

BLOOD MOON RISING



**A Labyrinth Lord adventure designed for
3-6 characters of 1st-3rd level**



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BLOOD MOON RISING

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BLOOD MOON RISING

"St. Garan the Mighty. Lord of Battle. Lead us to victory over our enemies. Let your shining cloak light the way. Let your terrible sword cleave the darkness. Let all creatures of evil tremble in fear at the sound of your name. And let us be worthy to honor you with our good words and deeds."

—*The Blessing of St. Garan*

Blood Moon Rising is a Labyrinth Lord™ adventure suitable for 3-6 characters of 1st through 3rd level (about 8-10 levels total). The adventure is set in and around the village of Garanton during a festival honoring a local hero named Tormic Garan, and involves a mixture of wilderness, dungeon, and urban encounters. The Labyrinth Lord should feel free to replace Garanton with any small farming village from his own campaign world.

Beginning the Adventure

The adventure assumes the characters are in town at the start of the Feast of St. Garan. They may be passing through, they may have come to visit a friend or relative, or a fighter or dwarf character may have come to receive the blessings of St. Garan.

Managing the Adventure

Blood Moon Rising is a freeform "sandbox style" adventure, presenting a number of events that are scheduled to unfold over the course of the five-day Feast of St. Garan. Although the **Festival Itinerary** (pg. 6) outlines a typical day at the festival, other major events are further described in separate daily sections. Combat encounters have been spaced out in order to accommodate low-level characters, with plenty of downtime provided between events to allow the party time to heal, memorize spells, interact with NPCs, explore the village and its surroundings, and follow up on leads and plot hooks.

The Labyrinth Lord should take note that most encounters are presented without

character intervention, so certain events may have to be altered or omitted, depending on the presence and/or actions of the player characters. For example, if the PCs are near the abbey on the third night of the festival, they may witness Rellum murder Norri (see **Murderer** on pg. 10). Similarly, if the characters manage to close the Demon Gate on the second day of the festival, no more demons awaken to plague the villagers, even though awakening demons is listed as a nightly event (see **The Demon Gate** on pg. 19).

Adventure Background

Ages ago, in the land that would one day become the Duchy of Valnwall, the forces of evil stood united under three half-brothers—the fighter Tormic Garan, the cleric Drayn Rone, and the infamous wizard Grable Mir. Garan was a master tactician and commander of a mighty host, Rone was a disciple of darkness whose demonic allies instilled fear in the hearts of men, and Mir was already the most feared sorcerer in all the land.

Garan's army built a mighty castle atop a tall cliff and many fell creatures came to dwell in its shadow. Mir lined the castle walls with magic runes to make it impregnable, while on the roof of the castle's tallest spire, the cleric Rone opened a mystical portal to the demon realms. The castle was named Vyn, but because of the Demon Gate, most men called it by another name—Hell's Door.

Hell's Door became the launching point for a wave of conquest that washed over the surrounding lands. Garan's army swept

unchecked across the countryside, looting and burning, while Mir and his dark apprentices began a hunt that sent other magic-users into hiding. Meanwhile, the cleric Rone opened the Demon Gate and the moonlit sky became a symbol of terror as his winged demons fell upon all in their path.

Together, the brothers were nigh unstoppable and victory over the free kingdoms seemed certain until Garan and Mir learned that Rone planned to betray them. Rone had uncovered a ritual that would summon a more powerful demon and usher in an age of demon worship the world had never seen. Garan and Mir confronted their brother in the halls of Castle Vyn, sparking a titanic battle that pitted sword and sorcery against demonic might. Storms raged, lighting flashed, and the very earth shook from the ferocity of the battle.

On the verge of defeat, Rone called on his demonic masters for aid, and the resultant backlash of dark energy destroyed the castle and much of the cliff upon which it was built. Garan was killed in the explosion, Mir was forced into a deathlike slumber, and the cleric Rone was never seen again.



Once the dust settled, Garan's most loyal minions retrieved their master's remains and entombed them deep in the bluff. These followers formed a warlike cult devoted to guarding Garan's tomb, but over time, the last of his followers died, the tomb was lost, and the infamy of the three half-brothers faded into history.

Ages passed until, at the beginning of the current era, Garan's tomb was rediscovered in a land that legends say had once been covered in darkness. The ancient and incomplete writings of Garan's cult were misinterpreted by modern scholars who declared Tormic Garan to be the heroic general that broke the reign of three sorcerous evil brothers.

Garan's tale of heroism was accepted by the church of Law and Order and Garan was eventually elevated to sainthood. An abbey was built near the site of Garan's tomb and the small village nearby was renamed Garanton. Garanton has since become host to the annual Feast of St. Garan, a five-day festival that honors the "hero's" memory.

Darkness Awakens

After last year's festival, Friar Cowl Uric, head of the Garanton Abbey, commissioned an artist named Brant Arwell to carve a likeness of St. Garan in the side of Hildor Bluff. While taking a break from his carving, Arwell began exploring the top of the bluff and eventually made his way up the High Cliff. There he discovered the ancient ruins of Castle Vyn and began uncovering it in his spare time, searching for lost artifacts and treasures.

A few weeks ago, Arwell's digging exposed the top arch of the ancient Demon Gate and with some study, he was able to decipher a few of the runes written upon it. The inscription once read: "And the demon host may be summoned by the light of the waxing moon. And whoso commands the demons may bring forth the might of Kura'drim," however, the runes have faded over time and the only words still legible are ". . .by the light of the waxing moon. . ." Since his discovery, Arwell has been visiting the High Cliff each night, curious to see what might happen when the waxing moon strikes the arch.

Garanton

The village of Garanton is a typical medieval fantasy farming village that is home to thirty families (about 200 people total) in the village and surrounding area. A large stone abbey dominates Garanton from its place on the south side of the main road. Most of the homes are narrow, two-story cottages, however, any dwarf character or any character with a background in carpentry or masonry notices that a surprising number of these homes are made of stone instead of the more commonly used wood, indicating the presence of a nearby quarry. Crop fields lie south of the village (currently planted with wheat) and each home contains a small garden out back for growing herbs, vegetables, and fruit.

Homes are divided into upstairs living quarters and downstairs shops, with a shed and/or root cellar out back. Almost every villager possesses a craft or skill besides farming that is used to make extra money or trade for goods and services. Garanton has no central marketplace; vendors display their wares directly in front of their homes during the day. However, during festival times, many villagers either set up stalls in Hildor Meadow or carry their goods around for display and sale.

1. Garanton Abbey

The Garanton Abbey is dedicated to the gods of Law and Order and to its patron saint, Sir Tormic Garan. It is a large stone building of simple design and function with a cemetery out back and a grassy front lawn that is used for social functions. A set of wooden stocks located on the lawn is used to punish villagers for minor transgressions. The abbey's bell tower offers a fantastic view of the surrounding countryside including Barrow Creek, Barrow Creek Springs, and Hildor Bluff. A locked wooden cabinet inside the abbey contains ceremonial garb, ten vials of holy water, six *potions of healing*, a variety of

gold ceremonial objects worth 750 gp, and coins totaling 110 gp, 230 sp, and 308 cp.

1.a. The Village Well

The water in Barrow Creek is drinkable, but only barely. This well, located on the abbey lawn, contains the clearest, coolest water for miles. It is used by most of the residents of Garanton for their daily needs.

2. Konnar's

Konnar's is a small tavern, inn, and stable run by the grizzled veteran Gregori Konnar. Konnar was born in Garanton, went off to soldier in the King's Army, and eventually returned to open the tavern. The downstairs barroom turns into the common sleeping area after Konnar's closes (sometimes well after midnight). The upstairs contains Konnar's living quarters and three private rooms.

Lodging in the common room costs 1 sp per night while private lodging costs 3 sp per night, with an added stabling charge of 1 cp per horse. Meals cost 3 sp and consist of one portion of local meat (beef, chicken, or pork), a wedge of cheese, a slice of rye bread, and one helping of cooked vegetables (potatoes, tomatoes, cabbage, or carrots). A bowl of stew made of leftovers from the day before costs 1 sp. Beer costs 5 cp per mug, ale costs 1 sp per mug, and corn whiskey costs 3 sp per cup. A mug of All Sorts taken from half-drunk mugs of ale, beer, and whiskey of the night before costs 2 cp. During festival times, wine may also be purchased for 6 sp per cup or 2 gp per bottle.

3. Village Stores

This collection of buildings houses the village's surplus stores. The doors are kept locked and the Brotherhood of St. Garan possesses the only key.

Brother's Wood and Eastwood

Brother's Wood lies on the western side of Barrow Creek, surrounding Hildor Bluff and the Barrow Creek Springs. The Eastwood is a long track of woodland that lies on the eastern side of Barrow Creek, surrounding the village of Garanton. Both woods are full of wild game (and the occasional wandering monster). A large tribe of orcs known as the Red Moon orcs lives deep in the forests of Brother's Wood.

Barrow Creek

This shallow, fast-moving creek winding through the forested hills surrounding Garanton takes its name from the line of burial mounds located farther upstream. Elements of sulfur and other mineral deposits give its waters an unpleasant taste, forcing most residents of Garanton to obtain their water from the village well located on the abbey lawn.

Barrow Creek Bridge and Path

This old stone bridge lies along an ancient path that leads through Brother's Wood. The path curves northward, passes by Hildor Quarry, and ends at Monument Canyon, although most villagers seldom venture farther than the quarry except during festivals and holy celebrations.

Barrow Creek Springs

These natural hot springs consist of shallow pools of water in a grotto north of Hildor Bluff. The springs are tinged with sulfur and the odor of rotten eggs can be smelled for some distance. The waters are said to contain healing properties—anyone who bathes in the waters by the light of the waxing moon heals one extra hit point that day. However, on the night of the new moon, the waters become acidic, delivering 1 hp of damage per round to any who immerse themselves in the water. Water removed from the springs loses its magical properties.

Hildor Meadow

Hildor Meadow is a large grassy lawn on the banks of Barrow Creek that lies directly opposite Hildor Bluff. The villagers use the meadow for large social functions such as the Feast of St. Garan. During the festival, the meadow is decorated with streamer poles, benches and tables, and the paths leading to it are lined with traveling vendor stalls. A bonfire occupies the center of the meadow and visitor tents and camps are pitched on the north side.

Hildor Bluff

Hildor Bluff is the weathered cliff face overlooking Barrow Creek. According to local legends, the bluff was once the site of a great castle ruled by three lords of evil whose reign of terror was finally brought to an end when an army led by the heroic Sir Tormic Garan laid siege to the castle and eventually breached its defenses. Sir Garan was said to have been killed by evil magic during that final assault, but his army succeeded in taking the castle and slaying its evil rulers. The castle was then razed, and Sir Garan was entombed in the side of the bluff. Unbeknownst to the villagers, the bluff is riddled with castle dungeons and tombs that have yet to be uncovered.

Garan the Mighty

A striking bas-relief of St. Garan has been carved in the cliff face so that his sword appears to point towards Garanton. This carving was commissioned by Friar Uric and recently finished by the artist Brant Arwell who used grapple lines to hang himself over the side of the cliff. The villagers are immensely pleased with the carving, which has attracted travelers from all over the kingdom. At night, the carving is lit by torches for the duration of the festival.

Hildor Quarry

This rock quarry, located on the southwest side of Hildor Bluff, is littered with stones and rubble. Unbeknownst to the villagers, much of these stones were part of Castle Vyn before its destruction, and artifacts from that ancient time are sometimes uncovered. A steep, narrow trail leads out of the quarry and up the bluff to the High Cliff above.

The High Cliff

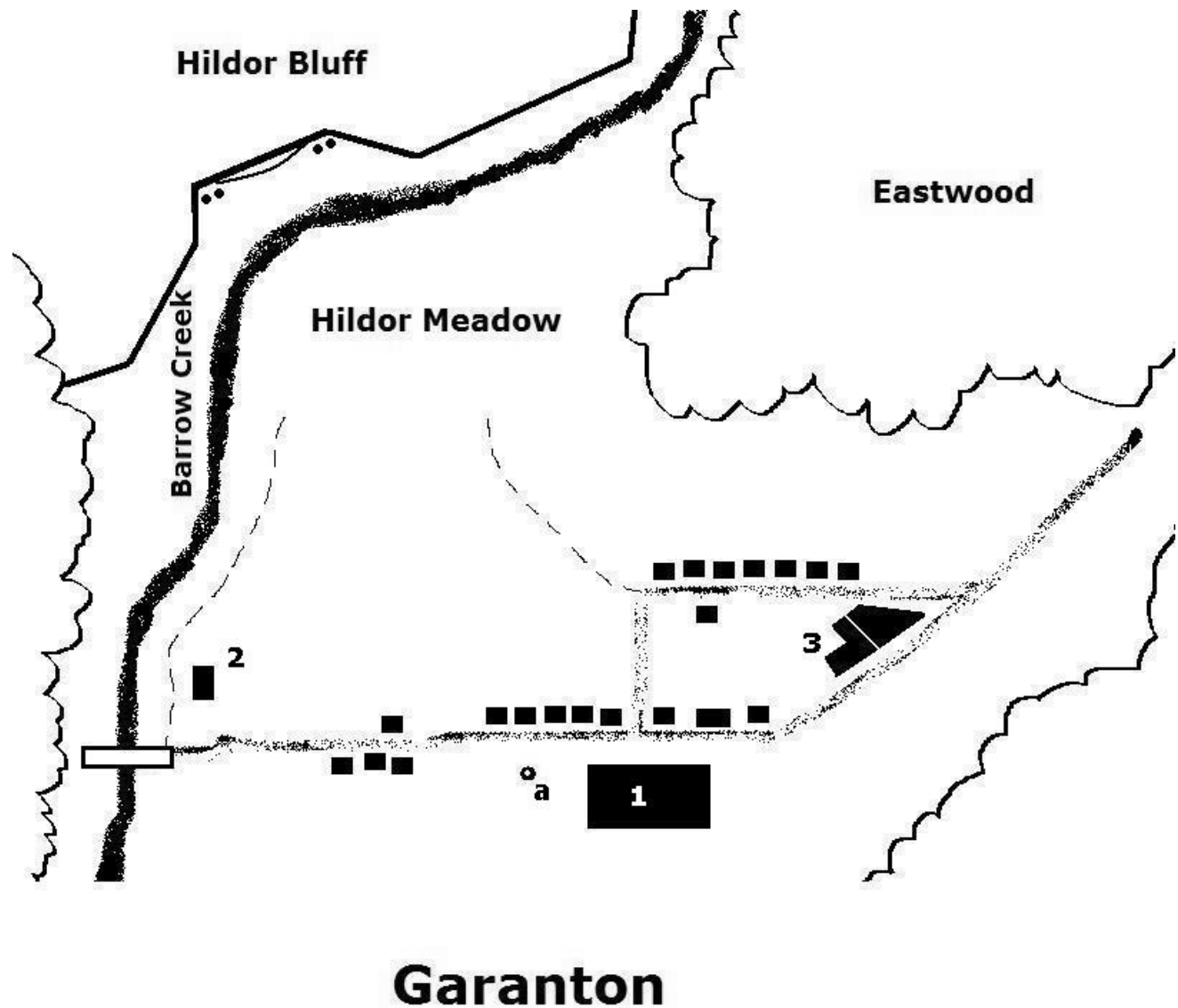
The High Cliff is a tall vine-covered peak located atop Hildor Bluff that is littered with loose rocks and shale. Because of the treacherous footing, anyone climbing the cliff must make a Dexterity check on the way up and on the way down. Those who fail injure their knee or ankle, suffering 1d2 points of damage and reducing all movement by half for 1d3 days. Horses fail this check every time; only a mule or donkey can safely traverse the cliff without the need for a check.

The vines once hid part of the ruins of Castle Vyn, but the artist Brant Arwell has uncovered

much of the ancient structure. Any who venture here see signs of his work as well as the top arch of the Demon Gate. After the first night of the festival, the Demon Gate flickers with a pale white light and the characters can hear the artist Brant Arwell calling weakly from beyond (see **The Demon Gate** on pg. 19).

Monument Canyon

This remote canyon on the westernmost side of Hildor Bluff is the site of the Tomb of St. Garan (see **Monument Canyon** and **The Tomb of St. Garan** on pg. 17).



The Feast of St. Garan

The Feast of St. Garan is an annual, five-day event commemorating Sir Tormic Garan's victory over the evil lords who once ruled this land. The festival ends on the night of the Blood Moon, also known as the Hunter's Moon, which marks the first full moon after the fall harvest.

At a Glance

The feast brings scores of travelers from across the realm, including vendors, entertainers, craftsmen, pickpockets, and fighters seeking the blessings of St. Garan. Ale flows freely, the air is filled with songs and laughter, and the colors of St. Garan (red, white, and gold) and his crest (a gold helm over two crossed red swords on a white shield) can be seen all about on streamers, poles, clothing, banners, and other decorations. The Labyrinth Lord should consult the **Random Festival Encounters** table on pg. 13 if the characters spend time exploring what the festival has to offer.

Food and Lodging

The private rooms at Konnar's have been rented by the Wilder Company for the duration of the festival. During festival times, a number of villagers also make extra money by renting the sheds behind their homes to travelers. The cost is 1 sp per night, which usually includes meals with the family unless the lodgers are boorish or unclean. The characters may also make other accommodations such as setting up camp on the north side of Hildor Meadow, building woodland shelters, or even sleeping beneath the stars next to Barrow Creek.

Festival Itinerary

- Morning Chores
- Noonday Blessing and Parade
- Afternoon Honor Games
- Evening Feast

- Nighttime Bonfire and Storytelling
- Flight of Demons

Listed below is the itinerary for a typical feast day. The mood is generally friendly and full of gaiety, however, as dark events begin to unfold, the Labyrinth Lord should indicate that the attitude of the villagers and other festivalgoers slowly grows more somber by the day.

Morning Chores

The morning atmosphere is usually pleasant but subdued as daily chores are completed, tradesmen set up shop, and revelers recover from the prior night's festivities. This is the time of day when rumors begin to swirl about happenings from the night before (attacks on animals, upcoming duels, etc.). Any official Honor Duels are conducted during this time.

Noonday Blessing and Parade

At noon, the abbey bell rings and the villagers gather on the abbey lawn where Friar Cowl Uric and the other members of the Brotherhood of St. Garan present an eight-foot-tall armored effigy of St. Garan cloaked in the coveted *Mantle of St. Garan*. The effigy is paraded down the street to Hildor Meadow where the brothers fasten it to a specially made pole. Friar Uric says a few words to the villagers and offers the blessings of St. Garan to the gathered fighters. Preparations are then made for the afternoon Honor Games.

Afternoon Honor Games

The Honor Games take up most of the afternoon. These games consist of various tests of fighter-related skills (strength, agility, horsemanship, archery, swordsmanship). See the daily **Honor Games** sections for detailed descriptions of each event.

Evening Feast

A lavish feast of local meats and vegetables is held each evening after the Honor Games. Friar Uric begins the feast with a blessing and says a few words honoring the winner of the day's game. While the crowd eats, a steel helm plated with gold is passed around for donations to the Garanton Abbey. Anyone who refuses to make even a token donation is looked down upon by the villagers, and the price for all goods and services sought by the characters are increased by one half for the remainder of the festival.

On the final night of the festival, the evening feast is held in the Plaza of Worship before the Tomb of St. Garan (see pg. 17). Friar Uric places the *Mantle of St. Garan* upon the shoulders of the Honor Games Champion and the nightly celebration reaches its peak.

Nighttime Bonfire and Storytelling

At night, a bonfire is lit on Hildor Meadow and Friar Uric tells stories of St. Garan. On the first night, Uric recounts how the heroic Sir Garan was slain while liberating the realm from the clutches of three evil lords. On subsequent nights, Uric tells traditional folk tales, recasting Sir Garan as the hero of the story (the Labyrinth Lord can decide whether or not any of the characters have heard the original tales). After the stories are told, the effigy is paraded back to the Garanton Abbey and the revelers begin to disperse, with the more boisterous individuals heading to Konnar's.

Flight of the Demons

The Demon Gate opens each night and an increasing number of night demons awaken and fly out. At first, the demons avoid large crowds, however, they become increasingly bold each night as their numbers steadily grow. During the day, the night demons seek the shelter of hidden caves, barn lofts, and other remote locations. These demons head out each night in search of prey, following a circular hunting pattern that slowly takes them away from Garanton. If the characters head off into the wilderness, they may encounter these roaming packs of demons, at the Labyrinth Lord's discretion.

The Honor Games

The Honor Games are a series of games that take place over the course of five days during the Feast of St. Garan. A different event is held each day and the contestants are awarded points based upon their performance. The villagers encourage any fighter or dwarf character to enter the Honor Games (if the Labyrinth Lord is using the **Advanced Edition Companion™**, any fighter character may enter the tournament).

The Honor Games are the highlight of the festival. Friar Uric oversees the games and there is much boasting between contestants with wagering done on the side. The Labyrinth Lord should try to play up each round of the competition by taking time to describe the reactions of the crowd and engage the characters with friendly (or not so friendly) banter from the other fighters.

The winner of the Honor Games is crowned the Champion of St. Garan and entrusted with the coveted *Mantle of St. Garan* for one year. During this time, the champion is entitled to free room, board, and healing at any abbey dedicated to St. Garan but is expected to do good deeds and undertake heroic quests in the name of St. Garan the Mighty.

NPC Scoring

A total of 15 points may be accumulated during the Honor Games. Most NPCs score in the 4-7 range (1d3+3), but a few exceptional fighters can score 5-12 or higher (1d8+4). The Labyrinth Lord may simply roll the total for generic NPCs or roll separately during each event for an NPC that has become particularly vexing to the characters (such as Sir Havad Quinn).

Victory Duel

The Victory Duel occurs when two or more characters are tied on the last day of the event. The contestants must do battle using their sword, shield, and armor. Like the Test of the Blade (see below), the Victory Duel is fought using only subdual damage.

Honor Duel

The drawing of weapons during the Feast of St. Garan is not permitted, however, when so many fighters gather in one place, there is bound to be trouble. Therefore, the Brotherhood of St. Garan has developed a simple set of rules for handling ritualized duels. Honor Duels occur in Hildor Meadow before the watchful eyes of Friar Cowl Uric and St. Garan's effigy.

Duels consist of a challenger and a challenged. The challenged fighter is presented with three daggers to choose from, each decorated with a different colored tassel (gold, white, red). The gold tassel indicates a fight using subdual damage, the white tassel indicates a fight until first blood is drawn, and the red tassel indicates a fight to the death.

Honor Duels are heated events that result in much wagering, boasting, and gain/loss of prestige. The dueling fighters may not challenge each other to another duel before the end of the festival.

Major Daily Events

A number of major daily events are scheduled to occur over the course of the festival. These events are in addition to those listed in the Festival Itinerary. Some of these events may have to be omitted or amended, depending on the actions of the player characters.

Day One

- Work of Art
- Honor Game: Test of Might
- Cow Slaughter
- Artist's Folly

Work of Art

At the noonday blessing, Friar Uric says a special word of thanks and praise to the artist Brant Arwell. At some point during the day, Arwell introduces himself and his assistant Deidre Lerin to the characters. He is intrigued by the party's appearance and asks if he can paint them as part of a series he is doing on rising heroes. If the party agrees, he arranges to meet with them at the Garanton Abbey on

the following morning in order to capture their images with the first light of the dawn.

Honor Game: Test of Might

This is a test of Strength. The character must lift three stones of varying size and weight, starting with the lightest first. In the first round of the competition, this is treated as a Strength check. In the second round, this is treated as a Strength check -2. In the third round, this is treated as a Strength check -4. One point is awarded for each successful lift. If a contestant fails to lift one of the stones, he may not attempt to lift any others.

Extra

The stones were taken from Hildor Quarry. A dwarf character or a character with a background in masonry notices that one of the larger stones has been cut with tools. Further inspection reveals faded writing carved into one side. The stone was part of Castle Vyn before its destruction. If the writing is brought to Friar Uric's attention, he has the stone removed to the abbey for further inspection, although he is unable to decipher its meaning. A *read languages* spell cast upon the writing translates it to read: Rone - Mir - Garan.

A cleric may make an Intelligence check at -2 to recognize the name of Drayn Rone as a long-dead evil priest who worshipped demons. Any character may make an Intelligence check to recognize the name of the infamous wizard Grable Mir who died ages ago, but whose twisted evil deeds are still legend. If the names are brought to Friar Uric's attention, he speculates that the writing may be part of a larger tale in which St. Garan battled the evil cleric and wizard.

Cow Slaughter

The Demon Gate opens at midnight and two night demons fly out. The demons avoid the festivities at Hildor Meadow and slaughter several cows belonging to a local farmer named Brayt Tangelin.

Night Demons (2): AL C; MV 90' (30')/Flight 150' (50'); AC 5 (natural); HD 2; hp 9; #AT 4; Dmg 1d2/1d2/1d6/1d4; SV F4; ML 11; XP 65.

Artist's Folly

Brant Arwell ventures up the High Cliff and makes the unfortunate mistake of touching the glowing Demon Gate. Arwell is drawn through the gate where he remains until he dies or is rescued by the characters (see **The Demon Gate** on pg. 19).

Day Two

- Red Orc Arrival
- Artist No-Show
- Dark Rumors
- Honor Game: Test of Nerve
- Heroic Undertakings
- Tomb Robbers
- Farmhouse Attack

Red Orc Arrival

Just before dawn, a band of Red Moon orcs arrives at the Tomb of St. Garan and makes camp (see **Red Moon Orcs** on pg. 27).

Artist No-Show

If the characters agreed to meet with Arwell in the morning, he is of course a no-show. His distraught assistant Deidre Lerin claims that Arwell left last night to put some finishing touches on the carving of St. Garan, but never returned. Friar Uric believes Arwell may just need time to rest after his carving, but he orders a search party into the woods in case the artist got lost in the dark. The searchers search Hildor Bluff (but not the High Cliff) and part of Brother's Wood, returning around noon without Arwell.

Dark Rumors

Also in the morning, rumors of the slaughter of the Tangelin herd begin circulating through the village. Friar Uric confirms the event the noonday feast. He believes a wild animal or wandering monster is responsible and advises everyone to be on their guard. Sir Havad Quinn and the Wilder Company immediately volunteer to rid the village of whatever menace is lurking in the woods.

Honor Game: Test of Nerve

This is a test of Dexterity. The character must cross three logs of varying width that have been erected over a swift-moving stretch

of Barrow Creek. The first crossing requires a Dexterity check. The second crossing requires a Dexterity check at -2, and the third crossing requires a Dexterity check at -4. Anyone who fails a check is dumped into the river and may not attempt to cross again. One point is awarded for each successful crossing.

Extra

Any character failing a check is swept a short distance downstream. As the character recovers his bearings, he catches a brief glimpse of an orc's face peering through the brush on the opposite side of the stream. This is a Red Moon orc that was posted to watch the meadow while the rest of its band makes camp near Tormic Garan's tomb.

The orc flees back to the camp if spotted and the characters must make a Wisdom check to pick up its trail. Elf characters or characters with a background as huntsmen make this check at +4. If the characters kill the orcs, Friar Uric publicly thanks and congratulates them at the evening feast for preventing the desecration of St. Garan's tomb.

Heroic Undertakings

After the evening feast, the Wilder Company ventures into the forest in search of whatever slaughtered the Tangelin cows and return a short time later having killed several wild dogs. The dogs' heads are placed atop spears and paraded around the meadow before being tossed into the evening bonfire. Friar Uric congratulates the company and thanks them for their service to the village.

Tomb Robbers

After night falls, the Red Moon orcs open Tormic Garan's tomb, but are turned back by the statues in the Chamber of Lords. The remaining orcs return to the Red Moon lair to report their findings to the shaman. Along the way, they witness the flight of the night demons (below), and this information may be passed on by any orc captured by the characters.

Farmhouse Attack

The Demon Gate opens an hour before midnight and four night demons fly out. The demons attack a farmhouse owned by the Hegan family. Although taken by surprise, a

combination of skill and good luck helps the terrified Hegans hold the demons off until dawn.

Night Demons (4): AL C; MV 90' (30')/Flight 150' (50'); AC 5 (natural); HD 2; hp 9; #AT 4; Dmg 1d2/1d2/1d6/1d4; SV F4; ML 11; XP 65.

Day Three

- Dark Tidings
- Fear No Darkness
- Honor Game: Test of the Steed
- Heroic Hunt
- Demon Attack
- Murderer

Dark Tidings

Shortly after dawn, Kerl Hegan and his son Ralf fetch Friar Uric and the rest of the Brotherhood to bless their home and tend the wounded. The Hegans describe the creatures that attacked the farmhouse as fearsome winged demons with glowing green eyes and sharp claws and teeth. By midmorning, the entire village is abuzz with talk of the attack.

Fear No Darkness

At the noonday blessing, Friar Uric gives an inspirational speech, denouncing the forces of evil and imploring the festivalgoers not to let dark forces disrupt the festival and dishonor the memory of St. Garan. The gathered fighters vow to continue the games and a few even kneel before the effigy of St. Garan, swearing oaths to slay the vile creatures should they again appear.

Honor Game: Test of the Steed

This is a test of horsemanship. The mounted character must jump three log fences of differing height. This requires a Wisdom check for the first fence, a Wisdom check at -2 for the second fence, and a Wisdom check at -4 for the third fence. Mounts are provided for characters who do not have them, however, the Wisdom check for jumping an unfamiliar mount is made at an additional -2. Characters with an animal handling or riding background receive a bonus of +2 to the check. Failure means the horse stumbles or balks and the character must make a Dexterity check to avoid being thrown for 1d2 points of damage. Anyone who fails a jump may

not attempt another. One point is awarded for each successful jump.

Extra

As a sign of respect, any character who successfully makes all three jumps on a borrowed horse has the option of buying the horse from the visiting horse trader, one Ian of Londes, at half the normal cost.

Heroic Hunt

After the evening feast, most of the gathered fighters take up arms and head off in search of demons to slay. As the night wears on, the fighters return in weary groups of ones and twos, and resume the festivities.

Demon Attack

The Demon Gate opens about an hour before midnight and eight night demons fly out. The demons attack a pair of young fighters (Kees and Irun) who hail from a neighboring village. If the characters are not on hand to intervene, both fighters are slain and their bodies torn apart.

Night Demons (8): AL C; MV 90' (30')/Flight 150' (50'); AC 5 (natural); HD 2; hp 9; #AT 4; Dmg 1d2/1d2/1d6/1d4; SV F4; ML 11; XP 65.

Murderer

Rellum the Tanner knows the Demon Gate has reopened and believes this may be his last chance to plunder the riches of Castle Vyn. After night falls, Rellum waits outside his home and casts his *lesser charm monster* spell on a night demon flying overhead. A local fisherman named Norri who happens to be fetching water for his pregnant wife catches Rellum consorting with the demon. Rellum attacks and kills Norri with his dagger before the alarm can be raised. To cover his tracks, Rellum commands the night demon to mutilate Norri's remains. He then returns to his cottage and hides the night demon in the root cellar beneath his home.

Day Four

- Dead Fisherman
- Fare Thee Well
- Prayer for Norri
- Honor Game: Test of the Bow

- Holy Turnout
- Rellum Departs
- Abbey Theft
- Thunderstorm

Dead Fisherman

Norri's body is found the next morning near the village well. The brothers of St. Garan quickly remove Norri's remains and Friar Uric blesses the area. If the party inspects the grounds near the well, they discover a braided leather wristband stained with blood. Any character who makes a Wisdom check remembers the band as a style crafted and worn by Rellum the Tanner. Friar Uric is busy preparing the body and consoling Norri's widow Margaret. The overwhelming evidence points to a demon attack, but if the characters show him the wristband, he asks them to accompany Brother Firth to see if Rellum is still alive and well.

If the characters confront Rellum at his home, he becomes angry and of course denies any involvement in the attack. He demands the characters leave his property and threatens to have them thrown out of town for harassing innocent villagers. If Brother Firth is present, Rellum tries to paint the characters as troublemaking outsiders.

At some time during the conversation, the characters hear a crash from within Rellum's root cellar. Rellum refuses to let anyone investigate the noise. If attacked or seriously threatened, Rellum casts a *sleep* spell on the party, then *charm person* on the largest character, and then casts *invisibility* on himself and attempts to flee the village, fighting only if cornered. Meanwhile, the commotion upstairs has awakened the night demon. It attacks anyone who enters the root cellar. If exposed to sunlight, the demon turns to dust in a flash of light.

If Rellum is exposed as a murderer and/or demon worshipper, the characters instantly win Friar Uric's gratitude. Any magic-user PCs are allowed to keep Rellum's spellbook and the villagers treat the party as heroes. If Rellum's history book is discovered, Friar Uric asks if he may keep the book for further study. He is skeptical about its contents and wants time to

verify its authenticity before bringing the matter before the church.

Fare Thee Well

The Wandering Lords and Ladies spend the morning packing up camp and preparing to depart. If asked, they explain that too many dark forces are moving about in the night. If the characters had previously befriended one of the Wanderers, they are informed of strange lights that were seen last night atop the High Cliff on Hildor Bluff.

Prayer for Norri

At the noonday feast, Friar Uric says a special prayer for Norri and his widow. He attempts to calm the crowd by stating that the Brotherhood of St. Garan has taken up arms and will patrol the village at night until the foul demons have been slain. His words do little to lessen the villagers' growing fears, however, and the gloomy, overcast skies only add to the oppressive mood.

Honor Game: Test of the Bow

This is a test of archery. The character must hit three targets of varying size and range with a longbow. This requires a to-hit roll in the first round, a to-hit roll at -2 in the second round, and a to-hit roll at -4 in the third round. Anyone who misses a target may not attempt to hit another. One point is awarded for each target hit.

Extra

This event is a good time to introduce a skilled archer such as Berl Torrance to the characters. Torrance hits all three targets right in the center. Any character who hits all three targets may purchase a bow and arrows from the local bowyer, one Tull the Bowmaker, at one half the normal cost.

Holy Turnout

After the evening feast, Friar Uric and the rest of the Brotherhood of St. Garan don weapons and armor and begin patrolling the village and meadow. In the sky, stormclouds gather and thunder rumbles in the distance.

Rellum Departs

If the characters did not expose Rellum as a murderer, the wizard packs his things and prepares to leave Garanton. When night falls, Rellum frees the night demon and attempts to follow it back to the Demon Gate. The night demon's hunting pattern takes it farther away from the village, effectively removing Rellum from the remainder of this adventure, unless the Labyrinth Lord desires his return.

Abbey Theft

With the brothers out on patrol, Mikail Vetter decides to break into the Garanton Abbey once the effigy is returned and steal the *Mantle of St. Garan*. If Vetter has befriended the PCs, he may inform them of his plan. If the characters decide to help, the Labyrinth Lord must decide whether or not they succeed. The theft of the mantle disrupts the entire feast, as an enraged Friar Uric organizes a mob of volunteers to track down the thieves. The chase may be resolved quickly, or it may continue over the course of the Labyrinth Lord's campaign, with agents of the brotherhood appearing from time to time to kill the thieves and/or recover the mantle.

If the characters do not help steal the mantle, Vetter is caught by Brother Dergan and Brother Colton and dragged to the bonfire where he is attacked by a mass of angry villagers. Vetter is placed inside the abbey stocks to await judgment in the morning and Brother Colton stands guard to keep the mob from killing Vetter during the night.

Thunderstorm

A thunderstorm strikes shortly after dark, forcing Friar Uric to cancel the bonfire and storytelling, and most of the soggy revelers retreat to Konnar's to continue the festivities. With the moon hidden by clouds, the Demon Gate does not open and the villagers spend the night in uneasy peace. The rain stops around midnight and the clouds slowly begin to disperse, causing occasional flashes of moonlight to fall upon the Demon Gate. Any characters atop the High Cliff can enter the gate during these instances, but no demons emerge this night.

Day Five

- Tense Morning
- The Honor of St. Garan
- Judgment
- Honor Game: Test of the Blade
- Champion of St. Garan
- Demon Night

Tense Morning

As dawn breaks, the villagers nervously appear, seeking word of the night before. When no bad tidings are spread, the merriness of the festival slowly resumes.

The Honor of St. Garan

Friar Uric is in high spirits after the quiet night, feeling the vigilance of the brotherhood is what kept the demons away. He is determined to see the festival through to its end and once again makes an impassioned plea to the gathered fighters to finish the Honor Games in order to honor the memory of St. Garan.

Judgment

If Mikail Vetter was caught stealing the mantle, at the noonday feast, Friar Uric decrees he is to be flogged and then banished from Garanton. Depending on the party's relationship with the Brotherhood of St. Garan, however, if the characters speak on Vetter's behalf, Friar Uric may be swayed to forgo the flogging and simply banish Vetter from the village.

Honor Game: Test of the Blade

This is a test of swordsmanship. The character must defeat three opponents using only his sword. No shields or armor are allowed for this competition. The character must strike with the flat of his blade and all damage is considered subdual damage (see the **Dragon Surrender** section under the **Dragon** entry in the **Labyrinth Lord™** core rulebook for a description of how subdual damage works).

Extra

The Test of the Blade is the most highly anticipated event of the Honor Games. Only a Victory Duel generates more buzz, excitement, and wagering. Lost swordfights here often lead to challenges later in the night, once the drinks start to flow. This is the only time during the

festival that Friar Uric oversees Honor Duels at night rather than in the morning.

Champion of St. Garan

After the Honor Games conclude, Friar Uric leads a parade to the Plaza of Worship in front of the Tomb of St. Garan. This final celebration is the most lavish of the festival. Friar Uric opens the ceremony by saying a blessing and draping the *Mantle of St. Garan* over the shoulders of the winner of the Honor Games. The Champion of St. Garan then sits at the right hand of Friar Uric during the feast while everyone except the Brotherhood drinks to excess.

Demons on the Wing

The Demon Gate opens at nightfall and thirty-two night demons fly out. The demons fill the skies above Hildor Bluff and attack the revelers gathered on the plaza before the Tomb of St. Garan. Friar Uric, the Brotherhood of St. Garan, and a few fighters stay to fight, while the rest of the crowd flees in panic. If the characters are not on hand to help drive off the demons, Friar Uric and the other defenders are slaughtered. If the characters are present, they must defeat a number of demons equal to twice the number of player characters in order to drive off the monsters.

Night Demons (32): AL C; MV 90' (30')/Flight 150' (50'); AC 5 (natural); HD 2; hp 9; #AT 4; Dmg 1d2/1d2/1d6/1d4; SV F4; ML 11; XP 65.

Random Festival Encounters

The following encounters may be dropped in at any time during the festival. The Labyrinth Lord may use these encounters to introduce village NPCs or provide hooks to some of the major events that occur during the festival.

Random Festival Encounters

1. Assorted Vendors
2. Big Lovin'
3. Birdman
4. Caged Beast
5. Cheering Section
6. Cruel Fun
7. Damsel in Distress

8. Debtor's Fate
9. Demon Horse
10. Farmer's Daughter
11. Herbalist in Need
12. Little Thieves
13. Lost Child
14. Morning Honor Duel
15. Pig Charge
16. Play for Pride
17. Sly Tanner
18. Trinket Merchant
19. Violent Sellers
20. Wandering Bard

Assorted Vendors

Over the course of the festival, the characters are approached by various craftsmen and vendors (produce farmers, bakers, sweets sellers, seamstresses, carvers, blacksmiths,



etc.). The Labyrinth Lord should roleplay a few of these encounters to avoid tipping the characters off to some of the more significant encounters listed in this section.

Big Lovin'

Big Annamar takes an interest in one of the smaller player characters, buying him drinks, carrying him around under her arm, and forcing him to sit on her lap while she drinks and gambles. After the evening feast, the intoxicated Annamar becomes even more amorous. If rejected, insulted, or confronted by the PCs, Big Annamar flies into a drunken rage, attacking the character with her fists. The other members of the Wilder Company are quick to join the brawl and the fight lasts for 2d3 rounds or until weapons are drawn, at which time the Brotherhood of St. Garan arrives to put an end to the melee.

The Wilder Company: see pg. 24 for statistics.

Birdman

Manco the Falconer has glimpsed a pair of hawks circling above the High Cliff and the behavior of the birds tells him that there are either eggs or small chicks in the nest. The slopes of the High Cliff are too dangerous for Manco to traverse so he offers the party 10 gp for each egg they retrieve (there are a total of six), knowing that he can make far more off the birds once they have been trained. The Labyrinth Lord can use this encounter as a hook to get the characters to explore the High Cliff.

Caged Beast

A huntsman named Egan of Millbury has captured a giant carnivorous beetle and is charging 2 cp for people to see the caged animal in his tent. At some point during the festival, the beetle breaks loose and attacks anyone in sight. The characters can win the admiration of the crowd by slaying the beast. If not, the Labyrinth Lord can choose another fighter to become the crowd favorite.

Carnivorous Beetle: AL N; MV 150' (50'); AC (3); HD 3+1; hp 18; #AT 1 (bite); Dmg 2d6; SV F3; ML 9; XP 65.

Cheering Section

A group of villagers become fans of a fighter character who enters the Honor Games. The villagers wear colored armbands to match the character's colors or crest and follow him around whenever he is in the village. The Labyrinth Lord may use the fans for comic relief or as an unending source of headaches as they start fights in the character's name and urge the character to challenge other fighters to Honor Duels.

Cruel Fun

The Wilder Company has coerced the young fighter Kyl of Hammond to drink and gamble for the first time in his life. Over the course of the night they "teach" him how to play dice, dance, sing, and generally make a fool of himself for their amusement. Characters who intervene are confronted by Sir Quinn and the rest of the Wilder Company, who are not happy at having their sport interrupted. The Wilder Company is happy to brawl if the characters seem willing.

The Wilder Company: see pg. 24 for statistics.

Damsel in Distress

Brant Arwell's assistant Deidre Lerin believes something terrible has happened to the missing artist. At some point during the festival, she approaches the characters and tearfully asks them to search for Arwell. Deidre offers 137 gp (her life savings) if the characters agree to go looking for him. This is an easy way to get the characters to search Hildor Bluff and the High Cliff, not to mention win the admiration of the kingdom's artistic community.

Debtor's Fate

The PCs hear a cry of pain from a nearby copse of trees. If they investigate, they find the thugs Barre and Lorgan roughing up an idler named Oli of Ternan. Oli is a drunk and degenerate gambler who owes Fembric Dossum 53 gp. Dossum knows Oli can never pay off his debt, so he uses him to spy on others and commit petty crimes. If confronted, Dossum warns the PCs to mind their own business. If the characters persist, Dossum assesses the odds. If he feels Barre and Lorgan can defeat the characters without attracting too much

attention, he orders them to attack. If not, he withdraws, declaring that the matter is far from settled.

If saved, a grateful Oli offers what little information he has about Dossum's dealings. He has also witnessed Rellum the Tanner casting a *light* spell and the Labyrinth Lord may use this information as a hook to get the characters to investigate Rellum if they do not follow up on the murder of Norri the fisherman.

Barre and Lorgan: see pg. 23 for statistics.

Demon Horse

A wild black horse is seen galloping across the hills near Hildor Bluff. A villager explains that the horse is known as Hellion and is said to be a devil horse. The horse comes from excellent stock and would make a great prize, but it has already killed three villagers who have tried to capture it.

Tracking Hellion to a nearby meadow requires a Wisdom check (+2 for elves or characters with backgrounds as huntsmen). Hellion tries to drive off intruders by snorting, pawing the ground, and rearing up on his hind legs. Capturing Hellion without the aid of magic requires at least three mounted characters armed with lassos. The characters must make normal to-hit rolls. If less than three lassos hit, Hellion bites his way through the remaining lassos at the end of the round.

Hellion's antics require all horses in the area to make a saving throw vs. magic or flee in fear for 1d6 rounds (trained war horses make this check at +2). Hellion attacks until reduced to 5 hp before attempting to flee. If Hellion is captured and saddled, he only submits to being ridden by someone with a Strength or Dexterity of at least 16. Once a worthy character mounts Hellion, the horse becomes loyal to that character and refuses to let anyone else ride him, bucking and rolling until the unwanted rider is thrown off. Hellion is immune to the fear-inducing effects of the night demons and should be treated as a trained warhorse.

Hellion (riding horse): AL N; MV 240' (80'); AC (7); HD 2+2; hp 18; #AT 2 (2 hooves); Dmg 1d4+1/1d4+1; SV F2; ML 10; XP 35).

Farmer's Daughter

A young maiden named Jocelyn Turner pretends to be a farmer's daughter and attempts to seduce one of the characters. Jocelyn claims to have always dreamed of living in a big city and is searching for someone to take her away from dreary village life. Jocelyn simply likes to stir up trouble. Her older husband, an angry farmer named Finnick and his sons from another marriage, Tel, Mollis, and Ral eventually come looking for the girl and may catch her and the character in a compromising situation.

Herbalist in Need

Brother Colton has brought a sick boy named Bower out in his bed to take in the fresh air. The feverish boy's lungs have filled with fluid and it is an effort for him to breathe. Brother Colton explains that the boy's best chance of survival is a brew made from flaxis moss and other ingredients. Flaxis moss grows on rocks, but is more common in the spring and summer than fall or winter. He describes the moss and asks the characters to keep their eyes open for it if they venture in the hills around Hildor Bluff. A patch of moss happens to be growing near the Tomb of St. Garan, so this encounter can be used to reveal the presence of the Red Moon orcs in the area.

Little Thieves

Jumi is training a few of the younger handler children to become pickpockets. The children work the crowd, trying to steal whatever they can. Because of their innocent appearance, small size, and the distractions at the festival, the children have a 35% chance of successfully picking someone's pocket. If caught, Jumi pretends to beat the child, and begs the victim for leniency.

Lost Child

The characters see a child named Renny slip and fall into a fast-moving stretch of Barrow Creek. If the adventurers act fast, they can easily rescue the child, much to the tearful thanks of his young mother, a village seamstress named Heather. Heather is a widow (her husband was killed last year by Red Moon orcs) who may develop into a love interest for one of the characters if the party remains in the

area after the festival. The boy Renny is a bit on the wild side, but he would quickly come to idolize a strong father figure.

Morning Honor Duel

One morning, under the supervision of Friar Uric, the fighters Cal Wosen and Amling the Bold square off in front of the effigy of St. Garan. The argument between Wosen and Amling began over a woman, the bowyer's daughter Kiri, and ended when Wosen challenged Amling to a duel. Amling chooses the white tasseled dagger, indicating a fight until first blood has been drawn. Wosen and Amling are both 1st level fighters. The Labyrinth Lord may roleplay the fight or simply decide upon the winner.

Pig Charge

A dozen pigs break free of their pen and head straight for the party. Each character must make a Dexterity check to avoid being knocked down into the mud. The pig farmer apologizes profusely, but the characters may suffer jeers and laughter from rival fighters.

Play for Pride

Lord Barker greets the characters in his booming voice and tries to get them to challenge Duke Boris the strongman or Lady Ayla the knife-thrower back at the Wanderer camp. If the characters decline, he takes them aside and whispers that the fortuneteller Duchess Trosa has important information regarding their destiny. Barker is counting on adventurers being so full of themselves that they believe the fate of the world rests upon their shoulders.

Sly Tanner

Rellum introduces himself as a local tanner and leatherworker who specializes in preserving and covering books. He approaches a party magic-user and offers to cover his spellbook in rare waterproof and fire-resistant drake skin leather for only 50 gp. The skin protects the book from water and adds +1 to any saving throw vs. fire. The job takes one day, during which time Rellum hastily copies down any new spells the character has.

Trinket Merchant

A portly merchant named Val the Jeweler has a number of items for sale, ranging in value from worthless trinkets to semi-expensive jewelry valued at up to 100 gp. When dark events begin to unfold at the festival, Val cashes in on a variety of jewelry he claims can ward off evil spirits. One of these charms is an old Garanic medallion inscribed with Tormic Garan's true coat-of-arms. If worn openly, this medallion can be used to bypass the statues in the Hall of Lords (see the **Tomb of St. Garan** on pg. 17). When not at his stall, Val keeps his jewelry in a folded piece of oilcloth that is strapped to his body beneath his robes. A large bodyguard named Hecuma stays with Val at all times (treat Hecuma as a 2nd level fighter).

Violent Sellers

An argument over stall space between a cobbler named Terpin and a fruit seller named Gerald escalates when Terpin strikes Gerald with his mallet. Brother Dergan arrives to break up the fight and find out what is going on. Gerald displays the bloody wound on his head, but Terpin states he was acting in self-defense. Unless the characters speak on Gerald's behalf, both men are banished from the festival. If Terpin is found guilty, he is placed in the stocks for one night before being sent on his way. As a reward, the fruit seller gives each character a small basket of assorted fruit (treat each basket as two days unpreserved rations).

Wandering Bard

A minstrel named Parellius of Lundbar wanders through the crowd, singing songs and playing popular tunes on his lute (especially songs about Tormic Garan). At some point, he approaches a magic-user or thief PC, claiming to have a magical dagger for sale. Magical runes are inscribed along the dagger's blade and a large arrowhead-shaped ruby is set into its pommel. The dagger is a *dagger* +1 when used in melee combat; if thrown, the dagger becomes a *dagger* +3. Parellius stole the distinctive-looking dagger from a magic-user in Lundbar and is looking to sell it cheaply. He asks 150 gp for the weapon, but accepts any price over 50 gp. The Labyrinth Lord may use the dagger as a hook for future encounters with the wizard.

Other Garanton Encounters

The following areas may be encountered by characters who venture away from the festival.

Monument Canyon

After Tormic Garan's death, his most loyal followers entombed his remains in this canyon and founded a paramilitary religious cult known as the Holy Garanic Knights. The Garanic Knights demanded tribute from the surrounding villages, forced thousands to convert to Garan worship, and attempted to build an army of the faithful. Despite their ambitions, internal dissent and lack of strong leadership kept the cult from becoming a true force in the region and the order eventually dissolved into warring factions. The last of the Garanic Knights died long ago, leaving behind only scattered writings and crumbling ruins.

1. Plaza of Worship

This stone plaza served as the ceremonial meeting area and training grounds for the Garanic Knights. A pair of wide stone staircases lead up to a crypt that hides the entry to the Tomb of St. Garan. A bas-relief of Garan's true coat-of-arms is carved upon the crypt's double doors, but the carving is so weathered that its details are hard to make out. The doors are magically sealed and can only be opened at night. A *read languages* spell cast on a set of ancient runes above the door reveals it to read: "Mother Night welcomes Tormic Garan, Lord of Battle." The doors may be pushed open any time after night falls. Inside the crypt, a spiral staircase descends down into the tomb.

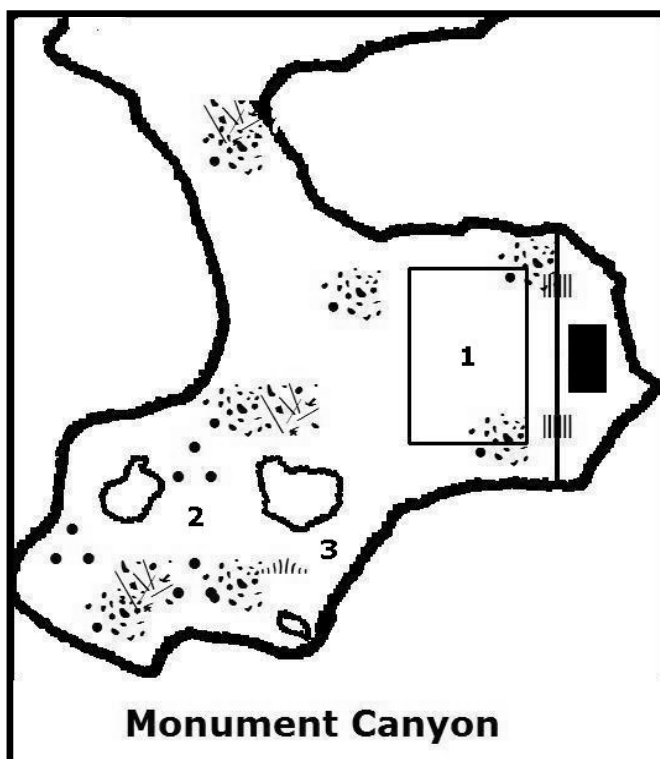
2. Garanic Ruins

The ruins of an old monastery and keep litter the southern portion of the ravine. The monastery once served as the religious and

military stronghold of the Garanic Knights, but it has since been reduced to rubble.

3. Orc Camp (see Day Two on pg. 9)

This is the campsite of the Red Moon orcs. The orcs are scattered around this section of the ravine in groups of 1-3, hiding from the sun beneath rock ledges or inside crude shelters and small clefts. There is a cumulative 1 in 6 chance each round that the characters notice one of these bands of orcs. After six rounds, a group of 1d3 orcs automatically notices the characters and attacks. 1d3 orcs join the battle each round until the whole band is involved in the fight. The orcs fight until half of their number are slain before attempting to flee.



The Tomb of St. Garan

The Garanic Knights used this tomb as a prayer and worship center until it was plundered and desecrated during a surprise attack by former minions of the demon-worshipping cleric Drayn Rone. This desecration disturbed the spirit of Tormic Garan, forcing the order to seal the tomb and conduct their religious ceremonies outdoors. The Brotherhood of St. Garan considers it blasphemous to enter the tomb.

1. Chamber of Reflection

The Garanic Knights once used this chamber to prepare for prayer vigils held in the Chamber of Lords. The walls are lined with paintings depicting some of Tormic Garan's most brutal conquests. A number of stone benches are spaced around the chamber and a rack full of braided flagellation whips made of dry rotted leather stands near the entrance.

2. Chamber of Lords

This room once served as the center of worship for the Holy Garanic Knights. An ornate stone statue of Tormic Garan in full armor stands on a raised dais in the center of the room. Six alcoves spaced around the chamber contain the statues of six Garanic Knights. Two dead Red Moon orcs lie hacked apart on the floor.

If the crest of St. Garan is not displayed upon entering the chamber, the eyes of the central statue begin to glow with a harsh red light, causing the other six statues to animate and attack. The statues are resistant to most attacks, being immune to normal fire and suffering only 1 hp + applicable Strength bonus from pointed weapons (spears, arrows, etc.), half damage from edged weapons (swords, axes, etc.), and full damage from blunt weapons (clubs, maces, etc.).

When the statues are reduced to 0 hp they collapse into rubble, but reanimate in 1d3 rounds to continue the fight. The only way to stop the statues for good is to deface the statue of Tormic Garan by inflicting a total of 24 hp of damage on it. Like the animated statues, the

Garan statue is immune to normal fire and suffers reduced damage from pointed or slashing weapons. Every time the Garan statue is struck, the other six statues stumble from the impact, providing a good clue to the characters that their efforts are working. All of the statues are lined with gold and silver and once they have been destroyed, a total of 600 gp worth of precious metals may be sifted out of the rubble.

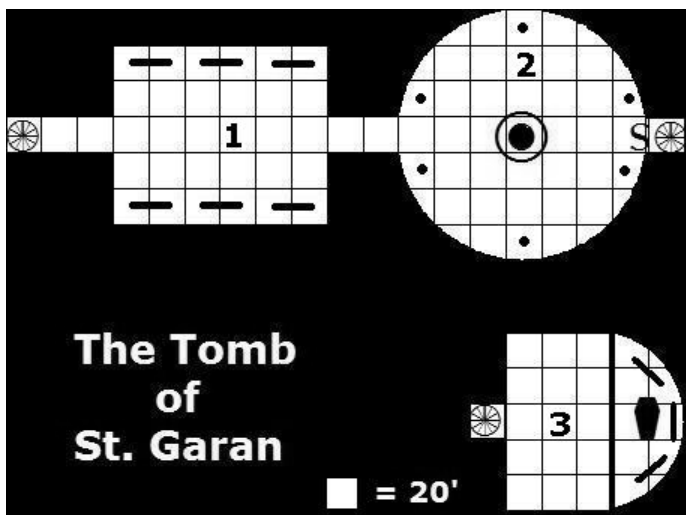
A secret door in the east wall hides a spiral staircase that leads down to the true burial place of Tormic Garan.

Garanic Knight Statues (6): AL N; MV 90' (30"); AC 5 (natural); HD 2; hp 9; #AT 1; Dmg 1d8 (stone sword); SV F2; SA immune to *sleep* and *charm*, resistant to damage, reform in 1d3 rounds; ML 12; XP 46.

3. Chamber of the Honored One

This chamber is the final resting place of Tormic Garan. Garan's body lies inside a stone sarcophagus that rests atop a raised dais. After the tomb's desecration, Garan's body reanimated as a wight. The wight killed several Garanic Knights before being *turned* by a cleric and locked away in this chamber. The heavy lid of the sarcophagus has been slid back and propped up on the floor. 1d3 rounds after the characters enter the chamber, the wight rises from the sarcophagus and attacks.

The wight is dressed in Garan's full battle armor and wears a mantle made from the leathery skins of several former knights draped over its shoulders. The battle armor is *plate mail* +1, decorated with Garan's crest. An empty scabbard flopping at its waist once held the Sword of St. Garan.



The wight targets clerics first, then magic-users and elves, then thieves and halflings, and finally fighters and dwarves. It pursues the characters even if they flee, and if it escapes the tomb, it becomes a plague upon the village of Garanton (see **Concluding the Adventure** on pg. 21).

The stone sarcophagus is painted black and inlaid with gold, silver, and jewels. If pried out, the gold and silver have a total value of 1,000 gp. 15 onyx stones (50 gp each), 10 emeralds (150 gp each), 5 rubies (500 gp each), and 1 diamond (1,500 gp) may also be recovered from the sarcophagus.

Garan Wight: AL C; MV 90' (30'); AC 2 (*plate mail+1*); HD 3; hp 17; #AT 1; Dmg special; SV F3; SA touch drains 1 level or hit die, immune to *sleep* and *charm*, only harmed by spells, magical weapons, or silver weapons; ML 12; XP 110.

3.a. The Great Mural

An elaborate mural painted on the wall behind the dais depicts the story of Tormic Garan and his evil half-brothers, including the building of Castle Vyn, the opening of the Demon Gate, the conquest of the surrounding realms, and finally the epic battle between the brothers that led to the castle's destruction. The mural is particularly damning as it bears the identifying mark of the Holy Garanic Knights and the tomb has been sealed for ages.

The Demon Gate

Ages ago, the evil cleric Drayn Rone constructed a gateway to the realm of the night demons. Unbeknownst to his evil brothers, Rone used this space between worlds to begin crafting a second gate that would open a portal to the realm of a demon named Kura'drim. (If the Labyrinth Lord is using the **Advanced Edition Companion**, Kura'drim is an extremely powerful Balor demon). Luckily, Rone was killed by his brothers before he could open the gate.

Vault of the Demons

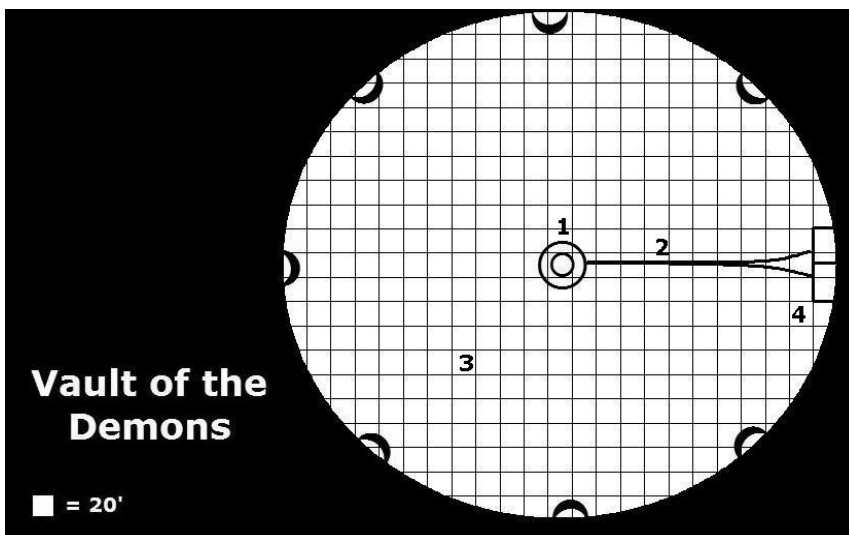
This domed basilica is over one hundred feet tall at its peak. The sides of the vault are intricately carved from gray stone, with hundreds of recessed alcoves lining its walls. A squatting night demon is perched in each alcove. Most of these demons are currently in a dormant state, awaiting the command to rise and hunt, however, the reopening of the Demon Gate has awakened a number of night demons equal to the number of characters in the party.

The demons swoop silently out of the darkness of the vault's upper reaches, attacking any characters on the spire platform or the span. Because of the pervasive darkness and the silence of their attack, the night demons receive a +2 to-hit, but can only use their claw attacks. Any character struck by a demon must make a Dexterity check to avoid falling into the pit and sustaining 4d6 points of damage. Because the vault is as silent and oppressive as a tomb, noises made from outside the Demon Gate echo loudly throughout the chamber.

Night Demons: AL C; MV 90' (30')/Flight 150' (50'); AC 5 (natural); HD 2; hp 9; #AT 4; Dmg 1d2/1d2/1d6/1d4; SV F4; ML 11; XP 65.

1. The Spire

This 40' tall spire of rock is topped by a circular platform. When the light of the waxing moon touches the Demon Gate, a flickering white flame arises in the center of the platform. Any character who touches the Demon Gate from the other side is instantly transported



here. The journey is so disorienting that the character must make a saving throw vs. spells to avoid falling into the pit and suffering 4d6 points of damage.

Any character who falls into the pit must make a Strength check to climb up the side of the vault (thief characters automatically succeed). Failure means the character makes it halfway up the wall before falling back into the pit and suffering 2d6 points of damage. Success means the character climbs onto the span in front of the Gate of Kura'drim.

Any character touching the white flame is instantly transported through the Demon Gate to the High Cliff of Hildor Bluff.

2. The Span

The span is the narrow stone bridge that leads from the spire platform to the Gate of Kura'drim. The span is 5' wide along its length, but widens to 20' at the gate. The charred skeletal remains of Drayn Rone lie in front of the Gate of Kura'drim. The corpse's robes have rotted off and its chain mail is in tatters. A black mace with a head cast in the shape of a demonic face is gripped in one skeletal fist. The mace functions as a *mace* +2 for anyone brave enough to pry it from Rone's dead fingers.

3. The Pit

The bottom of the pit is filled with the remains of thousands of previous victims. These remains consist of piles of gnawed bones, mummified corpses, scraps of dry-rotted cloth, and rusted weapons and armor. A few treasures are hidden amongst the debris. Treat the pit as Hoard Class XXI for those characters wishing to sort through the grisly piles (roll once for any column on the THC table for every hour spent searching).

The pit is also the lair of a horde of starving demon grubs. The grubs attack anyone who falls into the pit. Only three groups of grubs can attack a character at a time. The grubs swarm over the characters, trying to knock them to the ground.

Demon Grubs (300): AL C; MV 60' (20'); AC (9); HD 1 hp; hp 1; #AT 1; Dmg 1d6; SV 0-level human; SA bite causes disease; ML 5; XP 6.

Brant Arwell

On the first night of the festival, the artist Brant Arwell made the mistake of touching the Demon Gate and was instantly transported to the spire platform. Arwell was so disoriented that he stumbled and fell into the pit, breaking his right leg. The demon grub horde descended on him as he tried to crawl away and in desperation, Arwell grabbed a discarded shield to defend himself. To his surprise, the grubs retreated. This is because the shield is actually a *shield* +1 that emanates a permanent *protection from evil* spell around its bearer. (Because of the effects of the Demon Gate, the night demons and demon grubs are considered to be "summoned" creatures during the time of the waxing moon). The shield was the property of a fallen hero named Cartimus Relb who was slain by the night demons long ago.

When the Demon Gate opens, Arwell calls out weakly to any characters he hears moving around on the High Cliff. Arwell has survived the past few days on what few rations he had on his person, but his food and water supply have run out. Arwell dies if the characters do not rescue him by the end of the festival.

4. The Gate of Kura'drim

The Gate of Kura'drim is a massive, 30' tall set of double doors located on the far end of the span in the side of the Vault of Demons. During the time of the waxing moon, a light mist seeps around the edges of the doors and muffled screams and strange rumbling sounds can occasionally be heard from beyond. The gate can only be opened by an elaborate ritual during a great cosmic alignment that is far beyond the scope of this low-level adventure. The gate is provided here to project a sense of foreboding and perhaps foreshadow a future adventure dealing with demonic realms, if the Labyrinth Lord wants to revisit the area.

Destroying the Demon Gate

The Demon Gate can be destroyed simply by inflicting 50 hp of damage on the arch with a blunt weapon. If the arch is struck at night, 2d6 night demons awaken, fly through the gate, and attack the characters. During the day, the

Labyrinth Lord may wish to include an encounter with Blood Moon orcs or another villain such as Rellum the Tanner (assuming he is still alive), just to spice things up.

When the arch is destroyed, it explodes in a bright flash of light with the sound of a thunderclap. Anyone atop Hildor Bluff or the High Cliff must make a saving throw vs. breath weapon or be knocked down and deafened for 3d6 rounds. The destruction of the gate causes a pillar of smoke to rise up over Hildor Bluff. Some who witness this event claim to see the ghastly face of an angry demon glaring through the haze.

Shortly after the gate is destroyed, Friar Uric and the Brotherhood of St. Garan climb Hildor Bluff to investigate the High Cliff. If the characters are on hand to explain what happened, they are treated with great respect and admiration. Friar Uric publicly praises their courage and the villagers treat the characters as heroes. The characters win the goodwill of the community and can expect free room and board whenever they come to Garanton in the future.

Concluding the Adventure

With the conclusion of the festival, the adventure is effectively over, however, a number of other adventures may arise from the actions of the player characters.

Depending upon the relationship the PCs developed with Friar Uric and the other villagers, the town of Garanton may become a base of operations from which they can strike out into the surrounding wilderness. The village lies on the frontier of civilization and the forested hills are filled with wandering monsters, hidden lairs, and forgotten ruins from earlier times.

Hildor Bluff is riddled with hidden caves, including the lost dungeon levels of Castle Vyn. A rockslide might expose an entrance to these chambers or perhaps the characters discover an ancient map that reveals a secret door hidden in the nearby hills. The dungeons may contain untold treasures that are guarded by a variety

of evil monsters or they may simply be a gateway to the deep underground kingdoms.

If St. Garan's true nature is uncovered, Friar Uric may undergo a crisis of faith that leads him to renounce his vows to the brotherhood and head off in search of the truth. He may ask the PCs to accompany him or he may ask them to watch over the village while he is gone. The rest of the brotherhood and many of the villagers are likely to blame the characters for Uric's leaving, so the question then becomes whether or not they choose to fulfill their promise to Friar Uric in the face of the village's hostility.

The characters had a chance to make several enemies over the course of the adventure. Rellum the Tanner, the bandit lord Fembric Dossum, or any member of the Wilder Company may return later to disrupt the party's plans. The characters also had plenty of opportunities to make friends who may call upon the party in their time of need. For example, the Wandering Lords and Ladies are preparing to venture into the elven kingdoms and are looking to sign up some elves as supporting cast members for the troupe. Their route takes them through some lawless badlands, so they are also looking to hire a few extra caravan guards.

If the characters did not kill the wight in the Tomb of St. Garan, it may eventually escape into the nearby hills and begin preying upon the villagers. The wight kills indiscriminately, tearing off the flesh of its victims and wearing their skins as grisly cloaks. The wight may be slain normally, or it may be laid to rest by returning to it the *Mantle of St. Garan*.

If the characters failed to close the Demon Gate, the gate reopens every month during the time of the waxing moon, releasing more night demons into the land. The demons soon become a plague upon the kingdom, and evil clerics and wizards come from all over to try to take control of the Demon Gate. When the party has attained a high enough level, an entire campaign can be centered around keeping the Gate of Kura'drim from being opened or perhaps even dealing with the demon and its minions after they are unleashed.

NPCs and Factions of Note

The following NPCs may be encountered over the course of the festival and may become friends, allies, rivals, or even enemies, depending upon the actions of the player characters.

Garanton Villagers

The villagers of Garanton are mostly law-abiding farmers and craftsmen who are proud of their heritage. Because of the presence of the abbey, they have grown accustomed to travelers and tend to be more friendly and tolerant of outsiders than other small villages. Although the surrounding area is relatively tame and settled, the village occasionally comes under attack by orc raiders and other wandering monsters. When threatened, the villagers are capable of mobilizing a militia of 30-50 able-bodied men armed with spears, clubs and shield (with a few short bows), under the command of the Brotherhood of St. Garan.

Garanton Villagers: treat as Lawful 0-level humans.

Brant Arwell

Arwell is a skilled artist from a nearby city who was commissioned by Friar Uric to carve a likeness of St. Garan into the side of Hildor Bluff. Arwell often seems distant and unemotional, but he is a deeply caring and sensitive individual. He loves to read, and is a student of ancient history. When Arwell is not creating, his nose is usually buried in a book.

Brant Arwell: treat as Lawful 0-level human with Int 15.

Deidre Lerin

Deidre is Arwell's assistant and apprentice. She is much more grounded in reality than Arwell and is responsible for seeing to their daily needs. Deidre has fallen in love with Arwell, but he has been too preoccupied with his latest carving to notice.

Deidre Lerin: treat as Lawful 0-level human with Cha 15 and 25 gp and 47 sp.

Gregori Konnar

Konnar is a grizzled veteran and owner of the local inn/tavern that bears his name. He respects soldiers, ex-soldiers, and adventuring fighters, but has little use for sellswords and mercenaries. Konnar is well liked by all the villagers and is an excellent source of information about Garanton and its surroundings.

Gregori Konnar: AL L; MV 120' (40'); AC 9 or 7 (leather armor + shield); F3; hp 19; #AT 1; Dmg 1d4+1 (club + Str), 1d8+1 (sword + Str), 1d4+1 (dagger + Str); S 13, D 12, C 14, I 10, W 12, Ch 13; SV F3; ML 10; XP 80; 8 gp, 13 sp.

Manco the Falconer

Manco is a skilled animal trainer and performer who specializes in birds. He travels about in a small wagon with a trained crow, hawk, and barn owl. Manco's services are sought by several noble courts and wealthy merchant houses and if befriended, he may become a valuable contact who can open doors among the wealthy that would otherwise remain closed to the party.

Manco the Falconer: treat as Lawful 0-level human with Wis 16 and 248 gp and 77 sp.

Fembric Dossum

Dossum is a local bandit lord who dabbles in petty crime such as stealing livestock, fencing stolen goods, and robbing the occasional traveler. Dossum has come to the festival to make money through moneylending and gambling and his hand can be found in most of the high-stakes wagering that takes place during the Honor Games.

Fembric Dossum: AL C; MV 120' (40'); AC 5 (studded leather armor + Dex); F3; hp 20;

#AT 1; Dmg 1d8 (sword), 1d4 (dagger); S 10, D 16, C 13, I 13, W 14, Ch 15; SV F3; ML 9; XP 95; *potion of healing*; 10 emeralds (150 gp each), 87 gp, 120 sp, 220 cp.

Barre and Lorgan

Barre and Lorgan are Dossum's hired muscle. They are large, stupid, and content to take Dossum's orders. Barre and Lorgan seldom speak and generally stay out of trouble, however, they are ready to fight at a moment's notice.

Barre and Lorgan: AL N; MV 120' (40'); AC 8 (leather armor); F1; hp 9; #AT 1; Dmg 1d4+2 (club + Str), 1d4+2 (dagger + Str); S 16, D 10, C 13, I 8, W 9, Ch 10; SV F1; ML 10; XP 16; 7 sp, 12 cp.

Rellum the Tanner

Rellum presents himself as a local villager and leatherworker by trade. In fact, he has only lived in Garanton for the past few years. Unbeknownst to the villagers, Rellum is a magic-user who possesses an ancient book written by a long dead scholar that details Tormic Garan's true history. Rellum came to Garanton hoping to plunder the ruins of Castle Vyn, but has been unable to discover a way into its dungeons or locate anything of true value. Rellum is a ruthless individual, but a coward at heart.

Rellum the Tanner: AL C; MV 120' (40'); AC 8 (Dex); MU 4; hp 12; #AT 1; Dmg 1d4 +1 (*dagger+1*); S 10, D 14, C 11, I 16, W 14, Ch 13; SV MU4; SA spells; ML 6; XP 410; *potion of climbing*, *potion of healing* (2), *ward against lycanthropes*; spellbook, historical book, gold and silver necklace (30 gp), gold ring (25 gp), two onyx stones (15 gp), 35 gp, 17 sp, 19 cp. Spells: 1st: *charm person**, *detect magic*, *light*, *read magic*, *sleep**; 2nd: *knock*, *invisibility**, *lesser charm monster*** 3rd *dispel magic*.

*memorized spells

see **New Magic-User Spells on pg. 28

Noble Retinues

Since Tormic Garan's ancestry cannot be traced, worship of St. Garan is considered a peasant affair that is unsuitable for one of noble blood. Even so, every year a few noblemen

make the journey to Garanton to receive the blessings, usually before going off to war. These retinues seldom stay in town for more than an hour and have little to no contact with other festivalgoers. Three noblemen make the trip to Garanton this year: Lord Waith, Lord Ingelson, and Lord Duwalt, however, the Labyrinth Lord may substitute noblemen from his own campaign in order to foreshadow upcoming conflicts. None of these retinues have any bearing on this adventure.

Fighters

A number of fighters make their way to Garanton each year for the Feast of St. Garan. Most of these are local boys or ex-soldiers looking for fame or work, but a few have real skill. If the Labyrinth Lord wishes, the party may ask some of these fighters to join them on adventures or even hire them as retainers.

Berl Torrance

Berl is the son of a huntsman who hails from a nearby village. He is a clever boy and an expert shot with a bow. Berl is a good tracker and hunter whose skills may be useful during the course of this adventure.

Berl Torrance: AL L; MV 120' (40'); AC 5 (studded leather armor + Dex); F2; hp 13; #AT 1; Dmg 1d8 (longbow), 1d4+1 (*dagger + Str*); S 13, D 17, C 14, I 12, W 12, Ch 12; SV F2; ML 9; XP 47; 3 gp, 9 sp, 11 cp.

Martana Lacor

Martana is a sellsword who spent the last two months as a bodyguard for a wealthy merchant, but lost her job when the merchant was murdered by a rival. Since then, Martana has been unable to find honest work. She hopes the blessing of St. Garan and perhaps a good showing in the Honor Games may change her fortunes.

Martana Lacor: AL N; MV 120' (40'); AC 4 (chain mail armor + Dex); F2; hp 11; #AT 1; Dmg 1d8 (sword), 1d6 (light crossbow), 1d4 (dagger); S 10, D 15, C 12, I 13, W 12, Ch 14; SV F2; ML 8; XP 29; gold bracelet (25 gp), 15 gp, 27 sp.

Kyl of Hammond

Kyl is a young miller's son who has come to win the mantle and make a name for himself.

He has more strength than skill (or brains), but is eager to learn the adventuring trade.

Kyl of Hammond: AL L; MV 120' (40'); AC 7 (leather armor + shield); F1; hp 10; #AT 1; Dmg 1d8+2 (sword + Str), 1d6+2 (spear + Str), 1d4+2 (dagger + Str); S 17, D 10, C 16, I 9, W 9, Ch 12; SV F1; ML 10; XP 16; 4 sp, 16 cp.

Lorn Tragen

Lorn is a thief pretending to be a fighter. He presents himself as friendly and outgoing, using his charm to join an adventuring party, and then robs them blind at the first opportunity.

Lorn Tragen: AL C; MV 120' (40'); AC 6 (leather armor + Dex); T3; hp 9; #AT 1; Dmg 1d8 (sword), 1d6 (short bow), 1d4 (dagger); S 12, D 17, C 13, I 12, W 14, Ch 13; SV T3; SA backstab, thief abilities; ML 6; XP 95; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; silver belt buckle (25 gp), 15 gp, 37 sp, 22 cp.

Mikail Vetter

Vetter is the son of an adventuring fighter who won the *Mantle of St. Garan* many years ago and was eventually slain before year's end. Vetter has researched the truth about Sir Garan, but knows that few here would believe him. He has come to win the mantle for himself so he can destroy it. If befriended, Vetter may eventually tell the characters what he knows.

Mikail Vetter: AL L; MV 120' (40'); AC 4 (chain mail armor + shield); F2; hp 15; #AT 1; Dmg 1d8+1 (sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 15, D 12, C 13, I 12, W 13, Ch 13; SV F2; ML 10; XP 38; 8 gp, 32 sp, 19 cp.

Kees and Irun

Kees and Irun are a pair of friendly young fighters from a neighboring farming village. The boys grew up together and are seeking to make a name for themselves.

Kees and Irun: AL L; MV 120' (40'); AC 7 (leather + shield); F1; hp 6; #AT 1; Dmg 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 15, D 10, C 13, I 10, W 10, Ch 12; SV F1; ML 9; XP 16; 5 sp, 16 cp.

The Wilder Company

The Wilder Company is a band of mercenaries who consider themselves heroic adventurers. They are among the most boisterous revelers at the feast and are fond of making sport of others. The Wilder Company is currently looking for work. They have journeyed here to receive the blessings of St. Garan and win the Honor Games.

Sir Havad Quinn

Sir Quinn is a skilled fighter who is among the favorites to win the Honor Games (as he is quick to point out). Quinn is the illegitimate son of a nobleman. He is loud, obnoxious, and confident in his own abilities. When Quinn drinks heavily, he is quick to anger and has killed four men in one-on-one duels.

Sir Havad Quinn: AL N; MV 120' (40'); AC 1 (plate mail armor + shield + Dex); F3; hp 23; #AT 1; Dmg 1d8+1 (sword + Str), 1d6 (short bow), 1d4+1 (dagger); S 15, D 13, C 16, I 12, W 12, Ch 14; SV F3; ML 10; XP 95; gold ring with diamonds (250 gp), amethyst sword pommel (75 gp), 65 gp, 106 sp, 22 cp.

Wergen the Axe

The dwarf Wergen is Quinn's second in command. He is smarter than Quinn, and (for now) is content to let Quinn run the company and bear the brunt of any troubles that arise. If things go badly for the company, Wergen is the first to cut his losses and run. Wergen is the only member of the Wilder Company that does not participate in the Honor Games.

Wergen the Axe: AL N; MV 120' (40'); AC 4 (chain mail armor + shield); D3; hp 25; #AT 1; Dmg 1d8+3 (*battle axe*+1 + Str), 1d8 (heavy crossbow), 1d6+2 (hand axe + Str), 1d4+2 (dagger + Str); S 16, D 12, C 16, I 15, W 13, Ch 10; SV D3; SA infravision 60', detect traps, false walls, hidden constructions, and sloping passages (1-2 on 1d6); ML 8; XP 125; *potion of levitation*; wolf skin cloak (25 gp), four gold rings (30 gp), 60 gp, 83 sp.

Big Annamar

Big Annamar is a huge, fair-haired woman who hails from the frozen northlands. Big Annamar drinks to excess and is fond of bare-knuckled brawling and wrestling. She has a

preference for small, wiry men, and typical thief characters might end up as the object of her rough affections. Big Annamar does not take rejection well.

Big Annamar: AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F2; hp 20; #AT 1; Dmg 1d10+2 (two-handed sword + Str); S 16, D 10, C 17, I 10, W 10, Ch 12; SV F2; ML 10; XP 38; gold arm ring (100 gp), gold and silver ring (25 gp), 10 gp, 37 sp.

Jace and Jevin

Jace and Jevin are two young brothers who recently joined the company, lured by the promise of excitement and adventure. The mundane life of a mercenary (guarding caravans, protecting shop owners, etc.) has begun to wear thin and they may be lured away by true adventurers.

Jace and Jevin: AL L; MV 120' (40'); AC 6 (leather armor + shield + Dex); F1; hp 6; #AT 1; Dmg 1d8+1 (sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 14, D 13, C 13, I 10, W 12, Ch 13; SV F1; ML 10; XP 19; 5 gp, 17 sp.

The Wandering Lords and Ladies (a.k.a. The Wanderers)

The Wandering Lords and Ladies are a troupe of traveling entertainers who dress in gaudy clothing designed to parody the finery of royal courts. The troupe travels in a caravan made up of several ornate wagons that also serve as their homes. The Wanderer camp is located on the northeast side of Hildor Meadow. It consists of a circle of tents, stalls, and wagons with a campfire in the center, and horses, donkeys, and other livestock kept in a small pen at the edge of the camp. The camp is open to the public during the day, but at night, visitors are politely sent on their way unless they have urgent business with a member of the troupe.

King Williamson and Queen Eleanor

King Williamson and Queen Eleanor are the public face of the Wandering Lords and Ladies. They are a married couple who are responsible for writing, directing, and starring in most of the troupe's comedies and plays. The King and Queen are a friendly pair who project a genuine air of refinement and respectability, despite

their ridiculous garb and the false devotion of their "subjects." During the day, they can often be found mingling with visitors to the Wanderer camp.

King Williamson and Queen Eleanor: treat as Lawful 0-level humans with Cha 15 and 15 sp.

Duke Boris the Mighty

The huge, barrel-chested Boris is the troupe's strongman. For a fee of 1 cp, visitors can watch him perform various feats of strength, lifting weights and other heavy items (stones, plows, anvils, patrons, etc.) found inside his tent. For a fee of 1 gp, Boris offers 100 gp to anyone who can best him in a lifting contest. Characters who accept Boris's challenge undergo a test similar to the Strength test detailed in the Honor Games, however, there is no upper limit to the penalties imposed—Boris and the character continue lifting until one of them fails a check.

Duke Boris the Mighty: treat as Lawful 0-level human with Str 18 and 5 gp, 10 sp, and 35 sp.

The Tattooed Lady

Duchess Leonida the Tattooed Lady is an elf whose body is covered in a variety of tattoos. Leonida wears an elaborate cloak that is artfully designed to show off only bits and pieces of her skin. For 1 sp, visitors may enter her tent to watch her slowly disrobe, revealing her tattooed body. Despite Mama Trosa's objections, Leonida sometimes offers herself as a "lady of the evening" to curious patrons.

Duchess Leonida: treat as a Neutral 0-level Elf as per the **Elf** entry in the **Labyrinth Lord™** core rulebook with Cha 16 and assorted jewelry worth 345 gp and 60 gp, 42 sp, and 33 cp.

Prince Jumi the Jumasi

Jumi is a costumed fool who wanders about the camp doing flips and cartwheels, juggling objects, and using his quick wit to insult and harass visitors. Jumi carries around a bag of rotting vegetables and for a fee of 1 cp visitors may pelt him with trash. Jumi is a skilled musician who often plays for the Wanderers at the evening campfire. He has fallen in love with the knife-thrower Ayla Paksan, but she finds his

manner coarse and abrasive, and disproves of his occasional ventures into thievery.

Prince Jumi the Jumasi: AL N; MV 120' (40'); AC 6 (Dex); T3; hp 9; #AT 1; Dmg 1d4 (dagger); S 10, D 18, C 13, I 14, W 12, Ch 8; SV T3; SA backstab, thief skills; ML 9; XP 110; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; *potion of diminution*; six gold bracelets (40 gp), four silver bracelets (15 gp), three gold rings (25 gp), 10 gp, 29 sp.

Lady Ayla Paksan

Ayla is a skilled knife-thrower who performs various tricks for the crowd. Ayla challenges visitors to a best-out-of-seven knife-throwing contest. The buy-in is 1 gp and the winner wins 25 gp. The target is AC 0. Because of her familiarity with the weight of the knives and the distance to the targets, Ayla receives a +4 to-hit. Ayla was orphaned at birth and taken in by Duchess Trosa who treats her like a daughter. She is a talented actress and singer, and at night, her haunting melodies can be heard coming from the Wanderer campfire.

Lady Ayla Paksan: AL L; MV 120' (40'); AC 7 (Dex); F2; hp 12; #AT 1; Dmg 1d4 (knife); S 11, D 16, C 13, I 12, W 13, Ch 15; SV F2; ML 10; XP 38; gold cameo locket (175 gp), 17 gp, 33 sp.

Lord Barker

The jolly fat man known only as Lord Barker is a charming fellow with an easy smile, who uses jokes and compliments to set others at ease. Barker is extremely intelligent and has a keen sense for what goes on in and around the camp. During the day, he wanders Hildor Meadow, using his booming voice to attract visitors to the Wanderer camp. At night, he confers with Duchess Trosa about the future of the troupe and the strange happenings unfolding in Garanton.

Lord Barker: treat as 0-level Lawful human with Int 16 and Cha 16.

Duchess Trosa

Duchess Trosa is the aging sorceress and fortuneteller who leads the Wandering Lords and Ladies. For a fee of 2 sp, Duchess Trosa

consults a crystal ball, tarot cards, or bones to read fortunes. None of these items are magical, however, Duchess Trosa possesses a *medallion of ESP* which she uses to tell people what they most want to hear. Duchess Trosa and Lord Barker could become a good source of information if befriended by the player characters. If the Labyrinth Lord wishes, she may even agree to cast spells such as *read languages* for the party for a small fee. A locked strongbox hidden in the bottom of her wagon contains the Wanderer hoard (assorted jewelry worth 350 gp, 2 emeralds (200 gp), 13 garnets (25 gp), 574 gp, 720 sp, 180 cp).

Duchess Trosa: AL L; MV 120' (40'); AC 8 (Dex); MU 3; hp 8; #AT 1; Dmg 1d6 (quarterstaff), 1d4 (dagger); S 8, D 15, C 10, I 17, W 16, Ch 13; SV MU3; SA spell; ML 10; XP 125; *potion of healing*, *potion of clairvoyance* (2), *potion of clairsentience*; *medallion of ESP*; spellbook, three gold bracelets (50 gp), two silver earrings (25 gp), 75 gp, 117 sp. Spells: 1st: *detect magic*, *magic missile*, *protection from evil**, *read languages*, *read magic*, *shield**, 2nd: *arcane lock**, *detect evil*, *knock*.

*memorized spells

Handlers

Four families made up of a sixteen men, women, and children handle the troupe's mundane tasks, including setting up tents, purchasing supplies, preparing food, wrangling animals, manning stalls, and assisting various performers. These handlers, as they are called, come from all walks of life and many of them are seeking to escape their past. They are fiercely loyal to Duchess Trosa and the troupe.

Handlers: treat as 0-level Neutral humans.

The Brotherhood of St. Garan

The Brotherhood of St. Garan is a small order of friars and monks devoted to Tormic Garan, one of the patron saints of warriors. Few clerics choose to follow St. Garan; most friars are ex-soldiers or landless knights who are trained as herbalists and barbers so they may tend the sick and wounded. The brotherhood is based in Garanton, under the leadership of Friar Cowl Uric, where they see to the spiritual needs of the community and uphold local laws and customs.

Friar Cowl Uric

Friar Uric was a sergeant in the King's Army until he took the vows of St. Garan. Uric moved to Garanton several years ago to accept the position as head friar of the Garanton Abbey. He is a devoted servant of St. Garan who idolizes the hero's memory.

During the course of the adventure, Friar Uric can be played as a valuable, informative ally or as the ultimate foil, blinded by unyielding faith. He is quick to denounce those who question St. Garan's heroism, but overwhelming evidence such as Rellum's history book or the mural in the Chamber of the Honored One may cause him to start questioning his beliefs.

Uric does his best to work with characters who take an active hand in the adventure by tracking down leads and slaying monsters, and is more likely to listen to what they have to say, even if it goes against everything he believes in. He freely uses the abbey's healing potions on characters who are injured while performing a service for the village. Uric is determined to complete the festival, despite any doubts that may arise about Garan's sainthood.

Friar Cowl Uric: AL L; MV 120' (40'); AC 4 (chain mail armor + shield); F5; hp 38; #AT 1; Dmg 1d8+3 (sword+2 + Str), 1d6 (light crossbow), 1d4+1 (dagger + Str); S 15, D 13, C 15, I 12, W 13, Ch 14; SV F5; ML 11; XP 800; *Sword of St. Garan*, three vials of holy water.

Brothers of St. Garan

Brothers of St. Garan are ex-soldiers, guards, and adventurers who have devoted themselves to the service of St. Garan. There are four brothers in Garanton (Brother Dergan, Brother Colton, Brother Firth, and Brother Mengan) who assist Friar Uric with protecting the village, conducting religious ceremonies, and the daily running of the abbey.

Brothers of St. Garan: AL L; MV 120' (40'); AC 4 (chain mail armor + shield); F2; hp 12; #AT 1; Dmg 1d8+1 (sword + Str), 1d6 (light crossbow), 1d4+1 (dagger + Str); S 13, D 12, C 13, I 10, W 12, Ch 12; SV F2; ML 10; XP 38; two vials of holy water.

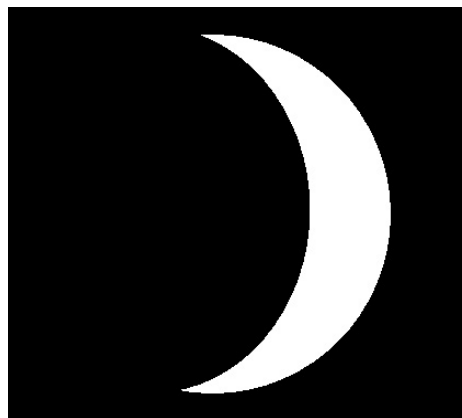
Blood Moon Orcs

The Blood Moon tribe of orcs once served as minions for the evil cleric Drayn Rone. Blood Moon orcs worship the moon from their lair deep in the darkest reaches of Brother's Wood. A crescent-shaped moon is carved into both of their cheeks at birth and most carry moon-shaped trinkets or paint red crescent moons upon their shields.

A short time ago, the Blood Moon shaman, Yikra the Old, received a hazy vision of the Demon Gate. Believing the Demon Gate to be located in the Tomb of St. Garan, Yikkra sent a band of orcs to see if it had reopened. The orcs are led by a war chief named Black Kurgel. If Kurgel is killed, any captured orcs volunteer whatever information they have (such as night demon sightings or how to open Garan's tomb) in the hopes that the characters spare their lives.

Blood Moon Orcs (14): AL C; MV 120' (40'); AC 7 (leather armor + shield); HD 1; hp 5; #AT 1; Dmg 1d6 (spear), 1d8 (sword), 1d4 (dagger); SV F1; SA -1 to-hit in sunlight; ML 8; XP 10; 1d4 sp, 1d6 cp, moon-shaped trinkets.

Black Kurgel: AL C; MV 120' (40'); AC 4 (chain mail armor + shield); HD 1; hp 8; #AT 1; Dmg 1d6+1 (spear + Str), 1d8+1 (sword + Str), 1d4+1 (dagger + Str); SV F1; SA -1 to-hit in sunlight; ML 8; XP 13; 1d3 gp, 1d4 sp, 1d6 cp, moon-shaped trinkets.



APPENDIX

New Magic-User Spells

Lesser Charm Monster

Level: 2
Duration: Special
Range: 120'

Lesser charm monster is identical to the spell *charm monster* (see the **Magic-User and Elf Spells** section in the **Labyrinth Lord™** core rulebook), except that *lesser charm monster* only affects one monster of 4 HD or less.

New Magic Items

The Mantle of St. Garan

The *Mantle of St. Garan* is a luxurious black velvet cloak that was once worn by Tormic Garan and is said to grant its wearer good leadership skills and victory in every battle. The mantle provides a bonus of +2 to all Charisma checks. In truth, however, it is actually a *cursed* item that bestows a cumulative -1 penalty to-hit on its wearer every month after the first. Upon the wearer's death, the cloak magically returns to the Garanton Abbey. (A *remove curse* spell produces the same effect.)

The cloak's left collar contains Tormic Garan's true coat-of-arms—a black skull over crossed red swords on a white shield. The Brotherhood of St. Garan believes that the skull is merely a sign that the wearer was unworthy so when the cloak inevitably returns to the

abbey, they secretly use gold thread to cover the skull with an embroidered helm.

The Sword of St. Garan

The Sword of St. Garan is an enchanted sword that was once wielded by Tormic Garan. The sword was named Callax, which means "Conqueror" in the ancient tongue. It functions as a *sword* +2 that allows the wielder to cast *cause fear* three times per day upon uttering the command word "vanrai." The Brotherhood of St. Garan is unaware of the sword's spellcasting ability.

New Monsters

Night Demons

No. Enc.: 1d6 (2d4)
Alignment: Chaotic
Movement: 90' (30'); Fly: 150' (50')
Armor Class: 5
Hit Dice: 2
Attacks: 4 (2 claws, bite, horn)
Damage: 1d2/1d2/1d6/1d4
Save: F4
Morale: 11
Hoard Class: VII
XP: 65

Night demons are humanoid creatures with large bat-like wings, curved horns, green eyes, fangs, fearsome claws, barbed tails, and skin the color of pitch. Night demons hunt in packs and are often mistaken for gargoyles. They are sly, efficient predators that can strike without warning, swooping down upon their prey and tearing them apart. Their presence forces normal animals to make a saving throw vs.

spells or flee in fear for 1d4 rounds (trained warhorses are immune to this effect). Night demons do not collect treasure; any valuables found in their lair lie amongst the remains of their victims.

Night demons are not demons in the truest sense. They dwell in a dark, shadowy plane that lies beyond the world of men and can only leave this plane with the help of powerful magic. Night demons hunt in darkness, lying dormant during the day unless disturbed by bright lights or loud noises. Night demons suffer a -2 to all attacks in the presence of a *light* spell. If a night demon is exposed to sunlight, it turns to dust in a bright flash of light.



Demon Grubs

No. Enc.: 10d20
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 9
Hit Dice: 1 hit point
Attacks: 1 (bite, per group)
Damage: 1d6, disease
Save: 0-level human
Morale: 5
Hoard Class: XI
XP: 6

Demon grubs are night demons in their larval form. They are omnivorous maggot-like vermin that thrive in trash and waste. Demon grubs are jet black in color and range in size from 6" long to 2' long. They move slowly, but are relentless in pursuit of living prey. They may be temporarily warded off with fire, but are quick to resume the hunt once the fire dies down.

Demon grubs live in hordes that can breed in great numbers. Grub hordes get 1 attack per group of 10 grubs (or fraction thereof), inflicting 1d6 hit points of damage per hit. If a character is swarmed by more than 20 grubs, he must make a saving throw vs. death or fall to the ground under the writhing horde. He may stand up the following round, but must make a new saving throw if still under the horde. The swarmed character can make no attacks until he gets back on his feet.

Demon grubs are disease carriers, and any time a character is bitten by a grub there is a 5% chance the character contracts a rotting disease similar to leprosy. A saving throw vs. poison is permitted, and should it fail the character dies of the disease 1d6 days later. A successful saving throw indicates that the character gets ill and is bedridden for 30 days, at the end of which there is a 25% chance the disease proves fatal. If the character survives, he permanently loses one point of Charisma. The spell *cure disease* will cure this infection, but will not return lost Charisma.

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Garanton is a village like any other, except for five days out of the year when it hosts the Feast of St. Garan. During this time, fighters from abroad come to join in the revelry, mingle with other adventurers, and win fame and fortune fighting in the daily games. But all is not well in Garanton this year. Cruel orcs prowl the forest, dark wizards cast webs of treachery and deceit, and bat-winged demons fill the moonlit sky. Does your party have what it takes to ward off this evil before it consumes the entire town?

Blood Moon Rising is a Labyrinth Lord adventure that is easily converted to other editions of the world's most popular fantasy roleplaying game. Designed for 3-6 characters of 1st through 3rd level, the adventure is set in and around the village of Garanton and involves a mixture of wilderness, dungeon, and urban encounters. Use your archetypical frontier village for more than just a rest stop between forays into the wild. Come enjoy the Feast of St. Garan today!