award 100 xp to any player who had fun. Award 100 xp to any player who voices concerns and then address them.





RYBALKA



NORTH

Overview of RYBALKAN PENINSULA
in relationship to SERPENT LAKE

GLACIER

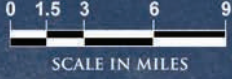
NORTH



Typical
Rybalkan Miner
Transport



Burial
Mound



Hunter's Cabin



DARKWOOD



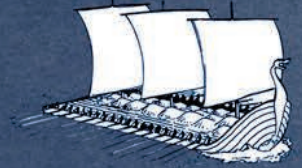
Mine Loading
Cavern Entry

Sun Lord
Ka'Teek's Crypt



Miner Transport
Fortified Entry

VILLAGE OF
RYBALKA



Typical Vikmordere Style
Iron Ore Vessel



RYBALKAN PENINSULA

VILLAGE OF RYBALKA AND ENVIRONS

KEY

- 1. RYBAKA CITY HALL & BARRACKS
- 2. RYBAKA CATHEDRAL
- 3. THIRSTY SERPENT TAVERN
- 4. RYBAKA FORGE
- 5. BUGG INN
- 6. RYBAKA LODGE
- 7. HOP SING MERCANTILE
- 8. FISHERMANS CONSORTIUM
- 9. MASTERS LIBRARY
- 10. SULWOLIK'S SPIRITS
- 11. LUMBERMILL
- 12. VICKRUCK'S ROOT CELLAR
- 13. G&M BAKED GOODS
- 14. MINERS GUILD
- 15. VILLAGE GUARD LOOKOUT
- 16. SHIPWRIGHTS GUILD

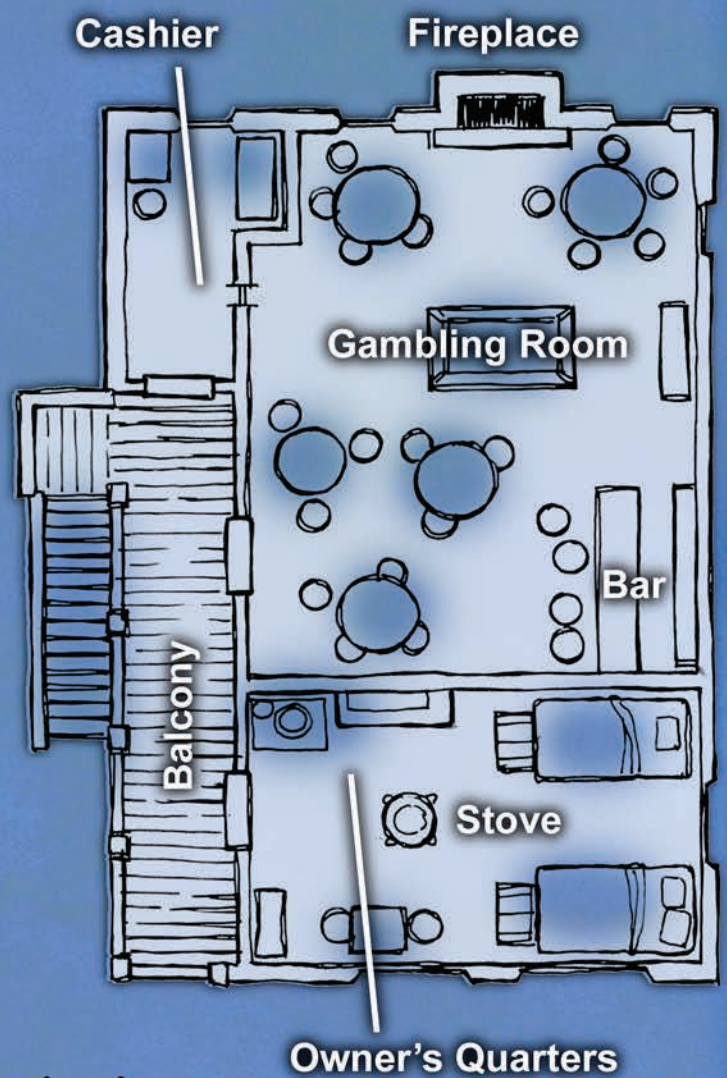
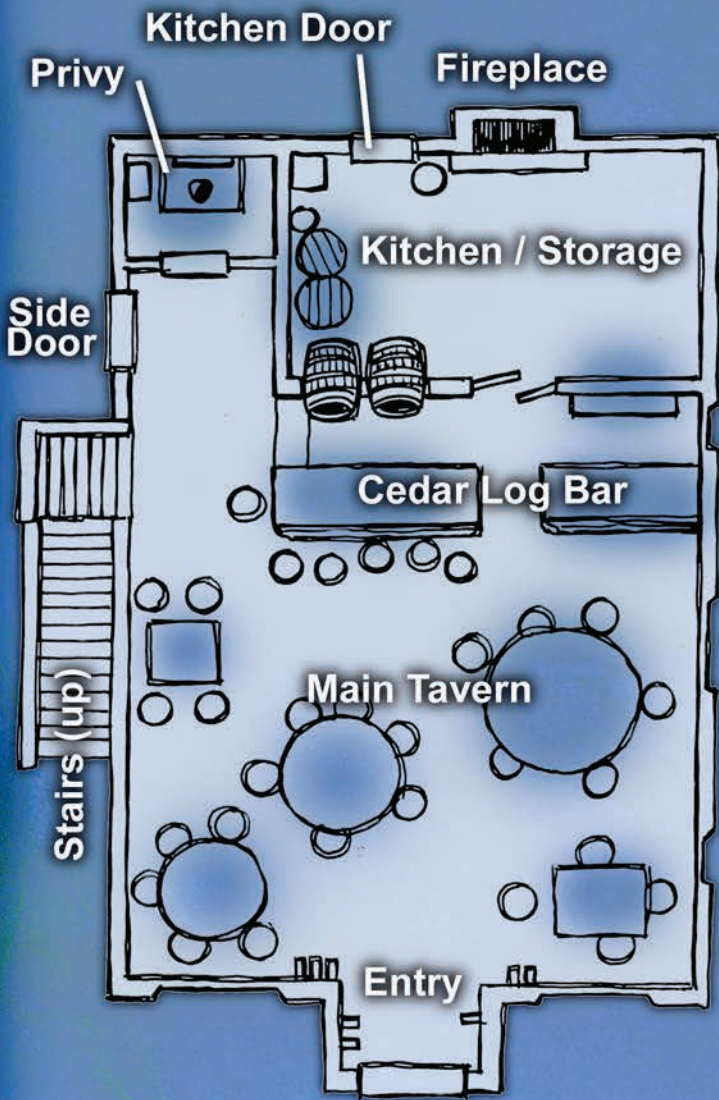


North



VILLAGE OF RYBALKA

THE THIRSTY SERPENT TAVERN



HUNTER'S CABIN

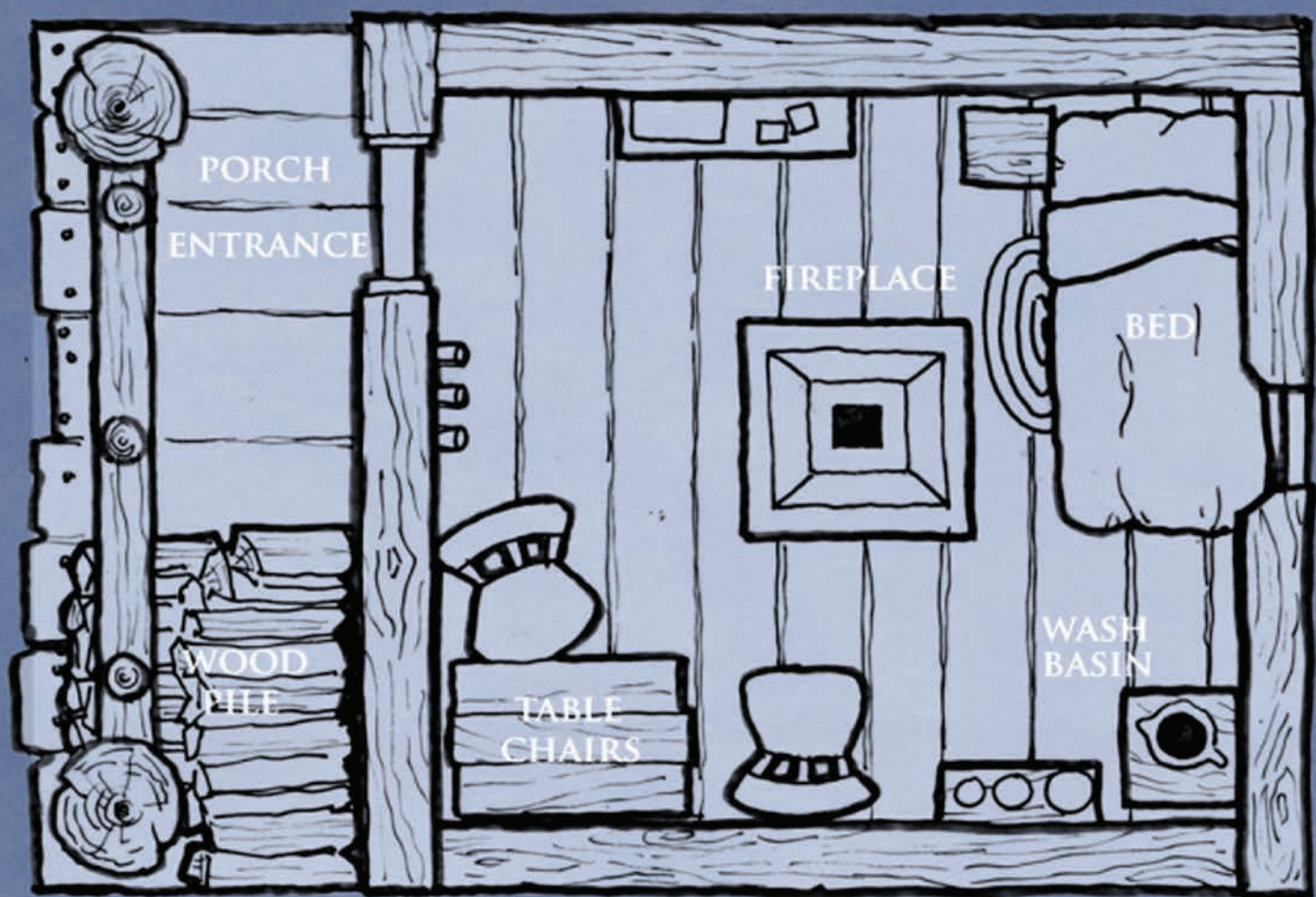
IN THE MIDDLE OF THE DARK WOOD



STABLE / SHOP

OUTHOUSE

ENTRANCE / PORCH





OPEN GAMING LICENSE

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: 1. The name “AdventureAWeek.com” as well as all logos and identifying marks of AAW Games, LLC, including but not limited to the AdventureAWeek.com logo as well as the trade dress of AAW Games products; 2. The product name “Aventyr,” as well as any and all AAW Games product names referenced in the work; 3. All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; 4. The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. 5. Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

This printing is done under version 1.0a of the Open Game License, below.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: All text within this product—excluding any text on the inside or outside of the front or back cover or on the Credits page—is hereby designated as Open Game Content, subject to the Product Identity designation included in this Legal Appendix.

Use of Content from Aventyr Campaign Setting: This product contains or references content from the Aventyr Campaign Setting and/or other publications by AAW Games. Such content is used by permission and an abbreviated Section 15 entry has been approved.

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.

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 may 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 may 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 may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may 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 which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may 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 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Devil of Dark Wood, Copyright 2015, AAW Games, Author Jonathan G. Nelson



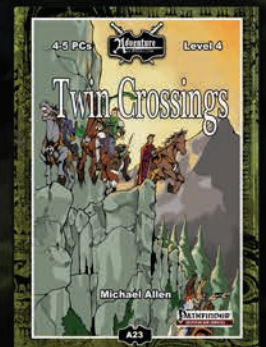
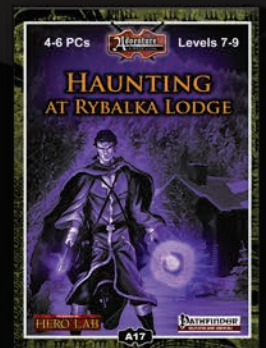
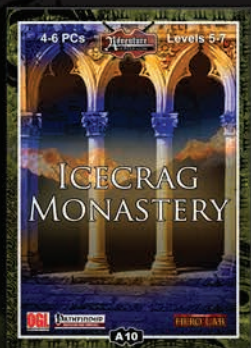
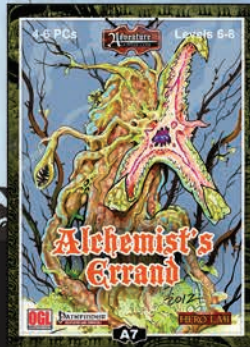
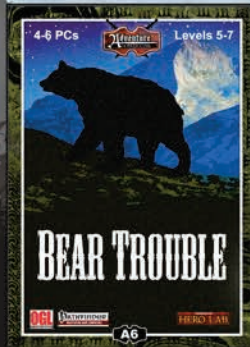
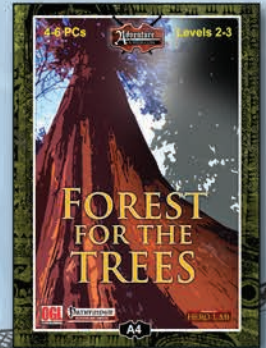
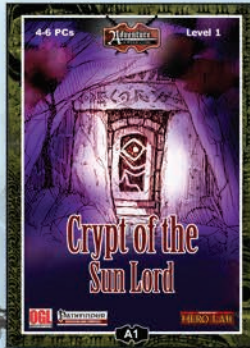
Aventyr

CAMPAIGN SETTING



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

A Realm of Adventure Awaits...



Over 20 Adventures in Print & Digital for the Aventyr Campaign Setting.

www.adventureaweek.com



A 5th Edition compatible adventure for four to six 2nd to 3rd level PCs

Bakinga is not your typical devil. Influenced by human society at a young age he took it upon himself to learn as much as he could about the “pink skins”. When his first meeting with humans results in the death of his father, Bakinga swears to find and kill the boy responsible. Ten years later Bakinga has prepared his plans for revenge. He begins experimentation on human werewolves, turning them into slaves and using them to work his way into human society searching for the boy that killed his father, now a man. When local hunters begin to disappear the mayor takes notice and hires the PCs to investigate.

The PCs search will take them into the dreaded Dark Wood where they battle werewolves and hybrid devil spawn in search of the manipulative devil Bakinga.

Also included in “Devil of Dark Wood”:

- All maps by 3x ENnie Award winning cartographer Todd Gamble
- New location: The Thirsty Serpent Tavern complete with tavern floorplan map and illustration.
- New NPC: Fin Starling, retired adventurer and owner of the Thirsty Serpent Tavern.
- New location: Hunter’s Cabin in Dark Wood
- Three new herbal medicinal cures: Healing Salve, Disease Curing Tea, and Resuscitation Powder
- Bonus maps: Rybalkan Peninsula, village of Rybalka, and Hunter’s Cabin
- Numerous options provided to power up or down the final encounter
- New Magical Item: Fetish Dolls
- New Magical Item: Tome of Lycantrope Control
- Optional open ending to allow GMs to continue the adventure!