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**GIBBOUS MOON**

AN ADVENTURE FOR 3RD-LEVEL CHARACTERS



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# GIBBOUS MOON

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A short Pathfinder Roleplaying Game adventure for four 3rd-level characters by Creighton Broadhurst

Months ago, the necromancer Dunstan Wymer was gored by a wereboar and infected with lycanthropy. Almost driven insane by the realisation of what he had become after awaking amid the gore and viscera of his companions' eviscerated corpses, he has since shunned civilisation instead seeking only solitude and the company of his undead servants. Terrified of the savage, bloody deeds he performs when the full moon shines down upon the world he now lurks within the remote hermitage at Clear Pool. In a desperate attempt to control his terrible, atavistic urges he has taken to stealing cattle from a nearby village to assuage his bestial lust for fresh, bloody flesh. The unknowing villagers, however, are angry at the continued theft of their livestock and the arrival of a passing band of adventurers gives them the perfect tools to bring the culprit to justice...



## CREDITS

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**Design:** Creighton Broadhurst

**Cover Design:** Creighton Broadhurst

**Layout:** Creighton Broadhurst

**Interior Art:** William McAusland. Some artwork copyright William McAusland, used with permission.

**Cartography:** Thomas Fayan

**Playtesters:** Tim Ayres, Andrew Hodges, Andy Lewis, Pete Sims and Rob Wills

Thank you for purchasing *Gibbous Moon*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *Gibbous Moon* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNER

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Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

An Ennie Award winning designer (*Madness At Gardmore Abbey*) Creighton has worked with Expeditious Retreat Press, Paizo and Wizards of the Coast. He believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he now releases through Raging Swan Press. You can read his thoughts on game design at [raging-swan.livejournal.com](http://raging-swan.livejournal.com).

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## FOREWORD

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The idea for this adventure oozed into my brain over several weeks. I've wanted to write a lycanthrope-focused adventure for some time now, but didn't want to retread the tired evil-werewolf-savages-villagers theme. Hopefully, this adventure is different enough to make even the most savage, slaughter-loving adventurer pause and wonder exactly what is going on in the hermitage at Clear Pool.

While running my own Borderland of Adventure campaign, I've recently become a fan of short adventures suitable for use as side treks or minor diversions from the main campaign at hand. I've used them to great effect between (and sometimes during) other modules because I enjoy giving the players multiple choices about how to proceed. Short modules are easy to prepare, after all!

While I love designing long, multi-session adventures like *Retribution* or *Shadowed Keep on the Borderlands*, there is something refreshing about designing a much shorter adventure.

Sadly real life often gets in the way of the game. Sometimes, a GM needs to slow the players down, provide them with top-up XP to get them to the next level before the next adventure proper begins or simply hasn't had a lot of time to prepare a module for the upcoming session.

## STAT BLOCKS BY CR

CR		PAGE
1	Advanced human zombie	13
2	Viljo Lankinen NG male human rogue 2	13
4	Dire Boar	10
5	Dunstan Wymer N male human afflicted werewolf wizard (necromancer) 5	14

*Gibbous Moon* is the first in a new series of adventures from Raging Swan Press designed to provide the time-pressured GMs with a quick, simple and easy to use alternative to a "winged" session. Designed to be played in about four hours and prepared in a quarter of that time, each of the modules presents a small, self-contained adventure site that can be easily dropped into almost any campaign. None of these adventures are going to be simple hackfests; sure some groups will approach them as such – and that's cool; each to his own – but adventures should always cater for a variety of play styles. That's why significant portions of this adventure can be overcome with nothing more than a silvered tongue and some roleplaying.

As always, I hope you enjoy this adventure and that it makes for a cool session. If you've got feedback or suggestions, I'd love to hear from you (particularly as this is a "young" line). You can reach me at [creighton@ragingswan.com](mailto:creighton@ragingswan.com).



## USING THIS ADVENTURE

The notes below describe how to use this adventure.

### ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

**Title:** This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

**Initial Set-Up and Read Aloud:** The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

**Players' Handouts:** Many of the encounters in this adventure have an attendant Players' Handout. The encounter text notes when this should be displayed to the players.

**Tactics:** Details of how the encountered creatures work together to defeat the PCs.

**Area Features:** This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

**Stat Blocks:** The encounter includes full stat blocks for all creatures present.

**Treasure:** This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

**Scaling the Encounter:** This section provides brief details of how to increase or decrease the encounter's EL by 1.

**Sidebars:** Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

### READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

#### BASIC

**Name, CR and XP:** The trap's name, followed by its CR and XP value appear first.

**Read Aloud:** Text to read when the trap activates.

#### DETECT, DISARM, BYPASS

**Search:** The required DC to discover the trap.

**Type:** The trap's type.

**Disarm:** The Disable Device check required to disarm the trap. This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

**Bypass:** If there is a special way to bypass the trap, it is noted here.

#### ATTACK

**Trigger:** How and when the trap activates.

**Reset:** How long it takes for the trap to reset.

**Effect:** The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

### IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

#### IDENTIFYING MAGICAL TREASURE

Magic items can be identified in a variety of ways:

**Identify a magic item:** When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate [DC 18 Knowledge {arcana} transmutation], DC 25 Spellcraft identifies). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft. Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to identify a magic item still determines the strength of the item's aura.

**Appraising an Item:** A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

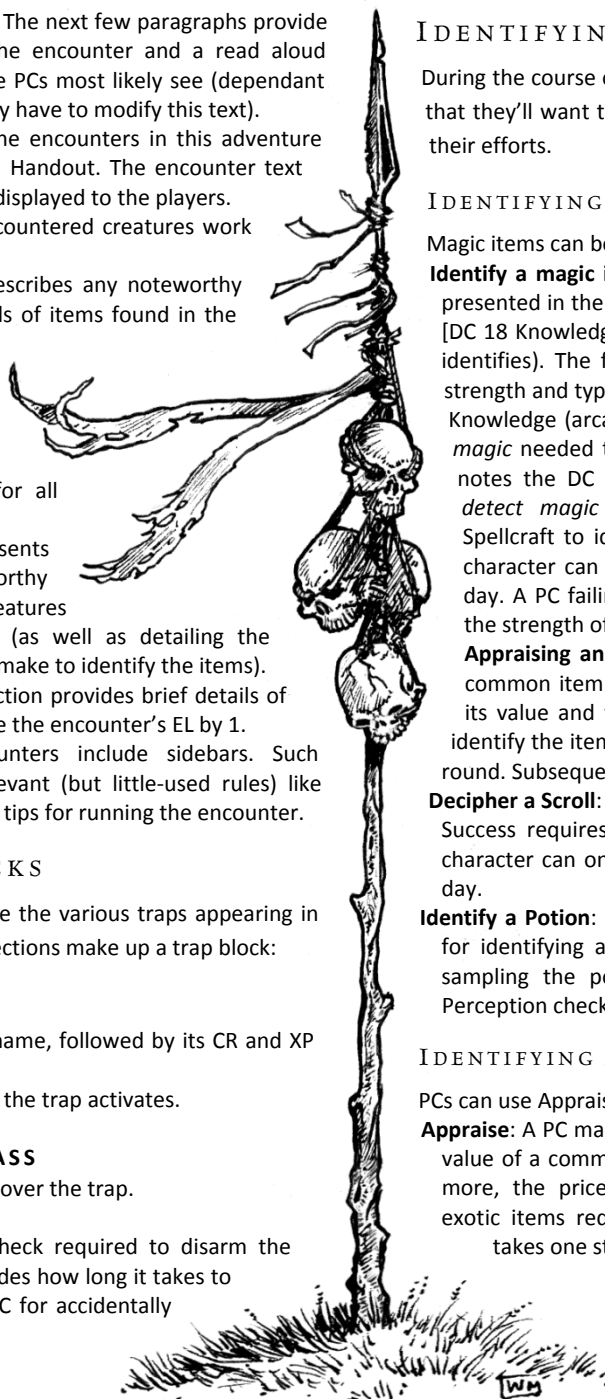
**Decipher a Scroll:** It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

**Identify a Potion:** Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

#### IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

**Appraise:** A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.



## READING STAT BLOCKS

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This adventure includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not

included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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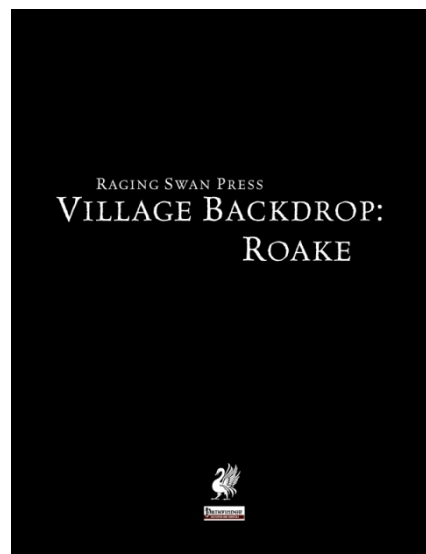
## SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

## VILLAGES: ROAKE

Set along the mouth of the river Saran, Roake is a pleasant, prosperous village, famed for the animal husbandry talents of Liaka Frost, a local ranger. Wealthy visitors frequent the village, coming to either purchase her tamed beasts or visit their estates dotted throughout the surrounding area. Adventurers also regularly pass through with village, stopping at the Prince and the Pauper to rest their weary legs and quench their thirst.

Behind it's above average prosperity, however, Roake conceals a troubled past that yet hangs over the village. As the villagers' decade-old deception begins to wear thin, the village youth have begun to question their true origins, much to the dismay of their parents...



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## GIBBOUS MOON

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## ADVENTURE BACKGROUND

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Several months ago, while adventuring with his companions, the necromancer Dunstan Wymer was gored by a boar. Sadly for Dunstan (and disastrously for his companions), the creature was actually a wereboar and Dunstan failed to resist the terrible curse lurking within the boar's slaving jaws.

The companions continued their questing – far from civilisation as they were – and had some small successes against several bands of goblin infesting a crooked, narrow gorge hidden deep in the woods. Sadly, at the next full moon the atavistic, bestial urge of the boar overcame Dunstan and he transformed into a slaving, starving boar. Taken by surprise, his fellow adventurers had no chance to fight off the rabid beast suddenly appearing in their midst. Completely consumed by the boar's spirit, Dunstan tore them apart and feasted on their warm, tasty flesh.

Waking the next morning amid bloody carnage the terrible realisation of what he had done almost crushed Dunstan's sanity. However, the mage is made of stern stuff; he pulled himself together, buried his friends and fled.

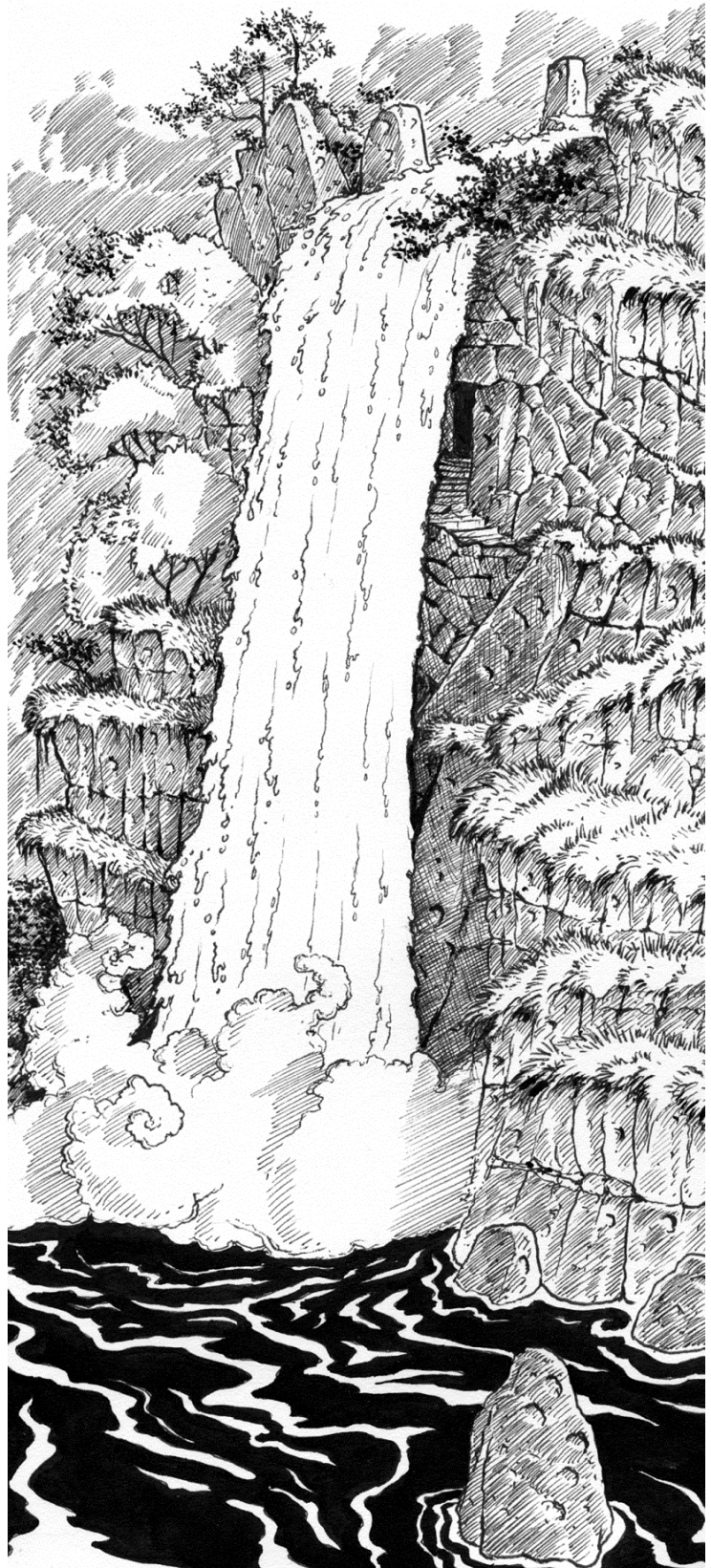
Dunstan was steeped in the lore of death and the undead, but knew practically nothing about the curse of lycanthropy. Terrified that he would again transform into a beast and slay all those nearby, he dared not return to civilisation. Similarly, to remain in the wilderness alone offered him nothing but suffering and death.

Wandering aimlessly, chance led Dunstan to Clear Pool – an abandoned hermitage lying several miles from a nearby village. Set into the rocks behind a waterfall, it was remote, but still offered the chance of occasional contact with civilisation. With nowhere else to go, Dunstan claimed the place and began his experimentations into undeath.

That was six months ago.

Since then Dunstan has transformed into a terrifying beast at every full moon. The first two times, his bestial lusts led him to savage travellers camping nearby. Since then, however, he has formulated a cunning plan. Several days before each full moon, he sneaks into the nearby village and steals several cattle. He pens the beasts in the outer chambers of his home and when the urge of the boar overpowers him, he falls upon them and consumes them. Thus, his theft saves the village from his savage attentions and his troubled conscience and questionable sanity are spared further trauma.

However, not realising their "good fortune" the villagers have grown more and more angry at the loss of their livestock. The arrival of a passing group of adventurers suddenly gives them the means to end the thefts...



## THE ADVENTURE BEGINS

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Before the PCs start *Gibbous Moon*, the GM should determine exactly how he plans to insert the adventure into his campaign.

Of course, the PCs can simply discover the hermitage during their travels. Perhaps alerted by the presence of the many bones in the surrounding area (page 10) that something might be amiss, they decide to investigate. Alternatively, they might fear for the safety of the hermit after battling the dire boar lurking in the area (page 10).

However, *Gibbous Moon* is more satisfying if the PCs have a reason to visit the hermitage. Thus, the GM should use one (or even both) of the provided hooks below to explain the PCs' interest in the place. Alternatively, the GM could invent a suitable hook for his players based on their characters.

### BONES OF THE HERMIT

Over the last few years, the previous occupant of the hermitage, Mira Pasanen (N female human adept 2), sent sporadic letters home to her family. In the last of these, she spoke of her desire to be buried near to her beloved parents.

**Quest:** The PCs have been hired to travel to the hermitage and to return Mira's bones to her family for proper burial.

**Reward:** 100 gp each.

**Employer:** Esteri Pasanen (LN female human expert [merchant] 3) and her family.

### ADDITIONAL INFORMATION

The PCs can use their skills to learn additional information:

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#### GATHERING INFORMATION

A character spending 1d4 hours speaking with the locals and making a Knowledge (local) or Diplomacy check uncovers information about recent events. A successful check reveals all information gained by a lesser check.

**DC 5:** About six months ago, two travellers were killed by a wolf lurking in the nearby forest. The wolf hasn't been seen since; some believe a local hunter killed it while others think it simply moved on. (Although this event scared the villagers, it has nothing to do with this adventure).

**DC 10:** Sheep, cows and pigs have been going missing for about four months. There seems to be no pattern to what gets taken. The thieves indiscriminately take what they want!

**DC 15:** The hermitage at Clear Pool is once again occupied. The hermit – a wizard of sorts named Dunstan – occasionally comes to the village for supplies. He is unfriendly, rude, taciturn and a little odd.

**DC 20:** A gigantic boar lurks in the woods near Clear Pool. It is a mean and bad tempered creature.

- **DC 10 Diplomacy:** Esteri is a history buff and enjoys sharing her knowledge. She knows that dwarves created much of the hermitage in their search for precious metals and that hermits and the like have lived there for the last several decades.
- **DC 20 Diplomacy:** Esteri provides the PCs a small painting of Mira as a young woman so they might recognise her. She also mentions Mira broke an arm when a child.
- **DC 25 Diplomacy:** Esteri reluctantly tells the PCs she hired another group to carry out this quest about a month ago, but they haven't returned. She doesn't know why.

### STOLEN LIVESTOCK

After visiting a nearby village (see "In Your Campaign") the PCs are investigating the baffling theft of livestock that has sporadically beset the villagers for the last four months.

**Quest:** Discover who or what has been stealing livestock from the village. Put a stop to the menace and return any found livestock to their owners.

**Reward:** The thanks of the villagers, free room and board at the village inn for a week and a quiver holding ten +1 arrows given to the village by a travelling adventurer in lieu of his large and impressive bar tab.

**Employer:** Arvo Varala (N male human expert [farmer] 2), the village headman.

### ADDITIONAL INFORMATION

The PCs can use their skills to learn additional information:

- **DC 10 Diplomacy:** The villagers think the new hermit at Clear Pool is somehow responsible for the thefts, but are too scared to confront him.
- **DC 20 Survival:** The PC discovers animal tracks leading off in the direction of the hermitage at Clear Pool.
- **DC 25 Diplomacy:** The PC nudges Arvo's memory; he remembers the thefts always happened in the week before the full moon.

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#### IN YOUR CAMPAIGN

*Gibbous Moon's* design enables a GM to easily insert it into a home campaign.

The village at the centre of the disappearances has been left deliberately vague. No doubt the GM has several suitable locales in his campaign.

Alternatively, Raging Swan Press have published several supplements presenting fully detailed villages suitable for this adventure including *Swallowfeld*, *Village Backdrop: Roake* and *Village Backdrop: Thornhill*.

## CLEAR POOL (EL 4; XP 1,200)

The hermitage at Clear Pool pierces a cliff overlooking a deep pool. A waterfall tumbles into the pool and dense woodland surrounds the place.

The hermitage is roughly six miles from the nearest village and only the faintest trail links the hermitage to civilisation; thus characters with a base speed of 30 ft. take four hours to reach the site. Characters with a base speed of 20 ft. take an extra two hours to make the same journey.

A savage dire boar dwells in the woods around Clear Pool. Lured here by Dunstan using his lycanthropic empathy, the boar makes an excellent guard and attacks any creatures except those in Dunstan's company approaching the pool.

### TACTICS

The boar charges its enemies seeking to gore the nearest target. In the first round of combat, it attempts to bull rush a foe into the pool. In subsequent rounds, it focuses on the nearest enemy, seeking to gore it to death.

### AREA FEATURES

The area has the following noteworthy features:

**Waterfall:** A raging waterfall tumbles over the cliffs into a deep, cold pool.

The waterfall's roar increases the DC of sound-based Perception checks by 4 per 10 ft., not 1. Spray billows up from the pool providing concealment (20% miss chance) within 30 ft. of the waterfall.

**Pool:** The pool is choppy near the waterfall, but otherwise placid. The water is clear and cold.

The pool is 30 ft. deep. Within 20 ft. of the waterfall, the water is rough (DC 15 Swim); in the rest of the pool it is calm (DC 10 Swim).

Many fish swim in the pool. A character using Survival to get along in the wild gains a +2 bonus to the check if he fishes in the pool.

**Cliffs:** Natural stone cliffs – slick with the waterfall's spray – rise 100 ft. above the pool.

The cliffs are difficult to scale (DC 20 Climb); a character failing this check by 5 or more falls into the pool. The first 20 ft. of falling does no damage and the next 20 ft. deals 1d3 nonlethal damage (per 10 ft. increment); remaining damage is lethal.

**Normal Trees:** Several oak and beech trees grow on the cliff.

A creature in the same square as a tree (AC 4, hardness 5, hp 150, DC 15 Climb) gains partial cover (+2 AC, +1 Reflex).

**Slippery Stair:** Steep, slick and narrow steps lead up from the pool to the hermitage.

A DC 15 Knowledge (engineering) reveals the steps are of dwarven construct and are little used.

A character traversing the stairs must make a DC 12 Acrobatics check or a DC 10 Climb check to move at half speed. Characters failing either check by 5 or more fall. Characters cannot run or charge on the stairs.

**Bones & Body Parts:** Dunstan's savage feasting has left several telltale signs scattered throughout the surrounding woodland. If the PCs make a DC 10 Perception check, they find such evidence. For every five points by which they exceed the check, they make another macabre discovery. Use the table below, to determine what the PCs find:

d20	DISCOVERY
1-5	A sheep's skeletal remains. Pieces of rotting flesh yet hang on the carcass, but it is obvious the creature was savaged to death by a powerful animal.
6-10	Broken animal bones, dried bloodstains and trampled grass.
11-12	A cow's rotting carcass lies behind a bush. The animal's entrails have been pulled from its body. Small animals have worried the corpse.
13-20	A pile of five animal skulls arranged on a rock. No flesh remains on the skulls.

### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 3 (XP 800):** Apply the young creature template to the dire boar (+2 on all Dex-base rolls, -2 on all other rolls; hp 32).

**EL 5 (XP 1,600):** Apply the advanced creature template to the dire boar (+2 on all rolls [including damage rolls]; AC 19, touch 13, flat-footed 19; CMD 24; hp 52).

#### DIRE BOAR

CR 4 (XP 1,200)

*This heavily muscled boar has tiny, filth-encrusted red eyes. Flies cover its flanks.*

N Large animal

**Init** +4; **Senses** low-light vision, scent; Perception +12, Sense Motive +1

**Speed** 40 ft.; **ACP** 0; Acrobatics +0 (+4 jumping)

**AC** 15, touch 9, flat-footed 15; **CMD** 20  
(+6 natural, -1 size)

**Fort** +7, **Ref** +4, **Will** +2

**hp** 42 (5 HD); ferocity

**Ferocity (Ex)** A dire boar remains conscious and continues fighting below 0 hp, although it is staggered and loses 1 hp a round. It dies at -17 hp.

**Space** 10 ft.; **Base Atk** +3; **CMB** +10

**Melee** gore +8 (2d6+9)

**Abilities** Str 23, Dex 10, Con 17, Int 2, Wis 13, Cha 8

**Feats** Improved Initiative, Skill Focus (Perception), Toughness

**Skills** as above

THE HERMITAGE AT CLEAR POOL

The hermitage at Clear Pool is a small dwelling carved into the living rock of the cliff. Once a small series of natural caverns a succession of holy men, hermits and madmen have dwelled here after a small band of dwarves expanded the caves in their fruitless searching for precious metals.

THE MOON

While the exact timing of this adventure is up to the GM, the events herein work best if the last full moon was about two weeks ago. This means that Viljo (Area 4) has not yet transformed for the first time into a wereboar and accounts for his continued incarceration.

Unless the PCs specifically ask about the moon’s state, don’t volunteer that information; doing so is like waving a big flag with the words “a lycanthrope is responsible” emblazoned across it in their faces.

DUNGEON FEATURES

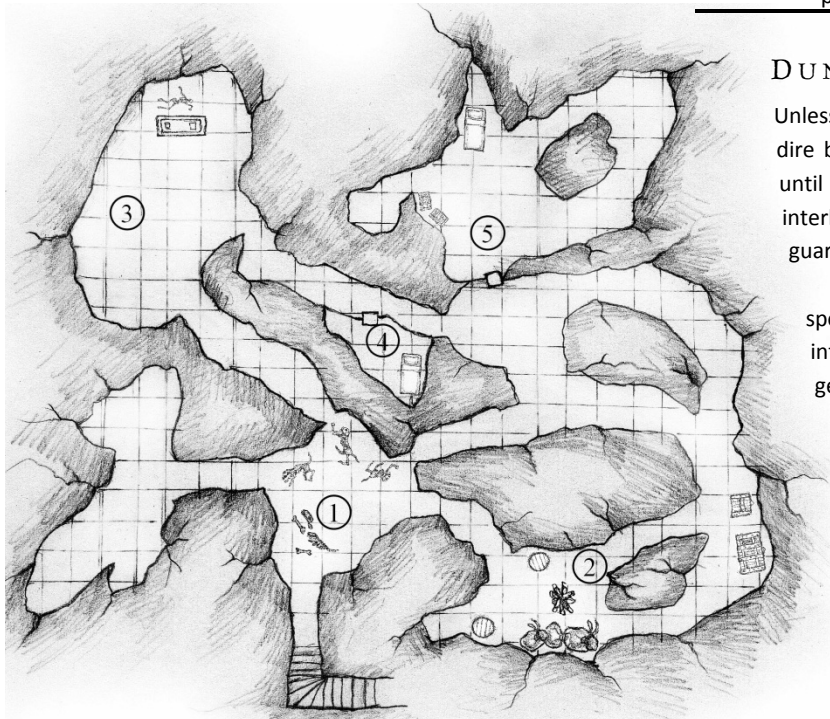
The hermitage has the following general features. Refer to individual encounter areas for unique area features.

- Illumination:** Darkness.
- Ceiling:** The ceiling is between 7 ft. and 12 ft. high.
- Floor:** The floor is of natural, worn stone.
- Walls:** Small natural crevices stud the worked, but natural, cavern walls (DC 15 Climb). Minerals in the rock glimmer invitingly when exposed to light, but (sadly) are worthless.
- In places, previous occupants have daubed crude pictures

and carved graffiti – both religious and spiritual – on the walls.

**Unkeyed Areas:** Several areas in the hermitage are unkeyed; this is because they have remained unused for years. If the PCs explore these locales, use this table to determine what they find of interest:

d20	FEATURE
1-5	Carvings on the wall depicting animals, plants (mainly trees) and the sun.
6-10	A pile of neatly stacked dried firewood next to a pile of bone-dry leaves.
11-12	Water drips down from above. A portion of the wall is slippery and a small puddle has formed on the ground.
13	A discarded torch; it is only half burnt out.
14-15	Obvious signs of tool work on the stone walls and floor. A DC 15 Knowledge (engineering) check reveals these to likely be of dwarven origin.
16	A small rock fall has deposited rubble on the floor.
17	The eviscerated and rotting corpse of a pig (it escaped the carnage in Area 1, but Dunstan tracked it down and slew it here). Blood and gore cover the walls and floor.
18	The rubble-filled remains of a natural sinkhole leading straight downwards. The rubble renders it impassable.
19	Many fissures in the ceiling allow water to drip into the chamber; sticky mud covers the floor.
20	A small ledge high up on one wall, holds a few small treasures. A DC 25 Perception check reveals a dusty pouching holding 3 pp, 15 gp and a <i>scroll of light</i> .



DUNSTAN’S TACTICS

Unless the PCs make an epic amount of noise fighting the dire boar, Dunstan does not become aware of intruders until they enter his home. He most likely realises interlopers are in his home when they battle his zombie guardians (Area 3).

If he hears the battle, he casts some defensively spells (page 15) and then emerges to confront intruders. At first he tries to reason with his attackers, getting them to leave. Dunstan is not evil, but nor does he tolerate personal attacks. If the PCs do not head his warning, he retreats to assume his hybrid form and waits for the intruders to enter his bedchamber.

## 1: ENTRANCE CHAMBER

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Dunstan uses this chamber to pen the cattle he steals from the nearby village.

- **Perception (DC 20):** The smell of rotting flesh emanates from this chamber.

When the PCs enter the chamber, read:

*Dried gore and blood cover the walls and floor. The ceiling bears sprays of dried arterial blood. Ripped, torn and partially eaten animal corpses are scattered about the chamber.*

Revolted by the carnage his bestial nature creates, but indifferent to the stench of death due to his necromantic studies, Dunstan has not bothered to clear up this mess.

### AREA FEATURES

This area has the following features of note:

**Animal Carcasses:** Any square containing an animal carcass is difficult terrain (it costs 1 extra square of movement to enter such squares). All the carcasses are at least several weeks old (and several are months old). A DC 10 Heal check reveals that a large, powerful creature killed the animals.

**Stench:** The powerful stench of rotting flesh and excrement pervades the chamber.

**Wall Carvings:** Carvings on the walls depict crude but beautiful animals and plants. (These were completed by previous occupants and are not Dunstan's work).

## 2: KITCHEN & STORE

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When not in beast form, Dunstan cooks and eats his meals here. Read:

*This small chamber is clearly a kitchen of sorts. A smouldering fire sits under a twisting, natural crack in the ceiling. Cooking utensils and a few crude plates and so on stand on a stone shelf hewn from the rock wall. A small chest, three sacks and two barrels stand around the chamber.*

Dunstan is only here when cooking and eating.

### AREA FEATURES

This area has the following features of note:

**Barrels:** One barrel is full of clean water drawn from the pool. The other is half-full of cheap red wine.

**Sacks & Chest:** The sacks and chest hold mundane cooking supplies: flour, salt, dried vegetables and so on. Buried at the bottom of the chest, several small packets of herbs and spices yet remain fresh (DC 25 Perception check locates; worth 25 gp).

## 3: STUDY (EL 4; XP 1,200)

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Used by the hermits for quiet contemplation, Dunstan has converted this area into his workspace. Here he studies the dead and performs his gruesome experiments.

*A bloody white sheet covers a table at the far end of the room. Gore, dried blood and the dissected remains of several animals cover the table.*

Dunstan has set three advanced human zombie guards – the animated remains of three of those sent to recover Mira Pasanen's bones – here. Of the adventurers, only one survived – Viljo Lankinen (Area 4).

Dunstan is not stupid; he knows that other adventurers will probably arrive to investigate the hermitage and he takes perverse glee in setting the first band against subsequent intruders.

### AREA FEATURES

This area has the following features of note:

**Table/Altar:** The table is actually an altar hewn from the surrounding stone. It is plain and unadorned.

**Dissected Animals:** The dissected animals are part of Dunstan's investigations into the death and undead. Amid the gore lie several knives and a small saw.

**Skeleton:** A blood-splattered skeleton lies behind the altar. The rotting remains of animals organs lie within its rib cage. A DC 15 Heal check reveals the individual once suffered a broken arm. This is Mira Pasanen (the former occupant of Clear Pool).

### SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 3 (XP 800):** Remove one advanced human zombie.

**EL 5 (XP 1,600):** Add one advanced human zombie.

## 4: PRISON OF THE CURSED

Dunstan has incarcerated Viljo Lankinen, here. Viljo is the only survivor of the adventurers sent to recover Mira Pasanen's bones. Dunstan slew his companions, but spared the rogue and infected him with lycanthropy so that we might have a companion to share his self-inflicted exile.

- **Perception (DC 22):** Sound of faint sobbing through the door.

When the PCs open the door, read:

*Only a single bed stands in this chamber. A man lies on the bed, his face turned away from you. He is sobbing, quietly.*

Viljo initially thinks the PCs are Dunstan come to torment him with lurid descriptions of his impending fate.

### ADVANCED HUMAN ZOMBIE (3) CR 1 (XP 400)

*This decomposed corpse wears slashed studded leather armour.*

NE Medium undead

**Init** +2; **Senses** darkvision 60 ft.; Perception +2, Sense Motive +2

**Speed** 30 ft.; staggered; **ACP** 0

**Staggered (Ex)** Slow and ungainly, a zombie can only take a single move or standard action each round. A zombie can move its speed and attack as a charge action.

**AC** 17, touch 12, flat-footed 15; **CMD** 18

(+1 armour [broken studded leather], +2 Dex, +4 natural)

**Immune** mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

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

**hp** 16 (2 HD); **DR** slashing/5

**Space** 5 ft.; **Base Atk** +1; **CMB** +6

**Melee** slam +6 (1d6+7)

**Abilities** Str 21, Dex 14, Con –, Int –, Wis 14, Cha 14

**Feats** Toughness<sup>B</sup>

**Gear** see below

### ZOMBIE GEAR

Each zombie yet carries a few pieces of treasure:

**Zombie 1:** Human male; wears a plain gold ring (worth 40 gp) and has a vial of antitoxin hidden in his boot (DC 20 Perception).

**Zombie 2:** Human female; wears a platinum tear-shaped earring (worth 400 gp) and a dark blue silk cape (worth 50 gp).

**Zombie 3:** Half-elf male; wears thigh-high leather boots of exceptional quality (worth 50 gp) and wears a silver holy symbol (that could be used as a Small improvised dagger in a pinch).

## VILJO LANKINEN

This doomed rogue is desperate for rescue.

**Background:** A native of a nearby town, Viljo fell into adventuring after he was forced to flee his home over a series of “misunderstandings” involving a gem merchant's stock. His adventuring career has been brief and unpleasant.

**Personality:** A coward at heart, Viljo now desperately wants to retire. He is greedy and thievery is in his blood, however. Likely, he will set up a fencing business if rescued. Grateful, to the PCs he could be a useful future contact (page 16).

**Mannerisms:** Viljo licks his lips when nervous.

**Distinguishing Features:** Viljo's hair is incredibly thick and almost unnaturally black.

**Development:** Viljo holds nothing back; he explains he is here to recover Mira Pasanen's bones and that Dunstan is some kind of fiend in disguise able to assume a horrific half-man, half-demon form. (He does not know anything about lycanthropy).

## AREA FEATURES

This area has the following features of note:

**Stout Door:** Dunstan has locked (DC 25 Disable Device) this stout wooden door (hardness 5, hp 20, DC 23 Break).

**Bed:** A straw mattress and thin, worn sheet cover a dilapidated bed standing in one corner.

**Bucket:** Holding bodily wastes, this bucket stands in the corner furthest from the bed.

### VILJO LANKINEN

CR 1 (XP 400)

*Thick, black stubble covers this short, slender man's face. His black hair is cut short and his clothes are dirty and rumpled.*

Male human rogue 2

NG Medium humanoid (human)

**Init** +2; **Senses** Perception +8 (+9 vs. traps), Sense Motive +3

**Speed** 30 ft.; **ACP** 0; Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7

**AC** 13, touch 13, flat-footed 10; **CMD** 15

(+2 Dex, +1 dodge [Dodge])

**Fort** +2, **Ref** +5 (evasion), **Will** +1

**hp** 16 (currently 13) (2 HD)

**Space** 5 ft.; **Base Atk** +1; **CMB** +2

**Melee** unarmed strike +2 (1d3+1 nonlethal)

**Atk Options** sneak attack (+1d6)

**Abilities** Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 8

**SQ** rogue talent (quick disable), trapfinding (+1)

**Feats** Alertness<sup>B</sup>, Dodge

**Skills** as above plus Appraise +6, Bluff +4, Disable Device +10 (quick disable), Knowledge (local) +6, Sleight of Hand +8

**Languages** Common, Goblin

**Gear** as above plus traveller's clothes, belt, belt pouch

## 5: BEDCHAMBER (EL 5; XP 1,600)

This is Dunstan's bedchamber. Read:

*A crudely built bed covered in furs and threadbare blankets dominates this chamber. Two chests stand nearby. Several obviously magical flames light the area. A gigantic carving of a waterfall covers one wall.*

Dunstan likely becomes aware of the PCs as they battle his zombie guards (Area 3), but if they reach here without alerting him, they find him on the bed reading his spellbook. He demands they leave; if they refuse, he attacks.

### DUNSTAN WYMER (HUMAN FORM) CR 5 (XP 1,600)

*Tall, thin and dirty this man wears a hooded cloak covered in circular sigils. His black beard is well trimmed.*

Male human afflicted wereboar wizard (necromancer) 5

CN Medium humanoid (human, shapechanger)

**Init** +1; **Senses** low-light vision, scent; Perception +9, Sense Motive +4

**Speed** 30 ft.; **ACP** 0

**AC** 11, touch 11, flat-footed 10; **CMD** 12 (+1 Dex)

**Fort** +4, **Ref** +3, **Will** +7

**hp** 38 (5 HD)

**Space** 5 ft.; **Base Atk** +2; **CMB** +1

**Melee** mwk quarterstaff +2 (1d6-1) or

**Melee Touch** grave touch (7/day) +1 (shaken [2 rounds])

**Ranged** mwk light crossbow (range 80 ft.) +4 (1d8/19-20)

**Special Actions** change shape (human, hybrid or boar; *polymorph*), channel energy (7/day; Command Undead [DC 11])

**Change Shape (Su [full-round])** Dunstan can assume his hybrid or animal form with a DC 15 Constitution check. He can assume his human form with a DC 20 Constitution check.

**Wizard Spells Prepared** (CL 5th; concentration +9 [+13 casting defensively or grappling]; bonded item [amulet])

3rd—*slow* (DC 17), *vampiric touch*, *ray of exhaustion* (DC 19)

2nd—*blindness/deafness* (DC 18), *darkvision*, *false life*, *protection from arrows*

1st—*chill touch* (DC 17), *grease* (DC 15), *mage armour*, *ray of enfeeblement* (DC 17), *shield*

0—*dancing lights*, *detect magic*, *prestidigitation*, *touch of fatigue* (DC 16)

**Combat Gear** *screaming bolts* (3), *potion of cure moderate wounds*, *scroll of blur* and *mirror image*

**Abilities** Str 8, Dex 12, Con 14, Int 18, Wis 15, Cha 8

**SQ** lycanthropic empathy

**Feats** Alertness, Combat Casting, Command Undead<sup>B</sup>, Extend Spell<sup>B</sup>, Greater Spell Focus (necromancy), Scribe Scroll<sup>B</sup>, Spell Focus (necromancy)

**Skills** as above plus Diplomacy +4, Knowledge (arcana) +12, Knowledge (geography) +9, Knowledge (history) +8, Knowledge (local) +11, Knowledge (religion) +12, Spellcraft

## TACTICS

Before getting into battle, Dunstan casts as many protective spells (*mage armour*, *darkvision*, *false life* and *protection from arrows*), as possible. If the intruders seem particularly capable, he also uses his *scroll of mirror image* and *blur* and casts *shield*.

He prefers to fight in hybrid form, to take advantage of the form's strength and vitality. Once reduced to half hit points, he flees; if this is not possible, he surrenders.

+12, Survival +5

**Languages** Common, Draconic, Goblin, Infernal, Orc; lycanthropic empathy (boars and dire boars)

**Gear** as above plus *cloak of resistance* +1, *wand of animate dead* (3 charges), spell component pouch, 3 gp

**Spellbook** (opposition schools: enchantment, illusion) as above plus 3rd—*fly*, *stinking cloud*; 2nd—*flaming sphere*, *invisibility*, *spider climb*; 1st—*magic missile*, *obscuring mist*, *shield*; 0—all but opposition spells

**When in hybrid form, Dunstan has the following altered stats:**

*Black fur covers this monstrous half-human, half-boar-like creature clad in a hooded cloak. It has bloodshot eyes and sharp tusks.*

**AC** 13, touch 11, flat-footed 12; **CMD** 17 (+1 Dex, +2 natural)

**Fort** +6

**hp** 48 (5 HD); **DR** silver/5

**CMB** +6

**Melee** mwk quarterstaff +7 (1d6+6) or

**Melee** gore +6 (1d8+6) or

**Melee Touch** grave touch (7/day) +6 (shaken [rounds])

**Abilities** Str 19, Con 19

**Skills** Diplomacy +4 (+8 vs. boars and dire boars)

**When in animal form, Dunstan has the following altered stats:**

*This large, muscular boar has long, sharp tusks and bloodshot, but strangely intelligent, eyes.*

**Speed** 40 ft.; **Acrobatics** +1 (+5 jumping)

**AC** 13, touch 11, flat-footed 12; **CMD** 17 (+1 Dex, +2 natural)

**Fort** +6

**hp** 48 (5 HD); **DR** silver/5

**CMB** +6

**Melee** gore +6 (1d8+6) or

**Melee Touch** grave touch (7/day) +6 (shaken [rounds])

**Abilities** Str 19, Con 19

**Skills** Diplomacy +4 (+8 vs. boars and dire boars)



## DUNSTAN WYMER

While not evil, Dunstan is fascinated by the dead and undeath.

**Background:** As a young boy, Dunstan often accompanied his grave-digging father to work. By the age of seven he had seen more death than most adults. While skulking in the graveyard one night, he witnessed a necromancer raise several of the newly dead from the graves and became entranced by the power the wizard exerted over his new servants.

**Personality:** Dunstan is stubborn and bad tempered. When angered, he reacts aggressively (and violently). Forced into solitude by his curse, he nevertheless craves at least a modicum of company (hence Viljo's impending doom).

Fascinated by the undeath and untroubled by the need for social convention, manners or general social skills it takes a long time for Dunstan to truly trust another individual. Socially ill at ease and awkward in crowds he reacts by erecting emotional barriers and keeping social interactions as superficial as possible. He secretly harbours a desire to be a painter, but lacks the skills and materials.

**Mannerisms:** Dunstan uses cruel, sarcastic insults to keep strangers at a distance.

**Distinguishing Features:** Dunstan has a well tended and shaped beard and moustache; they are his pride and joy.

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### DEALING WITH DUNSTAN

Although a lycanthrope, Dunstan is not evil. However, the bestial nature of the wereboar has augmented his already bad temper. In his mind, he has been doing the villagers a favour by "only" stealing and slaughtering their cattle and the PCs have invaded his home.

When first he encounters the PCs, he is hostile and demands they immediately leave his home. This is a perfect opportunity for PCs skilled in Bluff, Diplomacy and Intimidate to diffuse the situation peacefully. Award small (+2/-2) modifiers for particularly good roleplaying.

**Diplomacy (DC var [DC 21 unfriendly, DC 14 indifferent, DC 9 friendly, DC -1 helpful]):** If the PCs render Dunstan friendly or helpful, he promises to stop stealing cattle, but warns them that he is not always in control of himself. He asks the PCs to help him find a cure for the terrible curse besetting him.

PCs correctly identifying his condition and offering to help cure him gain a +5 on all Diplomacy checks. Additionally, the PCs gain a +5 bonus to any Bluff checks made to convince Dunstan they have a cure for his lycanthropy.

**Intimidate (DC 17):** The PCs cow Dunstan and he gives them 50 gp to pay the villagers for their cattle. However, he is only friendly to the PCs for 1d6 x 10 minutes; once they have gone he reverts to his previous ways.

## AREA FEATURES

This area has the following features of note:

**Illumination:** Three *continual flame* spells, cast onto the cavern wall, illuminate this chamber. Scraps of rag lie nearby; Viljo drops these over the lights when he wants to sleep.

**Bed:** The crudely built bed is obviously quite old. A thick mattress of straw and leaves covers it. Many blankets and furs lie on and under the bed. All are old and worthless. Dunstan has stashed some treasure under the bed.

**Stashed Treasure:** A DC 20 Perception check reveals a hollow in the floor under the bed. The hollow contains:

- **Coinage:** 112 gp, 78 sp and 127 cp.
- **Silver Flask:** This empty but ornate silver flask (worth 60 gp) was once used to hold holy water. It is chased in silver and carvings of angels decorate its surface.
- **Wooden Figurines:** These intricately carved wooden figurines depict forest animals. Stored in a small sack there are two wolves, three deer and a boar. The boar figurine has been crushed and is worthless. The remaining figurines are each worth 20 gp.
- **Mummified Elf Hand:** This right-hand is extremely well preserved; it is the beginnings of a *hand of the mage*. It is not yet magical, but is worth 300 gp to a wizard seeking to make such an item.

**Chests (2):** One chest holds Dunstan's meagre possessions; the other holds the previous occupant's (Mira Pasanen) personal effects. Dunstan plans to use the items in trade when his coin runs out. Most of Mira's possessions are old and of no interest to adventurers. Her diary, however, lies hidden at the bottom of the chest. Her family (page 9) will pay 50 gp for its return.

**Wall Carving:** A huge and intricate carving of the waterfall outside the hermitage's entrance decorates one wall. A DC 20 Perception check reveals that it has been created by many different hands.

**(Optional) Wall Carving Hidden Secret:** A DC 25 Perception check reveals the depiction of an underwater passage directly below the waterfall. (Refer to "Further Adventures" for more information).

## SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

**EL 4 (XP 1,200):** Dunstan is injured; simulate this by applying the young creature template (+2 on all Dex-based rolls, -2 on all other rolls; -10 hp).

**EL 6 (XP 2,400):** Apply the advanced creature template to Dunstan (+2 on all rolls [including damage rolls] and special ability DCs; +4 to AC and CMD; hp +10).

## CONCLUSION

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The outcome of this adventure depends a large part on the players' proclivities. If they like to hack and slash, then likely Dunstan will fall before their blades. Alternatively, if they speak with the hermit and tease his fated story from him, they may seek to help him throw off the lycanthropic curse besetting him (see "Curing Lycanthropy"). Although there is no Wolfsbane in the nearby village, it is available in any nearby town or city. Alternatively, a DC 20 Heal or Survival check and 2d4 hours searching discovers a source of fresh Wolfsbane nearby.

**Curing Dunstan:** If the PCs cure Dunstan, award them 1,600 XP. If they talk the wizard into compensating the villagers for the stolen livestock award another 400 XP. Shortly thereafter, Dunstan flees the area – trying to put his nightmare behind him.

If he encounters the PCs again, he is grateful, but embarrassed. As long as they don't publically bring up his ordeal, he is receptive to their requests for future aid, particularly if it is in some way related to the undead.

**Curing Viljo:** If the PCs cure Viljo, award them 600 XP. Additionally, Viljo is very grateful and offers to help the PCs dispose of items they find on subsequent adventures. Viljo's help enables them to increase the purchase limit of his home town by 50%, but selling any item above the normal purchase limit takes 1d4 weeks.

## FURTHER ADVENTURES

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Several future adventures can stem from the events herein:

**Hidden Passageway:** The carving in Area 5 includes the depiction of a hidden passageway underwater below the waterfall. At the GM's discretion this could lead to a small inundated dungeon, a secret bolt hole used by the hermits in time of danger or a lost treasure cache.

**Home:** The hermitage at Clear Pool makes an excellent base from which an adventuring party could explore the surrounding area. Perhaps Dunstan has located some ancient ruins hidden in the surrounding area and offers to show the PCs where they are once cured.

Alternatively, the PCs could be tracked back to their new home by the survivors of their latest foray into the surrounding woodlands. In this instance, the tables are turned on the PCs and they must defend their home from intruders!

**Infected PC:** If it is possible that Dunstan may infect one or more of the PCs using his curse of lycanthropy ability. PCs thus infected will transform into a wereboar at the next full moon unless the curse is lifted.

**Vengeful Viljo:** If the PCs rescue Viljo, but refuse or fail to cure him, his anger and lust for vengeance overwhelms his natural cowardice and once he transforms for the first time he begins to stalk them. Viljo knows he would be defeated in a straight fight and so he prefers to strike from ambush, perhaps while much of the party is asleep.

- Check out [ragingswan.com/gibbous](http://ragingswan.com/gibbous) for a free web enhancement presenting Viljo as a wereboar.

### CURING LYCANTHROPY

If the PCs speak with Dunstan, they may decide they want to help him find a cure. Similarly, Viljo is infected with the curse and is desperate for aid.

Because of the length of time they have been infected with lycanthropy, magical means of healing such as *heal* and *remove disease* have no effect. Rather, they must each consume a dose of Wolfsbane:

- **Cost** 500 gp
- **Poison:** Wolfsbane is an ingested poison (DC 16 Fortitude negates [1 save]; *onset* 10 minutes; *frequency* 1 minute/6 minutes; *effect* 1d3 Con damage).
- **Cure:** Dunstan or Viljo can attempt a new DC 15 Fortitude saving throw to throw off the curse's effect.



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Months ago, the necromancer Dunstan Wymer was gored by a wereboar and infected with lycanthropy. Almost driven insane by the realisation of what he had become after awaking amid the gore and viscera of his companions' eviscerated corpses, he has since shunned civilisation instead seeking only solitude and the company of his undead servants. Terrified of the savage, bloody deeds he performs when the full moon shines down upon the world he now lurks within the remote hermitage at Clear Pool. In a desperate attempt to control his terrible, atavistic urges he has taken to stealing cattle from a nearby village to assuage his bestial lust for fresh, bloody flesh. The unknowing villagers, however, are angry at the continued theft of their livestock and the arrival of a passing band of adventurers gives them the perfect tools to bring the culprit to justice...

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