

DARK REDWOOD DISTILLERY



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INTRODUCTION

The mayor of Rybalka has been distilling Klavekian vodakin for many years, but the primary ingredient (potatoes) can be so difficult to cultivate in this frigid landscape as to make authentic vodakin impracticable here. Mayor Igor Leonid sought an alternative in the form of a hel-tainted root, and unwittingly distilled a monster.

MAYOR IGOR LEONID, FIRST DISTILLER OF VAR'VODAKIN

Mayor Igor Leonid is a busy man and today is no exception. He's simultaneously trying to manage disgruntled loggers, locate a missing hunter, negotiate with price-gouging Rybalkan fishermen, and placate a group of iron miners on strike.

On top of all this, Mohkba Distillation Society's Master Inspector Kostareva has arrived in Rybalka to scrutinize Igor's vodakin distillery, the Dark Redwood Distillery. It is not up to Mohkbavian standards—Igor Leonid knows he is about to be caught red-handed using prohibited materials, primarily varoot.

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HIRED HANDS

Igor discreetly approaches the characters as they arrive in Rybalka and offers to pay 100 gp, (half up front, half after the job), for traveling to the Dark Redwood Distillery treehouse, locating and removing every single varoot there, and carefully destroying any evidence pertaining to the root.

Snowshoes, 4 pounds of food and other supplies per character, and a map to the treehouse are provided.

Igor stays behind to stall Master Kostareva.

The characters learn the command words for *Melting Magic* and *Sonic Boom*, but not what they do.

Minor Hazard: Security System.

The magic stepping stones are helpful for Igor to thaw the icy path in spring/summer whilst acting as a trapping system for unwanted visitors the rest of the year.

The snow atop the stones is currently 12 feet deep.

Melting Magic. The stones magically melt all snow and ice in contact, if at least 10 feet deep this effect also creates natural pit traps the depth of the snow cover. “Odhalit cestu” enables / “skryty cestu” disables the *Melting Magic*.

Sonic Boom. When a creature comes in contact with a stepping stone, the stone resonates and explodes, dealing the creature 1 Thunder damage and 5 (2d4) Bludgeoning damage. “Ticho” disables Explosive Rock for 1 hour.

2. ENTERING THE TREEHOUSE

Rope Ladder.

The command words to lower the ladder are “sezam otvor sa”; alas, that portion of Igor’s missive is smudged. The party can lower the ladder by targeting the thin leather straps holding it in place.

Leather Straps

AC 16, hp 1

Waxed Rope Ladder

AC 11, hp 11

Damage Resistances Fire

At the top of the ladder is a locked reinforced wooden trapdoor that can be opened with a Utilize action with thieves’ tools and a **DC 16 Dexterity check**.

Reinforced Trap Door (Dark Redwood, Locked)

AC 15, hp 22

Damage Resistances Fire

JOURNEY TO THE TREEHOUSE

Track Time. The characters have 24 hours before the inspection takes place at the treehouse.

Guide: Ughuku. A local Vikmordere guide may be hired for 2 sp/day to help the characters navigate the wilderness.

Travel Time. It takes 8 hours to reach the treehouse, 6 hours if Ughuku is hired, and 1d4 + 12 hours should the characters venture out without snowshoes or cold weather clothing.

Encounter. 3 hungry **wolves**.

Travel Conditions.

Temperature. -3°F (-19°C) to 11°F (-11°C)

Weather. Snowing

Snow Depth. 4 feet, halved under large trees, Difficult Terrain without snow shoes.

DARK REDWOOD DISTILLERY

Climbing a hill laden with snow you arrive at a beautiful vista overlooking much of the surrounding forest. A handsomely constructed utilitarian treehouse devoid of windows crawls up through the branches into the sparse canopy.

1. (I'M NOT YOUR) STEPPING STONE

As you approach the treehouse, an eagle lands in a nearby tree and drops a paper to the ground before taking flight again.

The paper is a hastily scribbled note from Igor, wet from the flight of the **eagle**.

“Hey all, I forgot to tell you about the magic security measures. Here are the words you’ll need. I think this is all of them, but I could be wrong. There is...” the rest of the message disappears into an ink blotch.



MINI-GLOSSARY

Mini Glossary (Tactical i)

Varoot. Root from Hel. Magic warming properties, slightly poisonous when raw. (Tactical i)

Hel-Tainted Varoot. A strong and volatile mutation.

Vodakin. Drink of choice in the Klavek Empire, distilled from potatoes.

Var'Vodakin. A new alcoholic drink very similar to vodakin yet with warming properties.

CLEAN UP TIME

DARK REDWOOD DISTILLERY TREEHOUSE

Ceilings: 10 feet high (varies).

Lighting: Darkness, dim light within 5 feet of walls (spaces between boards).

Temperature: Freezing unless the wood stove is active.

Sounds: Creaking of trees and house moving in wind, snow falling from roof or limbs.

Smells: Rancid alcohol fumes

The characters need to remove all evidence of varoot and its usage from the treehouse.



Table 1-1 shows the locations for the Search and Study action skills and DCs required to find any varoot (or evidence).

Three **varoot helspawn** are roaming about the distillery and if spotted cease moving, attempting to appear as normal varoot. Characters with a Passive Perception score of 14 or higher notice the movement before it stops.”

Varoot
Alchemical Ingredient

AC 10, hp 1

Trigger: The varoot is dropped or takes damage. **Response:** The varoot detonates; every target in a 10-foot-radius Sphere centered on the varoot takes 1 Fire damage.

Varoot Helspawn
Minor Hazard

AC 10; hp 1

Moves up to 20 feet per round on initiative count 10; a creature that enters its space for the first time on a turn or starts its turn there takes 1 Fire damage.

Explosive. **Trigger:** The varoot is dropped or takes damage. **Response:** The varoot detonates; every target in a 10-foot-radius Sphere centered on the varoot takes 1 Fire damage.

3. LOADING LIFT / WAREHOUSE

A hefty, well-balanced, and sturdy lift, built to handle heavy loads of var’vodakin. A ramp leading up holds four barrels full of var’vodakin. Wooden stairs climb steeply from the first floor up to the top of the treehouse.

Barrels, Var’Vodakin

AC 15, hp 15

TABLE 1-1: VAROOT CLEANUP

Area	Evidence Location	DC & Skill Check
3	Under a barrel of var’vodakin	Strength (Athletics) check: DC 16 alone or DC 12 group
3	Wedged against wall halfway up the ramp	DC 15 Dexterity (Acrobatics) check
4	Inside locked desk drawer, key under pillow in bed	Area 4.
4	Drying out on a small shelf above the wood stove	DC 14 Wisdom (Survival) check
4	Inside a locked chest (key with Igor)	Area 4.
5	Carried by Igor’s trained <u>giant rat</u> “Vincent” who has a predilection for music	DC 16 Wisdom (Animal Handling) or DC 12 Charisma (Performance) check (singing or music)
6	Notes on varoot scribbled in a notebook using a well-known cipher	DC 12 Intelligence (Arcana) or DC 14 Intelligence (History) check
6	A mash-up of sinewy vegetable matter (varoot) and bitter blue berries in a mortar	DC 14 Intelligence (Nature) or DC 16 Wisdom (Medicine) check
6	Stuck in a partially rusted and frozen vise on the table	DC 16 Strength (Athletics) check or DC 13 Dexterity (Sleight of Hand) check if some type of lubricant is used first
7	Twisted and mutated varoot abomination wrapped in and around distillation equipment	DC 14 Dexterity (Stealth) check or var’vodakin helspawn attacks!
7	Hel-tainted varoot hiding under the distillation equipment making a very faint high-pitched sound	DC 16 Wisdom (Perception) or DC 14 Intelligence (Investigation) check
7	In between some of the barrels near the distillation equipment	DC 18 Wisdom (Perception) check
8	Small symbol of the Ancestor Spirit carved into a tree denoting a hiding place in a low bole	DC 11 Intelligence (Religion) followed by DC 12 Intelligence (Investigation); or DC 18 Wisdom (Perception) check

Var'Vodakin Explosion. Trigger: The var'vodakin barrels take damage. Response: The barrels explode in a 20-foot-radius Sphere, dealing 2 (1d4) Fire damage plus 2 (1d4) Bludgeoning damage to creatures and objects.

Flammable Liquid. Dexterity Saving Throw: DC 10, all creatures taking Fire damage from Var'vodakin Explosion. Failure: The target starts burning, and an additional 2 (1d4) Fire damage at the start of its turn.

Lift

AC 15, hp 38

A Utilize action with a **DC 10 Strength (Athletics)** check moves the lift up or down. *Failure Rolling a Natural 1:* The lift plummets to the ground, dealing 3 (1d6) Bludgeoning damage to all creatures and objects aboard or below it. Once the lift is used successfully, no further checks are required.

4. IGOR'S ROOM

Igor's room is surprisingly neat and clean despite his desk being littered with barely legible notes. The bed is neatly made in the military style with a footlocker against the left wall.

A stack of kindling and firewood placed adjacent to a dark and cold wood stove calls out to the weary traveler in you.

Desk Drawer (locked, key under pillow)

AC 12, hp 5

Utilize action with thieves' tools and **DC 16 Dexterity check**

Reinforced Footlocker (locked, key with Igor)

AC 16, hp 14

Utilize action with thieves' tools and **DC 12 Dexterity check**

Herb-Drying Shelf

Dried Vikmordere herbal tea blend (3 doses) as *potion of healing*, 2d4 + 2 hp.

5. BARREL STORAGE

Empty barrels stacked neatly on wooden shelves.

Barrels, Empty

AC 15, hp 15

6. INGREDIENTS & DOCUMENTATION

A long wooden table displays an endlessly entertaining mountain of clutter: hodgepodge amateur alchemical equipment, scribbled notes in journals, dried plant & insect specimens, elk antlers, wooden smoking pipe, and a bottle of the best vodakin from Mohkba.

A bit of imported fruit rind can be identified with the Study action and a successful **DC 12 Intelligence (Nature)** check or **DC 14 Wisdom (Medicine)** check. Once identified, it can be refined into an acidic liquid with a Utilize action employing the gear and a **DC 14 Intelligence (Arcana)** check, producing a condensed citric acid. The acid can be poured on the **var'vodakin helpspawn (Area 7)** as an Action, dealing 2d4+4 Acid damage to it.

7. VAR'VODAKIN DISTILLATION

Distillation equipment dominates this side of the room. A flame-red tentacled root abomination rests upon the highest point, tentacles reaching inside the distillation chamber from whence you hear a snarling sound. Sinewy goo oozes and bubbles from connection points and the disgusting aberration ingurgitates, then quivers.

A character must succeed on a **DC 14 Dexterity (Stealth)** check in order to pass through this area without being attacked by the **var'vodakin helpspawn (Subscriber 1)**.

Alternate Boss: **gibbering moulder**.

If the var'vodakin helpspawn proves too difficult for the characters, Igor's **giant rat Vincent** will join the fray after dropping a *goodberry* (healing 1 hp) into the mouth of the most injured character.

If the var'vodakin helpspawn reaches 20 hp, it attempts to escape using a Disengage action that pushes (rolls) all the equipment connected to it down the ramp, crashing into the volatile **Var'vodakin Barrels (Area 3)**.

Alchemical Equipment (Distillation)

AC 16, hp 26

8. IT'S A SABOTAGE!

Ughuku (druid) is actually the brother of Sholaya (**Saga 1**), an enemy to Igor Leonid. If not watched carefully, Ughuku attempts to hide a varoot in the tree (Table 1-1: Area 8) and later plant it back in the treehouse once the inspector arrives.

Ughuku was responsible for introducing the hel-tainted varoot into Igor's varoot supply.

THE INSPECTOR ARRIVES!

After 24 hours have passed, Master Distillation Inspector Kostareva arrives with Igor in tow. Anything the characters have not removed that is in an obvious storage location (the vice in **Area 6**, the drawer and chest in **Area 4**) or with **DC 14 or lower** will be found by the inspector. If the var'vodakin helpspawn wasn't thoroughly cleaned up and disposed of or if any evidence of varoot usage is discovered, Master Kostareva orders the immediate shutdown of Igor's distillery.

CONCLUSION

If the distillery passes inspection, Igor is pleased with the characters and pays the other 50 gp. If the characters manage to save any of Igor's notes on varoot, he pays a bonus 25 gp.



A02: Devil of Dark Wood

Chapter 2: Missing Hunter (p. 7)

In addition to the gold, Mayor Igor Leonid offers the party more work searching for a missing hunter in trade for Igor's *Chef Knife*, an ornately decorated dagger +1.





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