

4-6 PCs

Adventure
A WEEK.COM

Levels 2-3



Devil of Dark Wood

D&D
ROLEPLAYING GAME COMPATIBLE

A2

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"Devil of Dark Wood" is a 3.5 OGL & Pathfinder Compatible Adventure designed for four to six 2nd-3rd level characters. This product makes use of the 3.5 OGL, Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game, and Pathfinder Roleplaying Game Bestiary. These rules can be found online as part of the 3.5 SRD and Pathfinder Roleplaying Game Reference Document at <http://www.d20srd.org/> and <http://paizo.com/pathfinderRPG/prd/> respectively.

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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 bare 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 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.



Missing Sheep

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.



RYBALKA



NORTH

Overview of RYBALKAN PENINSULA
in relationship to SERPENT LAKE



Typical
Rybalkan Miner
Transport



Burial
Mound

NORTH



Hunter's Cabin



DARK WOOD

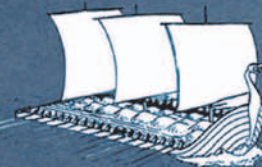
VILLAGE OF
RYBALKA

Sun Lord
Ka'Teek's Crypt



Mine Loading
Cavern Entry

Miner Transport
Fortified Entry



Typical Vikmordere Style
Iron Ore Vessel



RYBALKAN PENINSULA

VILLAGE OF RYBALKA AND ENVIRONS

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 runic 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 Balinger to find a missing hunter.

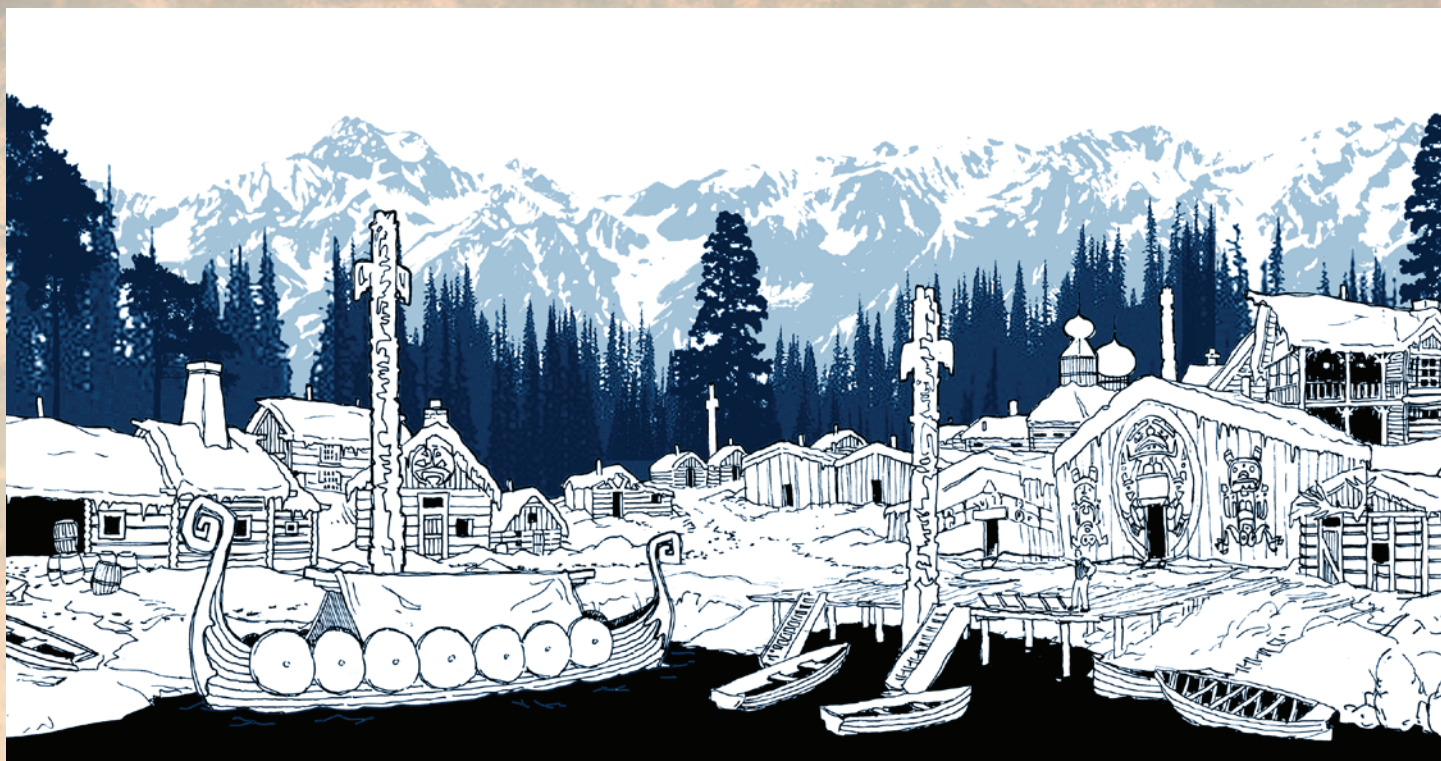
Through either the mayor or gossip at the Thirsty Serpent Tavern they hear of a break in the night prior at the Mastera Library, Sage Yuri Statel's residence.

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 Balinger 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. Bakingqa 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 Bakingqa 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. 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 which attacks the devil Bakingqa.

Once the devil Bakingqa 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.

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.

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

It's 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!

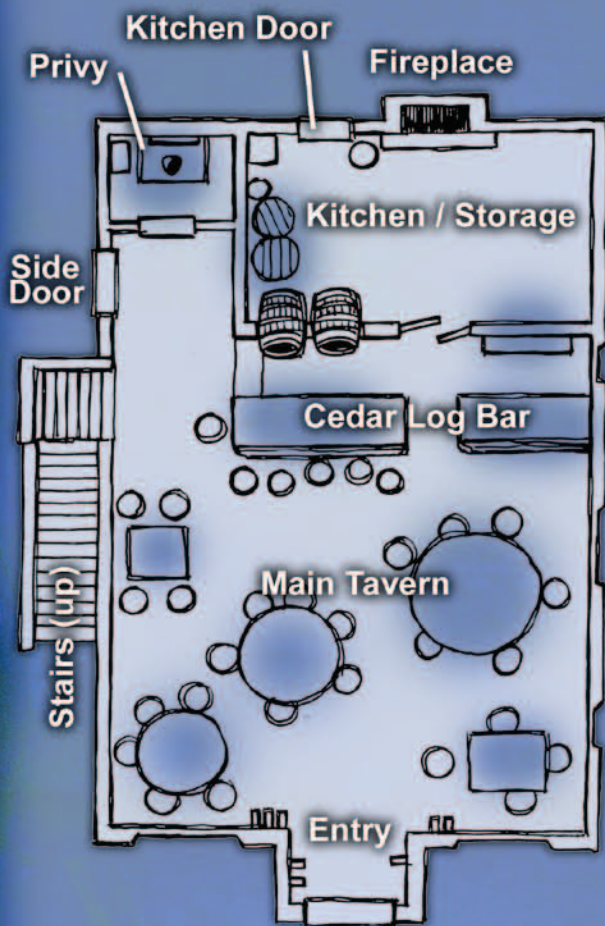
Your group moves through the snow slowly taking in the new and alien sites and sounds of this remote village. The smell of cedar wood burning along with the searing flesh of wilderness animals is carried along as the smoke from small log cabins mixes with the valley mist. Large poles made from solid 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.



THE THIRSTY SERPENT TAVERN



GROUND FLOOR



Owner's Quarters

SECOND FLOOR



SCALE IN FEET

“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.

Table: Bugg’s Inn Prices	
Rooms	
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	
*Note: 1 room is enough space for an entire adventuring party with beds for all (amongst the crates & junk!)	

Bugg Inn

Landorre 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 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.

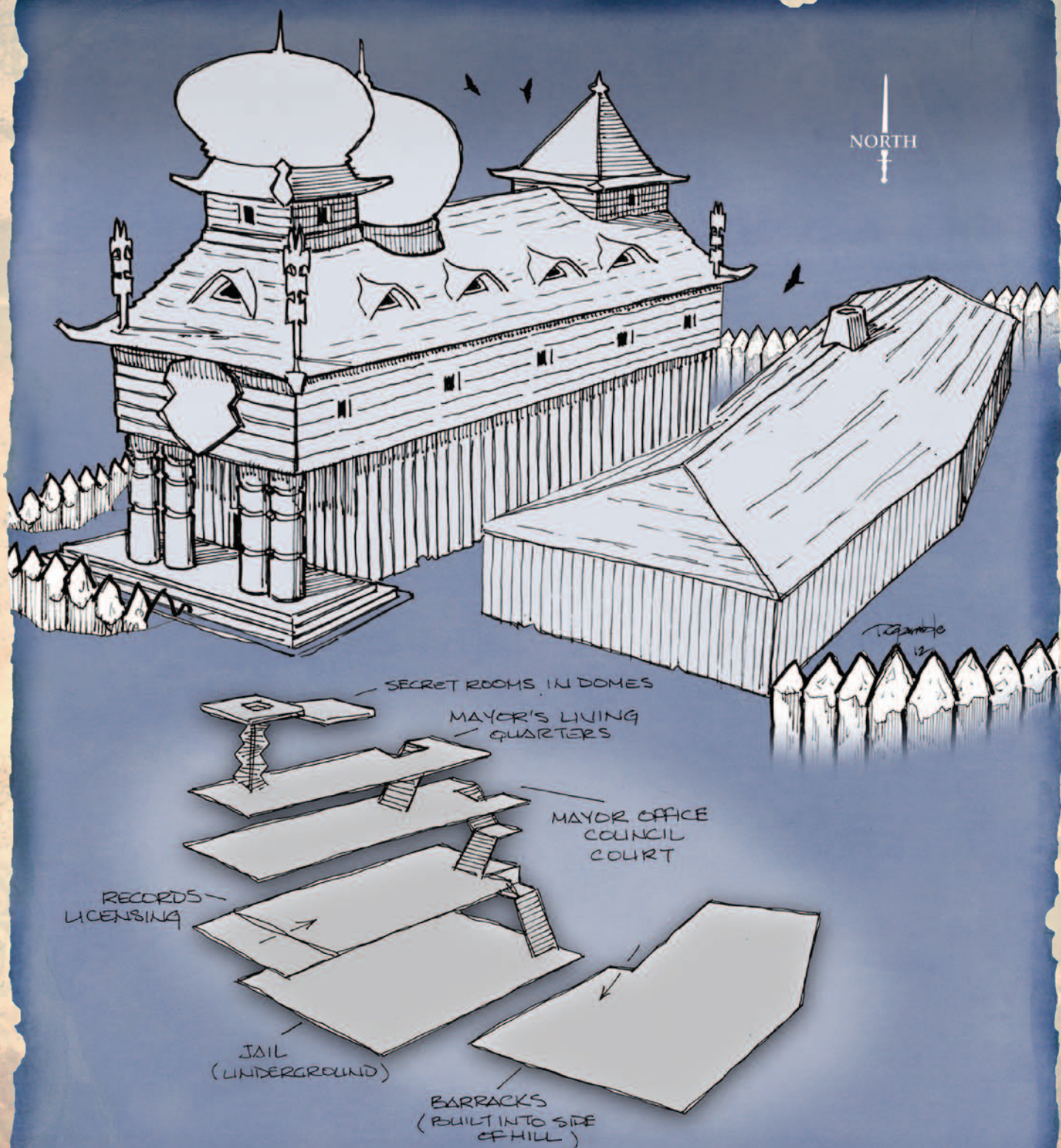
Landore does not heat the guest rooms of his home unless his guests pay for firewood for the wood stove on that half of the house. Prices are not negotiable.

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.

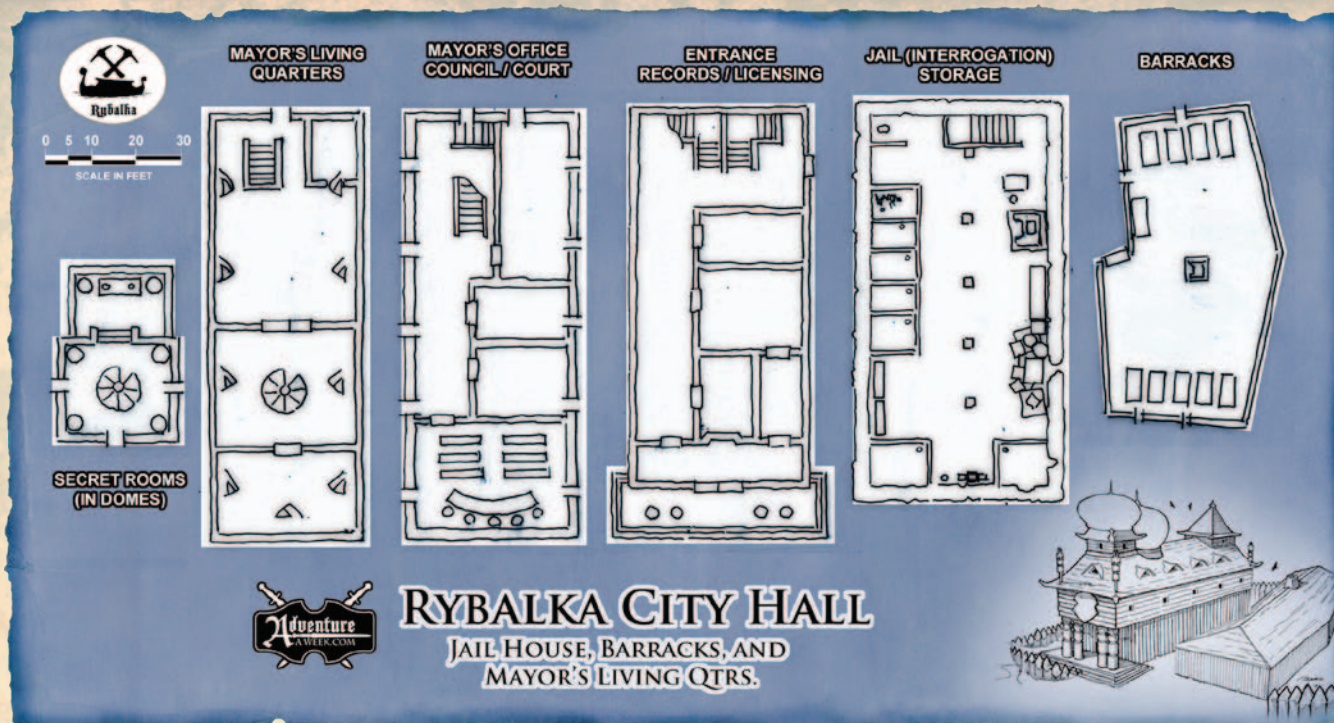
The inn keep, a spry looking young man with a handsome grin, rushes to and fro attempting to appease his customers. A serving boy brings plates of steaming venison and potatoes out to the round tables where the captain and his men sit. There is one seat left at the captain’s table and he motions at it 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.



RYBALKA CITY HALL

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





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. to Rybalka.

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 Balinger 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 Balinger who recently hired Woln for a job.

Gather Information



Non-paying visitors: DC 20

Paying patrons: DC 15

Patrons paying for others: +2 bonus per guest covered (+6 max bonus)

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.

Gather Information DC 16



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 vampires were stolen... (FALSE)

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 Balinger at a small farmhouse just outside of town, or pay a visit to Sage Yuri Statel at the Mastera Library.

The Break-In

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.

Spot/Perception 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.

Chapter Three

Search for the Missing Hunter

Every day a local shepherd by the name of Brooks Balinge 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 Balinge will fully cooperate with the PCs and tell them anything they need to know.

If the party wishes, shepherd Brooks Balinge 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.

Search/Perception DC 18



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.

Knowledge: Nature DC 20

Grant a +5 bonus if PC has Survival (tracking)



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

Survival 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.

If the party attempts to negotiate with Yuri Statel (Diplomacy +1) they can attempt to get an extra 50 gold out of him as payment up front. In negotiations, participants roll opposed Diplomacy checks, and the winner gains the advantage. (Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.)

Primary Skill Check



Search/Perception DC 20

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

Knowledge: Nature DC 15 -or-

Animal Handling DC 20

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

Tertiary Skill Check

Gather Information 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.

Encounters in Dark Wood

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

Wolf CR 1- 3.5 OGL (pg 22)/ Pathfinder (pg 24)

Wolf, Dire CR 3 – 3.5 OGL / Pathfinder

Wolverine, Dire CR 4 – 3.5 OGL / Pathfinder

Wolf, Winter CR 5 – 3.5 OGL / Pathfinder

If you prefer to stick to a straightforward plot simply skip these encounters.



Survival DC 15



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 becomes fatigued. A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Catastrophic Failure (natural 1) = An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

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 (Survival DC 15).

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.



HUNTER'S CABIN

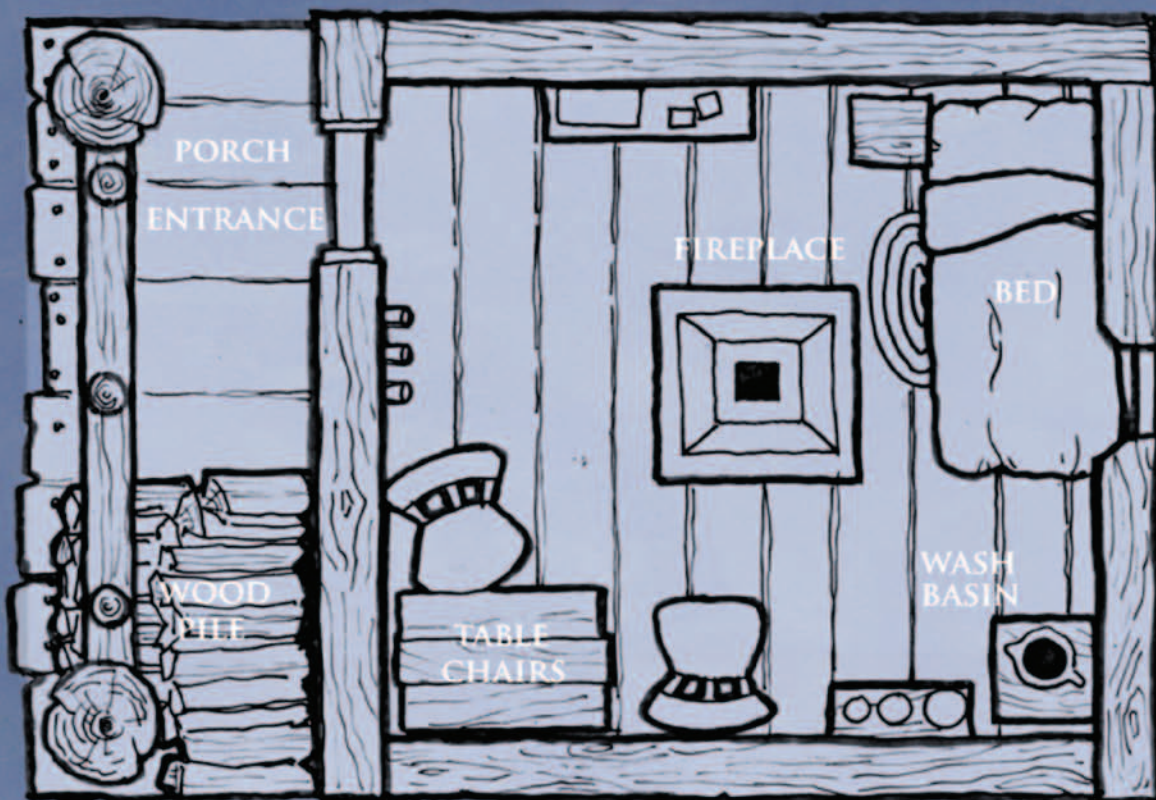
IN THE MIDDLE OF THE DARK WOOD



STABLE / SHOP

OUTHOUSE

ENTRANCE / PORCH



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 Bluff check adding whatever bonus you feel is appropriate based on the PCs actions.

Bakinga: Sense Motive +1 opposes PC Bluff Check

+0 The lie is believable

-5 The lie is unlikely

-10 The lie is far-fetched

-20 The lie is impossible

+10 You possess convincing proof (or an illusion was used)

Diplomacy DC 16

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 pgs 22 [3.5 OGL] or 24 [Pathfinder]!)

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.

There are other ways for the party to manage to find the rest of the way on their own.

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. Finally, the group can hide out and wait for the Vikmordere Werewolf Wo'Tok to happen by and follow him back to Devil's Cave.

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.

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.



Chopping Firewood | Profession Lumberjack DC 10,
Untrained: STR check

Structural Improvements to Outbuildings | Knowledge:
(architecture) DC 12

Repairing Outbuildings | Craft: Woodworking DC 12,

Locating Herbs in Dark Wood | Knowledge: Nature DC

Common = DC 12

Uncommon = DC 15

Rare = DC 20

Very Rare = DC 30

Epic Magical Plants = DC 40+

Hunting/Foraging for Food | Survival

Food for 4 people = DC 16

Food for 6 people = DC 20

Preparing Meals | Profession: Cook DC 12

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

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.

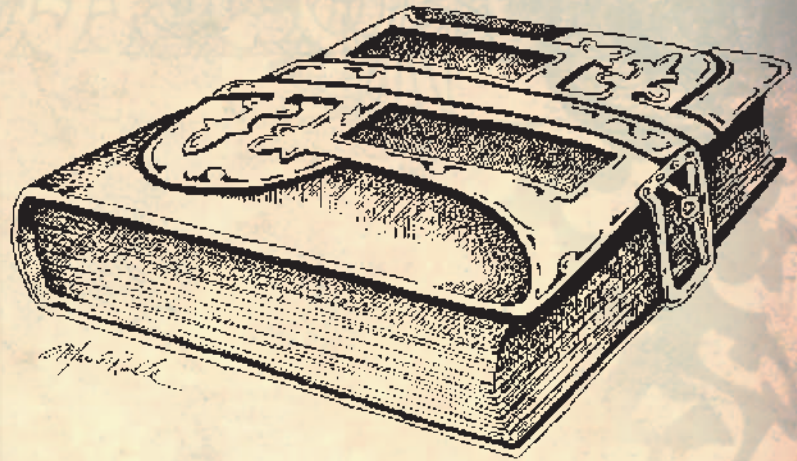
Cual may craft the following salves or teas for the party:



Healing salve made from Xevexian leaves, Parchend Root, and Tholian Butter. Heals 1d6 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 become “fatigued” for 1d4 days.

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 wake them in 1d4 rounds. The conscious person must roll a Fortitude Save DC 12 or fall back into the state from which they just awoke. If they succeed they regain 1d8+8 hp although must rest for 1 full hour before regaining full control over their body. 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. (Note: Mammal bones other than human may be used in the preparation of this powder, but it will change the Fort save to DC 18.)



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 life long enemy was dead mere minutes after fleeing Dark Wood.

Chapter Four

Devil’s Cave

Adventure Location: Devil’s Cave



Location: Devil’s Cave

Dangers: Traps, Hybrid Werewolves & Bakinqa

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

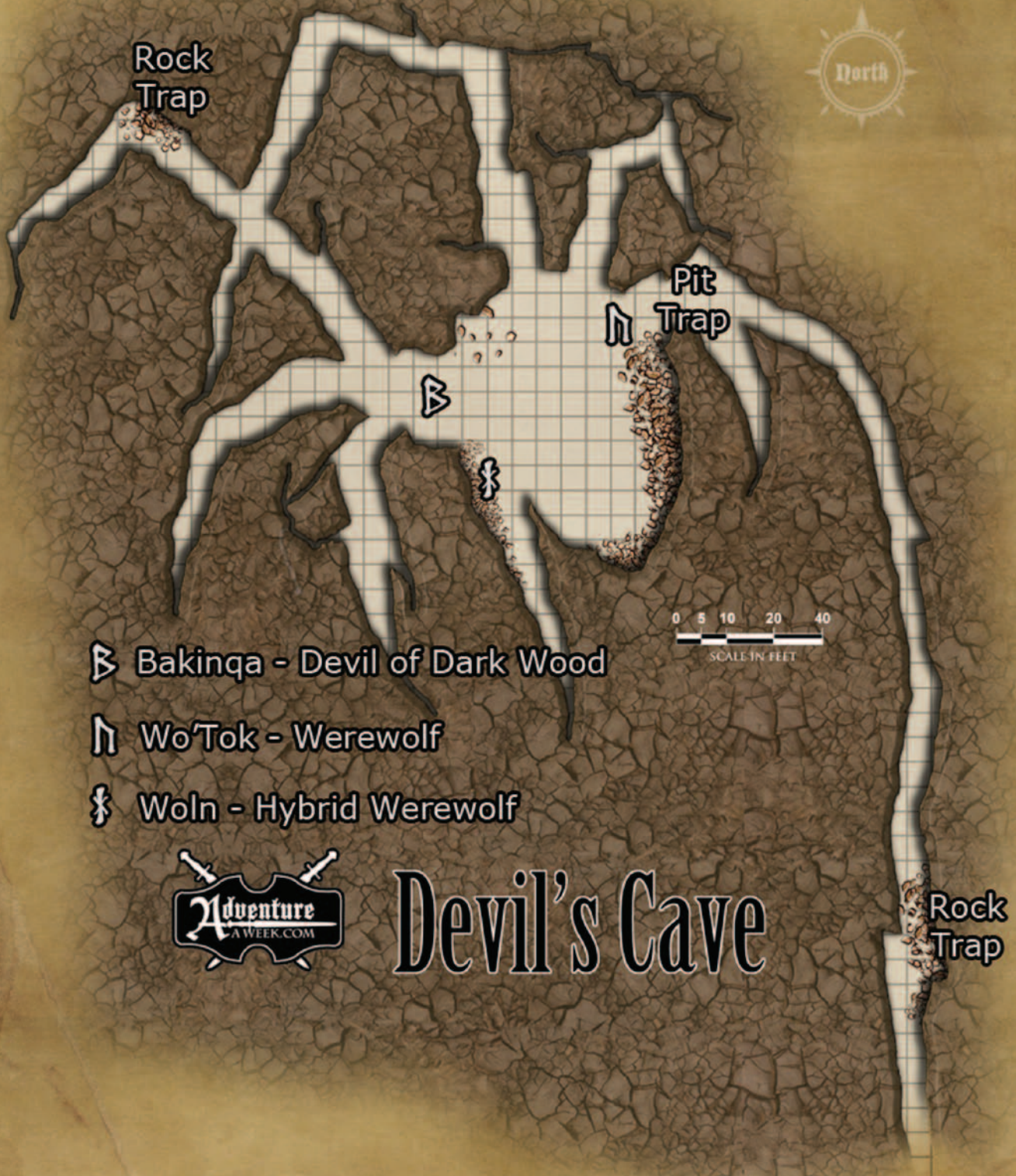
Mood/Theme: On edge

The group arrives at the cave. Bakinqa has already observed the party through Gunaar’s eyes before he died and is expecting visitors, but he is 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.



Rock
Trap

North

Pit
Trap

B

W

0 5 10 20 40
SCALE IN FEET

B Bakinga - Devil of Dark Wood

W Wo'Tok - Werewolf

W Woln - Hybrid Werewolf



Devil's Cave

Rock
Trap



Entering the Cave

Timeline: Order of Events



Rock Trap: The PCs will first come upon the rock trap which if triggered will warn Bakinga and Wo'Tok that intruders are entering the cave. Bakinga 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. See stat blocks on pgs 23 (3.5 OGL) and 26 (Pathfinder).

The party upon entering the main body of the cave spot the devil Bakinga 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 Bakinga via a fetish doll. If Bakinga 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 Bakinga 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 Bakinga (Bakinga can only control one fetish doll/werewolf at a time), attack the party, or the GM may decide randomly (50-50 chance to choose side).

Bakinga: Bakinga uses Expeditious Retreat and Longshot to keep a distance from the PCs. He almost always uses his mutagen shortly before combat or as it begins. After this, Bakinga 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, Bakinga will immediately use Expeditious Retreat and run further into the cave, knowing that the hybrid is unstable and will die soon. If Bakinga runs out of bombs he uses a Light Crossbow (or, if cornered, a Morningstar) coated in Imp Poison (see Imp for details).

Bakinga's Retreat: If cornered, injured, and out of options Bakinga 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.)

Pit Trap



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

CR 3

Search/Perception DC 20

DC 20 Reflex Save Avoids

(4d6 damage; 40 foot fall)

Disable Device DC 20

Mechanical / Location Trigger / Manual Reset

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 Bakinga is badly injured he will lure the PCs into this trap then use his Staff of Teleportation to escape.

Atk +10 melee (2d6, rock debris)

Search/Perception DC 21

Disable Device DC 20

Mechanical / Location Trigger / Repair Reset

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. This hybrid may be used by the GM to weaken or strengthen the encounter accordingly. See Adjusting the Difficulty .

Woln's Shackles (Locked)



Open Locks/Disable Device DC 15

Bakingqa (3.5 OGL pg 22 | Pathfinder pg 26)

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 (3.5 OGL pg 24 | Pathfinder pg 27)

Woln the Hunter is unstable and may assist the party or turn against them (50/50 chance).



Adjusting Final Encounter Difficulty

Powering Down the Encounter

1. The party encounters Bakingqa alone with Woln chained to the wall. Woln can be freed to assist the PCs in killing the Devil of Dark Wood.
2. The party catches Bakingqa by surprise, putting him at a disadvantage.
3. One can also place Bakingqa in a part of the cave where it's difficult for him to kite the party.
4. If the party is especially low level you may remove all traps in the cave and present Bakingqa as the only adversary here. Woln may be chained to the wall, but break free and join the fray if the PCs need extra assistance.

(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. If any of the werewolves are still alive Bakingqa takes those dolls with him when he teleports out of the cave so that he may continue to spy on the PCs.

Powering Up the Encounter

1. Increase the number and difficulty of all traps.
2. Add homemade alchemical traps but give the PCs a decent chance to spot the trap and avoid.
3. Pit Bakingqa, Woln, and Wo'Tok against the PCs.
4. Still too easy? Throw in some Werewolf minions! (Use afflicted human commoners as needed.) 3.5 OGL / Pathfinder

Legacy

Within the cavern proper the party finds an ancient stone table with the stolen alchemy equipment and some additional apparatuses.

Search/Perception DC 20

Success = Locate treasure as described below.

Treasure

#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: Bakinga 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 Infected – 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 [Wwolf](#) who spends a lot of free time hunting devils in Dark Wood.

If Wwolf 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. Wwolf decided to mind his own business and left the forest. Although Wwolf 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 evil druidic sorcerers.

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

- 50 – Per Werewolf slain (in addition to normal monster XP)
- 300 – Per Werewolf cured
- 200 – Successfully investigating the Mastera Library break-in
- 400 – Tricking Bakinga through use of illusions or manipulation of Gunaar
- 100 – Per trap avoided in Devil's Cave
- 100 – Freeing Woln prior to combat
- 200 – Discovering the fourth fetish doll
- 200 each – Discovering & Killing the final Werewolf in Rybalka
- 800 each – Discovering & Curing the final Werewolf in Rybalka
- 1000 – Curing every single Werewolf & attempting to save Woln
- 100 each – Support Roles: Cartographer (map-maker), Treasure Keeper, Adventure Log, Time Keeper/Initiative Tracker
- 100-300 each – Role-Playing experience (varies depending on if player role-played and/or altered their voice/accents)
- CR experience – (Combat, Trap Removal, etc.)
- Any additional awards you feel are appropriate

Wolf (3.5)

Size/Type: Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +3 melee (1d6+1)

Full Attack: Bite +3 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Feats: Track^B, Weapon Focus (bite)

Environment: Temperate forests

Organization: Solitary, pair, or pack (7-16)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3 HD (Medium); 4-6 HD (Large)

Level Adjustment: —

Wolves are pack hunters known for their persistence and cunning.

COMBAT

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on Survival checks when tracking by scent.



Abilities: Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8

Skills: Handle Animal +1, Hide +6, Listen +1, Move Silently +6, Spot +1, Survival +2*

Feats: Improved Initiative, Iron Will^B, Stealthy, Track^B, Weapon Focus (bite)

Environment: Temperate forests

Organization: Solitary, pair, pack (6-10), or troupe (2-5 plus 5-8 wolves)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: +3

Curse of Lycanthropy (Su): Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Trip (Ex): A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity.

If the attempt fails, the opponent cannot react to trip the werewolf.

Wolf Empathy (Ex): Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

Skills: *A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

The werewolf presented here is based on a 1st-level human warrior and natural lycanthrope, using the following base ability scores: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Bakinga CR 3 (3.5)

Size/Type: Medium Outsider (devil, evil, extraplanar, lawful)

Hit Dice: 3d8+6 (19 hp)

Initiative: +2

Speed: 30 ft.

Armor Class: 16 (20) (+2 dex, +4 chain shirt), touch 12 (14), flat-footed 14 (16)

Base Attack/Grapple: +2/+1

Attack: morningstar -1 (1d8-1) or claw -1 (1d4-1 plus poison) or light crossbow +4 (+6) ranged (1d8)

Full Attack: morningstar -1 (1d8-1) or claw -1 (1d4-1 plus poison) or light crossbow +4 (+6) ranged (1d8)

Space/Reach: 5 ft./5 ft.

Special Attack: bombs, extract, mutagens, poison

Special Qualities: darkvision 60 ft., resistance to cold 5, resistance to fire 5, spell resistance 8

Saves: Fort +4, Ref +5, Will +2

Abilities: Str 8, Dex 14, Con 12, Int 18, Wis 12, Cha 10

Skills: Balance +8, Decipher Script +12, Hide +4, Knowledge (arcane) +8, Knowledge (nature) +8, Spellcraft +12, Spot +7, Use Magic Device +10

Feats: Extra Discovery, Extra Discovery, Weapon Focus (bomb)

Challenge Rating: 3

Alignment: Lawful Evil



Gunaar – Werewolf (Hybrid Form) (3.5)

Size/Type: Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d8+1 plus 2d8+6 (20 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +2/+4

Attack: Claw +4 melee (1d4+2)

Full Attack: 2 claws +4 melee (1d4+2) and bite +0 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Curse of lycanthropy

Special Qualities: Alternate form, wolf empathy, damage reduction 10/silver, low-light vision, scent

Saves: Fort +8 Ref +5, Will +2



Languages: Common, Infernal, Abyssal, Goblin, Orc
Gear: bombs, chain shirt, extracts, fetish for controlling Gunnar, fetish for controlling Wo'tok, morningstar, mutagens

SPECIAL ABILITIES

Bombs (Su): 7/day, +5 (+7) ranged touch, 20 foot increment, 2d6+4 fire damage and Reflex DC 15 or stuck in place (as Tanglefoot Bag) and catch fire 1d6 fire per round; 6 splash damage in 10 foot radius, Reflex DC 15 to half and avoid being Entangled; can choose to not affect some splash squares

Extracts (Su): *Expeditious Retreat*, *Longshot*, *Cure Light Wounds*, *True Strike*

Fetishes (Su): Bakinga'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. The fetishes have a hardness of 5 and 10 hit points.

Mutagen (Su): +2 natural armor, +4 dexterity, -2 wisdom (note, this will affect various vital statistics; they are noted in parentheses above and below)

Poison (Ex): Claw – injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

TACTICS

If Baqinka anticipates a battle coming in a few minutes, he will use *Expeditious Retreat* and *Longshot*. 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 his wolf/devil/human hybrid on his side, 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 the wolf/devil/human 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).

If cornered, injured, and out of options Bakinga uses his Staff of Teleportation (10 charges) to retreat to his parent's home which is tucked away deep in Dark Wood. He takes the Tome of Lycanthrope Control with him.

Bakinga 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, 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.

Wo'Tok the Werewolf (3.5)

Size/Type: Medium Humanoid (human)

Fighter 2 (shapchanger)

Hit Dice: 2d10+4 (15 hp)

Initiative: +5

Speed: 20 ft.

Armor Class: 17 (+6 armor, +1 Dex), touch 11, flat-footed 16

Base Attack/Grapple: +2/+5

Attack: longsword +5 melee (1d8+4/19-20/) or bite melee (in werewolf form) +5 (1d6+4 plus curse of lycanthropy) or light crossbow ranged +3 (1d8/19-20)

Full Attack: longsword +5 melee (1d8+4/19-20/) or bite melee (in werewolf form) +5 (1d6+4 plus curse of lycanthropy) or light crossbow ranged +3 (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attack: curse of lycanthropy (DC 15)

Special Qualities: change forms, low-light vision, lycanthropic empathy +5, , scent

Saves: Fort +5, Ref +1, Will +2

Abilities: Str 17, Dex 13, Con 14, Int 8, Wis 14, Cha 8

Skills: Balance -4, Escape Artist -4, Fly -4, Intimidate +4, Move Silently -4, Ride -4, Spot +4, Swim -2

Feats: Cleave, Combat Reflexes (2 AoO/round), Improved Initiative, Power Attack -1/+2

Challenge Rating: 2

Alignment: Chaotic Evil

Languages: Common

Combat Gear: Bolts, Crossbow (20); Chainmail; Crossbow, Light; Longsword

Treasure: NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

SPECIAL ABILITIES

Change Forms (Su): Change into Hybrid or Animal forms.

Cleave: If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Combat Reflexes (2 AoO/round): You may make up to 2 attacks of opportunity per round, and may make them while flat-footed.

Curse of Lycanthropy (DC 15) (Su): Bitten enemy must pass DC 15 Fortitude save or contract lycanthropy.

Low-Light Vision: See twice as far as a human in low light, distinguishing color and detail.

Lycanthropic Empathy +5 (Ex): Improve the attitude of your type of animal, as if using Diplomacy.

Power Attack (-1/+2): You can subtract from your attack roll to add to your damage.

Scent (Ex): Detect opponents within 15+ feet by sense of smell.



Woln the Hunter (3.5)

Note: Due to the extremely unstable nature of Woln's warped body he will go into convulsions and die within 1d10+2 rounds.



Size/Type: Medium humanoid (human) natural werewolf
Fighter 2 (fiendish, shapechanger)

Hit Dice: 2d10+4 (15 hp)

Initiative: +5

Speed: 20 ft.

Armor Class: 17 (+6 armor, +1 Dex), touch 11,
flat-footed 16

Base Attack/Grapple: +2/+5

Attack: longsword +5 melee (1d8+4/19-20) or light
crossbow +3 ranged (1d8/19-20)

Full Attack: longsword +5 melee (1d8+4/19-20) or light
crossbow +3 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attack: smite good 1/day (swift action, +Cha bonus
to attack, +HD bonus to damage; persists until target dead or
creature rests)

Special Qualities: change shape (human, hybrid and wolf),
darkvision 60 ft., low-light vision, lycanthropic empathy
(wolves and dire wolves), resistance to cold 5, resistance to
fire 5, scent, spell resistance 7

Saves: Fort +5, Ref +1, Will +2

Abilities: Str 17, Dex 13, Con 14, Int 8, Wis 14, Cha 8

Skills: Climb +3, Intimidate +4, Spot +4

Feats: Cleave, Combat Reflexes, Improved Initiative,
Power Attack

Challenge Rating: 2

Alignment: Chaotic Evil

Languages: Common

Wolf (Pathfinder)

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 13 (2d8+4)

Fort +5, **Ref** +5, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, **Stealth** +6, **Survival** +1 (+5 scent
tracking); **Racial Modifiers** +4 Survival when tracking by
scent

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3-12)

Treasure none

Wandering alone or in packs, wolves sit at the top of the food chain. Ferociously territorial and exceptionally wide-ranging in their hunting, wolf packs cover broad areas. A wolf's wide paws contain slight webbing between the toes that assists in moving over snow, and its fur is a thick, water-resistant coat ranging in color from gray to brown and even black in some species. Its paws contain scent glands that mark the ground as it travels, assisting in navigation as well as broadcasting its whereabouts to fellow pack members. Generally, a wolf stands from 2-1/2 to 3 feet tall at the shoulder and weighs between 45 and 150 pounds, with females being slightly smaller.

Gunnar - Werewolf (Hybrid Form)

(Pathfinder)



CR 2

XP 600

Human natural werewolf fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; **Perception** +4

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex,
+4 natural)

hp 21 (2d10+6)

Fort +6, **Ref** +2, **Will** +2 (+3 vs. fear)

Defensive Abilities bravery +1; **DR** 10/silver



OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee longsword +6 (1d8+6/19–20), bite +1 (1d6+1 plus trip and curse of lycanthropy)

Ranged light crossbow +4 (1d8/19–20)

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 18

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +4, Intimidate +4, Perception +4

Languages Common

SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

SPECIAL ABILITIES

Bravery (Ex): As the sample werewolf is a 2nd level fighter, it gains a +1 bonus on Will saves against fear.

Change Shape (Su): All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Lycanthropic Empathy (Ex): In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Curse of Lycanthropy (Su): A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with the lycanthropy curse (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Werewolf Lycanthropy

Type curse, injury; **Save** Fortitude DC 15 negates, Will DC 15 to avoid effects

Onset the next full moon; **Frequency** on the night of every full moon or whenever the target is injured

Effect target transforms into a wolf under the GM's control until the next morning

When a PC becomes a lycanthrope, you as the GM have a choice to make. In most cases, you should take control of the PC's actions whenever he is in hybrid or animal form—lycanthropy shouldn't be a method to increase a PC's power, after all, and what an afflicted lycanthrope

does while in animal or hybrid form is often at odds with what the character would actually want. If a player wants to play a lycanthrope, he should play a natural lycanthrope and follow the guidelines for playing a character of a powerful race.

Trip (Ex): A werewolf in hybrid form can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite attack. If the attempt fails, the werewolf is not tripped in return.

ECOLOGY

Environment any land

Organization solitary, pair, or pack (3–6)

Treasure NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

In their humanoid form, werewolves look like normal people, though some tend to look a bit feral and have wild hair. Eyebrows that grow together, index fingers longer than the middle fingers, and strange birthmarks on the palm of the hand are all commonly accepted indications that a person is in fact a werewolf. Of course, such telltale signs are not always accurate, for such physical traits exist in normal people as well, but in areas where werewolves are a common problem, the traits can be damning regardless.

Of all the various types of lycanthropes, it is the werewolf that is the most widespread and the most feared. Stories of werewolves haunting lonely forest roads, prowling misty moors on the outskirts of rural societies, or dwelling in the shadows of the largest cities are widespread as well. In most societies, werewolves are feared and despised—and with good reason, as the typical werewolf personifies all that is savage and bestial in a lycanthrope. This isn't to say that good-aligned werewolves are unknown, but they're certainly a minority among their kind, and most werewolves are evil murderers who delight in the hunt and the succulent taste of raw meat.

Just as wolves are pack animals, werewolves have been known to gather in colonies and live among their own kind, humanoid by day and beast at night. Visitors to werewolf villages are generally rushed out of town before nightfall so as not to discover the citizenry's dark secret—unless, of course, the pack decides that the unlucky visitor won't be missed by friends back home.

Bakinqa (Pathfinder)

CR 3

XP 800

LE Medium Outsider (devil, evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 feet; Perception +7

DEFENSE

AC 16 (20), touch 12 (14), flat-footed 14 (16) (0 size, +2 dex, +4 chain shirt)

hp 23 (3d8+6)

Fort +4, **Ref** +5, **Will** +2

Spell Resistance 8; **Resist** fire 5, cold 5

OFFENSE

Speed 30 feet

Melee Morningstar -1 (1d8-1) or claw -1 (1d4-1 plus poison)

Ranged Light Crossbow +4 (+6) (1d8)

Special Attacks Bombs, extract, mutagens, poison

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 12, **Cha** 10

Base Attack +2; **CMB** +1; **CMD** 13

Feats: Weapon Focus: Bomb, Extra Discovery, Extra Discovery

Skills: Balance +8, Decipher Script +12, Hide +4, Perception +7, Knowledge (arcane) +8, Knowledge (nature) +8, Spellcraft +12, Use Magic Device +10

Languages: Common, Infernal, Abyssal, Goblin, Orc

Gear bombs, chain shirt, extracts, fetish for controlling Gunnar, fetish for controlling Wo'tok, morningstar, mutagens

SPECIAL ABILITIES

Bombs (Su): 7/day, +5 (+7) ranged touch, 20 foot increment, 2d6+4 fire damage and Reflex DC 15 or stuck in place (as Tanglefoot Bag) and catch fire 1d6 fire per round; 6 splash damage in 10 foot radius, Reflex DC 15 to half and avoid being Entangled; can choose to not affect some splash squares

Extracts (Su): Expeditious Retreat, Longshot, Cure Light Wounds, True Strike

Fetishes (Su): Bakinqa'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. The fetishes have a hardness of 5 and 10 hit points.

Mutagen (Su): +2 natural armor, +4 dexterity, -2 wisdom (note, this will affect various vital statistics; they are noted in parentheses above and below)

Poison (Ex): Claw – injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

TACTICS

If Bakinqa anticipates a battle coming in a few minutes, he will use Expeditious Retreat and Longshot. He almost always



uses his mutagen shortly before combat or as it begins. After this, Bakinqa 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 his wolf/devil/human hybrid on his side, 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 the wolf/devil/human is on the PCs' side, Bakinqa will immediately use Expeditious Retreat and run further into the cave, knowing that the hybrid is unstable and will die soon. If Bakinqa runs out of bombs he uses a Light Crossbow (or, if cornered, a Morningstar) coated in Imp Poison (see Imp for details).

If cornered, injured, and out of options Bakinqa uses his Staff of Teleportation (10 charges) to retreat to his parent's home which is tucked away deep in Dark Wood. He takes the Tome of Lycanthrope Control with him.

Bakinqa 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, Bakinqa obtained the magical Tome of Lycanthrope Control. After reading this tome from cover to cover, Bakinqa 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 Bakinqa to see the world through their eyes but only while Bakinqa holds one of the dolls. He can only use only one doll at a time to see through the eyes of a servant

Wo'Tok the Werewolf (Pathfinder)

This muscular creature has a man's body but the snarling head and fur coat of a wolf.



Wo'Tok CR 2

Male Human Fighter 2

CE Medium Humanoid (Human, Shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 19 (2d10+4)

Fort +5, **Ref** +1, **Will** +2

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee Longsword +5 (1d8+4/19-20/x2)

Melee Bite (in werewolf form) +5

(1d6+4 plus curse of lycanthrope)

Ranged Crossbow, Light +3 (1d8/19-20/x2)

Special Attacks Curse of Lycanthropy (DC 15)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Combat Reflexes (2 AoO/round), Improved Initiative, Power Attack -1/+2

Skills Acrobatics -4, Escape Artist -4, Fly -4, Intimidate +4, Perception +4, Ride -4, Stealth -4, Swim -2

Languages Common

SQ Change Forms (Su), Lycanthropic Empathy +5 (Ex)

Combat Gear Bolts, Crossbow (20); Chainmail; Crossbow, Light; Longsword

ECOLOGY

Environment Any land

Organization Solitary, pair, or pack (3-6)

Treasure NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

SPECIAL ABILITIES

Bravery +1 (Ex): +1 Will save vs. Fear

Change Forms (Su): Change into Hybrid or Animal forms.

Cleave: If you hit your first target, attack an adjacent target at the same attack bonus in exchange for -2 AC.

Combat Reflexes (2 AoO/round) You may make up to 2 attacks of opportunity per round, and may make them while flat-footed.

Curse of Lycanthropy (DC 15) (Su): Bitten enemy must pass DC 15 Fortitude save or contract lycanthropy.

Low-Light Vision: See twice as far as a human in low light, distinguishing color and detail.

Lycanthropic Empathy +5 (Ex): Improve the attitude of your type of animal, as if using Diplomacy.

Power Attack (-1/+2): You can subtract from your attack roll to add to your damage.

Scent (Ex): Detect opponents within 15+ feet by sense of smell.

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee longsword +5 (1d8+4/19-20)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks Smite Good 1/day (swift action, +Cha bonus to attack, +HD bonus to damage; persists until target dead or creature rests).

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8;

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +3, Intimidate +4, Perception +4

Languages Common

SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves)

ECOLOGY

Environment any land

Organization solitary, pair, or pack (3-6)

Woln the Hunter (Pathfinder)

Note: Due to the extremely unstable nature of Woln's warped body he will go into convulsions and die within 1d10+2 rounds.



Werewolf (Fiendish) CR 2

XP 600

Human natural werewolf fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** darkvision 60 ft.; low-light vision, scent; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 19 (2d10+4)

Fort +5, **Ref** +1, **Will** +2; +3 vs. fear

Defensive Abilities bravery +1; **Resist** cold 5, fire 5; **SR** 7;





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



Devil's Cave

Rock
Trap



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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.