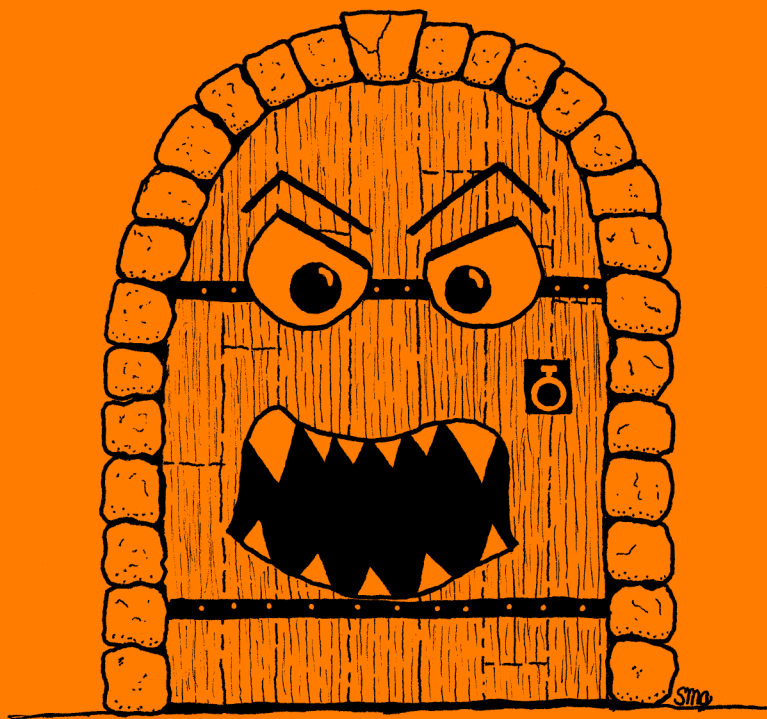


A GUIDE TO HALLOWFEST



A Completely Serious Halloween Sourcebook and Adventure

By Steve and Sarah Gilman

Compatible with the Swords and Wizardry rules and compatible OSR games



A GUIDE TO HALLOWFEST

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SBG-H1 - First edition – October 2015

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Zoe and Dax, please protect us on this coming Hallowfest night.

THE ARANURIAN FESTIVAL OF THE HALLOWED ONE

The Aranurian Festival of the Hallowed One is an evening festival where the people of Aranure celebrate the eve of the ascension of their patron, Aelastrea, Lady of Forests. In celebration of Hallowfest, which the festival is more commonly called, people dress in costumes as both foul monsters and as the revered heroes that slay them. Some believe this to be done to ward off the spirits of those Aelastrea has defeated in order to assure a pure Ascension Day. A lot of people simply participate in the festivities because they're fun.

The followers of the demon lord Malak also celebrate on this evening. For them, Hallowfest is a bitter day commemorating the last day before the tide was turned against their lord. It is not terribly uncommon for Malak's worshippers to dress in Hallowfest costumes to hide themselves amongst the people as they crash Hallowfest parties.

Something about the rekindling of old enemies on the eve of such a powerful day creates strange occurrences to happen. There have been reports of inanimate objects coming to life for just one night, the dead coming back to haunt the living, gruesomely designed festival candies gaining magical properties, and much more. The cause of this phenomenon is largely unknown and is the subject of many debates.

BESTIARY OF HALLOWFEST

CREATURES BOTH GROTESQUE AND BENEVOLENT

CAT, BLACK (DURING HALLOWFEST)

Hit Dice: 2

Armor Class: 8 [11]

Attacks: 2 claws (1hp)

Special: Hallowed aura, hallowed claws

Move: 12

Saving Throw: 16

Alignment: Law

Challenge Level/XP: 2/30

During the night of Hallowfest, black cats gain hallowed powers and increased intelligence. This intelligence gain is just enough for them to recognize friend and foe. Black cats stalk the nights of Hallowfest, hunting down Malak's agents and destroying them. Their hallowed claws count as magical weapons and deal an additional 1d6 points of damage when striking an agent of Malak or constructs created by them. They also emanate a hallowed aura which causes all agents of Malak within 10 feet to suffer a -2 penalty to attack rolls.

Black Cat (Hallowfest): HD 2; AC 8 [11]; Atk 2 claws (1hp); Move 12; Save 16; AL L; CL/XP 2/30; Special: Hallowed aura, hallowed claw

DOOR, MONSTROUS

Hit Dice: 4

Armor Class: 6 [13]

Attacks: 1 bite (2d6)

Special: Hidden in plain sight

Move: 0

Saving Throw: 13

Alignment: Neutrality

Challenge Level/XP: 4/120

When hiding, monstrous doors are indistinguishable from a sturdy wooden door under all but the closest scrutiny. Otherwise, they appear as wooden doors with large eyes and a huge, gaping mouth with sharp teeth. When a creature tries to open the door, check it for traps, or inspect it closely, the monstrous door will begin attacking. The creature is automatically surprised, which allows the door a very crucial attempt to eat the creature before it has a chance to move away. Monstrous doors cannot move, but are capable of swinging on their hinges to make bite attacks within melee range.

Monstrous Door: HD 4; AC 6 [13]; Atk 1 bite (2d6); Move 0; Save 13; AL N; CL/XP 4/120; Special: Hidden in plain sight

DEMON, HALLOWFEST

Hit Dice: 4

Armor Class: 2 [17]

Attacks: 2 claws (1d4), 1 bite (1d6)

Special: Magical abilities, hit only by magic or silver weapons

Move: 12

Saving Throw: 13

Alignment: Chaos

Challenge Level/XP: 6/400

Said to be the lost souls of those killed on previous Hallowfest nights, the Hallowfest demons are often the cause of many of the strange occurrences that happen on this hallowed eve. They often appear as small creatures with razor-sharp claws and vicious fangs. They are capable of imbuing things with Hallowfest energies, turning a pile of pumpkins into vile punk-ins with a mere touch, for example. Once per day, the Hallowfest demon can emanate an aura of fear out to 20 feet, causing all who fail a saving throw to be rendered helpless as they cackle in terror for 1d4+1 rounds. The demon may also summon 1d6 punk-ins out of thin air once per day.

Hallowfest Demon: HD 4; AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 12; Save 13; AL C; CL/XP 6/400; Special: Magical abilities, hit only by magic or silver weapons

IMAGE NOT APPROVED
FOR ALL AUDIENC

"GHOST"

Hit Dice: 1

Armor Class: 6 [13]

Attacks: 1 supernatural touch (1d6)

Special: Fear, half damage from non-magical weapons

Move: 9

Saving Throw: 17

Alignment: Chaos

Challenge Level/XP: 2/30

While actually just small creatures (typically kobolds or goblins) with a white sheet thrown over their heads, the power of Hallowfest has granted these “ghosts” supernatural abilities. The flowing sheet over their bodies reduces the damage they take from non-magical weapons by half. They also have the ability to shriek out, causing fear in the hearts of those within 60 feet. On a failed saving throw, creatures affected flee in terror. While this shriek is often the genuine scream of the creature under the sheet, it also sometimes comes in a form that sounds something like “BOO!”

“Ghost”: HD 1; AC 6 [13]; Atk 1 supernatural touch (1d6); Move 9; Save 17; AL C; CL/XP 2/30; Special: Fear, half damage from non-magical weapon

PUNK-IN

Hit Dice: 1d6 hit points

Armor Class: 6 [13]

Attacks: 1 strike (1d4)

Special: Splash of goo

Move: 9

Saving Throw: 18

Alignment: Chaos

Challenge Level/XP: B/10

Punk-ins are the foot soldiers of Malak's Hallowfest armies. No more than two feet tall at their largest, these creatures so strongly resemble jack-o-lanterns with arms and legs that it's believed they are actually jack-o-lanterns that have sprouted arms and legs (they really are). When a punk-in is defeated in combat, if the final blow was with a melee strike, the attacker must make a saving throw as a shot of acidic pumpkin goo splashes out at them. On a failed save, the attacker takes 1d6 points of damage.

Punk-in: HD 1d6hp; AC 6 [13]; Atk 1 strike (1d4); Move 9; Save 18; AL C; CL/XP B/10;
Special: Splash of go

SPIDER, SPRING

Hit Dice: 3

Armor Class: 6 [13]

Attacks: 1 slam (1d6) or 1 bite (1d6)

Special: Bounces, knocks down, immune to sleep, charm, and hold

Move: 9

Saving Throw: 14

Alignment: Neutrality

Challenge Level/XP: 3/60

These constructed creatures look like man-sized spiders with a large spring extending from below the body. Since their legs aren't movable, they use the spring as a method of movement, bouncing from place to place. When attacking, the spring spider bounces at its target. On a hit, the target must make a saving throw or be knocked over by the force of the spider. If the target fails its saving throw, the spider may make an additional bite attack.

Spring Spider: HD 3; AC 6 [13]; Atk 1 slam (1d6) or 1 bite (1d6); Move 9; Save 14; AL N; CL/XP 3/60; Special: Bounces, knocks down, immune to sleep, charm, and hol

GRUESOME ARTIFACTS AND GRIM DELICACIES

The power of Hallowfest causes more than just strange monsters to spring into existence. Some normal items and foods gain magical properties that last through the night of Hallowfest, disappearing with the break of dawn.

Gummy Eyeballs: These candies look like eyeballs and, when eaten, grant the ability to see in total darkness for 1 hour.

Jack-o-lantern of Long-lasting Fire: Sometimes mistakenly called an “ever-burning jack-o-lantern”, the fire inside this jack-o-lantern will stay burning for all of Hallowfest night and provides the same illumination as a torch.

+1 Longsword of Excessive Blood Spattering: This ordinary sword has been enchanted by Hallowfest energies. When swung, the sword sprays out excessive amounts of blood whether it strikes its target or not.

“Severed Fingers”: Made from sausages and cut to look like severed fingers. Anyone who eats a “severed finger” grows claws that last for 1 hour. These claws may be used for attacks that count as magic weapons and deal 1d6 points of damage.

Witch’s Brew: This small potion contains a frothing, smoky liquid that, when drank, causes the imbiber to gain life-stealing capabilities. For 1d4 rounds, when the imbiber deals damage to an enemy, they are healed for the same amount of damage as they deal

OWYN'S HAUNTED DUNGEON

AN ADVENTURE FOR FOUR TO SIX CHARACTERS OF LEVELS 1-3

For the night's Hallowfest festivities, a townsman by the name of Owyn and his family have set up a "haunted dungeon" attraction at one of the local dungeons that has been cleared out. They are charging 1 gold admission to this attraction, or 5 silver for anyone who lives in town, which contains rooms and hallways designed to instill fright in those traversing it. The intended path of visitors to traverse through the horrors was down the stairs to Area 1, left through to Area 2, through the east door into Area 3, continuing east through the door and down the hall to Area 5, north through the door to Area 6, and returning through Area 2 to leave.

Shortly after the attraction was opened, a Hallowfest demon paid admission, entered the dungeon, and started touching everything. Its touch has caused a great number of horrible things to come to life. Terrified, Owyn and his family fled deep into the dungeon and were pursued by the demon. The creatures the demon awoke have now taken up residence in the dungeon, and are blocking the path of anyone looking to find out what happened to Owyn and his family.

The dungeon is underground with steps leading down to it from the ground level. At the top of the steps there is a booth set up to accept admission fees. When the PCs arrive, the booth is empty and no one is around.

IN YOUR CAMPAIGN

This adventure can easily take place in any town that would reasonably have a cleared out dungeon nearby. If you're playing in a Sundered Chronicles: The Redemption of Aranure game, this adventure is written with Lucir in mind but would easily fit at Rockcrest or Alrandar.

AREA 1: ENTRANCE

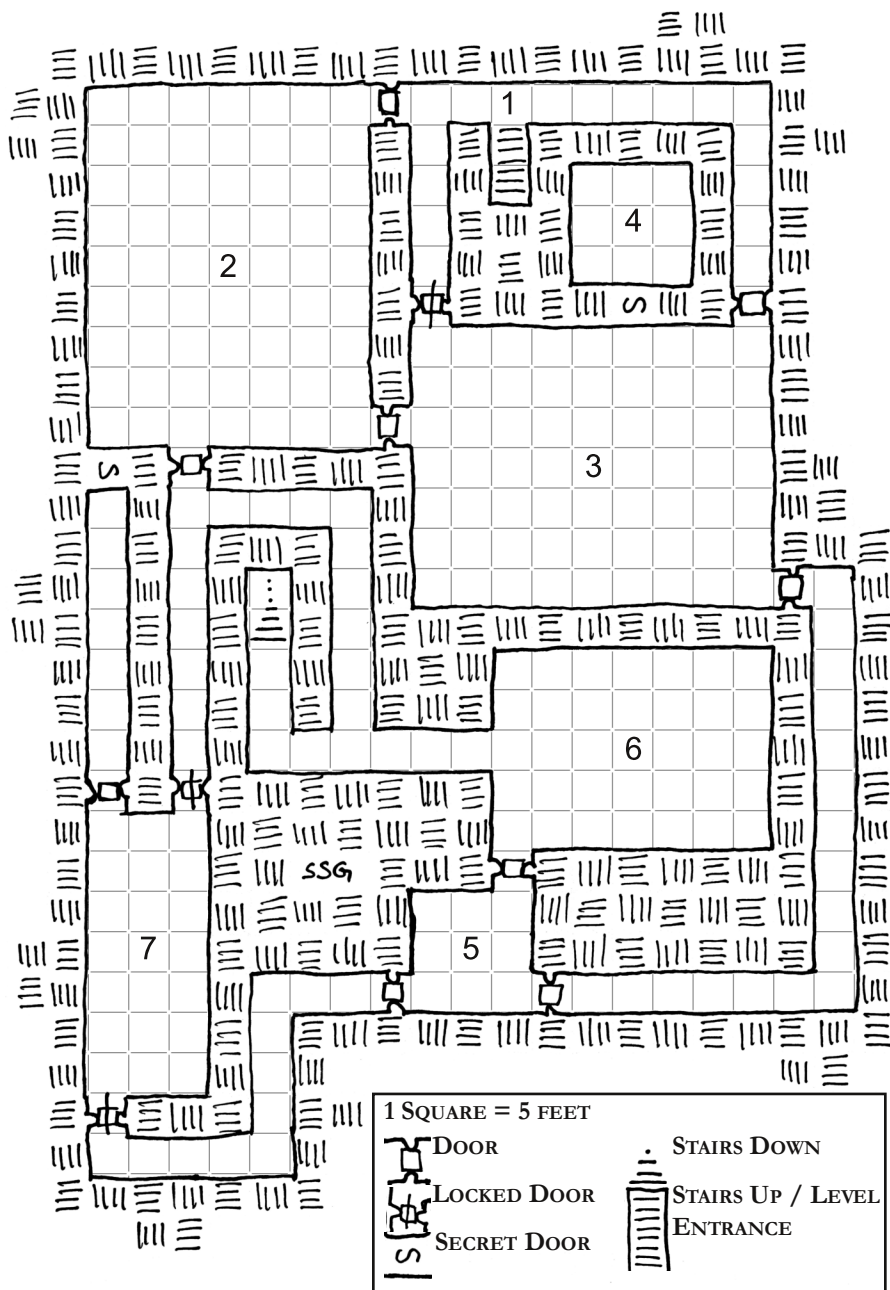
At the bottom of the stairs on the wall is a sign pointing to the left, indicating that visitors should head to the left to begin their journey through the attraction. The door at the end of the south hall has been locked by Owyn, and has a No Admittance sign on it.

As soon as the PCs get their bearings, they hear the screams of small children coming from the left from Area 2.

AREA 2: PUMPKIN CARVING STATION

In the center of this large room, Owyn has placed a number of fake human bodies on the ground, sliced them up a bit, and covered them in fake blood. Surrounding the bodies are four jack-o-lanterns with makeshift arms and legs, and fashioned to hold cleavers in the

OWYN'S DUNGEON - LEVEL



claws. The pumpkins are arranged so that it looks like they've been carving the humans. The walls were lined with lit jack-o-lanterns, which provided an eerie source of light to a gruesome visage.

However, a number of the jack-o-lanterns on the walls have been animated by the demon's power and have become punk-ins. Many of them have traveled further into the dungeon, but a few that have stayed behind are currently bearing down upon a group of three small children who wandered into the dungeon just before the PCs' arrival.

8 Punk-ins: HD 1d6hp; AC 6 [13]; Atk 1 strike (1d4); Move 9; Save 18; AL C; CL/XP B/10; Special: Splash of goo

Treasure: One of the jack-o-lanterns on the wall that didn't turn into a punk-in has instead become a jack-o-lantern of long-lasting fire. It can be detected either by a detect magic spell, or potentially by inspection. The candles on all the other jack-o-lanterns have burned down quite a bit, but on this one there isn't even a sign of the wax melting.

AREA 3: SNACK BAR

In this large room are tables set up and lined with food prepared to look as gross as possible. There is an assortment of grim delicacies including pastries baked and topped to look like bloody intestines, various items containing fake bugs, some sausages cut up to look like severed fingers, and some strange jiggly eyeball desserts.

Owyn had been here, dressed in a costume as a cook covered in blood and guts, where he enticed visitors to eat the disgusting looking snacks. When the demon came through here, Owyn had a brief bout with it before fleeing through the east door. Signs of this struggle and his escape can be found in this room.

Treasure: There is, of course, nothing wrong with any of the food in this room. It was prepared by Owyn's wife to look gross, but in fact is quite delicious. A number of pieces of the food have become magical in proximity to the Hallowfest demon. It's unfortunately difficult to detect them with the use of magic. Two of the eyeballs have become magical gummy eyeballs and three of the severed finger sausages have become magical "severed fingers".

AREA 4: HIDDEN ROOM

Hidden by a curtain set up as part of the décor of Area 3, this room is empty. One of Owyn's children hid here in his costume, ready to jump out and scare snacking visitors in the adjacent room.

AREA 5: WITCH'S BREWERY

There is a small table here with a few bottles of smoking liquid. Next to the table is a similarly smoking cauldron. Owyn's wife was here, dressed as a witch, cooking her brew. She'd casually toss witch-themed ingredients into the cauldron to disturb passersby. Owyn's wife now lays in a bloody mess on the floor behind the cauldron. She is unconscious b

alive.

There is also something more urgent going on in this room. A black cat that had been the witch's familiar has been cornered by three "ghosts" and is attempting to fight them off.

3 "Ghosts": HD 1; AC 6 [13]; Atk 1 supernatural touch (1d6); Move 9; Save 17; AL C; CL/XP 2/30; Special: Fear, half damage from non-magical weapons

Black Cat (Hallowfest): HD 2; AC 8 [11]; Atk 2 claws (1hp); Move 12; Save 16; AL L; CL/XP 2/30; Special: Hallowed aura, hallowed claws

Treasure: Perhaps the most valuable of treasure so far, the black cat, if saved, can become a valuable ally for the PCs. She will follow them through the dungeon and aid them in battling the Hallowfest demon and its minions. In addition, three of the bottles on table are magical witch's brews. They are distinct from the non-magical bottles in that they continually bubble and froth.

AREA 6: SPIDER'S NEST

The climax of the haunted dungeon, this room is filled with spider webs and large, fake spiders. There are some spiders hanging from ropes that one of Owyn's teenage boys would push into the path of visitors to scare them.

The current occupants of this room can be heard from the adjacent room and halls. They give away their presence with the repeating popping sound of their hopping. Four spring spiders hop about this room, ready to attack anyone who enters.

4 Spring Spiders: HD 3; AC 6 [13]; Atk 1 slam (1d6) or 1 bite (1d6); Move 9; Save 14; AL N; CL/XP 3/60; Special: Bounces, knocks down, immune to sleep, charm, and hold

Treasure: If the PCs search through the spider webs, they can find, among one of the fake bodies, a sword that is dripping an unnaturally large amount of blood. This sword is, in fact, a +1 longsword of excessive blood spattering. When swung, it throws large amounts of human blood through the air.

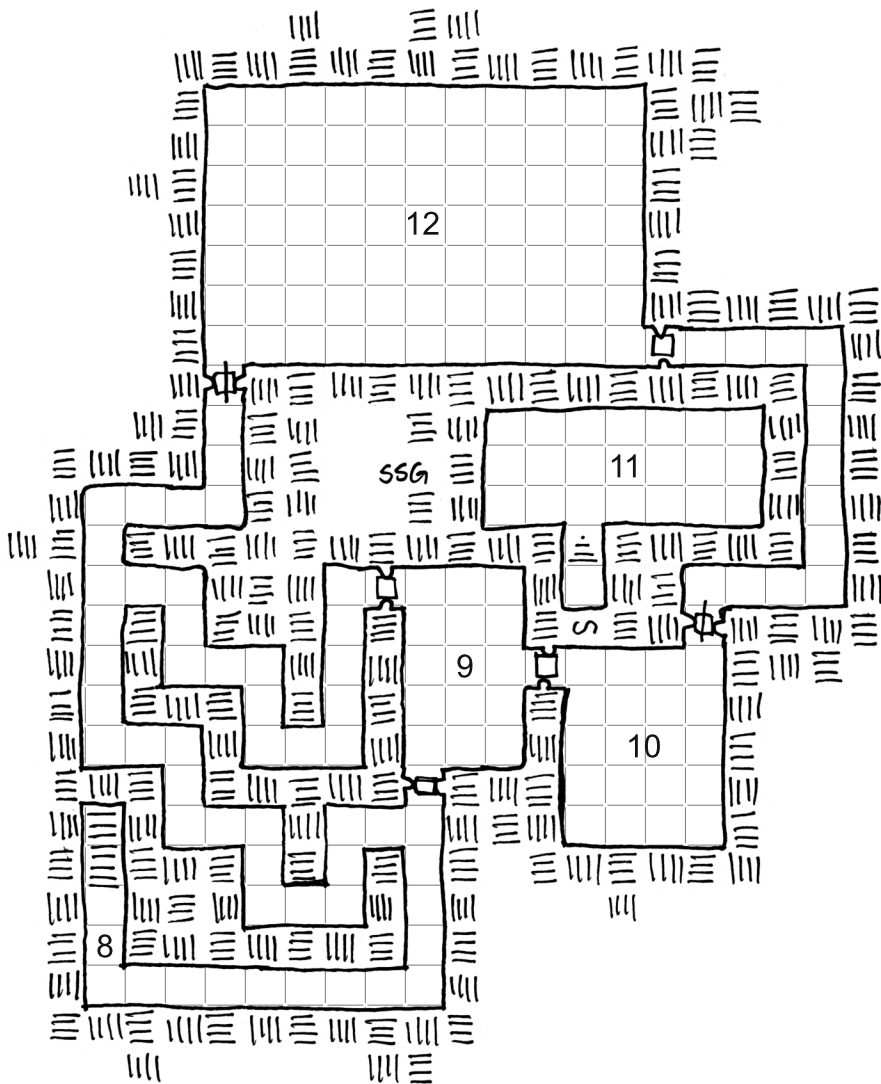
AREA 7: THIEF CACHE

This room's doors have been barred from the inside, and Owyn was unable to use this room because he could not get into it. He instead placed signs on each door to this room saying "DO NOT ENTER." At the time he placed the signs, the doors were just doors. Since the demon has passed through the dungeon, both of the doors to this room have become monstrous doors.

2 Monstrous Doors: HD 4; AC 6 [13]; Atk 1 bite (2d6); Move 0; Save 13; AL N; CL/XP 4/120; Special: Hidden in plain sight

Treasure: This room has been used as a secret cache for a band of local thieves to hide their goods while they wait to fence it. After discovering the secret door in Area 2, they barred both of the other entrances to this room from the inside. Along the west wall i

OWYN'S DUNGEON - LEVEL 2



chest containing the thieves' goods. The chest is trapped. A small piece of twine has been attached to the chest that leads up to a concealed crossbow along the ceiling. If the chest is moved or opened without disarming the trap, or if the twine is simply cut, the crossbow will make a single attack as a 1 hit die creature, firing in the vicinity of the chest and dealing 1d4+1 damage on a hit. The bolt's tip has been poisoned, and anyone hit must make a saving throw or be incapacitated by intense pain for 1 hour.

Inside the chest is a scroll case with 3 scrolls (charm person, read languages, and detect magic), an amethyst worth 123 gold pieces, a silver necklace with green garnet worth 300 gold pieces, and 750 gold pieces. If the trap is not sprung, the poisoned bolt could be of value to certain types of adventurers.

AREA 8: ENTRANCE TO LEVEL 2

Owyn's haunted dungeon doesn't extend to the second level of the dungeon. He only came down here long enough to post a sign letting people know to head back up stairs and to make two lefts to get back on track.

His sign has been knocked over as he, the remainder of his family, and the current visitors to his attraction ran through here in an attempt to escape from the demon.

AREAS 9 AND 10: BLOCKADE

Though the corridors and rooms of this dungeon have been thoroughly stripped long ago by the adventurers that looted it and the nearby townsfolk, this room is definitely not empty. When the demon came through here in pursuit of Owyn, he left a group of his minions to guard him from behind.

The door between Areas 9 and 10 was smashed and broken when the adventurers cleared this place. Waiting across these two rooms are four punk-ins, two "ghosts", and a spring spider. These creatures are intelligent enough to fight with tactics and know the layout of the dungeon. If the PCs try to bottleneck them at the doorway to Area 9, some of the creatures will head out the west door and go the long way around to flank them.

4 Punk-ins: HD 1d6hp; AC 6 [13]; Atk 1 strike (1d4); Move 9; Save 18; AL C; CL/XP B/10; Special: Splash of goo

2 "Ghosts": HD 1; AC 6 [13]; Atk 1 supernatural touch (1d6); Move 9; Save 17; AL C; CL/XP 2/30; Special: Fear, half damage from non-magical weapons

Spring Spider: HD 3; AC 6 [13]; Atk 1 slam (1d6) or 1 bite (1d6); Move 9; Save 14; AL N; CL/XP 3/60; Special: Bounces, knocks down, immune to sleep, charm, and hold

Furthermore, the demon attempted to lock the north door out of Area 10 after he passed through it, which just created a Monstrous Door instead. The door only becomes active if one of the PCs stands in front of it. It will remain hidden in plain sight during any combat in the room unless it is in range for an attack

Monstrous Door: HD 4; AC 6 [13]; Atk 1 bite (2d6); Move 0; Save 13; AL N; CL/XP 4/120; Special: Hidden in plain sight

AREA 11: UNDISCOVERED SECRET

This room is a holding area for some of the wealth of the ancient inhabitants of this underground complex. The adventurers that cleared out this dungeon previously completely missed this room. Several guardians were left in this room to protect the treasures, and if the PCs disturb the room, the four zombies will attack.

4 Zombies: HD 2; AC 8 [11]; Atk 1 strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm spells

Treasure: Most of the items here have not stood the test of time, and are of no value. There is, however, a clear zircon worth 28 gold pieces, a cracked fire opal worth 68 gold pieces, two potions of healing, a potion of clairaudience, a potion of invisibility, and 200 gold pieces.

AREA 12: THRONE ROOM

Once a great throne room, this room has been stripped bare save for the large stone throne along the north wall, which was too large to remove from the complex. Cowering in the northwest corner of the room are Owyn's three children and a half dozen attendees that happened to still be in the haunted dungeon when the demon arrived. Owyn stands between them and the Hallowfest demon, trying to hold the beast at bay with candelabra he's fashioned into a makeshift trident. The demon seems to find this rather amusing and has spent some time toying with him.

The Hallowfest demon can be a difficult challenge for the low-level PCs suggested for this adventure. He can only be hit by magical weapons, of which the PCs likely started this adventure with none. If they've found the longsword in Area 6, they're in a much better place. Eating severed fingers from Area 3 and using the magical claw attacks is also an option. If they've acquired neither of these, they're limited on options for killing the demon. Serving as a distraction to get Owyn and Company to safety is certainly a valid option.

Hallowfest Demon: HD 4; AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 12; Save 13; AL C; CL/XP 6/400; Special: Magical abilities, hit only by magic or silver weapons

CONCLUDING THE ADVENTURE

Regardless of the outcome of the PC's actions, this adventure solves itself at sunrise on the next day. Any of the creatures created by the Hallowfest demon, and the demon itself, lose their enchantments or disappear as soon as sunlight shines upon the entrance to the dungeon. This also means that any magic items or consumables (aside from those found in Areas 7 and 11, which aren't Hallowfest items) return to their normal states as well. You can certainly choose to allow a selection of these items to retain their enchantments. A swo

of excessive blood spattering would definitely be a cool (though impractical) trophy from a PC's Halloween adventures!

The PCs definitely can improve the outcome of this adventure. If they make it all the way to Area 12 and save the townsfolk, it is recommended to award them with an experience bonus (100 experience points per PC is a good place to start). If Owyn is saved, he is indebted to the PCs for saving him and his children. He invites the PCs to come back on Halloween next year. He promises that his next haunted dungeon will be even better (and hopefully less actually haunted)! That's just how he rolls!

CONTINUING YOUR ADVENTURES

A Guide to Halloween directly ties into the Sundered Chronicles: Redemption of Aranure series of adventure modules. This six-piece set of adventures leads a group of PCs through the hills and forests of the land of Aranure, redeeming it from horrors left over from war as the nation struggles to rebuild. You can find these adventures at www.sunderedblade.com (and probably where you got this booklet from) and the first volume is free!

(Oh, and... they're... actually serious.)

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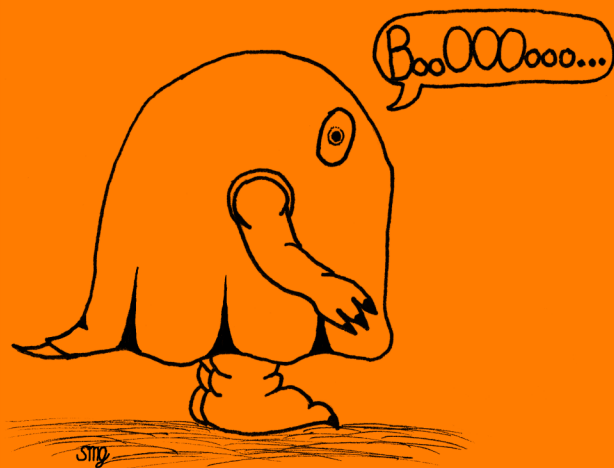
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A GUIDE TO HALLOWFEST

Inside this grisly tome... well... suitably orange-colored booklet, you'll find:

- An overview of the holiday of Halloween in the world of the Sundered Chronicles.
- A bestiary of six Halloween critters such as the terrible Monstrous Door and fright-inspiring "Ghosts".
- A collection of five Halloween magical artifacts from the Sword of Excessive Blood Spattering to eyeballs that you eat!
- A Halloween adventure. They built a haunted house in a cleared out dungeon, and things have gone horribly wrong. Who could have seen that coming?!



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SUNDERED CHRONICLES

The Redemption of Aranure