
RED MOON HARVEST



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Rumours & Hooks

Frontier farmers are going missing on the southern borderlands of *Crow's Keep*, but not in the usual way. Homes are left abandoned, open and unsecured, with unfinished meals still lying on tables. The tracks of the missing are also curious; trailing off into the *Trackless Moors* alone, with no sign of bloodshed or struggle. The guard want to know why, and are willing to pay good coin to find out.

Rumour has it a ranger recently discovered a crumbling manor about two days trek into the *Trackless Moors*. Flickering torchlight within drew her attention, but as she approached, beastmen appeared from the entrance, and barbarians fired upon her from high windows. The prospect that halfmen and barbarians might have formed an alliance is unheard of, and extremely worrisome if true.

Beyond the borderlands, on the outskirts of lost territories of the fortress city of *Crow's Keep*, stands an old and crumbling manor.

Once home to the prestigious *Magnus* family, the house fell into ruin after beastmen raiders seized the region, eating the last of the Magnus' and eliminating humans from the area. Sacked by the halfmen, the manor stood empty for decades, falling into disrepair.

Recently a number of frontier farmers have gone missing, their patrolled lands seemingly abandoned, but without any sign of bloodshed or struggle. Naturally, the local patrol captain wants this mystery solved, but would prefer not to risk her own men if she doesn't have to.

In fact, truly exceptional events are in train, far beyond the mundane scenarios that the captain imagines. The farmers have been kidnapped by alien entities known as *N'tarc*; cosmic organ harvesters that trawl the multiverse, seeking

access to new dimensions and fresh, compatible flesh donors.

The adventurers might become involved in this adventure by (i) hearing rumours about the lost mansion of an old noble family, (ii) being hired by the patrol captain to solve the farmer mystery, or (iii) running across the ruined manor on an unrelated expedition beyond the borderlands.



The N'tarc

The N'tarc, or *Flesh Harvesters* are approx 8 ft tall aberrants with bulbous, pufferfish like heads and beaked, toothy maws. They float with unnatural locomotion, folding space to jerkily slip from one place to another, long mucus covered tentacles caressing the ground as they pass.

N'tarc bend space and time in ways humans cannot understand, and in their home dimension age as slowly as the elves. In the material world however, they decay rapidly and die within a few short decades. Their objective is therefore highly time sensitive; none of the harvesters wishes to remain here longer than necessary.

The aberrant species is on the verge of extinction. The last remnants are unable to reproduce, but they stretch their lifespans by replacing failing organs with those of compatible races, one of which is humans. Driven by this fundamental imperative, a small band of n'tarc have returned to the Midlands to discreetly harvest some farmers.

N'tarc, AC 13, HD 5, Bite 2d6 + age 1d10 years, 19: special, S13 D13 C9 I15 P15 W14 Ch5, L8, Mv 30 ft flying. N'tarc may invoke a *Temporal Warp* up to 120 ft, causing a single target to age 3d10 years (*Luck* (Con) save for half). This ability has a 25% chance of recharging at the start of the N'tarc's turn. On a natural 19, the target loses their next turn, trapped in a déjà vu state (repeating their last action over and over). N'tarc may invoke the following spell like abilities once/day: *Telepathy*, *Hold Person*, *Silence 15 ft radius*, *Detect Thoughts*, *Charm Monster (lasts 2d6 days, and subjects also become friendly to other victims of this power)*, *Modify Memory*, *Telekinesis*.

Missing Farmers

It's a simple matter for the party to learn which farmers have gone missing in recent weeks, and where their farms lie. Investigating their homes reveals that some were left unlocked, with meals left uneaten, and so on (the n'tarcs used their *Charm Monster* ability to lure the humans away before incapacitating them).

A Perc (Detection) check finds human tracks leading beyond patrolled fields into the Trackless Moors. A great success also notices some other odd tracks seeming to accompany them (tops of

ferns and scrub brushed ever so lightly with a clear mucus, and curious, wriggling marks in loose earth near places where the humans stopped to empty their bladders).

The Trackless Moors

To reach the manor, the party must first locate it in the Trackless Moors by following the humans' trail.

The moors are an immense region of scrub and wetlands, fed by run off from nearby hills and lakes. Heather, bracken and crowberry cover most of the grounds, interspersed with pockets of willow, birch and ash trees. Over the centuries, a thick layer of peat has built up, enabling bogs and fens to form. Fungi of a wide range of toxicity can be found throughout.

Beastmen and the barbarian clans tend to avoid the moors, preferring nearby forests and foothills, but small nomadic clans (particularly outcasts) are not unheard of. Parasites such as mosquitoes and leeches are present in large numbers, and unlucky travellers might also encounter their giant sized cousins. Of all the fens creatures however, none are more terrifying than the moor trolls. Hideous 10 ft humanoids with elongated arms and crusty, noduled skin, these fetid carnivores sometimes hibernate in shallow pools until something warm and juicy awakens them.

Reaching the mansion is a 2 day trek through the fens, with a 40% chance of a random encounter every 8 hours. If an encounter occurs, roll on the table below (adding 2 during the last day of travel):

1. 2d12 *Giant Centipedes* (LFG p.102) are sifting through the muck, looking for something to eat. They will spread out and attempt to overwhelm the party with numbers. They are afraid of fire.
2. 3d4 *Wolves* (70%) or 2d4 *Dire Wolves* (30%) (LFG p.129) are on the hunt, and have caught the party's scent. Their

gathering howls can be heard an hour before they appear. Normal wolves might be deterred by fire and steel, but the dire wolves are fiercely hungry and will not give up easily.

3. 4d6 *Beastmen* (50%, LFG p.100) or 2d6 *Urgot* (50%, LFG p.128) are camped in this area with 1d3 sentries on duty. They are tracking a bear for its pelt, but will not hesitate to skin the party instead.
4. A massive brown bear is scavenging for food and will attack the party if goaded. She is being hunted by those in entry 3 above. Alternatively the party might encounter 3 & 4 at the same time.

Brown Bear, AC 11, HD 4+2, 2 Claws 1d6+1 and Bite 2d4, 19: bear hug, S19 D8 C15 I3 P12 W15 Ch7, L 7, Mv 40 ft. If hit with both claw attacks, the target is caught in a crushing hug, requiring a roll on the Injuries & Setbacks table (*Luck* (Con) save resists).

5. The weather turns gloomy and a thick fog rolls in, reducing visibility to 90 ft. Strange howls can be heard on the wind, but they are distant. For now.

6. In a flash, a small flying creature (not a bird) wizzes overhead. A *Perc* (Detection) test notices the direction it went before it disappears. On a great success, the observer can tell it is a small humanoid with wings (a *Pixie Sprite*, LFG p.125). The Pixie toys with the party over the next few hours, playing hide and seek with them. If befriended, the pixie warns the party of *Runk* in entry 7 and the trolls in entry 8.

7. An *Ogre* (LFG p.120) outcast named *Runk* is camped on a small wooded rise, a smoke trail curling into the sky. Runk is in a foul mood, and devilishly hungry. There is a 50% chance he is downwind of the party, and comes to investigate.

8. 1d12 *Moor Trolls* (LFG p. 127) are lurking in 1 ft deep pools, hibernating. They awaken in 1d4 rounds if the party moves within 60 ft (possibly attacking with surprise as they lurch upwards).

9. One of the missing farmer's rotting corpses is here. The body's eyes and one lung have been savagely torn out (eaten





by one of the N'tarc, which transmutes the cells to repair its own sight and breathing organs). There is a small amount of glistening, clear mucus still on the body (most of it has already broken down).

10. 1d3 N'tarc are hiding in a nearby copse of willow trees, spying on the party. If one of the PCs becomes isolated, they will try to *charm* and kidnap them. If not, they soon move off, seeking easier prey.

Ruined Manor

The old Magnus manor house sits on a low hill in one of the moor's drier regions. Once a proud and imposing outpost on the borderlands, what remains is a silent ruin; dark stone walls worn and crumbling, evidenced by numerous piles of collapsed brick, fields and gardens completely overgrown with shrubs and weeds.

Scouting the area reveals the tracks of several humanoids, leading to the front door (a great success on the Perc (Detection) test also spots some mucus droplets).

Sunlight penetrates the outer rooms during the day, but at night the interior is mostly unlit, barring lantern light from Areas 4 and 11. Inside are wooden floorboards, tiles and masonry walls and ceilings with exposed beams. GMs will note that many of the interior rooms are not numbered on the map. For unnumbered rooms, roll 1d20 and consult the following table below to determine their nature:

- 1-5 *Spare or empty room* (possibly in "mid renovation" when the manor was sacked); nothing of interest.
6. A small *bedroom* or *sitting room*, decorated in feminine style, most of the furniture broken or otherwise defiled. 50% chance of a Trinket or Curio (LFG p.141).
7. A servant *kitchen, kitchenette or pantry*, most of the foodstuffs stolen or long rotten. 50% chance of a flask of flammable cooking alcohol or oil.
8. *Bathroom, water closet, privy, steam bath*, etc. Bloodstained and defiled, 90% chance of a skeleton with 1 x Carry Loot (LFG p.136).
9. *Loungeroom*, decorated with broken couches and what were once luxurious chairs. 50% chance of a solitary *Giant Spider* (LFG p.125), newly arrived and hidden in the high rafters.
10. *Music room* containing a variety of wind, string and drum instruments, most of which have been broken. 50% chance of locating an intact, rare oak flute, worth 1d6 x 50 gp.
11. *Reading room* with a small desk and some sitting chairs, most of them badly burnt, along with walls and floor. The ceiling is badly smoke stained. 50% chance of a headless skeleton still wearing an ivory ring (2d6 x 10gp).
12. *Servants dining room* with a largely undamaged table. Whatever chairs were once in here have been removed. 1d4+1 charmed *barbarians* or *beastmen* (50/50 chance) are here, drinking, boasting and/or wrestling.
13. *Guest room* with one more single beds, a clothes chest and small table, all of which have chopped into pieces by some kind of axe. There is a 30% chance of a Trinket or Curio (LFG p.141) in the debris.
14. *Wine cellar or small brewery room*, containing empty racks or broken barrels with no remaining fluids. The barrels are



still highly flammable despite the passage of time.

15. *Map room* with an assortment of desks and tables, and many ruined maps and scrolls. Most of the reading material has been burnt or torn up, but there is a 50% chance of a valuable, historic map of the far eastern realm of *Shenzu*, in a tube fallen beneath a damaged table (1d6 x 100 gp to a collector).
16. *Chapel to Argona* (Goddess of health, wealth, happiness & hope) decorated with bright tiles and scripture extracts ruminating on crops, exploration and protection. A shattered idol depicting the starmaiden lays in pieces, along with a broken altar. A secret compartment beneath the idol base is locked (the key long lost). Inside is a pouch containing 1 x Valuables (LFG p.147).
17. This room (originally a spare room) is piled with skeletons of dead humans, many of which still wear rotting clothes and other finery. 1d4 of the larger skeletons wear damaged chainmail, and there is one suit of half plate. Rings, necklaces, bracers and other jewellery items have already been scavenged. There is a 90% chance of a 3d4 *Giant Rats* (LFG p.121) sniffing about the pile.
18. *Storeroom* containing broken crates, chests and wooden troughs, the content of which were plundered long ago, but for some coal and bags of salt. There is a 50% chance of 2d4 *Xornlings* (LFG p.130) hidden amongst the coal.
19. *Aviary* containing a series of large and small bird cages, empty but for timeworn feathers and a few small falcon skeletons. One of the cages *silvered*, and might be

remade into a weapon with the proper forging techniques (750 gp).

20. *Exercise room* (used for callisthenics, dancing, martial techniques) containing some rudimentary weights, wooden weapons and dancing shoes. The wooden weapons are charred and burnt and the shoes broken. The weights are heavy and would crush a man's skull if dropped from above.

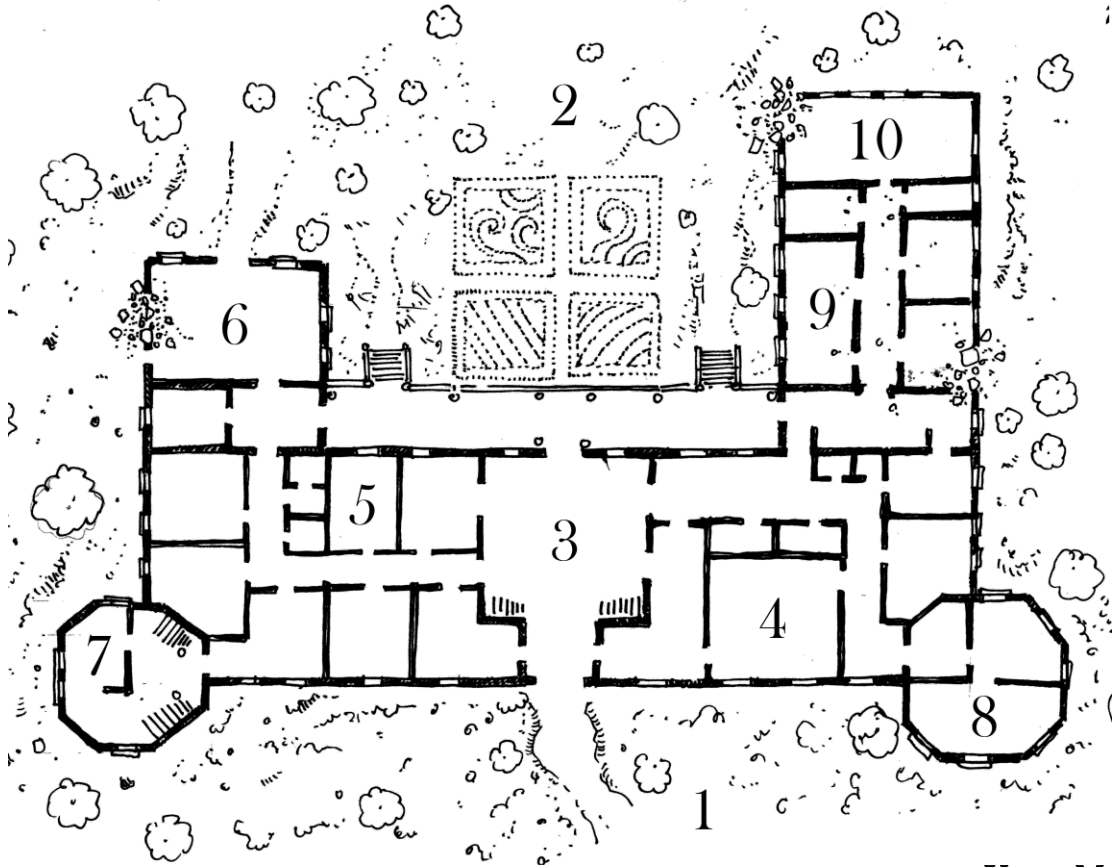
Random Encounters

Whilst the party are exploring the manor, there is a 30% chance of a random encounter every 15 minutes. If any encounter occurs, roll 1d6:

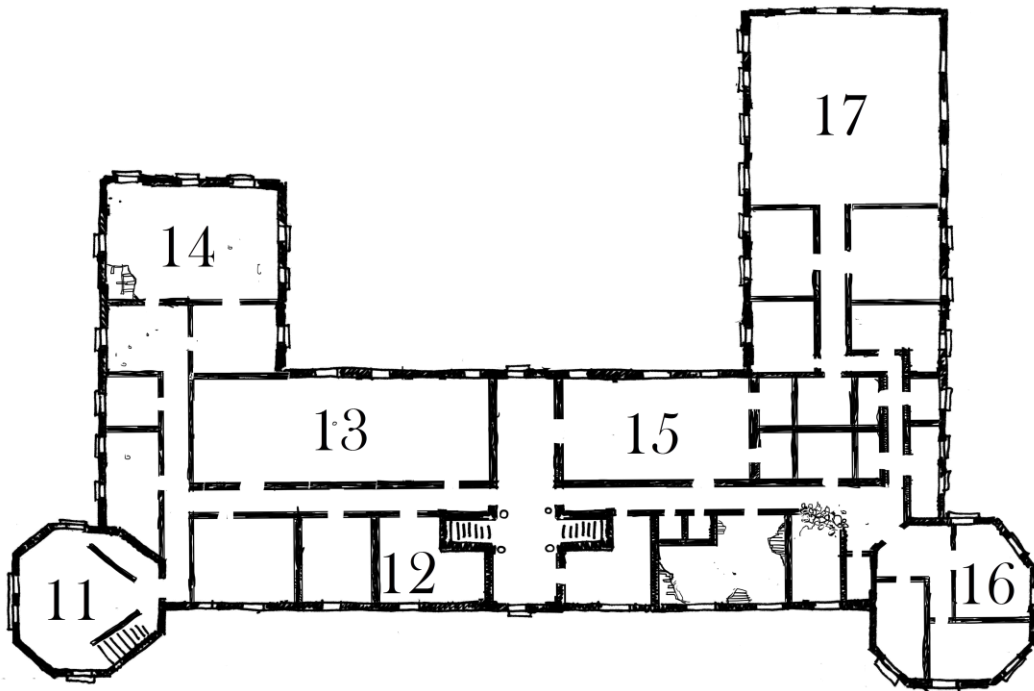
1. 1d4+1 *Barbarians* turn the corner ahead, chicken legs and bread rolls in their hands.
2. 1d4 *Beastmen* can be heard fighting in a room or hallway nearby, hooting, yelling and throwing things.
3. The *Troll* from Area 9 appears, sniffing the air. It has caught the party's scent and has come to investigate.
4. The newly arrived *Giant Spider* in unnumbered room Entry 9 above is moving about on the ceiling and freezes as the party come into view.
5. A loud, discordant ringing noise echoes through the manor for a moment, setting everyone's teeth on edge (a farmer was just transported through the portal in Area 17).
6. An n'tarc appears from around the corner, it's vision focused elsewhere in time as it surveys the house. It is automatically surprised by the party.



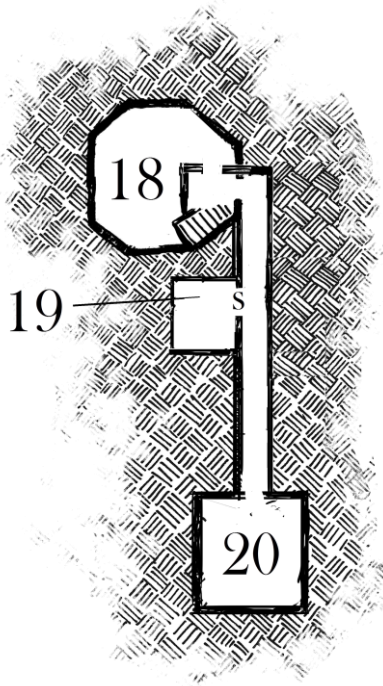
Ground Map



Upper Map



Basement Map



Area 1 - Entry

Entry to the manor might be via several means: the overgrown path leads to the front door which was broken down decades ago. Alternatively, there are wall breaches large enough to squeeze through to the north, east and west, or the back door (also broken down) might be utilised. Explorers keen to enter by unconventional means might also scale the building (Str (Athletics) check) and enter via a window or ceiling hole (of which there are several, or tiles might simply be pulled up to make a new hole).

Area 2 - Back Gardens

The rear gardens include large willow trees and what were once sculpted hedges, well overgrown into a huge tangle of wild plant life. A pack of 3d4 *Wolves* (including 25% cubs) have made their den beneath the shrubbery, and will defend it against encroachers, growling menacingly.

Wolf, AC 12, HD 1+2, Bite 1d4+1, 19: target is knocked prone, S13 D14 C15 I2 P12 W10 Ch6, L4, 60 ft. Advantage when tracking and on attack rolls when flanking.

The back door accessible via the long balcony, and the single door to Area 6, are both broken down, allowing for easy access to the interior.

Area 3 - Welcome Hall

This 20 ft welcome hall still displays broken picture frames, toppled wooden plinths and mouldy carpet. Parts of the greenery from outside has made its way into the foyer, curling about parts of the stairways that lead up to Area 12.

Humanoid boot tracks lead in all directions from this room, and there are several smears of clear n'tarc mucus. A number of charmed humanoids (barbarians, beastmen, farmers) have passed through recently.

Area 4 - Guardroom

This 15 ft room was once a small sitting room, and contains old stools, moth-eaten chairs a reading desk. 1d4+3 charmed *Beastmen* wait here, sentinels for their new alien friends. They will attempt to scare the party away with a show of strength (loud hooting, lifting something heavy or breaking a chair) before resorting to actual violence. They understand that their friends do not wish to be disturbed by outsiders, but not much more than that.

Beastmen, AC 11, HD 1, Club 1d6+1, 19: the target is clubbed in the head, losing its next action (*Luck* (Will) save resists), S15 D10 C13 I7 P12 W8 Ch8, L4, Mv 30 ft. Advantage on checks to sense danger or detecting scents.

Area 5 - Secondary Pantry

This 12 ft by 8 ft room was once a storage room or secondary pantry, and still has a number of old barrels and empty crates within. Most of the barrels are broken, or contain salt, but one tucked away at the back contains potent whiskey. If the brew can be conveyed to a dealer, it is worth 1d4 x 100 gp.

A nest of small poisonous vipers are hidden amongst the largest crates. Disturbing them risks a frightened bite (*Luck* (Dex) save or suffer 1 point of damage, and 1d2 Str loss). The small vipers will try to hide between the barrels and resist being drawn out into the open (where they are easily dispatched).

Area 6 - Bear Den

This 20 ft by 15 ft room was once part of the servants quarters, particularly the gardeners. Old bunks and beds remain, some still intact, their sheets threadbare. A few metal tools (shovels, shears) can be found scattered about under debris.

An intimidating *Brown Bear* has made its home in this room, curling up atop some mounded sheets. The beast has been charmed by the n'tarc, and will aggressively repel any intruders.

Brown Bear, AC 11, HD 4+2, 2 Claws 1d6+1 and Bite 2d4, 19: bear hug, S19 D8 C15 I3 P12 W15 Ch7, L 7, Mv 40 ft. If hit with both claw attacks, the target is caught in a crushing hug, requiring a roll on the Injuries & Setbacks table (*Luck* (Con) save resists).

If this room is thoroughly searched, 1 x Carry Loot (LFG p.136) and a flask of anti-toxin may be found.

Area 7 - Lower Barracks

This 18 ft diameter tower was once a small barracks, and is fitted with a broken weapons rack and some benches, most of which have been smashed. Stone stairs lead up to Area 11, and down to the Area 18 basement.

This chamber was thoroughly looted by beastmen decades ago, but a fixed iron safe proved impervious to their primitive weapons. The safe remains locked (a Dex (Traps & Locks) test opens it), containing employment contracts, personal papers of a long dead captain, 1 x Potion and 1 x Carry Loot (LFG p.136, 150).

Area 8 - Laboratory

This 18 ft windowless chamber was once an enclosed laboratory. The iron door that permits entry is still locked. A Dex (Locks & Traps) check at a -2 penalty opens the lock.

The laboratory within consists of tables, glassware, drips, an iron stove/forge, flues, an anvil and fine metal working tools. Spread on the main table is a clockwork device that looks like a thick silvery (mithril) armband. If a nodule on the band is pressed however (no action), a small buckler shield fans out from one side (treat as a mithril shield). The mithril shieldband is worth 2,500 gp to the right collector.

Area 9 - Kitchen

This 10 ft by 20 ft galley style kitchen contains an iron stove, fire place, broken benches and shelves. No food remains, but two human half skeletons are stuffed into the open oven. As search of the charred remains finds a small golden ring with a dove motif (1d10 x 10 gp).

There is a 75% chance of a charmed *Moor Troll* in this room, pulling out bones in the stove and gnawing on them.

Troll, AC 13, HD 7, 2 Claws 1d4+1 and Bite 1d8+1, 19: a pet/henchmen of the target is eaten by the troll (or has a limb torn off), S19 D12 C17 I6 P7 W8 Ch7, L9, Mv 30 ft. Trolls regenerate all damage at the start of their next turn, or in 1d6 rounds if reduced to zero hit points. Damage from fire or acid is not regenerated. A troll reduced to zero hit points and completely burnt or buried does not regenerate. 10 ft reach.

Area 10 - Dining Room

At the rear of the mansion is a 25 ft by 12 ft dining room, complete with a largely intact feasting table, and a series of broken chairs. Faded paintings and torn tapestries are hung on the walls. The north western corner of the room has a large hole in it, the floor cluttered with rock and scree.

The n'tarc did not travel to the Midlands entirely alone; they brought some guardian creatures to accompany them, including the 3d4 *Skitter Eyes* protecting Area 10.



Skitter Eye, AC 13, HD 1 hp, 2 Claws 1 + poison, 19: special, S5 D14 C7 I4 P17 W15 Ch3, L4, Mv 30 ft. On a natural 19 attack roll, the target is momentarily hypnotised by the pulsating eye, losing its next action (*Luck* (Will) save resists). The skitter's poison causes 1d3 Will loss (*Luck* (Con) save for half).

Skitter Eyes are 5 inch blood red mutants from another planet, the bizarre merging of a furtive, yellowed eyeball and six spindly, insectoid legs. They skitter across the floor, walls and ceiling with surprising celerity, leaping up to 10 ft to attack their prey. A skitter's foot claw injects a numbing poison; targets reduced to zero will are rendered unconscious. Skitters have animal like intelligence, and if raised as a hatchling may be trained as site guardians or concealable bodyguards.

If the aliens are defeated and the room searched, a two inch yellow fibrous cocoon is located beneath the large table. 1d4 half inch scarlet skitter eggs are inside (males only). They are due

to hatch in 3d4 weeks. If sold, a collector of rare insects might pay up to 500 gp per egg/hatchling.

Area 11 - Upper Barracks

The top level of the barracks is 15 ft in diameter, with a single stone staircase winding up from Area 7. Benches, a small table and broken armament shelves make up the room. 2d4 charmed barbarians stand watch here, and will fire their bows at encroachers, seeking to drive them away.

Barbarians, AC 13, HD 1, Spear 1d6+1 or Long Bow 1d8, 19: as weapon, S12 D10 C13 I10 P10 W12 Ch11, L4, Mv 30 ft. 10% of the barbarians are berserkers with S13, +2 bonus to attack, Spear 1d6+2, and never check for morale.

If defeated the barbarians have 1 x Carry Loot (LFG p.136), and an intact *silvered* dagger with a wolf motif (200 gp) can be found behind the shelves.

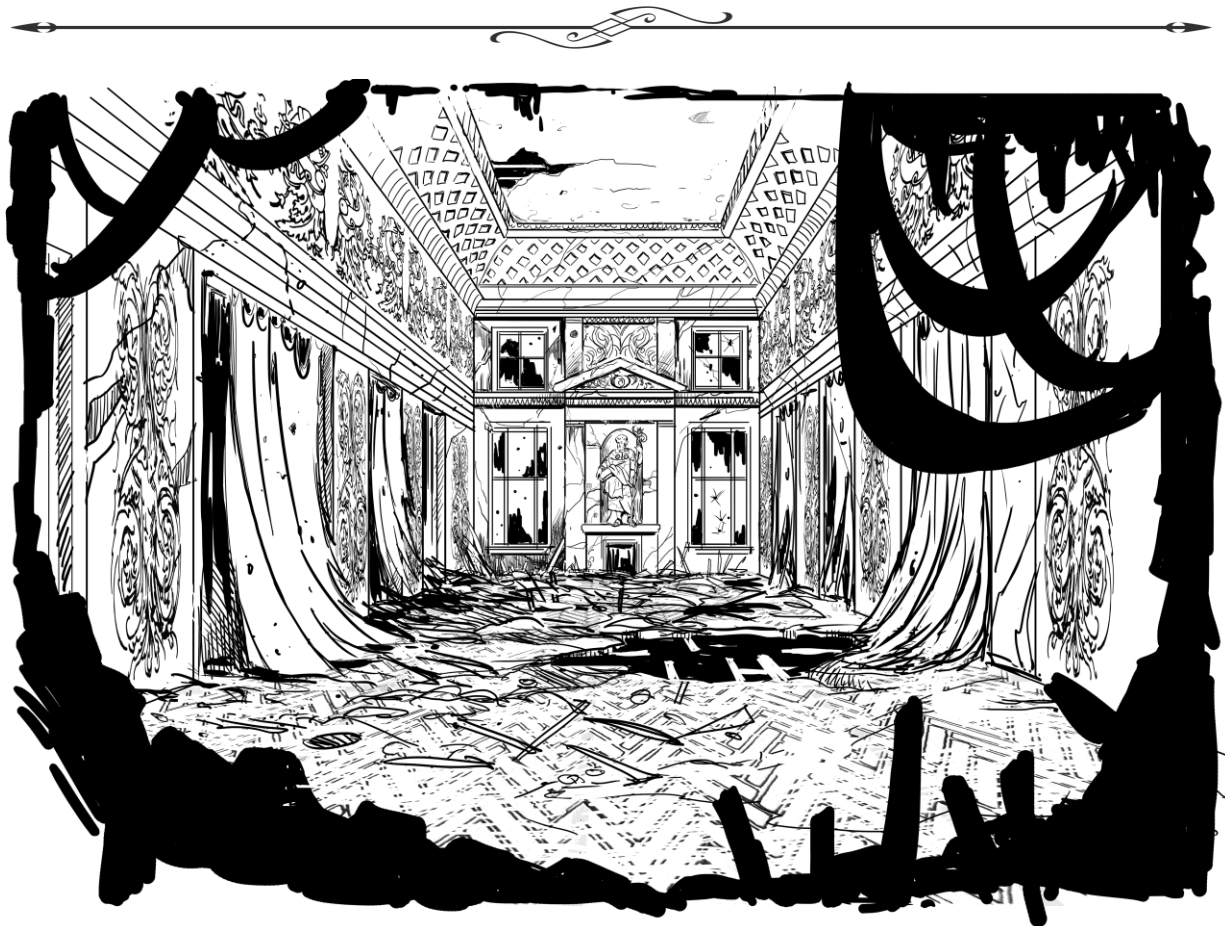
Area 12 - Stairs

This approximately 12 ft by 12 ft room is essentially an oversized landing for the western stairs (an equivalent room mirrors the eastern stairs). The walls are panelled wood and dark black stains mark the floor from some desperate battle decades before. A Perc (Detection) check notices small mucus droplets on the floor, leading into the northern hallway, then trailing off towards the east wing.

If the barbarians in Area 11 are aware of the PCs, they take up barricading positions here, firing their bows and dropping large stones from above (*Luck* (Dex) save to avoid 3d6 damage).

Area 13 - Grand Hall

This 35 ft by 15 ft hall is richly appointed with leafy frescos, elaborate cornicing and moth eaten (but once luxurious) dark blue curtains. A lavish fireplace adorns the western wall, set with a life size alabaster statue of a man holding a book and



staff (a tribute to a long dead historian and reputed wizard).

The walls, ceiling and floorboards are badly damaged; indeed a large 5 ft hole occupies the central floor. The room otherwise appears empty.

In fact, the statue at the western end conceals a secret compartment: the “book” slides out from the statue to reveal a small nook, hiding a magic talisman (1 x Permanent Magic Item, LFG p.152). The talisman is an heirloom of the Magnus family, rarely invoked due to the dangers of sorcery, secreted here before the house fell to the beastmen.

The talisman has a guardian however; *Mimette*, the ghost of a female hand servant who coveted it for herself. Butchered by the feral halfmen, the spirit has lingered here for decades, unable to leave the talisman but equally unable also to allow another to claim it. The n’tarc are aware of the

ghost and their charmed allies have been warned not to enter.

Mimette will reveal herself to the party if they enter the room, materialising as a translucent, comely female servant, with pretty hair and a terrible bloody gash across her left shoulder. Over the years, Mimette has grown quite mad, and will mutter to herself constantly (PCs might catch phrases such as “*at last, the fleshy ones return*”, “*they’ll help me, they must*”, “*they want me, yes, I can tell*”, etc), but will not talk to them directly.

Mimette gestures for the PCs to inspect the statue, hoping they will locate the hidden compartment. The spirit is not able to mimic fine movements, but will do its best to pantomime pulling on the book. If the PCs acquiesce, the secret compartment is found. If not, something snaps inside the ghost and she goes into a wild rage, attacking maniacally.

If the talisman is retrieved, Mimette hovers over it, eyes agape and tearing. She reaches out ... only to have her hand recoil from it painfully. There is a 50% chance she then dissipates, released from her decades long curse (PC holding the talisman restores 1 *Luck*). If not, Mimette adopts a grimace of unbridled rage and she attacks mercilessly, until the PCs are dead or she is destroyed. The spectre is not able to leave the confines of the hall however, so she is easily escaped if need be.

Mimette, Spectre, AC 15, HD 7, Touch 1d8 + level drain, 19: the spectre and target vanish to a nightmare realm of dark sorcery to finish their duel. If the spectre is destroyed, the target reappears, S- D15 C- I10 P13 W15 Ch8, L9, Mv 30 ft in any direction. *Incorporeal Undead* (LFG p.94), passes through solid objects like water. A spectre's icy touch drains one level until the end of the adventure (a *Luck* (Will) save resists). An adventurer reduced to zero levels dies, and rises as a subservient wraith in 1d4 days.

Area 14 - Library

This roughly 15 ft x 25 ft chamber was once a library, its many bookshelves and reading desk broken, shattered or burnt. Most of the tomes and maps are ash, all but one: an archaic map from the prior age, written in a dead language. If translated, the map ostensibly reveals directions to *Yusu Kherra*, sunken city of the underlake.

One of the n'tarc's alien guardians has made this room their rest chamber; an 8 ft, gaunt, milk white furless hound with a flat skull, needle like teeth and an undulating tail. There is a 50% chance the alien hound is slumbering when the party arrives, otherwise it smells them coming and hides behind some shelving pieces to ambush them.

Furless Hound, AC 12, HD 6 (40 hp), Bite 2d6, 19: the hound goes into a frenzy, making an attack against all creatures in range, S19 D12 C16 I4 P13 W13 Ch5, L8, Mv 40 ft. The hound

makes *Off Turn Attacks*. Its body is incredibly resilient against non-magical weapons, reducing damage by 3 points. When staggered, the hound swells in muscle mass and grows 2 ft larger, increasing its AC to 14 and causing 3d6 damage with its Bite.

Area 15 - Greenhouse

This 15 ft by 30 ft chamber is a greenhouse with a glass ceiling, allowing inordinate amounts of sunlight into the room. Two small storage sheds are set into the eastern wall. Whatever once grew in here however is long dead, shrivelled and desiccated plant husks lay in dozens of large clay pots and troughs. The plant remains are extremely fragile and crumble if touched.

Not everything in the room is dead, however. A hibernating *Crimson Mould* is hidden inside a servant corpse lying in northern storage shed. The mould awakens 1d4 rounds after the party enter the room.



Crimson Mould, AC 10 (auto hit in melee), HD 4, Projectile Spore (special), 19: the spore is extra strong, bursting in a 10 ft radius, S7 D- C16 I2 P10 W- Ch-, L7, Mv Immobile.

Crimson mould is immobile but attacks by way of projectile spores up to 60 ft that burst in a 10 ft diameter. The spores are sticky and extremely acidic, causing 1d4 damage and requiring a roll on the Injuries & Setbacks table (LFG p. 54, a

Luck (Con) negates the injury roll). Crimson mould spreads by spawning inside corpses.

If the greenhouse is searched, a number of rare dried herbs can be found in the southern storage shed (worth 1d6 x 50 gp), and 1d4 doses of *Slug Brain* poison (ingestion, *Luck* (Con) save or *Confusion* as the spell for 2d4 rounds).

Area 16 - Main Bedroom

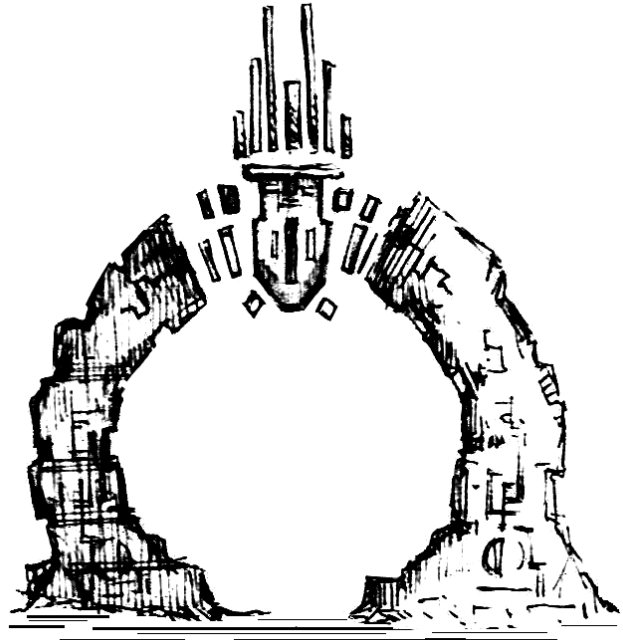
The 18 ft upper eastern tower was the bedroom of Lord and Lady Magnus, decorated with an ornate poster bed, a fine desk and wardrobe, valuable paintings and trinkets. The entire room is in ruin; furniture smashed or burnt, paintings torn and baubles broken, bent or ground into dust.

A single *N'tarc* is meditating in the tower room when the party arrive, its consciousness elsewhere in space and time, sensing somehow the terrible history of the house, and the atrocities that occurred here. The alien is in a highly distracted state and will not notice the party unless they provide some obvious impetus. If the *n'tarc* is snapped out of its reverie, it is automatically surprised and reacts hostilely.

Area 17 - Alien Portal

The original purpose of this 30 ft by 30 ft chamber has been erased by the aliens, who have cleared it and covered most surfaces in viscous, glistening mucus. At the back of the room is a 10 ft, cut stone runed archway, the apex of which is somehow suspended in the air, spinning freely.

2d4 *n'tarc* are present, milling back and forth around the portal in some unfathomable ritual. The space between the arch wavers like a heat haze, and a *Perc* (Detection) test might somehow discern a shimmering red moon in black starlit space. A discordant droning emanates from the portal, causing one's hairs to prick up. As long as the *n'tarc* portal stands, the aberrants have a connection back to their home dimension, which allows them to remain manifest in the



Midlands (and send the occasional farmer back through it). Damaging the portal beyond repair requires 3d10+40 hp damage (the structure is immune to piercing based damage, such as arrows, and reduces all other non-magical damage by 3 points). If the portal is destroyed, the *n'tarc* are instantly sucked back into the void, never to return. Any humans in the room must make a *Luck* save to avoid being sucked in with them (instantly killing PCs, or at the GM's discretion, leading to strange adventures in another reality).

If the *n'tarc* are defeated, some scattered pieces of the portal remain. One particular segment of grey alien rock is lined with pulsing red veins, and may be attuned to (whether this is magic, psionics or some form of high technology, is up to the GM). The keystone fragment allows the user to make a *Luck* (Will) check to shape the future, choosing a single event to occur in the immediate present from an expansive range of alternate time lines (GM discretion, eg an enemy being decapitated by a sword blow might be possible, or winning a card game (no doubt for a small fortune), but not a tower being struck by a meteor out of the blue, or a shower of diamonds from the sky). Once activated, the event automatically

occurs within the next minute (user chooses when), and the fragment vanishes into the void with a ringing *sching*. Using the keystone imposes a permanent minor madness which cannot be removed by mortal magic (“*The Red Moon invaders are already hiding among us. They must be rooted out and destroyed.*”).

Area 18 - Torture Chamber

Stone steps from Area 11 descend from the barracks to the dungeon level. This section of the tower is 15 ft in diameter, with two iron crow’s cages hanging either side of the eastern archway. The western archway leads to the torture room, containing a broken rack and tables, with metallic implements bent or discarded on the red stained floor.

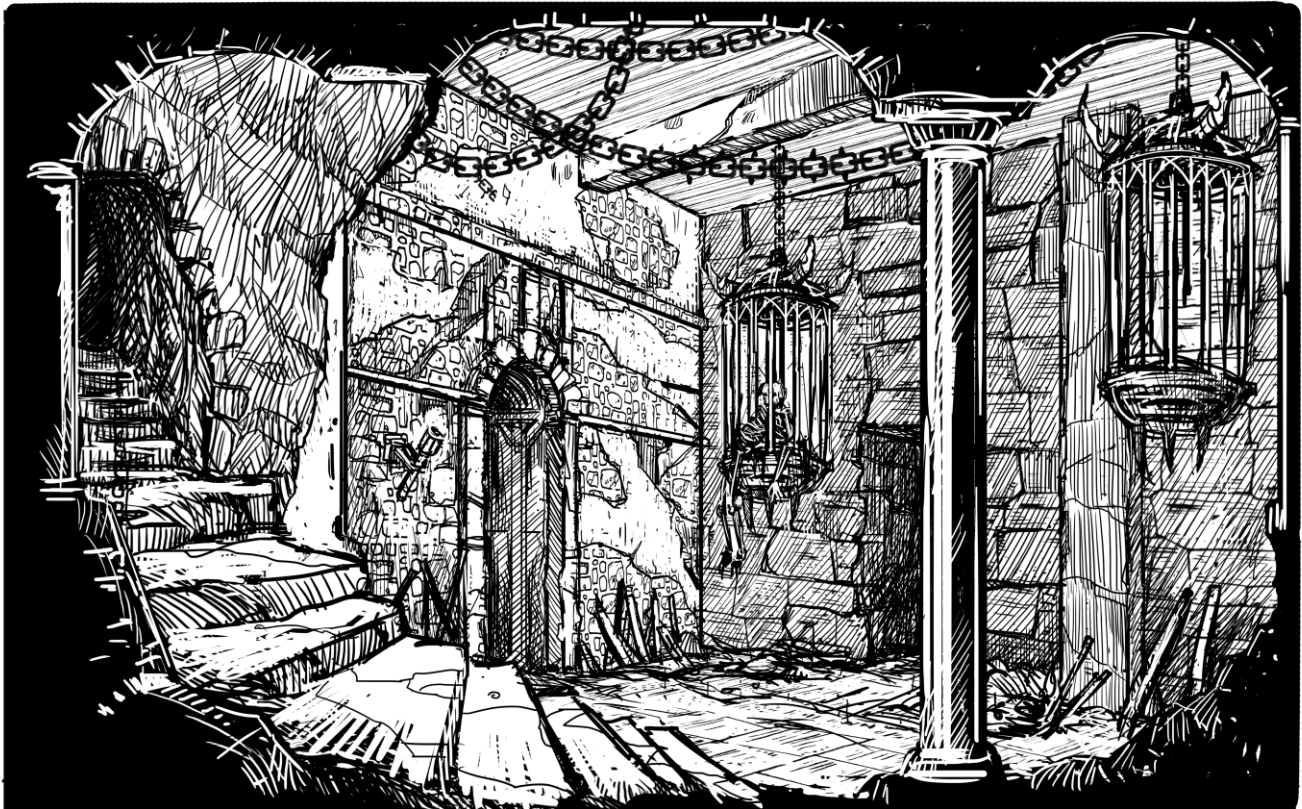
A single N’tarc is within this chamber, silently hovering, jerkily moving about touching the various implements. It is in a highly distracted state, its senses focused elsewhere in time, and is easily surprised.

If the creature is brought out of its contemplative state, it seeks to escape up the stairs to warn its kin in Area 17.

Area 19 - Secret Vault

The secret door to this 8 ft square room can be located by searching the corridor and making a Perc (Detection) check, or by pressing on the hidden pressure plate located at the base of the wall beside the door. With a crisp *snick*, the wall slides aside to reveal the treasure vault. Inside the vault, various coffer contain 1 x 6 HD Lair Treasure and 2 x Valuables (LFG p.140, 147).

One of the coffers is rigged with a poison gas trap, triggered by opening it without first twisting the metal handle 90 degrees. Barely perceptible marks around the handle provide a clue to the trap (Perc (Detection) check at disadvantage, and/or a Dex (Traps & Locks) check to disarm, or by player description). If the trap is set off, a cloud of noxious fills the room, causing 3d6 damage and 1d4 Str loss (*Luck (Con)* save for half).



Area 20 - Dungeon

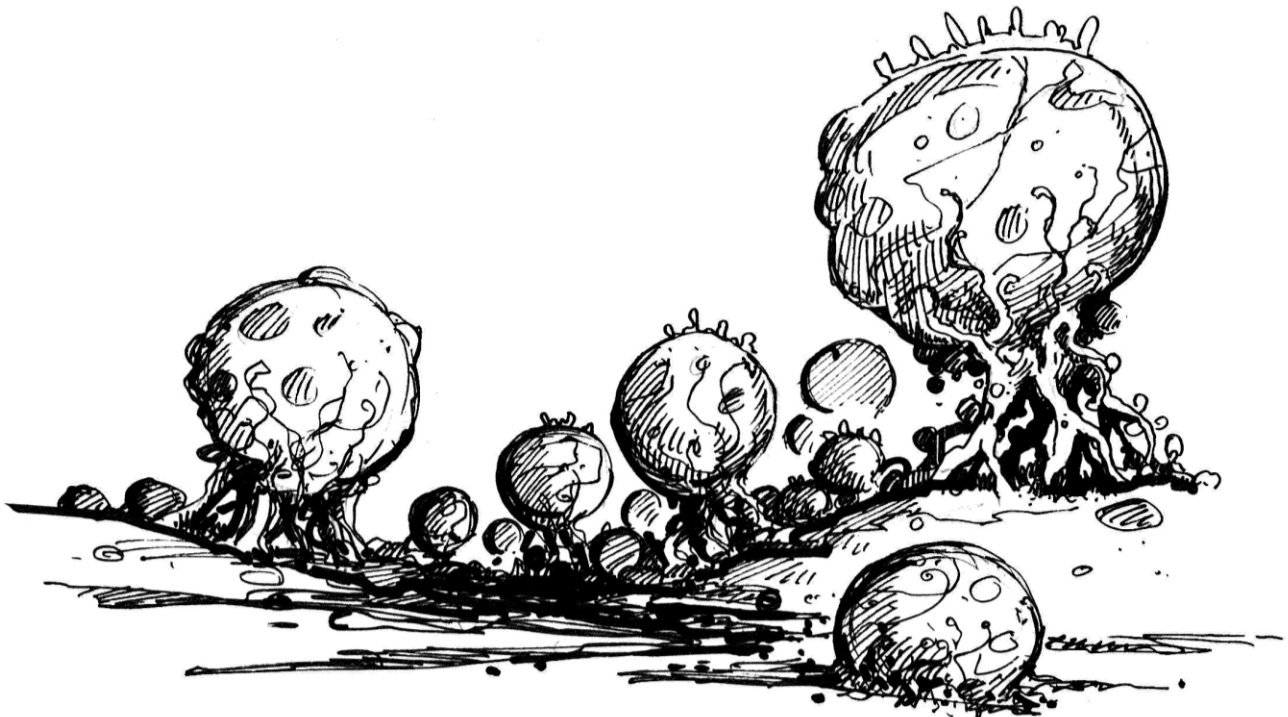
This 12 ft by 12 ft bare stone dungeon is dark, cold, and locked with a barred gate (a Dex (Traps & Locks) check opens it). Most of the missing farmers are inside, absent any poor souls sent through the portal and corpses the party might have found. The survivors are dehydrated and in the process of starving. 1d3 of them are missing limbs, eyes, ears or other organs, and are delirious or dying. The farmers are exhausted but clearly overjoyed at the prospect of rescue. Up to 1d3 of them are strong enough to fight alongside the party if there are weapons to spare.

Aftermath

If the n'tarc are defeated, they are not seen again in the Midlands for generations, instead choosing to harvest from other, less hostile worlds. If the n'tarc are not defeated, more farmers go missing over the next few months, and more n'tarc arrive to assist in the harvesting process. Ultimately however they wish to remain secretive, and will disappear as quietly as they came once their harvest quota is achieved.

At the GM's discretion, one n'tarc (and perhaps some aberrant bodyguards) might be exiled here, and left to die. What strange revenge it might unleash on the region is left for the GM to determine.

If the n'tarc are defeated without destroying the portal, it remains open. Whether it naturally closes over time, allows other aliens, aberrants or other dark and dangerous creatures through is up to the GM. If the party wish to venture through the portal, the GM decides where it takes them, and whether the environment is consistent with human life.



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