

DUNGEON #55:

THE SEA WOLF

An Official RAVENLOFT® Adventure
For 3-4 Players, Levels 4-6

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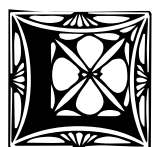
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THE SEA WOLF

A background of wrath, which can be stirred up to the murderous infernal pitch, does lie in every man.

- Thomas Carlyle
Two Hundred and Fifty Years Ago (1790)



Lisa Smedman is a full-time freelance game designer who has produced nearly a dozen full-length adventures for TSR, including several in the RAVENLOFT setting. She has also written adventures and source material for a number of other game companies and has recently completed a Shadowrun novel, due to be released in 1996. She is the editor of Adventures Unlimited, a quarterly magazine containing adventures for various roleplaying games. In her spare time, she organizes science-fiction conventions, hosts a writer's workshop, and spends altogether too much time and money on turning her basement into a passable rendition of a castle dungeon.

"The Sea Wolf" is an AD&D game adventure for 3–4 characters of levels 4–6. The PCs can be of any classes, but they should have access to silver or magical weapons. While set in the RAVENLOFT world, this scenario can be adapted to other settings which include sea travel. The Gothic Earth setting of the *Masque of the Red Death* campaign is especially well suited for this adventure.

BACKGROUND

In this adventure, The PCs must track down a werewolf while the beast commits a series of murders aboard a ship. The adventure takes the form of a murder mystery, in which the PCs must find the guilty party. Their investigations will be confounded, however, by the fact that the werewolf has a twin sister who provides a perfect "alibi" for each killing.

The werewolf is a young woman by the name of Yvonne Depardieu. Her twin sister is named Antoinette. The sisters are in their early 20s and are identical in appearance, with long auburn hair swept up in a bun, deep green eyes that hold a hint of sadness,

and long, slender fingers. They dress alike, in modest, floor-length gowns, wide-brimmed hats, and white kid gloves. They also share the same talent—each is an accomplished pianist.

The sole difference between the sisters lies in their personalities. Yvonne is hot-tempered and speaks her mind, while Antoinette is retiring and polite. This difference is reflected in their taste in music—Yvonne likes to play ragtime, while Antoinette prefers elegant waltzes and sonatas.

The twins are the product of a human mother and werewolf father. Late in her adolescence, Yvonne discovered she was a true werewolf. Her first victim was Pierre Laduc, a young man whom both sisters had been courting. For fun, Yvonne tricked Pierre into thinking that she was Antoinette. When Pierre admitted he liked "her" best, Yvonne flew into a jealous rage. She assumed werewolf form and tore him to pieces.

As Pierre lay dying, he begged that his killer never again be able to hide her true nature behind "the sweetness that fogged my mind." The curse took hold, with an added twist: whenever fog shrouds the land, Yvonne is unable to prevent herself from acting upon her jealousies and petty rages. Overcome by emotion, she assumes werewolf form and murders those who have slighted her.

Antoinette knows that her sister is a murderer, but does not know that she is a werewolf. (The girls' mother never told her daughters who their father was.) She believes that her sister suffers "fits of madness" that are brought on by "evil vapors" (the Ravenloft mists). She thinks Yvonne will be cured if they move to another domain, and she has persuaded her sister to travel aboard the *S.S. Bonnaville* in search of a land that is less fog-shrouded than their native Mordent.

To hide Yvonne from Mordent's police (who want to question her in connection with a recent slaying in Port-a-Lucine), Antoinette reserved a single cabin and smuggled her sister aboard. The twins are careful not to be seen together; only one leaves the cabin at a time. When dining, one sister hurriedly eats a meal, then excuses herself for the washroom. The second sister then "returns" from the washroom to eat a hefty "second helping."

To provide the "sole occupant" of Cabin 14 with an alibi, Yvonne waits until Antoinette is elsewhere on the ship, in the company of a number of witnesses. She then assumes werewolf form and slips out of the cabin to commit murder.

STARTING THE ADVENTURE

The adventure is set aboard the *S.S. Bonnaville*, a sternwheeler that makes regular passenger runs between Mordentshire and Martira Bay, stopping at the cities of Port-a-Lucine and Ludendorf along the way, then making a return journey. The cost of a ticket (including all meals) is 20gp for a single room or 45gp for a double room for each third of the journey (for example, from Mordentshire to Port-a-Lucine). Each third of the journey is normally an overnight trip.

The DM will have to maneuver the PCs into boarding the ship, either at Mordentshire, Port-a-Lucine, or Ludendorf. The easiest way to do so is to have the esteemed Dr. Rudolf Van Richten hire the PCs to accompany him by ship to Martira Bay, where he is scheduled to give a lecture. Van Richten wants them to protect him from an “old enemy” in that city, a biologist named Dr. Manticue, who was jailed, on Van Richten’s sworn testimony, for cruelty to animals. Dr. Manticue can be used as a red herring in the mystery; he actually died a year ago.

The first afternoon aboard the sternwheeler is uneventful. The PCs meet a few of the passengers and have a chance to interact with them. That night, a heavy fog descends. Unable to navigate and fearful that the ship might hole itself upon a rock, the captain orders the *S.S. Bonnaville* on the only safe course—further offshore and deeper into the Sea of Sorrows. That morning he announces that the ship will resume its journey when the fog has cleared. But the fog shows no signs of lifting. Isolated from all contact with the outside world, the PCs and Van Richten must solve the murders that are about to occur.

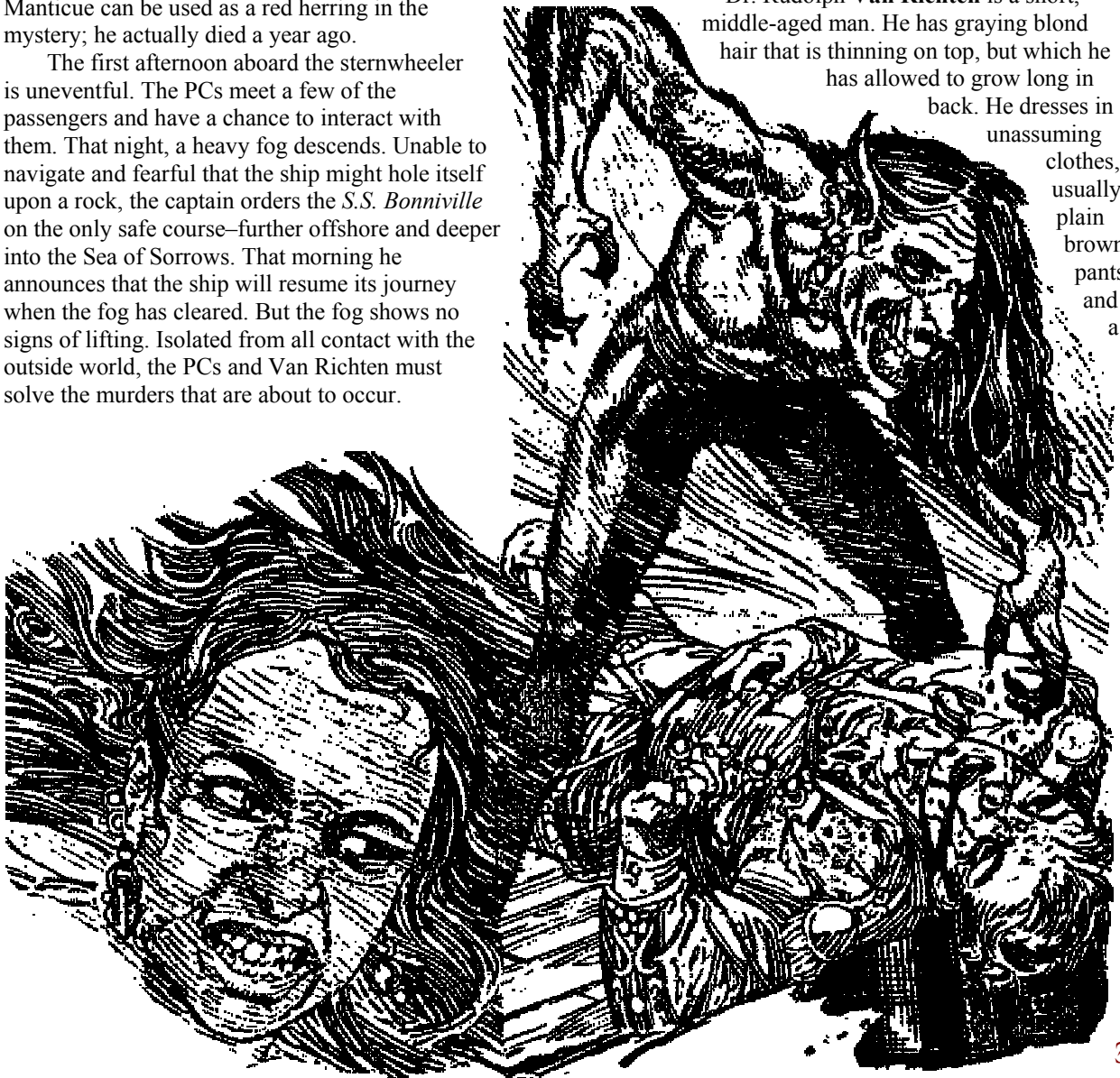
Dr. Van Richten

Assuming the DM places this adventure in the Ravenloft setting, Dr. Van Richten is the hook that brings the PCs into the scenario. While he can be a great source of role-playing and supernatural lore (he can provide any of the information appearing in the various *Van Richten’s Guides*), he should not lead the characters through the mystery. Rather, Van Richten should provide the PCs with a sounding board for their own ideas and speculation. In other words, he should be the Dr. Watson to their Sherlock Holmes.

To place this adventure in another setting, simply replace Van Richten with any similar NPC. Use the same statistics and change the name and background.

Dr. Rudolph Van Richten: AL LG; AC 10; MV 12; T5; hp 25; THACO 18; #AT 1; Dmg by weapon type; SD special; S 11, D 16, C 10, I 17, W 16, Ch 10.

Dr. Rudolph Van Richten is a short, middle-aged man. He has graying blond hair that is thinning on top, but which he has allowed to grow long in back. He dresses in unassuming clothes, usually plain brown pants and a



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tweed jacket or cape.

Originally a native of Darkon, Van Richten was a doctor who healed without magic. He had little skill as a surgeon, relying more on herbal medicines.

One day, the Vistani kidnapped his son, Erasmus. Van Richten pursued and caught them, then exacted bloody revenge when he learned they had sold his son to a vampire. Unwilling to surrender hope, Van Richten eventually found Erasmus—or what remained of him. Newly undead, the boy begged Van Richten to destroy him, so his father released him from torment, though it tortured Van Richten to do so.

Since his son's destruction, Van Richten has hunted vampires and other supernatural creatures throughout Ravenloft. When not actively in pursuit of a creature, he runs an herbalist shop in Mordentshire and writes about his experiences, hoping to inspire heroes to cleanse the land of the Mists of its evil.

Dr. Van Richten is wise and well educated, and he knows a great deal about supernatural lore. The doctor always carries a holy symbol, a vial of holy water, a small mirror, a silver dagger, and a wooden stake.

Properties of the Fog

While the *Bonneville* is enshrouded by fog, visibility on deck is limited to 10'. The DM should constantly remind the players of the chilly and oppressive atmosphere.

The fog also has several magical properties. It "clouds the mind," completely dampening all spells that allow a character to read another's mind. Spells that do not work while the fog surrounds the ship include *emotion read*, *ESP*, *memory read*, *mind read*, and *thought broadcast*. Psionic abilities that do not work include Empathy, ESP, Identity Penetration, and Probe.

The fog resists all efforts to affect it magically, including such spells as *control weather*.

Any characters leaving the ship and venturing into the fog lose their way in the mists and wind back at the *S.S. Bonneville*. Magical minions (such as aerial servants) disappear into the fog and do not return.

THE S.S. BONNEVILLE

Cargo Deck

The floor of this deck is of rough planks, while the ceilings are 20' high. While the ship is underway, it is normally frequented only by the ship's bosuns.

A. Engine Room:

This room contains the machinery that drives the massive paddlewheel at the stern of the ship. Doors at the rear of the room give access to narrow platforms used to perform maintenance on the paddlewheel.

B. Tool Room:

The tools needed to maintain the engine and boiler are kept here.

C. Aft Cargo Hold:

This hold is used to store the coal that fires the boiler, as well as cargo that does not need to be kept clean.

D. Forward Cargo Hold:

The bulk of the cargo is kept in this hold. A typical cargo includes crates of produce, sacks of grain, manufactured goods, mailbags, and private steamer trunks.

E. Boiler Room:

The boilers that power the engines are housed in this room, which also contains the smokestack.

F. Embarkation Deck:

This area has a ceiling but is otherwise open to the elements. Passengers board and disembark via gangplanks extended through this deck's port or starboard gate (the "door" in the railing) to a pier or wharf.

Main Deck

This deck is where most of the passenger cabins are located. The floors are of polished wood. Ceilings are 12' high, except in the dining room, which is open to the deck above.

G. Aft Lounge:

This area is furnished with tables and chairs. Coffee and tea are served here from 8 A.M. to 6 P.M. Windows give a view of the open deck and the churning paddlewheel.

H. Dining Room:

This area contains six large tables, each capable of seating eight. The table closest to the bow of the ship is where the captain and crew eat. The captain, first mate, purser, and chief steward eat first; the rest of the crew eat when the officers are finished.

Meals are served from 8–9 A.M., noon to 1 P.M., and 5–6 P.M. The dining room is open to the deck above it; passengers can look down upon it from a

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gallery above. The 24' ceiling is set with four crystal chandeliers.

I. Kitchen:

Meals for the passengers and crew are prepared here in two large ovens.

J. Safe Room:

Valuables are kept inside a safe in this locked room. The keys are kept by the purser, who knows the safe combination. The safe holds a number of pieces of jewelry (total value 2,300 gp), including a gold locket owned by Antoinette.

K. Purser's Office:

This is the office of the purser, the crewmember responsible for keeping the ship's documents and handling any valuables the passengers may wish to store. A porthole in the outer wall gives a view of the deck.

L. Purser's Cabin:

The purser sleeps here. A porthole in the outer wall gives a view of the promenade deck.

M. Chief Steward's Office:

This is the office of the crewmember responsible for the passengers' safety and comfort. (The chief steward is in charge of the stewards and the cooks.) A porthole in the outer wall gives a view of the deck.

N. Saloon:

This area has tables and chairs for guests to play cards. Windows in its outside wall give a view of the open deck and the bow. A piano sits in the corner near the chief steward's office.

O. Bar:

The bar is open from noon to midnight. It serves whiskey, wine, and beer.

P. Library:

This room contains armchairs and shelves holding a selection of light reading material. Two portholes give a view of the deck.

Upper Deck

This deck contains the remainder of the passenger cabins. The floors are of polished wood, and ceilings are 12' high.

Q. Aft Observation Lounge:

This area is furnished with tables and chairs. Windows in its outside wall give a view over the top of the paddlewheel and of the aft deck.

R. Gallery:

This gallery looks down onto the dining room. A railing of polished teak encircles the opening in the deck.

S. Storage Room:

Cleaning supplies used by the stewards are stored here.

T. Linen Storage:

Fresh linen is stored neatly on shelves here, while laundry (in large cloth sacks) is stacked in one corner.

U. Forward Observation Lounge:

This area is furnished with tables and chairs. Windows in its outside wall give a view of the forward promenade deck. A piano sits in the middle of the room.

Crew Deck

Much of this deck is off-limits to passengers; a velvet rope has been strung across the bottom of the stairs that lead up to the pilot house. Cabins on this deck house the captain and crew. Floors are of polished wood, and all ceilings are 12' high.

V. Upper Deck:

This deck is open to the elements. Passengers may sit up here in lounge chairs on sunny days. A railing keeps passengers out of the crew's quarters.

W. Captain's Cabin:

The captain sleeps in this luxuriously appointed cabin. Windows in the outer wall give a view over the deck; blinds may be pulled when the captain wants privacy.

X. Crew Cabins:

The first mate (who is in charge of the bosuns) and chief steward share a cabin across the corridor from the washroom. The other cabins each house four crewmembers; four bosuns, four stewards, two cooks, two bartenders, and four engineers.

Y. Wheel House:

This is the area from which the ship is navigated. It contains the ship's wheel and telegraph (a means of relaying commands to the engine room) as well as

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shelves holding navigational charts. Windows give a clear view over the bow. When the ship is in motion, it is occupied by at least one bosun (on the wheel) plus the first mate or captain.

Pilot House Deck

This deck contains the pilot house (which offers an unobstructed view of the ocean) and a small, open deck.

Z. Pilot House:

This area has a 10' ceiling. Windows give a clear view of the ocean.

Passenger Cabins

All of the passenger cabins have numbered doors. Thirty-seven are single cabins with a bed, racks, baggage shelves, and a porthole that looks out onto the promenade deck.

There are also two “first class” cabins (7 and 15). Each contains two beds, a wardrobe in which to hang clothes, racks for baggage, and a writing desk and chair. Access is through a lockable door leading to the promenade deck, flanked by a porthole on either side.

As the adventure begins, there are 36 passengers and 20 crew members aboard.

THE MURDERS

Only a handful of those aboard the ship are essential to the murder mystery. Unless otherwise stated, all are 0-level humans. The DM may add other NPCs if desired.

The First Victim

Inspector Lafeuve is a police officer (F1, hp 6) from Mordentshire. He is equipped with a footman's mace and leather armor. He is short and stocky, has a brusque demeanor, and wears his police uniform.

On the first morning that the ship is beset by fog, the PCs meet the inspector, an old friend of Van Richten. He tells them that he is searching for a woman in connection with a brutal murder committed a few days ago in Mordentshire. The victim was torn to shreds, as if attacked by a wild beast.

Just before the murder, witnesses heard a woman trying to persuade the man to join her on a boat trip to Darkon. The inspector believes this woman may have witnessed the killing and that she may be aboard this ship.

As he leaves, the inspector says he will question one of the women who boarded in Mordentshire. He does not allow the PCs or Van Richten to accompany him, but he asks them to keep their eyes open for anything suspicious. If the PCs follow him surreptitiously, the DM should devise a distraction for them rather than allow them to discover the werewolf. Alternately, the first and second murders can trade places.

Murder Scene

The inspector leaves the PCs just after breakfast to interview Suzette Filmont in Cabin 22. One hour later, a crewmember notices blood seeping under the cabin door. Inside is the inspector, whose body has been torn to shreds. Beside him is an unconscious woman, raked with claw marks and barely clinging to life (1 hp). This is Suzette, a young dressmaker from Mordentshire. Blood is splattered everywhere, and the scene is cause for a horror check.

The inspector's clenched fist holds a tuft of brown hair (werewolf fur). Close inspection reveals it to be from an animal, probably a dog or wolf. (Van Richten, if asked, says, “Definitely a wolf.”)

Suzette remembers nothing of the attack; the horror of seeing the inspector torn apart has left her in a state of mental shock.

Clues

Inspector Lafeuve was sleeping in Cabin 4. Just inside is a note that was slipped in under the door. The envelope holding it is still sealed. The note reads: “Quit asking so many questions, or YOU'RE NEXT!”

If the PCs search the room, they find a list:

Women who boarded in Mordentshire:

*Suzette Filmont
Martinique and Clarice Albert
Frances Frazee
Antoinette Depardieu
Celine Montreuil
Paulette Rideaux*

Red Herring

One of the passengers, Albert Finch of Port-a-Lucine, is traveling with a dog. The animal is part wolf, and it is kept in a cage in the aft cargo hold (area C). It breaks out of its cage and is sighted running along the decks.

Alibis

Antoinette has been playing sonatas in the forward observation lounge (area U) all morning; several passengers were enjoying her piano music. She says

she is traveling to Martira Bay to work at a music school.

Martinique and Clarice (elderly sisters who are late risers and always miss breakfast) say they were asleep in Cabin 15. They are on their way to Martira Bay to visit relatives.

Frances, an actress traveling to a stage engagement in Martira Bay, claims to have been walking alone on the upper deck (area V); due to the thick fog, no one saw her there. She sleeps in Cabin 19.

The teenaged Celine Montreuil claims to have been in her cabin (Cabin 34), which is next to that of her father (Cabin 33). But her father knows that this is a lie. In fact, Celine spent the morning flirting with an engineer in the forward cargo hold (area D). She keeps this a secret, since her father will be furious when he finds out. The wealthy Mr. Montreuil is traveling to Martira Bay on business. He brought Celine along to keep her away from “bad influences” (a lower class boyfriend) in Mordentshire.

Paulette, a weaver on her way to sell cloth in Darkon, went briefly to the forward cargo hold (area D) to check her shipment. No one saw her there, but she saw Celine and an engineer kissing behind some boxes. Paulette sleeps in Cabin 8.

The Second Victim

Gilles Pettigrew is an actor and a member of the same theatrical company as Frances Frazee. He sleeps in Cabin 1.

The second day that the ship is fogbound, Gilles and Frances are playing cards in the saloon (area N), preferably when the PCs are present. The actor and actress wind up in a loud argument in which Frances pressures the unwilling Gilles to marry her. At one point, Gilles turns to the pianist (Yvonne) and says, “Stop that infernal racket. I can’t concentrate on my game. Why don’t you play a nice waltz, like you did yesterday? That’s real music, in my opinion. Not this new-fangled trash.” After arguing with Frances a little

more, he throws his cards down and storms away.

The Albert sisters, sitting at a table nearby, rush up to the tearful Frances to offer her a grandmotherly hug. “Such a rude young man,” Clarice mutters darkly. “He ought to be taught some manners.”

Murder Scene

The murder occurs during the lunch or dinner hour. Pocklin Brown, a steward, enters Gilles’ cabin to make up the bed just as the meal is beginning, only to be shooed out by the actor. Returning a few minutes later with fresh linen, he finds Gilles dead.

Pocklin saw a wolf like form bending over Gilles’ mutilated corpse. As it rushed out the door, the creature slashed at him, opening a terrible gash in his leg before disappearing into the fog. Pocklin is just able to stagger into the dining room and describe what he has seen before collapsing.

Gilles was killed not only because he insulted Yvonne’s piano playing but also because he inferred that he liked Antoinette’s music better.

Clues

A bloodied note in Gilles’ pocket reads: “Mind your manners or YOU’RE NEXT!”

Alibis

At the time of the murder, Antoinette was in the dining room (preferably, eating lunch or dinner at the same table as the PCs). Paulette was also eating here.

After the incident with the engineer, Celine’s father has been watching her like a hawk. Celine hasn’t been out of his sight all day.

Clarice Albert was talking with Pat Dunn, the chief steward, in his office (area M), arranging for a sedative for her sister. “This unpleasantness has quite unnerved her,” she explains. Martinique says she was alone in their cabin with the door locked tight.

Frances says she was in the library (area P) reading. But a fellow passenger remembers that she left the library before the meal began. At the time of the

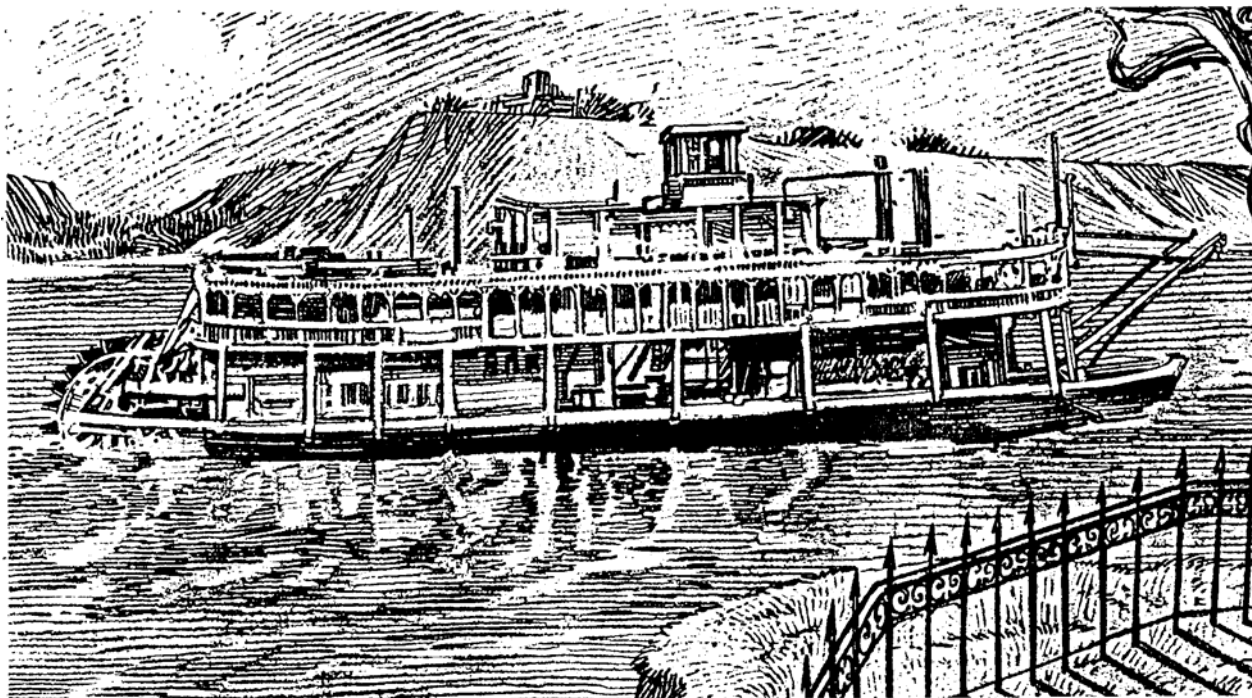
TERROR TIP: SCRIBBLED WARNINGS

Whether out of cruelty or a warped sense of fair play, Yvonne likes to send her victims a scribbled warning before she attacks them. Three notes are described in the murders section; before the game begins the DM should prepare a handwritten copy of each. Each time the PCs find a note, the DM can pass the players the appropriate copy. A final note, reading, “Mind your own business, or YOU’RE NEXT!” should also be prepared. Before play, the DM should give the note to an accomplice who is not playing in the game.

After the third murder, the PCs should be starting to close on Yvonne. She decides to kill them off, one by one. But first, preferably when the PCs are together in one room, she sends them the warning note.

At this point, the DM gives a pre-arranged signal to the accomplice. The accomplice slips the note under the door, knocks loudly, and leaves quickly, before the players can reach the door. The players can then discover the threatening note—and wait in anticipation to see which of their characters will be attacked first.

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murder, Frances was standing outside her cabin, tearing up a picture of Gilles. A bosun named Matt Decker observed this and caught one of the pieces as it fluttered by. On it is inscribed, "...until death do us part—Gilles."

Realizing that her actions may incriminate her in Gilles' death, Frances sticks to her story that she was in the library.

The Third Victim

On the third day that the ship is fogbound, The PCs witness an argument between Frances and Dana Humbel, the ship's purser. Frances wants to get Gilles' gold watch out of the ship's safe, but the purser is refusing to give it to her. "I can only release it to his next of kin," he says.

"It isn't fair!" Frances cries. "We were to be married. The watch should be mine."

Paulette, who is passing by, takes Frances' side, telling the purser, "You should do as she says. Show some compassion!"

The purser insists that permission will have to come from the captain. "She's as bad as that other one," he mutters as he pockets his keys. "First she wants her locket in the safe, then she wants to wear it. Then she wants it back in the safe again." He refuses to elaborate, even if offered a bribe, protesting that he mustn't discuss the other passengers' belongings.

Murder Scene

Despite his grumblings, Dana does indeed go to the captain to get permission to release Gilles' watch to Frances. While in the captain's cabin (area W), he is killed. Like the first two victims, he is torn to pieces. A careful search reveals that his keys, which unlock the safe room (area J), are missing.

During the attack, Captain Alphonse Hubert and two crew members who rushed to Dana's aid were wounded. All describe a ferocious, wolf-like beast that is obviously a werewolf (as Dr. Van Richten confirms if asked).

The purser was killed out of simple frustration. Antoinette and Yvonne had been arguing over whether the incriminating locket should be in the ship's safe or not. Antoinette would ask the purser to lock it up, only to have Yvonne (posing as Antoinette) ask for him to give it back again. Yvonne killed the purser to get his keys so that she could get the locket and hide it in her cabin.

Clues

A note that was tossed in through the porthole of the purser's cabin (area L) lies unopened where it fell, under a desk. It reads: "Do as you're told, or YOU'RE NEXT!"

If the PCs move quickly, the locket is still in the safe. If they delay, Yvonne steals into the safe room (area J) at dark and opens the safe, taking everything in it in an attempt to make this intrusion look like a simple burglary. She then wears the locket.

The front of the heart-shaped locket is inscribed with the name “Depardieu.” Inside it are two portraits. One is of an older woman (the twin’s mother). The other shows two little girls, obviously identical twins. They bear a clear resemblance to Antoinette.

Alibis

At the time of the murder, Antoinette was in the aft observation lounge (area Q), talking to other passengers. Celine and her father were also present.

Paulette says she was alone in her room, reading, but she has no witnesses to confirm this.

Frances was drinking in the saloon (area N). The bartender can attest that she was there for several hours.

Martinique and Clarice were knitting and sipping tea in the aft lounge (area G). Various passengers chatted with them.

THE WOLF REVEALED

After investigating the third murder, the PCs should have assembled enough clues to determine the identity of the werewolf. At this point, Yvonne becomes nervous, knowing that the PCs are closing in. She focuses her attacks on them, rushing unexpectedly out of the fog to attack a PC when he is alone, if possible.

Yvonne’s secondary form is a blend of human and wolf–bipedal, but with thick brown fur, a tail, fang-filled muzzle, and claws. She can change to this form at will. If slain, she reverts to her human form. Although she can assume the form of a true wolf, she does not do so during this adventure.

Yvonne is a true werewolf and thus cannot be “cured” of lycanthropy. She is susceptible to wolfsbane, which will kill her if she ingests it. But she has a 75% chance of detecting and thus avoiding it if it is placed in food or drink. And unless the PCs are already carrying wolfsbane (Dr. Van Richten is always well prepared for vampires, but not for werewolves), they have no way of obtaining any, since the ship is lost in the fog and cut off from the outside world.

Note: If the PCs use the spell *locate creature* (from the *Tome of Magic*) to track down Yvonne, it works only while she is in werewolf form. As soon as she reverts to human form, they lose her trail. Attempts to scry in which the stated object of interest is “the werewolf” also work only when Yvonne is in wolf form.

Each time Yvonne reverts back to human form she regains 10–60% of any hp lost since her last change to werewolf form.

Werewolf: AL CE; AC 5; MV 15; HD 4 + 3; hp 24; THACO 15; #AT 1; Dmg 2d4; SA surprise; SD hit only by silver or magical weapons; S 19, D 15; SZ M; ML 12; XP 420; MM/230.

RETURN OF THE WOLF

Each time Yvonne committed murder, she left wounded victims behind: Suzette Filmont, Pocklin Brown, Captain Hubert, and the two crew members. Each has a 2% chance per hit point of damage suffered of becoming a werewolf (approximately 10–20% each). At the DM’s discretion, any or all may become werewolves.

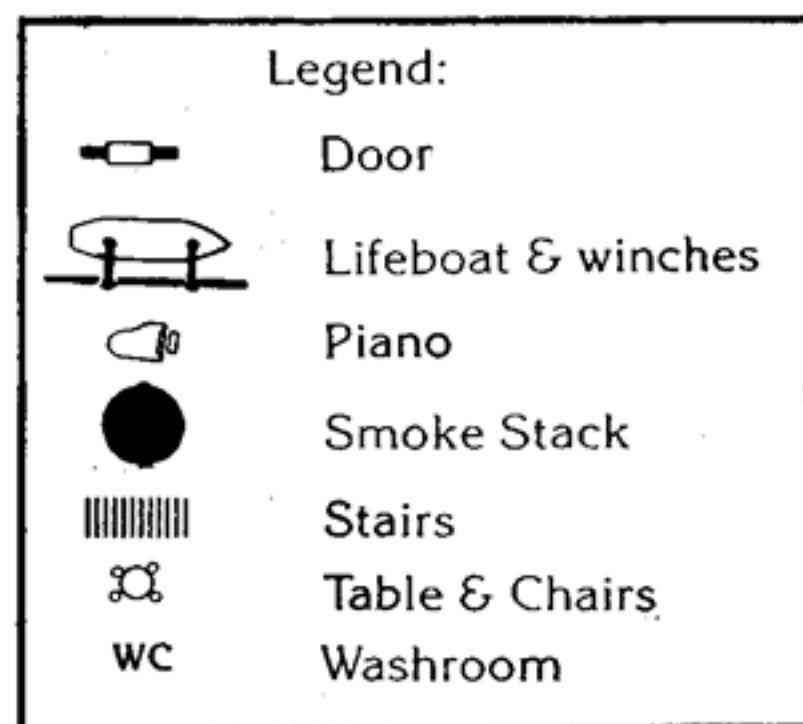
Those that succumb to the disease can be cured only by a three-step process. First, the werewolf that infected them must be slain. Second, they must atone for any evil acts they may have committed. Third and finally, they must be treated with three spells: *atonement*, *cure disease*, and *remove curse*.

In this case, however, there is an unusual twist. Because Yvonne and Antoinette are identical twins, and because Antoinette is also a true lycanthrope (albeit one who has yet to transform for the first time), the only way to effect a cure is to slay both twins.

The DM should wait until the PCs have “concluded” the adventure by running Yvonne to ground. Just as the PCs start to relax, the new werewolves change to beast form and surge out of their cabins to sate their bloodlust upon the terrified passengers.

There is also one additional surprise if the party has had a relatively easy time of the adventure so far. The stress of learning that her twin is a werewolf (and possibly witnessing her sister’s death) triggers the belated onset of true lycanthropy in Antoinette. She mercilessly attacks the PCs for revenge. The DM should use the same werewolf statistics provided for Yvonne.

Only after the last of the werewolves has been cured or dispatched does the mysterious fog lift. Land is sighted, and the *S.S. Bonnaville* is able to continue on to its next port of call.

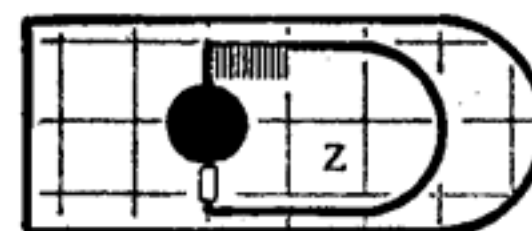


S.S. Bonnaville

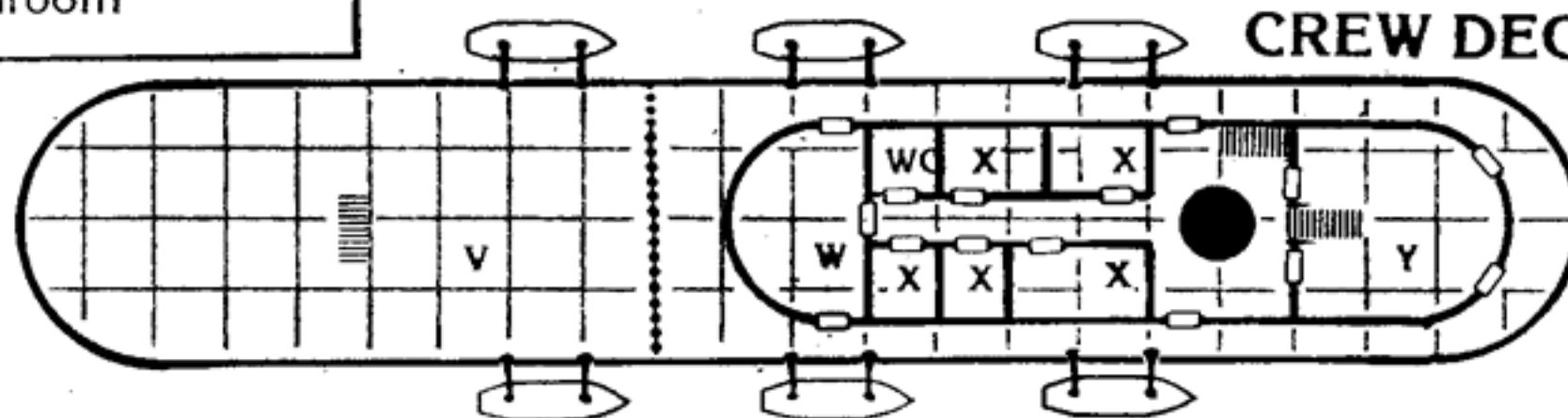
Ship Length: 200 feet

Ship Width: 38 feet

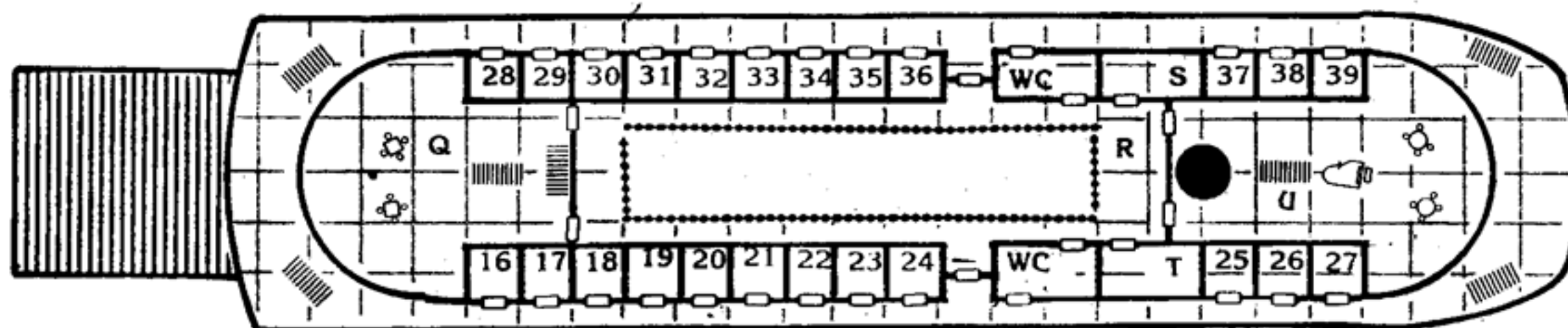
PILOT HOUSE DECK



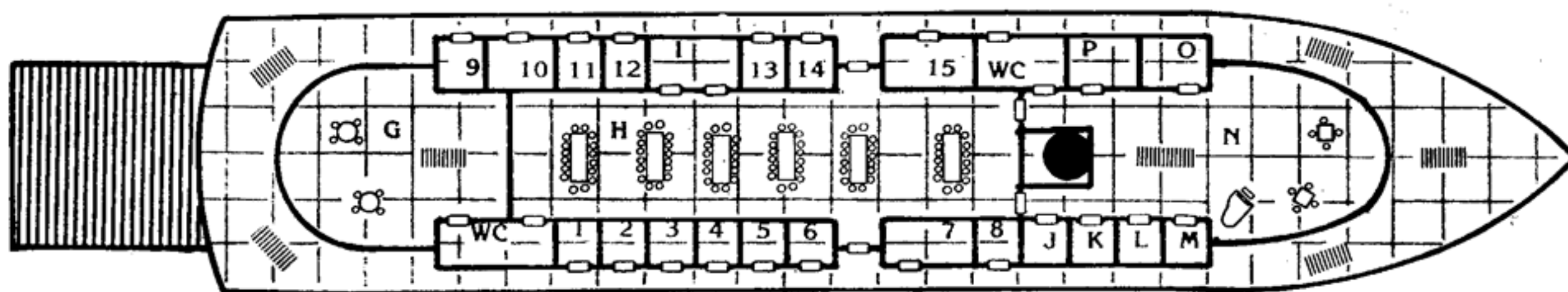
CREW DECK



UPPER DECK



MAIN DECK



CARGO DECK

