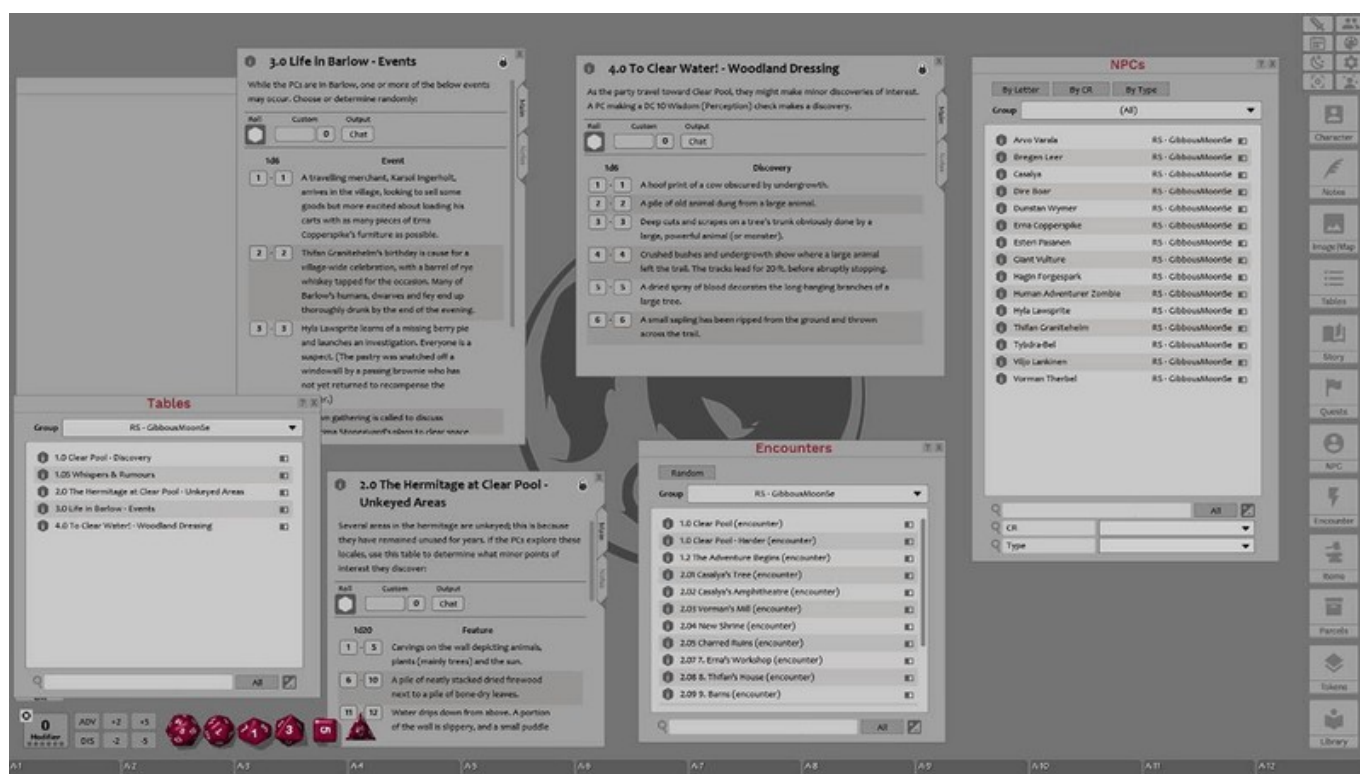


## Fantasy Grounds - Gibbous Moon Collector's Edition (5E) Crack Download Skidrow



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### About This Content

## Gibbous Moon Collector's Edition

*A Short 5e compatible adventure for 3rd-level PCs by Ennie Award winning designer Creighton Broadhurst*

*Months ago, the necromancer Dunstan Wymer was gored by a wereboar and infected with lycanthropy. Almost driven insane by the realization of what he had become after awaking amid the gore and viscera of his companions' eviscerated corpses, he has since shunned civilization 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...*

Gibbous Moon is a short, flavoursome adventure designed to be completed in a single 4-5 hour session that offers a blend of roleplaying and combat opportunities. The action essentially takes place in single self-contained dungeon complex and is very easy to plug into a home campaign.

*Fantasy Grounds adaptation includes:*

- Reference manual

- 
- Rollable tables
  - All NPCs fully stated out and new tokens.

*Converted by:* **Michael Potter**

Released on February 09, 2019. Designed for Fantasy Grounds version 3.3.6 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Compatible ruleset.

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Title: Fantasy Grounds - Gibbous Moon Collector's Edition (5E)  
Genre: Indie, RPG, Strategy  
Developer:  
SmiteWorks USA, LLC  
Release Date: 19 Feb, 2019

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

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**Core Rules**

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Modules Store Export

CM  
 ADV +2 +5  
 DIS -2 -5

**Reference**

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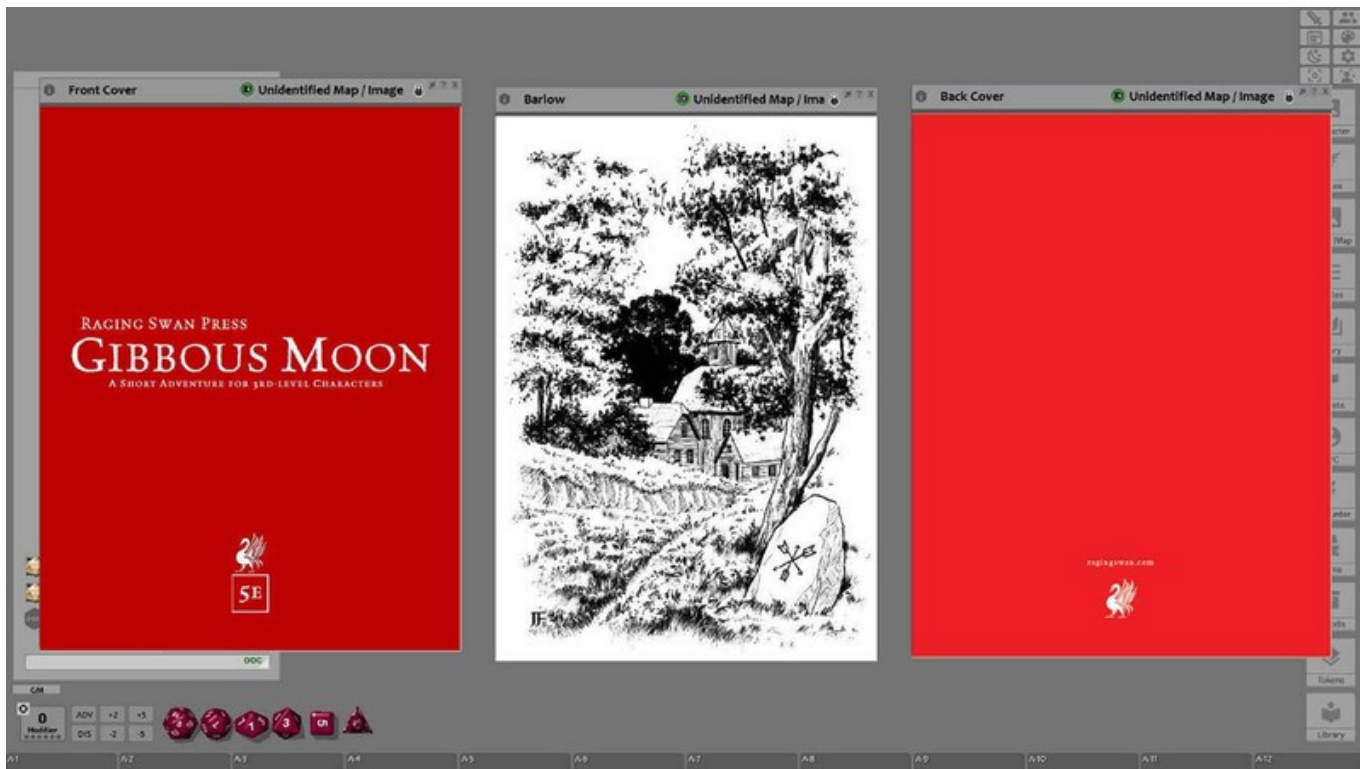
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**Image**





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1.0 Clear Pool

2.0 The Hermitage at Clear Pool

2.1 1. Entrance Chamber

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3.0 Conclusion

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### 4.0 To Clear Water!

Hermitage at Clear Water lies in the depths of the wood...  
 A bubbling woodland river is in truth little more than a wide, fast flowing stream. It is not navigable...  
 A strong odour of fermenting grain hovers around this building, though nearby they often do their best to remove 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.

### 2.06 6. Dwarven Distillery

A strong odour of fermenting grain hovers around this building, though nearby they often do their best to remove 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.

### 2.1 1. Entrance Chamber

Dunstan uses this chamber to pen the cattle he stork from Barlow. The smell of rotting flesh emanates from the 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. Several large iron stakes have been driven into the stone floor.

Revivited 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 his 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 Wisdom (Medicine) 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).

### 2.2 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:

**Barrel:** One barrel is full of clear 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. A DC 16 Wisdom (Perception) check identifies a creature to spot, buried at the bottom of the chest, are several small packets of fresh herbs and spices (worth 25 gp).

### 1.05 Whispers & Rumours

A PC can sound out the locals to gather information about Barlow, its surroundings and recent events. This takes 104 hours and requires a DC 10 Charisma check. Use the table below, to determine which rumour(s) the PC learns.

DND	Rumour
1	*Arl Casalyan burned down Heartstone inn in a fit of pique.
2	Kabban nearly drowned after he passed out drunk in the Clearbrook. He was lucky Casalyan saw him.
3	After his recent illness, Bringen Leer doesn't think he has much longer to live; he's looking for an apprentice.
4	*Hyla Lawspire 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 cattle 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 Copperpkin 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!

CM

0 ADV +2 +5 DIS -2 -5

1 2 3 4 5 6 7 8 9 10 11 12







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