

A RAGING SWAN PRESS COLLECTOR'S EDITION
GIBBOUS MOON

AN ADVENTURE FOR 3RD-LEVEL CHARACTERS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE LONELY COAST

A Pathfinder Roleplaying Game Compatible Mini-Campaign Setting by Creighton Broadhurst

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GIBBOUS MOON COLLECTOR'S EDITION

A short Pathfinder Roleplaying Game adventure for four 3rd-level characters by Creighton Broadhurst and Jacob W. Michael

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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2	Brengen Leer NG male old human druid 4	14
2	Viljo Lankinen NG male human rogue 2	23
4	Dire Boar N animal	20
5	Dunstan Wymer N male human afflicted wereboar wizard (necromancer) 5	24



FOREWORD

The original version of *Gibbous Moon* came out in the dim distant recesses of 2012.

The idea for this adventure oozed into my brain over several weeks. I'd wanted to write a lycanthrope-focused adventure for some time, 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. That's where *Gibbous Moon* comes in.

In any event, I hope you find *Gibbous Moon Collector's Edition* useful and your players enjoy meeting the hermit of Clear Water. If you've got any comments about the module, I'd love to hear them. You can contact me at creighton@ragingswan.com. Alternatively, I'd be very grateful if you could spare the time to write a review for the module – if you do please let me know so I can go read it!



ABOUT THE DESIGNERS

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 creightonbroadhurst.com.

Jacob W. Michaels, a newspaper editor in eastern Pennsylvania, has been gaming for 30 years, since he was introduced to *Dungeons and Dragons* in the third grade. He's a two-time finalist in *Paizo's RPG Superstar* competition, making the *Top 16* in 2012 and 2014. In addition to having his first module, *Ironwall Gap Must Hold*, published in 2013 with *Adventure a Week*, he has had work published in *Raging Swan Press' Random Encounters: Wilderness* and *Jon Brazer Enterprises' Treasury of the Sands* as well as the *Wayfinder* fanzin.

He lives with his faithful hound, *Holiday*, who hasn't inherited his interest in gaming, but enjoys when her dog friends come over during games. His parents and sister have always been supportive of his hobby, and he appreciates his fiancée's encouragement, even if her reaction to watching her first (and only) gaming session was "there are some things you can never unsee."



READING STAT BLOCKS

Gibbous Moon Collector's Edition 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 block 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 ^D 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.

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.

USING THIS ADVENTURE

The notes below describe how to use *Gibbous Moon Collector's Edition*.

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.

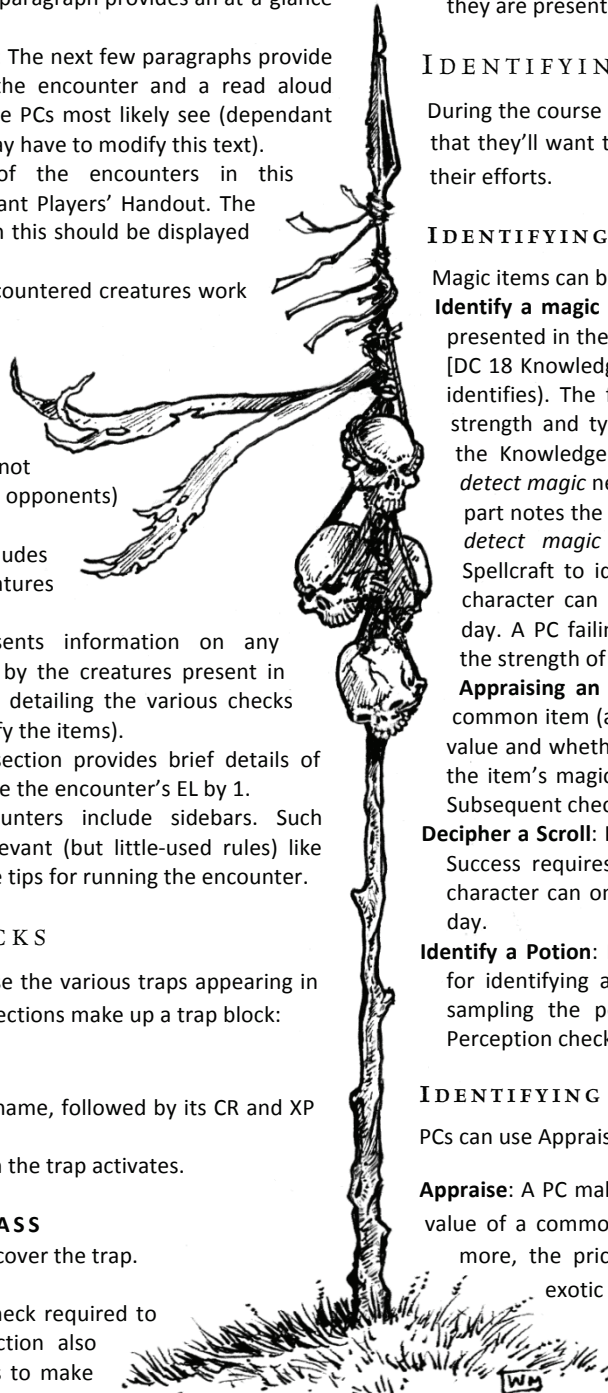
Decipher a Scroll: It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

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.



ADVENTURE BACKGROUND

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 beast. Taken by surprise, his fellow adventurers had no chance to fight off the rabid creature 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.

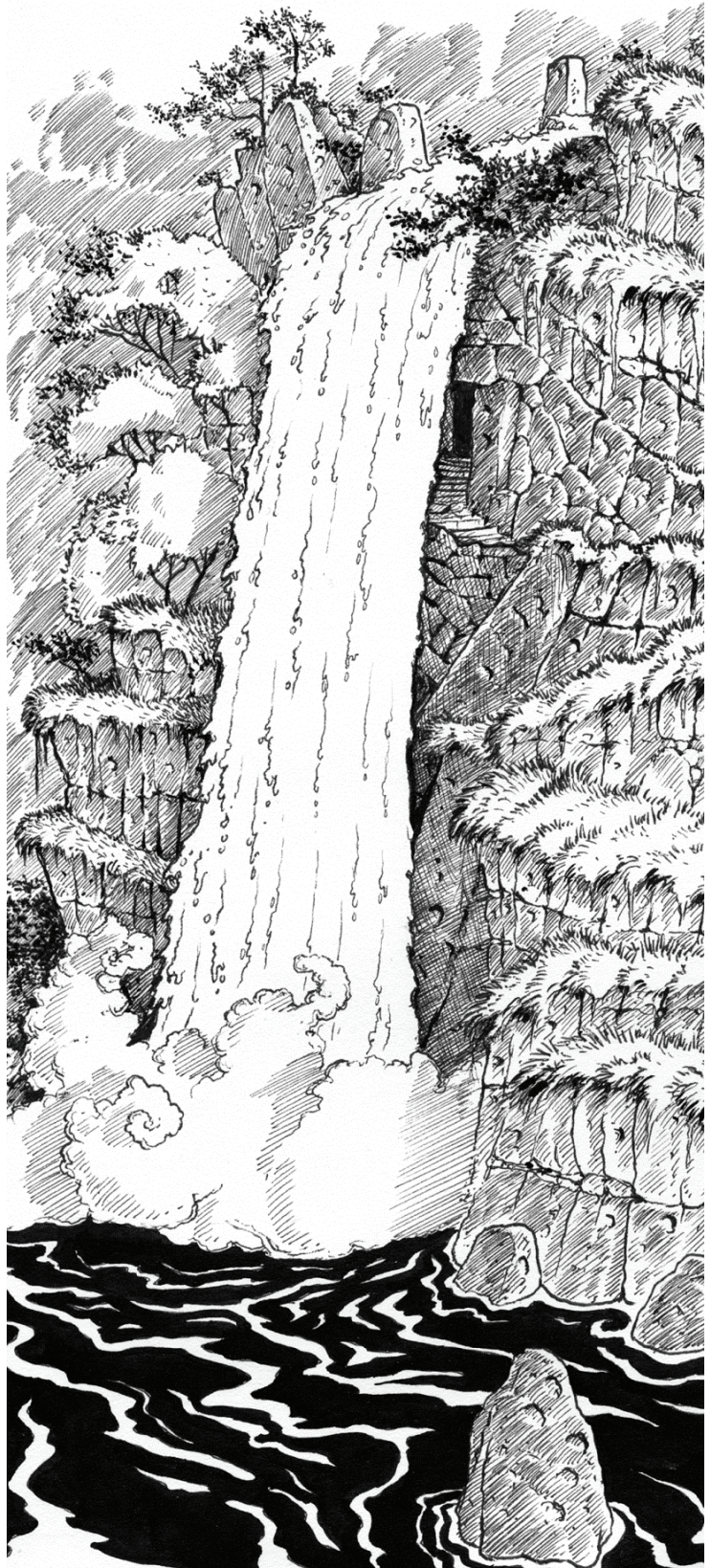
Dunstan was steeped in the lore of death and the undead, but knew practically nothing about the curse of lycanthropy. Terrified he would again transform into a beast and slay all those nearby, he dared not return to civilisation. Similarly, to remain in the wilderness alone offered him nothing but suffering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

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

Ideally, the party should discover the situation when they stop at the village of Barlow. Perhaps they are on the way to another adventure or are just looking for somewhere to rest for a while. When they do, they quickly learn of the cattle thefts.

Alternatively the party could have been travelling to Barlow for a specific purpose—either because they have already heard of the cattle thefts or because they have been hired to recover the bones of Mira Pasanen—a hermit who once lived in the hermitage at Clear Water.

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.

The PCs can use their skills to learn additional information:

- **DC 10 Diplomacy:** Esteri is a history buff and enjoys sharing her knowledge. She knows dwarves created much of the hermitage in their search for precious metals. Hermits and the like have lived there for the last several decades.

GATHERING INFORMATION

A character spending 1d4 hours speaking with the locals of wherever he is when he first hears of Barlow 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, a wolf lurking in the nearby forest killed two travellers. The wolf hasn't been seen since; some believe a local hunter killed it while others think it simply moved on.

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 Barlow—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 20 Diplomacy:** Esteri provides the PCs with 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

The PCs have heard of the baffling theft of Barlow's livestock that has sporadically beset the villagers for the last four months. They've decided to investigate, and travel to the village.

- **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.

STUMBLING ONTO BONES

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 20) that something might be amiss, they decide to investigate.

Alternatively, they might fear for the safety of the hermit assumedly living within after battling the dire boar lurking in the area (page 20).

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 to explain the PCs' interest in the place.

Finally, the GM could invent a suitable hook for his players based on their characters and the wider campaign.

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 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.



BARLOW

BARLOW AT A GLANCE

A once-idyllic hamlet on the banks of the burbling Clearbrook, Barlow is now a village on the verge of a schism. For recently arrived dwarves, a prosperous future beckons, but the long-time human and fey residents fear a loss of their pastoral way of life.

Founded more than 150 years ago, the village began as a druidic community established when its leader struck up a relationship with the dryad Casalya. For generations, residents lived a simple, rural life, farming and hunting only what they needed to survive and living in harmony with the many fey—pixies, sprites and satyrs, among others—attracted to the new settlement. With not even an inn, villagers welcomed the rare visitors, typically a few travelling merchants a year, to stay in the headman's own home.

When a group of dwarves, weary and wounded, stumbled into Barlow a century ago, the villagers were quick to offer aid. Returning home after a failed expedition to find precious metals in a nearby mountain, the dwarves had been attacked by a gang of redcaps, from whom they barely escaped. The villagers nursed the dwarves back to health. In return, the miners vowed to repay the villagers' kindness—a lengthy process for a village with little use for material goods. Eventually, the dwarves built homes and settled in Barlow.

In time, the dwarves sent for their families and the hamlet saw its population surge, dwarven newcomers soon nearly as numerous as the human inhabitants. Though the dwarves happily accepted the tenets of the village's relationship with nature, they brought a new modernity with them that many of the human and fey residents find disconcerting. Where once flour was ground by hand, now a new mill quickly handles the chore. And while its efforts certainly don't threaten the forest's well-being, second-generation resident Erna Copperspike's new workshop has begun producing fine wooden goods the craftswoman hopes to bring to market.

DEMOGRAPHICS

Ruler Arvo Varala

Government Council

Population 124 (64 humans, 40 dwarves, 20 other)

Alignments N, CN, NG, CG

Languages Common, Dwarven, Sylvan

Corruption -3; **Crime** -4; **Economy** -1; **Law** -2; **Lore** +2; **Society** +2

Qualities Insular, pious

Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Arli Casalyan (CG female fey human ranger 1) A descendent of Casalya and fierce advocate for Barlow's pastoral way of life.

Arvo Varala (location 10; N male human expert [farmer] 2) The head of the village council is a skilled farmer, and is angered by the recent thefts.

Brengen Leer (location 2; NG male old human druid 4) The village's spiritual leader and mediator.

Casalya (location 1; CG female dryad) The mother of Barlow, she rarely now interferes in village affairs.

Erna Copperspike (location 7; N female dwarf expert 3) A woodworking proponent of greater trade and industry.

Hyla Lawsprite (location 9; CN male sprite bard 3) The eternally nosy self-appointed "Sheriff of Barlow."

Thifan Granitehelm (location 8; NG male old dwarf expert 4) The last survivor of the original dwarven settlers.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **Casalya's Tree:** Casalya's bonded tree is the heart of Barlow.
2. **Casalya's Amphitheatre:** Village gatherings take place in the terraced seating around Casalya's tree.
3. **Vorman's Mill:** The new gristmill harnesses the Clearbrook to grind grain into flour.
4. **New Shrine:** The dwarves have built a small shrine to their own gods.
5. **Charred Ruins:** The village inn recently burned to the ground and has not yet been rebuilt.
6. **The Dwarven Distillery:** One of the new dwarven-made buildings, where they have begun fermenting liquor in greater volumes. Among dwarves, it's simply known as the distillery.
7. **Erna's Workshop:** Erna Copperspike's woodworking shop, where she and her apprentices craft fine goods.
8. **Thifan's Home:** The dwelling of the aged former miner also serves as a frequent gathering spot for younger dwarves.
9. **Barns:** The barns at the outskirts of Barlow hold the community's livestock, mostly cows, pigs and sheep.
10. **Farm fields:** Barlow's fields mostly produce rye and root vegetables, primarily for the villagers' own consumption.

MARKETPLACE

Resources & Industry Light farming, fishing, hunting, decorative and functional woodwork (artwork, furniture, tools, traps)

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd;
Minor Items 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive in Barlow, the following items are for sale:

- **Potions & Oils** *oil of shillelagh* (50 gp), *potion of barkskin* (300 gp), *potion of endure elements* (50 gp)
- **Scrolls (Arcane)** *charm person* (25 gp)
- **Scroll (Divine)** *call lightning* (375 gp), *daylight* (375 gp), *faerie fire* (25 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Barlow. A successful check reveals all the information revealed by a lesser check.

DC 10: When the druid Barlow Rous fell in love with the dryad Casalya, his followers founded the eponymous settlement around her tree. The settlement welcomes friendly fey and many of the human villagers have fey ancestors. Casalya still lives in the village.

DC 15: A recent influx of dwarves has brought new prosperity to the village as they begin to market fine wooden goods and dwarven spirits. So far they have limited their production to avoid angering the fey.

DC 20: Long ago, the dwarves unsuccessfully sought precious metals in the hills birthing the Clearbrook. Wild animals in the woods attacked the miners and the survivors retreated to Barlow, where they settled. Since then, hermits have lived in the caves.

For more about Barlow, and the investigation, refer to “Whispers & Rumours” and “Gathering Information” on page 15.

VILLAGERS

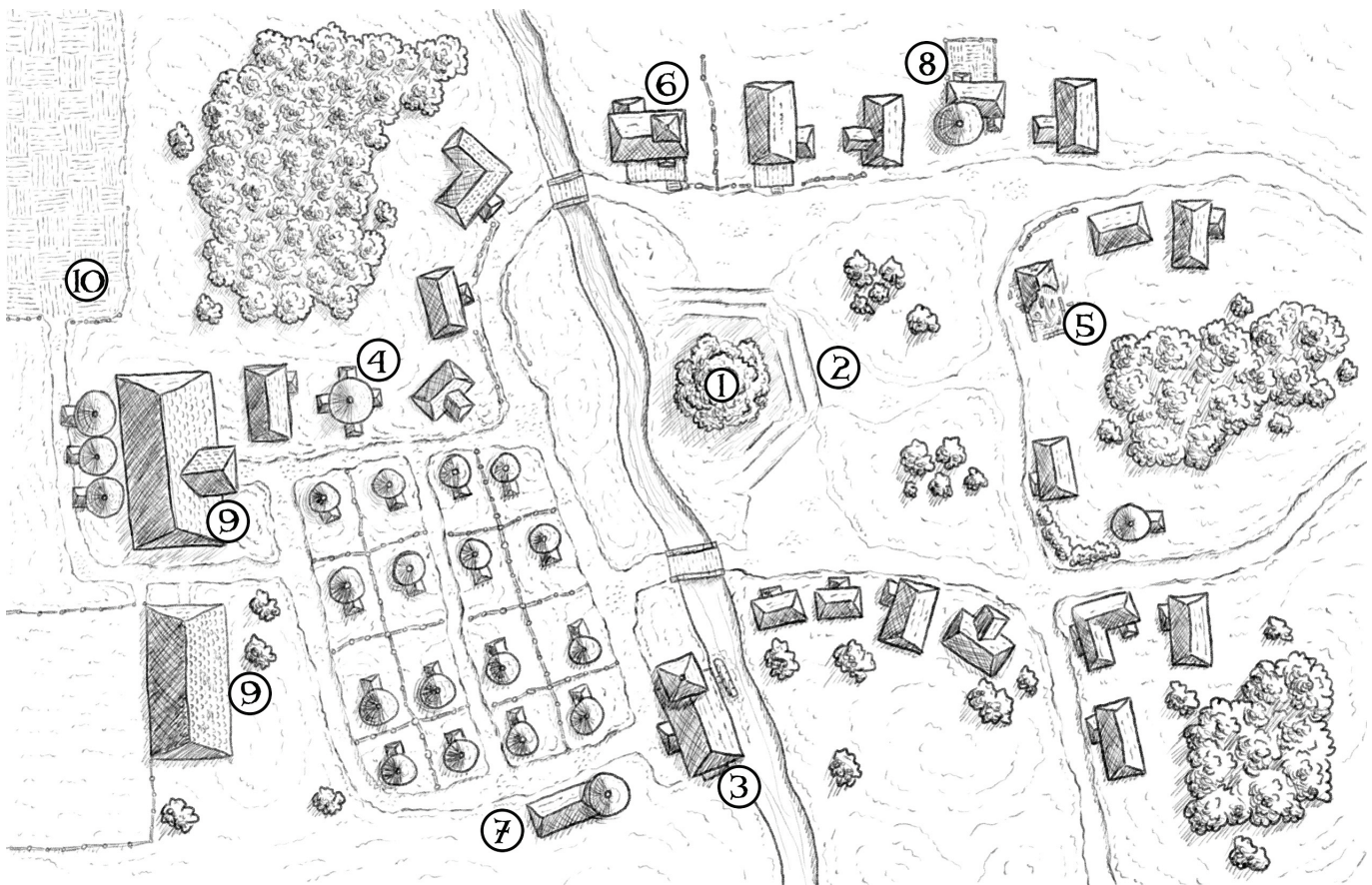
Appearance The human residents typically have tanned skin, but often have brightly coloured hair or eyes or some other odd trait revealing their fey heritage. Dwarves tend toward neatly trimmed hair and beards.

Dress Humans wear wool clothing, often dyed in bright greens or other colours and decorated with elaborate embroidered flowers or woodland creatures. Dwarves dress more soberly, often wearing long leather vests in which they carry the tools of their trade.

Nomenclature (Dwarf) *male* Daim, Doric, Falgen, Reidral; *female* Barili, Chera, Mora, Olalsia, Thinon, Wynadear; *family* Runeshield, Strongstave.

Nomenclature (Fey) *male* Abararl, Adenen, Ash, Koko, Tob; *female* Alaneo, Aphid Ashphodel, Cala, Vereyl *family* Ambershine, Dapplesprout, Quickfly, Sunsage.

Nomenclature (Human) *male* Erreharl, Kiral, Timos, Voz; *female* Analia, Camline, Hermi, Vremi; *family* Aral, Ferren, Fyrom, Liale.



NOTABLE LOCATIONS

1: CASALYA'S TREE

Home to Barlow's mother, the dryad Casalya (CG female dryad), this massive willow's branches spread majestically over the Clearbrook. The ancient tree is the heart of the village, and typically has numerous children playing in its shade and fey flitting about its branches.

Casalya typically lounges in the boughs of the tree, keeping an eye on the village. In truth, she's gotten lazy as she's aged and prefers to not take a firm hand in village matters unless she has no choice. She's a pleasant and welcoming hostess to visitors, though as with most dryads she does not brook threats to the surrounding environs. The dwarves' industrialization efforts worry her, but so far they've respected her wishes to not exploit the nearby land.

Despite the difficulties popping up more and more frequently between the human and dwarven residents, there is no dispute over the importance of Casalya and her tree; the entire village rushes to its defence in the face of any threats.

If approached by the PCs, Casalya is initially indifferent towards them. While outwardly pleasant, she sees dealing with nosy visitors as a chore and a waste of time which she could instead be spending relaxing. Thus, the PCs require a DC 20 Diplomacy check to make her friendly towards them. In the ensuing conversation, she relates the following information, if it seems appropriate for her to do so:

- The recent thefts are nothing of great importance. While they've annoyed some of the humans, it's just a couple of cattle.
- The fire at the Hearthstone inn two months ago was worrisome. Sparks from the fire landed quite close to her tree. In some ways, the fire was a good thing as everyone—dwarves, humans and fey—worked together to put it out.
- Tensions between the humans and dwarves have never been worse. There hasn't been any violence or indeed anything else worse than occasionally raised voices; however if it continues to fester, these divisions could tear the village apart.
- Barlow is not a place for violence; problems should be solved peacefully.
- She has never met the new hermit Dunstan Wymer, but has only seen him from a distance. He didn't seem very pleasant, and he smelled strange.
- The character of the woods around the hermitage at Clear Water has begun to change for the worse. If pressed, she confides she can sense death lurking in the woods.

If the party return to speak with Casalya again, they must again make a Diplomacy check (with a +2 modifier per additional check made) to get the lazy dryad to speak with them.

2: CASALYA'S AMPHITHEATRE

Flowers tended by Brengen Leer (NG male old human druid 4) grow in these stepped seats carved into the earth around Casalya's tree. Designed for village meetings, the amphitheatre quickly became a favourite communal gathering place. Residents typically spend several nights a week here listening to story-telling contests or watching faerie performances. Humans also fill the seats for the occasional celebration of druidic holidays.

On any given evening, the PCs can find a mixture of villagers relaxing and socialising here. A DC 10 Perception check reveals the various folk tend to socialise with those of their own kind. Making Diplomacy checks here during these gatherings to gather information gain a +2 circumstance bonus.

BRENGEN LEER

CR 2 (XP 600)

Dressed in a simple brown robe with a rope belt, this human's white hair and copious wrinkles give proof of his age. He coughs apologetically, dabbing his lips with a white cloth.

Male old human druid 4

NG Medium humanoid (human)

Init -2; **Senses** Perception +9, Sense Motive +4

Speed 30 ft., trackless step, woodland stride; **ACP** 0; Swim +5

AC 8, touch 8, flat-footed 10; **CMD** 11

(-2 Dex)

Fort +1, **Ref** -1, **Will** +8; +4 vs. fey spell-like and supernatural abilities and plant spells

hp 9 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Ranged Touch storm burst (range 30 ft.) +1 (1d6+2 nonlethal plus -2 on attack rolls for 1 round)

Special Actions wild shape

Wild Shape (Su [standard; 1/day]) Brengen can turn into any Small or Medium animal as *beast shape I* for up to four hours.

Druid Spells Prepared (CL 4th; concentration +8; Weather domain)

2nd—*animal messenger, bear's endurance, bear's endurance*

1st—*charm animal, cure light wounds, endure elements, speak with animals*

0—*guidance, know direction, light, mending*

Combat Gear *potions of cure light wounds* (2)

Abilities Str 10, Dex 7, Con 5, Int 14, Wis 18, Cha 18

SQ nature bond (Weather domain), wild empathy (+8 [+4 vs. magical beasts])

Feats Brew Potion, Skill Focus (Diplomacy), Toughness

Skills as above plus Diplomacy +9, Handle Animal +11, Heal +9, Knowledge (geography) +9, Knowledge (local) +6, Knowledge (nature) +11, Spellcraft +9, Survival +13

Languages Common, Druidic, Dwarven, Sylvan

Gear as above plus cleric's vestments, holly and mistletoe, wooden holy symbol

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Barlow, its surroundings and recent events. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D10 RUMOUR

1*	Arli Casalyan burned down the village inn in a fit of pique.
2	Kasban nearly drowned after he passed out drunk in the Clearbrook. He was lucky Casalya saw him.
3	After his recent illness, Brengen Leer doesn't think he has much more time to live; he's looking for an apprentice.
4*	Hyla Lawsprite found a sack of gold in an old hollow tree stump and is now searching the woods for more "buried treasure."
5	Most of the thefts happened in the week before the full moon.
6	About a month ago, other adventurers passed through the village onto the way to the hermitage. They didn't say what they wanted there and they haven't returned.
7	Erna Copperspike wants to borrow or buy a pair of horse or oxen to haul a wagon full of wooden goods to the city.
8	It's been cattle so far, but soon it will be people disappearing!
9*	The dwarves are stealing our cattle to ruin us! With us out of the way, they can start cutting more trees down! Cassalya won't stand for it!
10*	Vorman Therbel is a vicious, miserly man out to make as much profit as possible. Nobody likes him. He probably stole the cows before selling them.

*False rumour

GATHERING INFORMATION

In conversation with the villagers, the PCs will learn additional information about the recent cattle thefts; reward good roleplaying with one or more of these facts. Once the PCs have learned of Wymer and the (unrelated) disappearance of the previous hermit they will likely decide to investigate the hermitage.

- Most villagers think the new hermit at Clear Pool, a foul-tempered man called Dunstan Wymer, is somehow responsible for the thefts, but are too scared to confront him.
- Wymer has lived in the hermitage for about six months.
- No one has seen the previous hermit, a woman called Mira Pasanan since then.
- Wymer rarely visits the village.

3: VORMAN'S MILL

One of the most obvious signs of progress in the village, a waterwheel powers this new wooden gristmill. The avaricious proprietor, Vorman Therbel (N male human expert 2), grinds grain grown in the village's farms, much of it going to the dwarven distillery. Though villagers grumble at Vorman's demands for compensation (he prefers coins, but often must settle for barter), the convenience factor has made the mill a regular destination for many in Barlow.

Though he boasts of generations of his family calling the village home to deflect criticism, Vorman has little use for his upbringing in the druidic faith. If he were braver, he might leave to seek his fortune in a big city, but he hopes instead to become a big fish in a little pond.

4: NEW SHRINE

While many of the first dwarves in Barlow, grateful for their rescue, were happy to follow the villagers' druidic beliefs, newcomers have brought with them worship of dwarven gods. Overseen by Hagin Forgespark (LG male dwarf cleric 2), they erected this temple, with shrines to each of their major gods, including a forge anyone can use in return for a small donation.

Although only dwarves worship here, more humans are visiting to benefit from the forge, finding its metal tools and products more durable and effective than their wood counterparts. The operation remains a small-scale endeavour, more part of Hagin's religious practice than a business, but the cleric is willing to take consignments in return for donations. The only restriction placed on his practice, one that he's accepted without complaint, is a ban on cold iron products.

TIMELINE OF EVENTS

The following notes present a rough timeline of events:

- **7 Months Ago:** Dunstan Wymer is bitten by a wereboar. At the next full moon, he turns on his companions. Mira Pasanan, hermit of Clear Water, dies of old age.
- **6 Months Ago:** Dunstan Wymer finds the hermitage at Clear Water abandoned.
- **5 Months Ago:** At the full moon, Dunstan kills some travellers camping too close to his home.
- **4 Months Ago:** At the full moon, Dunstan kills more travellers camping too close to his home.
- **3 Months Ago:** Dunstan starts to steal cattle every month from Barlow to assuage his bloodlust.
- **2 Months Ago:** The village inn, the Hearthstone, burns down.
- **1 Month Ago:** Viljo Lankinen and his companions pass through the village on their way to the hermitage. Dunstan kills three of them; only Viljo survives.

5: CHARRED RUINS

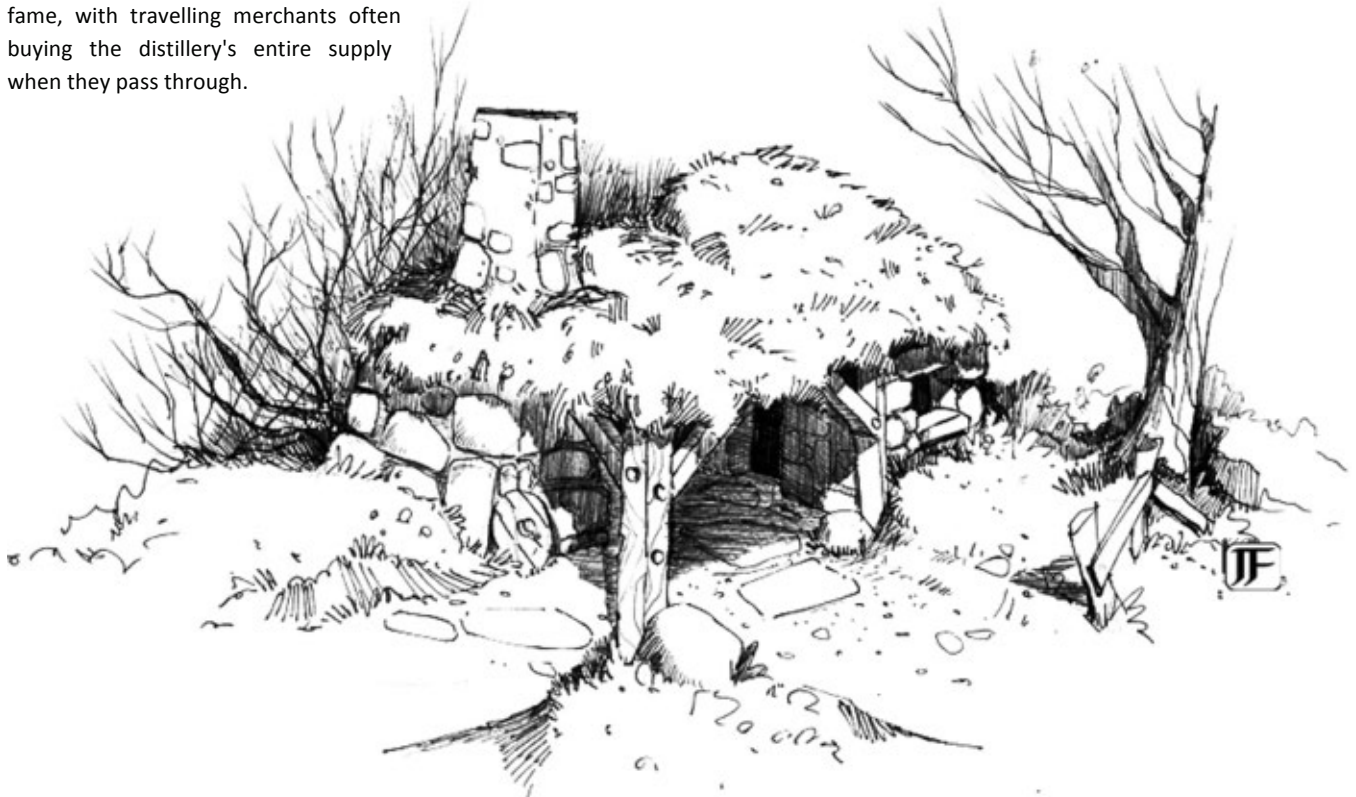
Blackened timber and broken slate and stone are all that remain of the village inn, the Hearthstone, which burned to the ground in the middle of the night two months ago.

Many quietly, but incorrectly, believe the fire was no accident, but was rather a case of arson intended to slow the village's growth. In truth, the fire was caused by Tybdra-Bel (NG female grig) who after a few too many drinks was showing off to a satyr whose eye she was trying to catch with her *pyrotechnics* ability. Neither was aware a spark remained in dry tinder near the inn, eventually spreading and starting the conflagration. While Tybdra-Bel worries she may have caused the blaze, she fears punishment too much to come forward and admit it.

PCs investigating the ruins that make a DC 16 Perception check hear the sounds of crying coming from nearby. This is Tybdra-Bel upset at what she has done. A subsequent DC 17 Diplomacy check is enough to get her to talk to the PCs about what is upsetting her. Good role-playing, or a DC 22 Diplomacy check, get her to reveal what she thinks she may have done.

6: DWARVEN DISTILLERY

A strong odour of fermenting grain hovers around this building, though nearby fey often do their best to move or mask it. Once a human home, it was bought by a consortium of dwarves, who turned it into a whiskey distillery. Though they still produce only a limited amount of alcohol every year, some of which they share freely during village celebrations, the product is growing in fame, with travelling merchants often buying the distillery's entire supply when they pass through.



7: ERNA'S WORKSHOP

The sound of hammering and good-natured craftsmen at work surround this large dwarven home, which has a haphazardly ramshackle look thanks to several obviously recent additions.

The workshop was once Erna Copperspike's (N female dwarf expert 3) home, where she began crafting fine wooden toys for the village's children. As the population boomed, she found herself making more functional goods, primarily furniture. As demand grew beyond what she was capable of producing herself, she took on apprentices, adding work space to her home. The business has only grown since then, until after several more additions, Erna moved out completely, letting the entire building be devoted to the craftsmen's work.

Erna—a second-generation resident—believes strongly in maintaining the village's values her father passed down to her. She is very picky about where she gets her timber and frequently checks with Casalya to make sure her choices won't cause problems. At the same time, Erna feels increasing production and trade, as long as they're done within reason, doesn't conflict with the village's character. She often rails privately against those who think she's going too far, accusing them of holding the village back. She (and some of the other craftsmen) are becoming a little frustrated at Casalya's lazy attitude of late. If rendered friendly or better (DC 15 Diplomacy check) she confides this in the PCs.

8: THIFAN'S HOME

The last survivor of the first dwarves to call Barlow home, Thifan Granitehelm (NG male old dwarf expert 4) has put decades of work into his beautiful home. The wood and stone structure is immaculate, and the elderly dwarf spends time every day in his herb garden.

Though slowing, the white-haired village patriarch remains a beloved figure among humans, fey and dwarves alike. Visitors stop by at all times of the day to exchange gossip or share a fresh loaf of rye bread or a cold ale. Thifan can no longer imagine a life away from Barlow and is sad his urging other dwarves to join him here has brought strife to his beloved home. His rheumy eyes fill with sadness when he hears residents complain about each other and he constantly urges peace and reconciliation when problems arise. He tries to act as a moderating influence on Erna Copperspike, urging her to work more with her neighbours.

Though he moves slower than he used to and his vision is dimming, Thifan's memory is still good, and he is happy to give directions or even lead (slowly) anyone who asks to Clear Pool (page 20), the abandoned hermitage set up in the caves that originally brought him to this remote part of the world. Once he discovers the situation at the caves he does not voluntarily enter them, however. Sadly, he doesn't remember much of the hermitage's layout, but does recall the cave system was relatively small.

DWARF VILLAGER

CR 1/3 (XP 135)

This dwarf wears worn working leathers. He carries the tools of his trade at his belt, but is more tanned than usual for one of his kind.

Dwarf expert 1

LN Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +6 (+8 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.; **ACP** 0

AC 10, touch 9, flat-footed 10; **CMD** 9 (+13 vs. bull rush and trip); +4 dodge vs. giant foes

(+1 armour [padded], -1 Dex)

Fort +1 (+3 vs. poison), **Ref** -1, **Will** +4; +2 vs. spells and spell-like abilities

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +0

Melee dagger +0 (1d4/19-20)

Atk Options +1 attack vs. orcs and goblinoids

Abilities Str 11, Dex 8, Con 12, Int 10, Wis 15, Cha 7

SQ weapon familiarity

Feats Skill Focus (Craft [various])

Skills as above plus Appraise +4 (+6 vs. metals and gemstones), Craft (various) +7, Diplomacy +2, Knowledge (engineering) +4, Knowledge (local) +4

Languages Common, Dwarven

Gear as above plus belt pouch, 2d4 sp, 1d6 gp

9: BARN S

Flowering vines grow around and on the communal barns, which are the largest buildings in the village. In addition to stabling for the village's livestock—mostly cows, pigs and sheep—excess grain and root vegetables from the fields are kept here.

A series of cattle thefts over the last four months have angered villagers, who are baffled as to who or what could be responsible. Unable to find any clues, Hyla Lawsprite (CN male sprite bard 3) has vowed to keep an around-the-clock watch, but the little fey is easily distracted by other happenings in the village and is only sporadically at the barns.

It is likely the PCs will explore this area at some point in their investigations. They might learn the following:

- **DC 10 Knowledge (nature) or Profession (farmer):** The animals are generally healthy and appear well looked after.
- **DC 15 Perception or DC 10 Profession (farmer):** The barn and attendant fencing is in good repair.
- **DC 20 Survival:** The PC discovers animal tracks leading off in the direction of the hermitage at Clear Pool.
- **DC 25 Survival:** Intermingled with the animal's tracks are the prints of a single man wearing boots.

10: FARM FIELDS

Produce from several small fields cleared decades ago supplement personal gardens next to most homes in the village. Arvo Varala (N male human expert [farmer] 2), who is also the village headman, leads the farmers here as they grow their rye and root vegetables crops. He's typically found in the fields working, as he uses the difficult labour to take his mind off the village's troubles. He welcomes any help in solving the mystery.

HUMAN VILLAGER

CR 1/3 (XP 135)

This human wears bright green woollen clothes and appears fit and healthy. His clothes are muddy and worn; he obviously spends much time outdoors.

Human commoner 1

LN Medium humanoid (human)

Init +0; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +5, Swim +5

AC 10, touch 10, flat-footed 10; **CMD** 11

Fort +2, **Ref** +0, **Will** -1

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee dagger +1 (1d4+1/19-20)

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

Feats Alertness^B, Skill Focus (farmer or similar)

Skills as above plus Profession (farmer or similar) +6

Languages Common

Gear as above plus belt pouch, 2d4 cp, peasant's outfit

LIFE IN BARLOW

Life in idyllic Barlow is typically a pleasant, unhurried affair.

DAILY ROUTINE

Enjoying a communal lifestyle with little need for money makes for a relaxed normal day. Villagers often put in time attending to the needs of the community, hunting or gardening, but are quick to take a break to jump in the Clearbrook on a hot summer day or chase children through piles of fallen leaves in autumn. Regular gatherings for entertainment in the amphitheatre add to the calm atmosphere.

LAW & ORDER

Crime—other than some petty thefts typically committed by local fey, and the recent mysteriously missing cattle—is nearly unknown. Hyla Lawsprite (CN male sprite bard 3), the self-appointed sheriff, spends much of his time searching for things to investigate, mostly finding things that pique only his interest. In the event of a real crime, the village council would hand down justice, typically communal punishments, such as shunning. In a worst-case scenario, villagers would exile someone from Barlow, but such has never happened.

TO CLEAR WATER!

The hermitage at Clear Water lies in the depths of the wood overlooking a deep pool that births the Clearbrook. The site is roughly six miles from Barlow. A faint trail, meandering through the woods links the two sites. Only Dunstan now uses the trail with any frequency.

The Clearbrook: This bubbling woodland river is in truth little more than a wide, fast flowing stream. It is not navigable. For much of its course between Clear Pool and Barlow, the river is little more than four feet deep. Fringed by steep banks and overhung by trees, small fish dart about its waters, and, near to Barlow, villagers can often be found fishing from its banks.

TRAVEL TIME

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. If the party decides to wade upstream in the Clearbrook, increase their journey time by 50%.

The woodlands between Barlow and Clear Pool are essentially safe. Unless the GM desires to include another encounter, the PCs do not face any hostile creatures until they reach Clear Pool.

EVENTS

While the PCs are in Barlow, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A travelling merchant, Karsol Ingerholt, arrives in the village, looking to sell some goods but more excited about loading his carts with as many pieces of Erna Copperspike's wooden furniture as possible.
2	Thifan Granitehelm's birthday is cause for a village-wide celebration, with a barrel of rye whiskey tapped for the occasion. Many of Barlow's humans, dwarves and fey end up thoroughly drunk by the end of the evening.
3	Hyla Lawsprite learns of a missing berry pie and launches an investigation. Everyone is a suspect. (The pastry was snatched off a windowsill by a passing brownie who has not yet returned to recompense the owner.)
4	A town gathering is called to discuss Nalgrima Stoneguard's plans to clear space for a home for six of her family members due to arrive next month.
5	Arli Casalyan claims to have spotted a unicorn while hunting but says it refused to visit Barlow.
6	When Idani Cooper drowns in a tragic fishing accident, the entire village comes together to support her widower and their three young children.

WOODLAND DRESSING

As the party travel toward Clear Pool, they might make minor discoveries of interest. A PC making a DC 10 Perception check makes a discovery. The PC makes an additional discovery for every 5 points by which he exceeds DC 10.

D6	DISCOVERY
1	A hoof print of a cow obscured by undergrowth.
2	A pile of old animal dung from a large animal.
3	Deep cuts and scrapes on a tree's trunk obviously done by a large, powerful animal.
4	Crushed bushes and undergrowth show where a large animal left the trail. The tracks lead for 20 ft. before abruptly stopping.
5	A dried spray of blood decorates the long-hanging branches of a large tree.
6	A small sapling has been ripped from the ground and thrown across the trail.

Tracks: A PC making a DC 20 Survival check discovers the faint tracks of several large animals heading in Clear Pool's direction. They are several weeks old.

THE HERMITAGE AT CLEAR POOL

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. 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.

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. Subsequently, it focuses on the nearest enemy.

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. 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.

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).

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 5 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 tell-tale signs throughout the surrounding woodland. If a PC makes 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.

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 24) 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 heed his warning, he retreats to assume his hybrid form and waits for the intruders to enter his bedchamber.

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]; AC 19, touch 13, flat-footed 19; CMD 24; hp 52).

DIRE BOAR	CR 4 (XP 1,200)
<i>This heavily muscled boar has tiny, filth-encrusted red eyes. Flies cover its flanks.</i>	
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) The dire boar continues fighting even when its hp total is below 0, although it is staggered. 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.

DUNGEON FEATURES

The hermitage has the following general features:

Illumination: Darkness.

Ceiling: The ceiling is between 7 ft. and 12 ft. high.

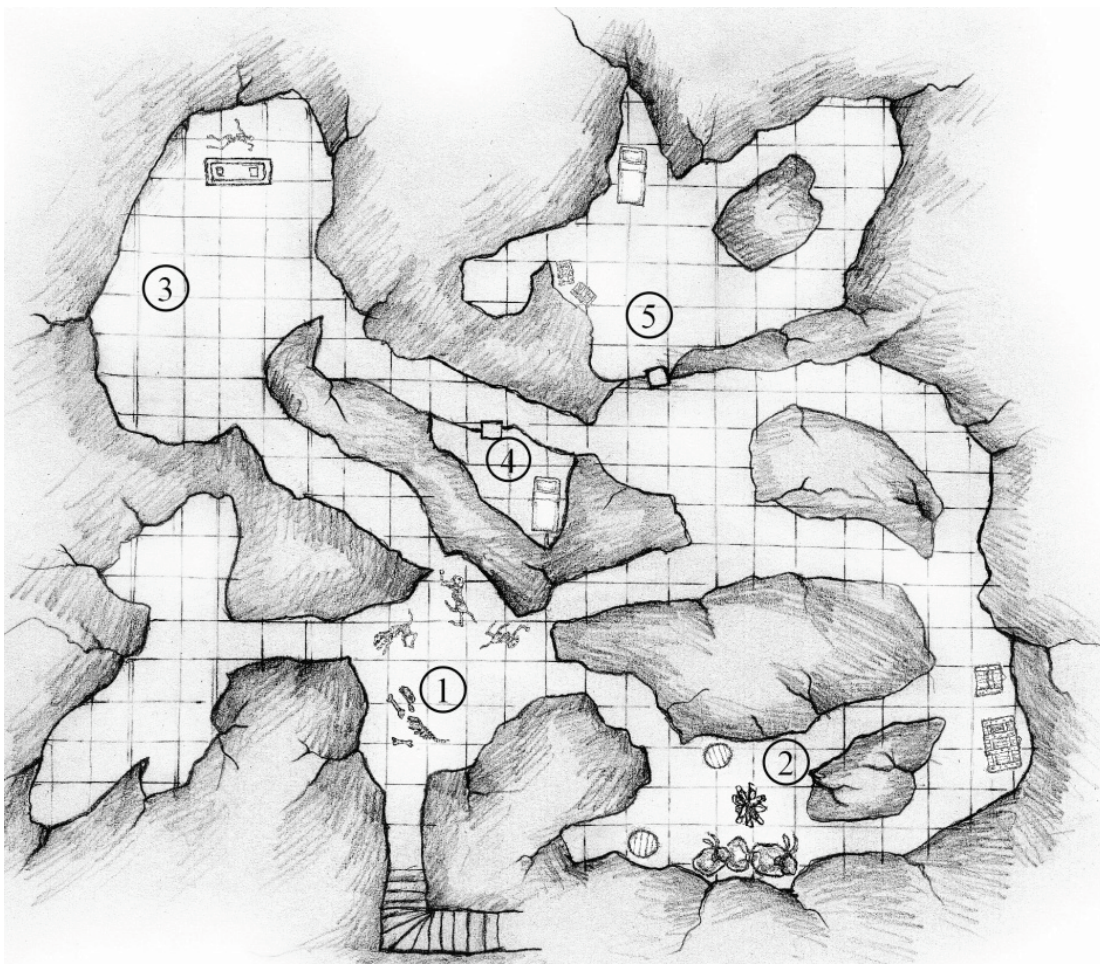
Floor: The floor is of natural, worn stone.

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 minor points of interest they discover:

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 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> .



1: ENTRANCE CHAMBER

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

- **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: A square containing an animal carcass is difficult terrain. All the carcasses are at least several weeks old (and several are months old). A DC 10 Heal check reveals 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

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.

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.

- **Perception (DC 20):** Buried at the bottom of the chest are several small packets of fresh herbs and spices (worth 25 gp).

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

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 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 animal 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 previous adventurers sent to recover Mira Pasanen's bones. Dunstan slew his companions, but spared the rogue and tried to infect him with lycanthropy so that we might have a companion to share his self-inflicted exile. (However, because Dunstan is not a natural lycanthrope he cannot infect others with the curse; he does not know this).

- **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^B

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 a silver holy symbol (that could be used as a Small improvised dagger in a pinch).

VILJO LANKINEN

This seemingly 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 (see "Further Adventures").

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 knows nothing 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^B, 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^B, Extend Spell^B, Greater Spell Focus (necromancy), Scribe Scroll^B, 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 +12, Survival +5

TACTICS

Before 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.

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 [2 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 [2 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.

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 (see page 26).

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) 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 it was 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] and special ability DCs; +4 to AC and CMD; hp +10).

CONCLUSION

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 Barlow, 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 LYCANTHROPY

If the PCs speak with Dunstan, they may decide they want to help him find a cure. However, because he is not a natural lycanthrope, he does not have the curse of lycanthropy ability and thus Viljo (ironically given how much Dunstan is looking forward to having a companion) is not actually infected with the curse.

Magical means of healing such as *heal* and *remove disease* have no effect on Dunstan, because of the length of time he has

been infected. Rather, he 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 can attempt a new DC 15 Fortitude saving throw to throw off the curse's effect.

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.

FURTHER ADVENTURES

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 bolthole used by the hermits in time of danger or a lost treasure cache. Alternatively, the passages beyond could lead deep under the earth—perhaps even to the Ebon Realm!

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, if they fight goblins or other organised humanoids. In this instance, the tables are turned on the PCs and they must defend their home from intruders!



PRE-GENERATED CHARACTERS

KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 3

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +5, Sense Motive +3

Speed 20 ft.; base speed 30 ft.

ACP -6; Acrobatics -5 (-9 jumping)

DEFENCE

AC 19, touch 10, flat-footed 19; **CMD** 13

(+8 armour [mwk half-plate], +1 shield [light wooden shield])

Immune *sleep*

Fort +4, **Ref** +2, **Will** +7; +2 vs. enchantments

hp 20

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +3

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

Melee short spear +3 (1d8+1/x3)

Ranged short spear (range 20 ft.) +2 (1d8+1/x3)

Ranged sling (range 50 ft.) +2 (1d4+1)

sling bullets □□□□□□□□□□

Special Actions channel positive energy (5/day; 2d6; DC 12), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 3 extra damage and do not apply any channel resistance bonus to their saving throw.

Resistant Touch (Sp; 6/day) When Kethaith touches an ally he transfers his +1 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

Combat Gear *pearl of power* (1st-level), *silversheen*

Potions *cure moderate wounds*, *spider climb*

SPELLS

Concentration +10

Cleric Spells Prepared (CL 1st; DC 13 + spell level); Domains: Protection, Sun)

2nd (2+1)—*align weapon*, *heat metal*^D (DC 15), *lesser restoration*

1st (3+1)—*bless*, *endure elements*^D, *remove fear*, *shield of faith*

0 (at-will)—*detect magic*, *guidance*, *stabilize*

ABILITIES

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 17, Cha 14

Feats Armour Proficiency (heavy), Combat Casting, Skill Focus (Heal)

SQ good aura (faint), multitalented (cleric, fighter)

Skills Heal +12, Knowledge (religion) +6

Languages Common, Elven

GEAR

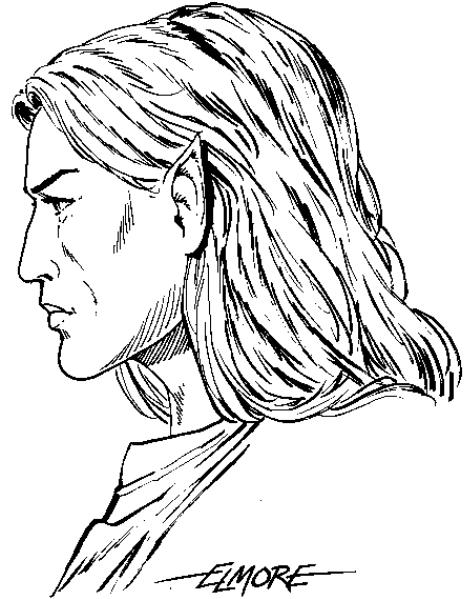
Traveller's outfit, wooden holy symbol

Backpack (bedroll, 5 days trail rations, 1 waterskin 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)

Spell component pouch

Belt pouch (6 gp, 4 sp, 12 cp)



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets The Justicar, the Shining Light, the Noble One

Symbol The rising sun

Domains Good, Law, Protection, Sun

Favoured Weapon Longsword

Raiment Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

WERTHIC BOLHAK

LG male dwarf fighter 3

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.

ACP -5; Acrobatics -5 (-9 jumping), Climb +1, Swim +1

DEFENCE

AC 21, touch 10, flat-footed 21; **CMD** 15 (19 vs. bull rush or trip); +4 dodge vs. giant type opponents

(+9 armour [mwk full plate], +2 shield [mwk heavy steel])

Fort +6 (+8 against poison), **Ref** +1, **Will** +3; +1 vs. fear, +2 vs. spells and spell-like abilities

hp 33

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk dwarven waraxe +7 (1d10+2/x3)

Ranged javelin (range 30 ft.) +3(1d6+2)
javelins □□□

Atk Options Cleave, Point Blank Shot, Power Attack (-1/+2), +1 attack vs. orc and goblin type opponents

Combat Gear *oil of magic weapon* (2)

Potions *cure moderate wounds*, *elixir of swimming*, *shield of faith* (+2)

ABILITIES

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 14, Cha 9

SQ armour training (1)

Feats Cleave, Point Blank Shot, Power Attack, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Common, Dwarven

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



URBREN GLITTERHEART

NG male halfling rogue 3

SENSES AND MOVEMENT

Init +7; **Senses** Perception +9 (+10 vs. traps; trapfinding), Sense Motive +1

Speed 20 ft.

ACP 0; Acrobatics +11 (+7 jumping), Climb +7, Escape Artist +7, Stealth +13 (fast stealth), Swim +5

DEFENCE

AC 18, touch 14, flat-footed 14; +1 vs. traps; **CMD** 13 (+4 armour [mithral chain shirt], +3 Dex, +1 size)

Fort +3, **Ref** +7 (+8 vs. traps; evasion), **Will** +3 (+5 vs. fear)
hp 22

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +0

Melee mwk short sword +7 (1d4-1/19-20)

Ranged mwk light crossbow (range 80 ft.) +7 (1d6/19-20)
bolts □□□□□□□□□□

Atk Options sneak attack (+2d6)

Combat Gear *screaming bolt*

Potions *cure moderate wounds, darkvision, spider climb*

ABILITIES

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11

SQ rogue talents (fast stealth), trapfinding (+1), trap sense (+1)

Feats Improved Initiative, Weapon Finesse

Skills Appraise +7, Diplomacy +6, Disable Device +11, Knowledge (dungeoneering) +7, Knowledge (local) +7, Sleight of Hand +9

Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (masterwork thieves' tools)

Belt pouch (49 gp, 17 sp)



PARADAN HANTER

NG male human wizard (illusionist) 3

SENSES AND MOVEMENT

Init +5; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.

DEFENCE

AC 12, touch 12, flat-footed 11; **CMD** 12

(+1 deflection [*ring of protection +1*], +1 Dex)

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

hp 18

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** 0

Melee dagger +0 (1d4-1/19-20)

Ranged sling (range 50 ft.) +2 (1d4-1/19-20)

sling bullets

Blinding Ray (Sp; 7/day) +2 ranged touch (range 30 ft.); creatures with up to 3 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 3 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

Combat Gear alchemist's fire (2), *bonded ring*, smokestick

Potions *aid*, *cure light wounds*, *levitate*

Scrolls *detect secret doors*, *invisibility*, *magic missile* (2; CL 3), *protection from evil*, *web*

SPELLS

Concentration +7 (+11 when casting defensively or grappled, +2 ranged touch)

Wizard Spells Prepared (CL 1st; DC 14 + spell level; arcane bond; barred schools: transmutation, necromancy)

2nd (3/day)—*invisibility*, *scorching ray*, *web* (DC 16)

1st (4/day)—*colour spray* (DC 16), *mage armour*, *magic missile*, *silent image* (DC 16)

0 (5/day; at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *read magic*

Bonded Object Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (Su) Any illusion Paradan casts with a duration of "concentration" lasts one additional round.

ABILITIES

Abilities Str 9, Dex 12, Con 12, Int 18, Wis 12, Cha 10

Feats Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (illusion)

Skills Appraise +10, Knowledge (arcana) +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (history) +10, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (planes) +10, Knowledge (religion) +8, Linguistics +8, Spellcraft +10

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan



GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, spellbook, 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)

Spellbook 2nd—*invisibility*, *mirror image*, *scorching ray*, *web*, 1st—*colour spray*, *detect secret doors*, *disguise self*, *feather fall*, *mage armour*, *magic missile*, *obscuring mist*, *protection from evil*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

CG female elf ranger 3

SENSES AND MOVEMENT

Init +2 (+4 underground); **Senses** low-light vision; Perception +9 (+11 vs. goblinoids or underground, +13 underground vs. goblins), Sense Motive +1 (+3 vs. goblinoids)

Speed 30 ft.

ACP 0; Climb +8, Stealth +8 (+10 underground), Swim +8

DEFENCE

AC 17, touch 12, flat-footed 15; **CMD** 17 (+4 armour [mithral chain shirt], +2 Dex, +1 shield [mwk buckler])

Immune *sleep*

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

hp 24

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk longsword +6 (1d8+2/19-20) or

Melee cold iron dagger +5 (1d4+2/19-20)

Ranged mwk composite longbow (range 100 ft.) +7 (1d8+2/x3)

arrows □□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options Point Blank Shot, Precise Shot, favoured enemy (goblinoid [+2]), favoured terrain (underground [+2])

Combat Gear cold iron arrows (5), silver arrows (5), *oil of magic weapon* (2)

Potions *cure moderate wounds*, *resist energy*

ABILITIES

Abilities Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10

SQ combat style (archery)

Feats Endurance^B, Point Blank Shot^B, Precise Shot, Weapon Focus (longbow)

Skills Bluff +0 (+2 vs. goblinoids), Heal +6, Knowledge (dungeoneering) +7, Knowledge (geography) +7 (+9 underground), Knowledge (nature) +8, Survival +7 (+8 tracking, +9 underground, +10 tracking goblinoids, +11 tracking goblinoids underground)

Languages Common, Elven, Goblin, Sylvan

Abilities track +1, wild empathy +3 (-1 magical beasts)



GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope, 1 sunrod)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (43 gp, 14 sp, 23 cp)

TALEK PERRIN

NG male half-orc fighter 2/rogue 1

SENSES AND MOVEMENT

Init +2; **Senses** darkvision 60 ft.; Perception +5 (+6 vs. traps; trapfinding), Sense Motive +0

Speed 30 ft.

ACP 0; Acrobatics +8, Climb +7, Stealth +8, Swim +7

DEFENCE

AC 17, touch 13, flat-footed 14; **CMD** 18

(+4 armour [mithral chain shirt], +2 Dex, +1 dodge [Dodge])

Fort +5, **Ref** +4, **Will** +0; +1 vs fear

hp 27; ferocity

Ferocity (Ex) Once per day, when brought below 0 hit points (but not killed) Talek can fight on for one more round as if disabled.

At the end of his next turn, unless brought above 0 hit points, he falls unconscious.

OFFENCE

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

Melee mwk falchion +6 (2d4+4/18-20)

Ranged mwk composite longbow (range 110 ft.) +6 (1d8+3/x3)

arrows □□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options Point Blank Shot, Precise Shot, sneak attack (+1d6)

Combat Gear antitoxin

Potions cure moderate wounds, invisibility (2)

ABILITIES

Abilities Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10

SQ armour training, orc blood, trapfinding (+1)

Feats Dodge, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills as above plus Intimidate +7

Languages Common, Orc

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. silk rope with grapple hook, 5 pitons, small hammer)

Belt pouch (flint and steel, whetstone, candle, tindertwig)

Belt pouch (35 gp, 17 sp)



THE SUNKEN PYRAMID

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