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Compatible with OSRIC,
1E and 2E Gaming

The Pumpkin Man

by

Louis "sirlou" Kahn



A Halloween One-Shot Adventure

Compatible with Most Fantasy RPG systems

Recommended for 4 -6 player characters of levels 4 to 6

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HOLIDAY
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Thanks: Many thanks to my wife for supporting my "flights of fantasy" and to Stephen King, my favourite horror writer of all time!

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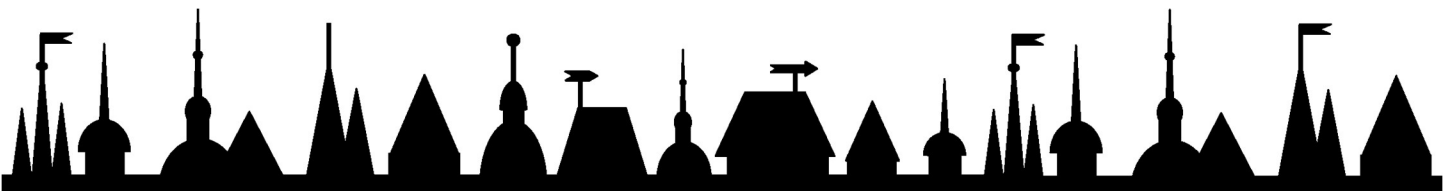
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THE PUMPKIN MAN

INTRODUCTION: Hello and welcome, Game Masters! This is a holiday themed one-shot module designed for use as an evening's worth of adventuring on **Samhain**, or as it is better known in the modern world, **Halloween**. A busy GM can drop this spooky little adventure into their current campaign with little to no preparation for a fast 2 to 3 hour gaming session.

This adventure is intended for 4-6 players of levels 4 to 6. It is written to be system agnostic, and should be compatible with most fantasy RPGs. The module is intended as a "one-shot" adventure, and was written to be generic enough in setting that it might be placed anywhere in the GM's campaign world. Any specifics noted in the adventure, such as the name of the village or the nations mentioned, are solely for the ease of use for those GMs whose games are located within the author's campaign setting.

HISTORY: This adventure takes place in **The Dales**, a large land mass in the author's campaign world which is a large fertile valley, surrounded on all four sides by nearly impenetrable mountains. **The Dales** is the ancestral home of the halfling, gnome and dwarven races on this world. The action in this module takes place in and around **Willowston** a halfling village located in a heavily wooded area in the south east of the valley. The manor house at which this adventure takes place is situated 3 miles outside the village, along a trade route. The events herein occur on the evening of **Samhain**, when the veil between this world and the next is thin and it is easier for beings from the **Other Side** to cross over into ours. It may be placed anywhere and used whenever your players are traveling overland from one place to another, but for story purposes it is best if it takes place during an autumnal festival like **Samhain**.



BACKGROUND: Your players start this adventure in the village of **Willowston**, where they will have been hired for a quick transport job by a local halfling minister named **Ulmost Finewine**. **Ulmost** is in possession of a family heirloom which he needs transported to a priest by the name of **Davith**, who dwells in the village of **Standown**. The village is several days' ride away, but the compensation offered 500gp now and 500gp on the book's safe delivery was too much to pass up for such a simple task.

The book is an illuminated manuscript comprising the teachings and gospel of the goddess **Brigid**, the primary protector and patron goddess of **The Dales**. As she has recently returned her attention to **The Dales**, after many years absence while she focused her attention on other worlds, her following is once again very active and it is increasing. A call was sent out by the current leader of her faith, **Davith** of **Standown**, looking for any books, relics and artifacts of her faith, as most had been misplaced or lost over the eons. **Ulmost** heard this call and contacted **Davith** with news of his family's prize heirloom, which **Davith** was eager to receive. The church of **Brigid** agreed to foot the bill for a swift and secure delivery of the manuscript, which is where the players come in.

GM's note: You may roleplay this set-up with your players if you wish, or simply inform them they were hired to complete this simple task and start the module that way.

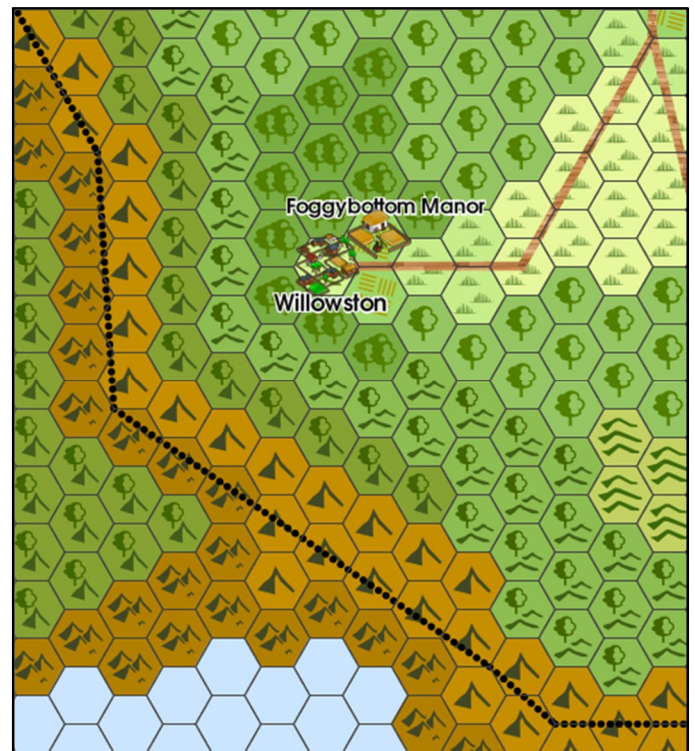


FIGURE 1: AREA MAP OF WILLOWSTON

The quest to bring the book from **Ulmost** to **Davith** is not, however, the real adventure in this module. It is merely the pretext the GM will use to get the players on the move along a route which will take them to the site of the real action in this module: **Foggybottom Manor**. The players will be forced to stop at this accursed halfling manor house one stormy night. It is there that they will be called on to rescue the scions of the **Foggybottom** family from the evil clutches of the **Pumpkin Man**!

PREPARING FOR ADVENTURE: Before you start this adventure, read through the module fully, so you have a good understanding of the situation at **Foggybottom Manor** and the **Graveyard**. The events in this adventure will take place quickly, over the course of one evening, as the players explore the **Graveyard** and attempt to rescue the kidnapped children from the **Pumpkin Man**. The GM should have the tactics, battle plans and characteristics of the players' foes fresh in their mind, to avoid having to look these details up, to avoid breaking immersion and to increase the scary aspect of this adventure.

This module has been written to be compatible with most fantasy role playing games, including the OSRIC, 1E and 2E game rules. Throughout this module, Armour Class (AC) will be counted as descending (i.e. 10 to 0), and to keep the adventure system agnostic, the included stat blocks provide only basic information. After a foe's initial entry, only its hit points will be given subsequently. The GM is welcome to substitute statistics from their rulebook of choice.

This module was written for and works best with a group of 4 to 6 player characters of 4th to 6th level. If the group's make-up deviates greatly from this, one way or the other, the GM may need to adjust the encounter difficulty, up or down, to match the needs of your players.

Another way to assist a weaker party is to employ hirelings. If the party consists of only four adventurers, the GM should have **Ulmost Finewine** suggest the party ask around the village to find any hirelings who may agree to join them, at the GM's discretion. Alternately, the GM may simply have **Ulmost** send along two NPC hirelings with the party, to help them complete their quest. In order to assist the GM, at the end of the module is a list of pre-generated characters which may be utilized as either player characters or NPC hirelings. (See Appendix A) Characters of varying classes and levels are included to help fill in any gaps in the player characters' abilities.

GM's note: These NPCs are sentient beings and not mere "cannon fodder". They demand, and should be given, a half share each of any experience and treasure. Should the players attempt to abuse them they will demand to be treated fairly or they will leave the party.

ADVENTURE HOOK: There are several reasons for the players to get involved in the central quest in this adventure, and below are but a few means by which the GM might draw the party into the quest:

- **Bounty hunters:** The default hook involves the **Foggybottom** family offering the party a sizeable monetary reward for their services in rescuing their children. Given the amount offered, it should work as a strong incentive to take on the quest.

- **Battling evil:** This is a classic tale of good vs. evil, and assuming the party is composed of mostly good aligned characters, this may be all the incentive they need to take up the quest and rescue the kidnapped children.

- **Revenge:** Perhaps one of the player's characters is a distant relative or friend of the **Foggybottom** family or one of the farmhands at the manor, and the player is seeking justice for them.

TRAVEL TO FOGGYBOTTOM MANOR: Once the player has chosen to undertake the quest to deliver **Ulmost's** illuminated manuscript to **Davith**, the adventure begins!

Tell your players that as they are traveling along, they feel the weather begin to change from a mild but brisk autumn day, to a very cold and blustery evening. As the evening stretches on into night, the skies open up; a steady drizzle turns to a constant rain, and then swells to a heavy downpour. By the time your players are set to break their journey for the evening, they are a soaked to the bone and the ground around them, on both sides of the road they are travelling, is a wet and soggy mess. Without dry ground or dry wood, their evening looks bleak indeed.

However, their prospects appear to improve when they spy a signpost up ahead. The sign has two arrows, one pointing to the village of **Willowston** where they came from, 9 miles away, and the other to a farmstead called **Foggybottom Manor**, a mere mile off the road from here.

GM's note: Most players will choose, at this point, to investigate **Foggybottom Manor**, the site of the module. However, some players may not choose this path.

In that instance the GM should discourage the party from continuing onward by any means, within their discretion. For example, you can place an immovable obstacle before the players, such as a massive downed tree or a broken bridge over a dangerously swollen creek with an unsafe, swiftly moving current. This should lead the players back to **Foggybottom Manor**. If it does not, the GM may consider throwing several low level **random wilderness encounters** at the party which, while not likely to be deadly, will certainly annoy them enough that they will relent and decide it may be safer to seek shelter at the manor house they passed by earlier.

Once your players choose to seek refuge at **Foggybottom Manor**, read the following to them:

As you turn off the main road to take the spur leading to this **Foggybottom Manor**, you notice the road appears to be surrounded on both sides by a fairly dense copse of woods. You have not gone a half mile before you spy, peaking in and out of the tree cover, a large stately two story manor house ahead, with bright firelight beaming out its windows and a line of smoke coming from the chimney guaranteeing a warm and tasty welcome.

As you travel the last quarter mile the vegetation begins to lessen in the tunnel of trees you have been traveling in. Through these gaps in the trees you now see more of the area ahead: the manor house sits on a hill, and beneath and around it are cultivated fields, including what look like grapevines. It is hard to make out how far the fields extend, as a deep tulle fog seems to envelop these hollows, explaining the derivation of the estate's name. The road leads you to a set of thick wooden gates, roughly 8' high, with a 6' brick perimeter wall stretching out on either side and appearing to encompass the property's perimeter.

You find the gates to be unguarded and unlocked and you see the short path up the hill to the manor is open and unobstructed. You can, however, just make out a carriage in front of the manor and what look like two people sitting near the door.

The gates are generally not guarded as **The Dales** is a safe and friendly place, although there is usually a footman here most nights, resting in a small stall to the

right side of the gates, to assist anyone who comes calling, at least until after the evening meal, at which time he would close the gates and leave his post for the evening. It is this footman's corpse, along with that of the manor's coachman, which the players spy up the hill; both were slain by the **Pumpkin Man** whilst they were defending the manor and trying to stop the fiend from absconding with their lord's and lady's two tender-aged children.

Once the players start up the hill, read the following:

As you head up the hill you notice no sign of activity around the grounds. When you are about 30 yards away, you can just make out, so low you are not even sure you heard them, low guttural cries coming from somewhere within the fog drenched fields.

As you exchange looks, not sure of whether or not you continue, you are startled by a peal of thunder and a lightning strike which slams into the carriage from above. The carriage explodes in an instant; the front of the once fine coach is reduced to splinters, showering you with debris, while the rear portion is set alight.

In the glow of the flames from the burning coach you can now clearly see the two people you spied sitting near the manor's doors. You see a halfling male and human female, both of whom are slumped over dead against the manor's double doors. Around them and on the doors you see what looks to be the burnt and charred remains of, of all things, turnips and pumpkins.

The lightning bolt striking the coach is mere happenstance, although the sudden punishing, brutal storm itself is directly related to the **Pumpkin Man**, as his crossing over into this realm has brought some small bit of *Faerie's* chaos along with him. It will certainly increase the tension and drama of the scene and should have your players worried.

As noted above, these two NPCs died fighting the **Pumpkin Man**. The scorch marks and burnt vegetation are evidence of his flaming pumpkin special attack. If the party examined the ruins of the coach they may notice (INT check) that it appears the doors were ripped off, with extraordinary force, prior to the lightning strike, as they lie unattached and uncharred about 10' away from the smoldering mound.

If the two bodies are examined, the players find that, in addition to burn marks on their bodies, they both appear to have been strangled, as evidenced by the petechial hemorrhaging of their eyes and purple bruising around their throats. It looks like they were strangled, confusingly, with some sort of vegetation, like vines perhaps, as evidenced by leaves and broken vine tendrils littering this area. They were in fact strangled by the ropey vine appendages of the **Pumpkin Man**.

MEETING CLAN FOGGYBOTTOM: After the party has examined the scene of destruction at the manor's front doors, read the following to them:

As you finish examining the scene of destruction in front of the manor, you hear a loud clatter and see a bolt hole has been opened about 6' up in the manor's sturdy double gates. You see a pair of light Hazel eyes peering out and a voice cries, "Oy, who goes there, friend or foe? Answer me quick and be honest or you'll get feathered!" You hear the upper windows opening and see the tips of crossbow bolts glinting in the firelight from below. You make out perhaps six crossbows aimed at your party.

The voice belongs to the lord of the manor, **Valdo Foggybottom**, a halfling, who is standing on the shoulders of his cook **Twinny Appleburr**, to use the 6' tall sight hole; a trick they use to give the illusion they are Big Folk to intimidate visitors as needed. The party may notice (WIS check) another smaller, closed sight hole about 3' high on the door. The crossbows upstairs are also a bit of an illusion; the lady of the manor, **Saoirse Foggybottom**, and her two maids (female halfling twins **Lucy** and **Beatrice Bracegirdle**) are each holding a light crossbow in either hand to simulate a group of half a dozen crossbows, although none of them are proficient with the weapon and they are primarily for intimidating effect.

GM's note: This is an excellent roleplaying opportunity. The GM should play the Lord as attempting to be intimidating, although a WIS check will see through his ruse and hear the tremors in his voice and sense his terror and desperation. If the players diffuse this tense situation and roleplay this initial encounter well the GM may, in their discretion, grant the party 500xp.

Once the players have convinced the assembled halflings inside the manor that they mean them no harm

and are of good, or at least neutral, intentions toward them, they will be allowed in.

Truth be told, the **Foggybottoms** and their retinue are in shock and desperate for assistance; they are looking to hire *anyone* they can to help find and rescue their children from the creature they saw attacking their loyal servants outside their manor doors. After the players have made their introductions to the lord of the manor, read the following to them:

Having convinced the gentleman behind the door to trust you, you hear a loud clatter as a latch and bar are released and the left-hand side of the double doors slowly creeks open. Another peal of thunder and the flash of lightning striking somewhere nearby within the surrounding fields has you all pressing forward into the relative safety of the manor.

You step into the light and warmth of the front foyer of the manor house, a 15' square room with wooden doors on the east and west wall and a large staircase directly across from the front doors. A quick look about reveals three things: first, that the house, while well-appointed and well kept-up, is part of a working farm and winery, and not the abode of a monied and elite gentry; second, that this home was built to accommodate halflings, with the ceiling being only about 6.5' high; and third, that all is not quite what it seems here, in more ways than one.

You see two halfling males to your right as you enter, with one, dressed in the manner of a country squire, standing on the shoulders of the other; the top fellow is the gentleman you spoke with, evident from his holding onto the sight hole's latch, and the lower man, dressed in common clothes, is holding onto the small gentleman's legs to steady him.

Straight ahead you see three halfling females coming down a central staircase from above, each of them awkwardly balancing two light crossbows each. The female in the lead is older, is dressed finer and appears more self-possessed than the younger two, although at the moment strain and anguish are clearly evident on her face. The other two females, who appear to be identical twins, are dressed in plain but serviceable maid's attire.

Once you all enter the foyer, the squire asks that you please shut and bolt the door behind you. As you are doing so he climbs down off the other male's shoulders, while the three females busy themselves leaning their crossbows against the walls, careful not to scratch the lovely wainscoting. As your party turns to face the squire, all the halflings gather round, with looks ranging from concern to terror to cold fury.

The squire addresses you, "Greetings travelers, my apologies for your rude reception, as I assure you that is not the normal custom here at **Foggybottom Manor**, although this day has assuredly been anything but normal."

"I am the master of this manor and the lands around, **Lord Valdo Foggybottom** at your service, and this," he gestures toward the older female who steps over to join him, clutching his arm tightly as she does, "is my wife, **Lady Saoirse Foggybottom née Willowbrook**."

Lady Saoirse inclines her head in greeting toward you, stating, "Of the **Byswater Willowbrooks**."

"And these," the squire continues, "are our house staff: **Twinney**," he indicates the male, "and **Lucy** and **Bea**." The three servants all bow respectfully. "I'm afraid you've already met our poor footman **Cory** and our coach person **Millie**, **Brigid** watch over them!" he says with a deep sigh.

"Look here, we are in dire straits," **Valdo** says, "so I'll get *straight to the core of the apple*, as my old gaffer used to say: we need the help of some professional adventurers and you lot look like you can handle yourselves. So are you looking for work?"

If the players show any inclination, and frankly even if they do not as the **Foggybottoms** are desperate, **Valdo** will explain what needs doing. Read the following to the players:

"Here's what we know," **Valdo** says, "along with this infernal storm, a deep fog settled over our fields tonight, much thicker than usual. We began to hear eerie moaning sounds coming from down below, from the direction of the old family chapel and graveyard. The sounds were quite disturbing even up here in the manor.

We sent poor **Cory** down to investigate. We were worried as our children, young **Bernice** and **Peri**, were set to arrive any moment; they were down in the village celebrating the Samhain festival with some friends.

I had just opened the door as **Twinney** noticed the approach of the coach and notified me as he knew I was on edge. It was just pulling up when **Cory** returned. He was screaming his head off and approached the manor at a dead run, a look of terror on his face. As the coach stopped just at the doors, **Millie** alighted from the coach and tried to calm **Cory** and get him to make some sense as he was speaking gibberish. Just then, however, there was a terrific din, accompanied by a flash of light and a blast of heat. I was thrown off my feet, through the door and back inside the manor. As I was flying in midair I could have sworn I saw..." he hesitates before continuing, "well I am not sure what I saw, but it was some sort of creature. We heard **Millie** and **Cory** screaming and then their cries were just cut off, like that," he snaps his fingers.

"By the time I recovered and we checked outside again, it was as you saw it...well before the coach was struck by lightning. **Millie** and **Cory** laid dead, the coach was broken into and our children were nowhere to be seen..." As he says this last sentence his voice trails off and he looks past you with deep fear and concern on his face; beside him **Saoirse** gently weeps into a handkerchief. He appears to gather himself and then addresses you again, "We beg of you adventurers, will you find our children?"

If pressed as to what the creature looks like, **Valdo** will say he did not get a good look at it, but he thought it appeared larger than man-sized and that it appeared to be wearing a ghillie suit or perhaps it was just covered in foliage. He also says it appeared to be wearing a pumpkin on its head and that perhaps that is where the pumpkin residue in front of the doors came from; perhaps one of his retainers had managed to hurt the creature, although he cannot be sure as he said.

If he is pressed further, about anyone who might want to hurt his family or kidnap the children he will claim he has no serious enemies and that such actions are not normal in these parts at all. **Twinney** however will speak up at this point and you should read the following to the party:

Stepping forward to tug at **Valdo's** sleeve, **Twinney** says, "What about the legend, sire?" **Valdo** pulls his sleeve away and says, with some irritation, "Don't be a knob, **Twinney**! You know I don't give much heed to those old superstitions."

If pressed as to what **Twinney** was talking about, **Valdo** will insist that it is mere nonsense, but if the players insist he expound on this subject he will say it is pure hogwash and walk away shaking his head, cursing the wasting of time in the pursuit of his lost children, as his wife pats him on the back to console him. **Twinney**, however, steps up and recants the legend to the players. Read them the following:

"My master is a man of logic, and that surely comes in handy with all his inventions to improve our crop yields...but he pays little attention to legends and portents and in this case it may be his downfall. You see, my folk have served his for a long time and we remember, yes we do."

"The story goes like so: back a few generations, the first steward of these lands, **Master Vernon** of **Byswater** came to this area in search of a parcel to tame and call his own. It was the night of the festival of **Samhain** when, while everyone else was celebrating, he came across the old shrine in the hollow below, surrounded by a sea of standing stones."

"You see it was not a chapel to **Brigid** at that time, but a shrine to the Elder Beings, the *faekin* who were once abundant in the woods of this realm. He found the grounds around it to be rich and fertile soil and was eager to stake a claim to it. Marking out some boundaries with some old standing stones he found lying around, he was busily going about staking his claim when he noticed a glow from within the old chapel."

Here **Twinney** pauses and looks back at his master, who waves a dismissive hand at him, but says, "Go ahead finish the story then."

Twinney continues, "**Master Vernon** also noticed a deep fog had risen within the hollow; which incidentally is where the family gets its name from. The legend says he entered the chapel and found it was not empty. He came face to face with a lord of the *fae*, who was most displeased with him for having removed the

standing stones as they were arcane foci which assisted it in entering this realm, as it was otherwise restricted to doing so only on **Samhain** when the veil between worlds was at its thinnest."

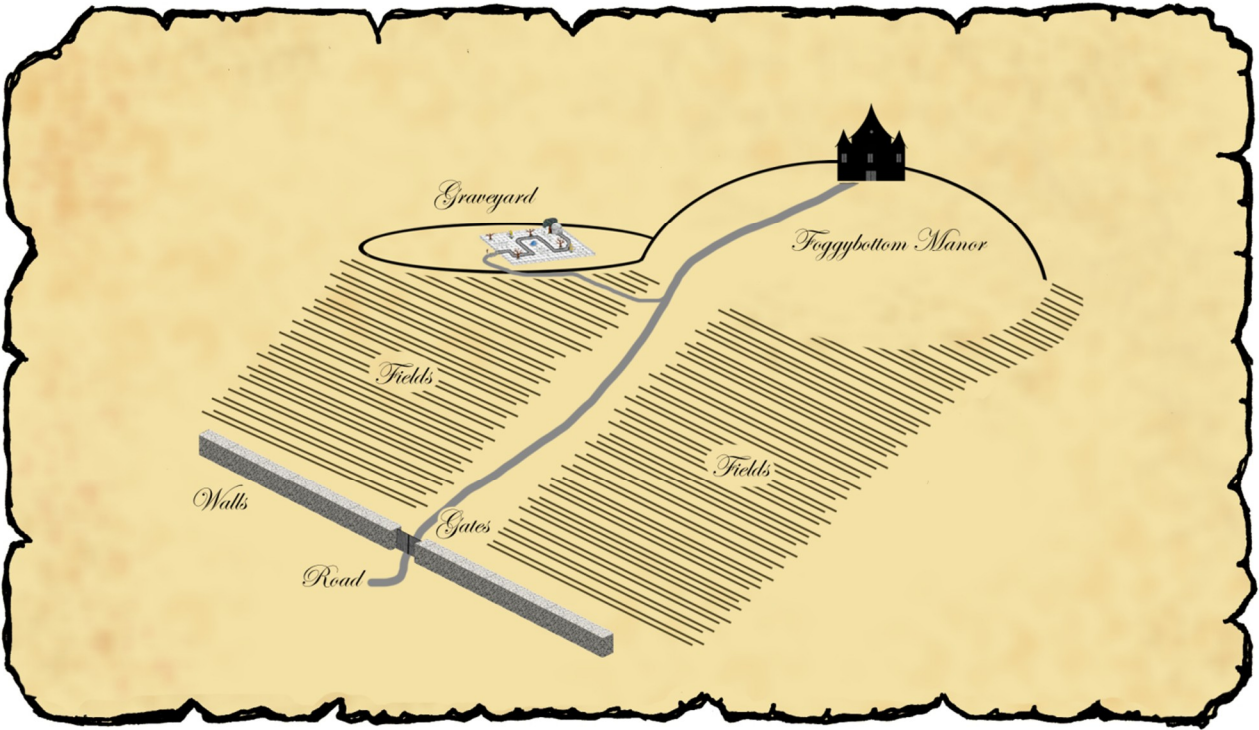
"Always on the lookout to make a bargain, **Master Vernon** made a proposal on the very spot: he offered that he and his family would ensure the standing stones remained in their proper position in exchange for protection from itself and the *fae* lord ensorcelling the lands around there to provide great bounty. The deal was struck."

However, **Master Vernon** had no intention of living with a *fae* lord around his demesne, so he chose to *reinterpret* their agreement. He *technically* did return the stones to where they had been as he promised; but he first had them cut into paving stone sized pieces and then had the ground around the chapel covered in them. Around this paved area he had a thick and high iron fence erected which, if you know anything about the *fae*, is one of the few substances to which they are susceptible on this plane. He had the door to the chapel sealed with arcane and mystical energies and was well pleased with his swindle of the *fae* lord."

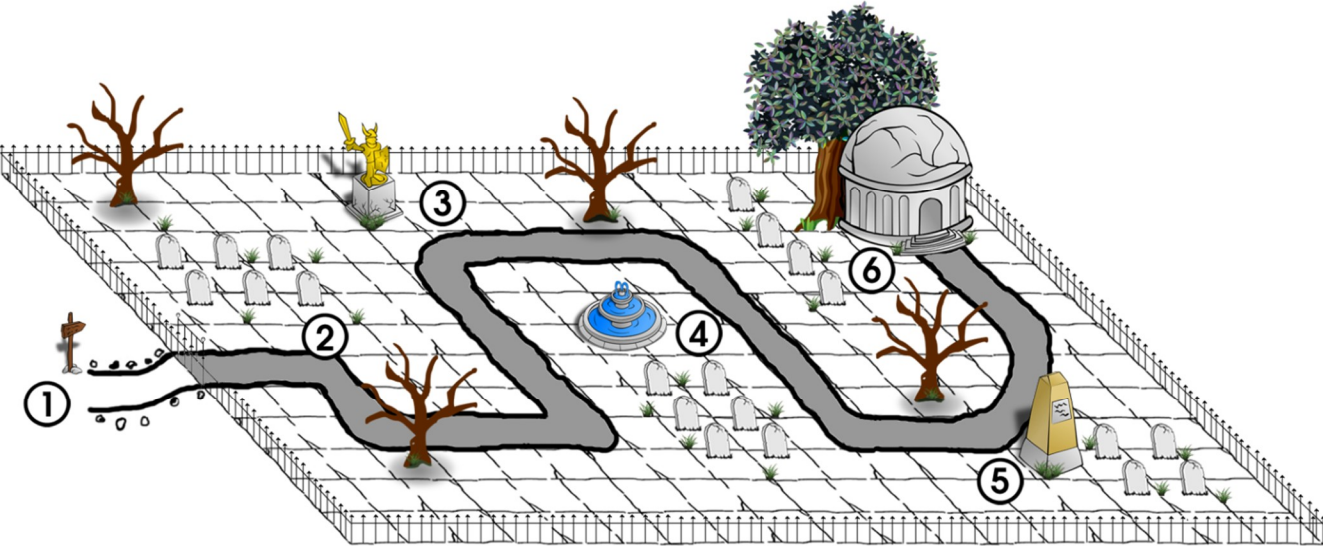
"As the legend goes, the *fae* lord was furious and plotted his revenge and the following year, on the coming of the **Samhain** festival he reappeared and took his revenge on **Master Vernon**. The evil being decided the best way to punish the upstart human was through his loved ones: he snatched **Master Vernon's** newborn son and trundled him off to the *Faerie* to be his servant. Since that time, the legend goes, the curse of **Master Vernon** has been a shadow on this family. Whenever the last snatched scion passes the beast comes back to snatch another child. The time between is uncertain as time moves differently in the *Faerie*, and the last such abduction was two generations ago, when I was but a wee bairn."


At the end of this telling, **Valdo** loudly snorts and cries, "Hogwash! Listen dear adventurers, I am sure this is just some common place being of evil, which has slunk onto my lands from the nearby wood. Again I beg of you, will you please find my children?"

FOGGYBOTTOM MANOR MAP



THE GRAVEYARD MAP



Scale:  = 5 feet

If the party agrees to take on the quest, **Valdo** offers them a family heirloom as payment: a platinum and diamond necklace worth 2000gp. It is the family's most prized possession.

Valdo will provide a drawing of his estate (See Foggybottom Manor Map), which will show the general location of the manor, fields and the graveyard where the sounds appear to be emanating from. He will offer up any general household supplies the players may ask for (e.g. a lantern, candles, rope, and other sundries) and can also offer the use of three crossbows and three score of bolts, if they are needed. He will beseech the party to set off immediately and return to him as soon as possible with news of his children, for good or ill.

THE GRAVEYARD: The **Graveyard** lies but a short distance down the hillock from the manor house and the players will arrive there in no more than 5 minutes time. While they will continue to hear spooky sounds and their visibility will be reduced to only 20' by the thick fog, they will not be molested by any attackers during their journey.

GM's note: The players *do not know* they will not experience a random encounter during this journey, and so the GM may wish to heighten the tension by rolling several dice behind their screen while describing the trek. Additionally, the GM may wish to lower the lights in the room and/or conduct this part of the adventure by candle light to increase the player's immersion.

1. GRAVEYARD ENTRANCE: The **Graveyard's** entrance is marked by a wooden signpost approximately 10' from the entrance gates. The entrance to the graveyard is via a set of large, approximately 10' wide iron gates. As your players reach the **Graveyard**, read the following to them:

You continue to hear sporadic moans and screams as you travel along. The mist continues to cling to you in an unnatural manner and you can barely make out the ground 20' in any direction. You come upon a large iron fence, approximately 8' high, which seems to match the description that **Twinney** gave you. Following the fence around you come to the twin gates, which are 12' high. As you touch the metal gates all sound stops, and you feel a deep pressure building all around you, as if the world itself were waiting with bated breath. The fog behind you thickens and you can no longer see beyond the length of your own arm in that direction.

At the same time, the gates slowly swing open on their own volition, and the mist clears before you, allowing you to see an ancient graveyard, paved just as **Twinney** described, and an old chapel in the far corner. Above you the night sky is perfectly clear, with no sign of the torrential rain you've experienced all night. You get the feeling all is not as it seems..."

Once the players enter the graveyard the gates will slam shut behind them and cannot be opened by any means, short of a *wish* spell. On **Samhain** this graveyard is no longer located on the **prime material plane**, but lies in the land of *Faerie*. This explains the lack of rain and the disappearance of the fog. The GM should allow each player a WIS ability check; a successful check indicates the player realizes the stars overhead are different and that they have crossed over into another realm.

The GM should provide the players with a general description of the **Graveyard** as they enter, or in response to their questions, revealing as much or as little detail as they wish and which the party's light source would reveal.

GM's note: Whilst the party is within the **Graveyard** the GM should roll once every turn (10 minutes) for a random encounter (roll 1d6, with a 1 indicating an encounter). If an encounter is indicated, roll another 1d6 and refer to the Random Encounter Table below:

Random Encounter Table	
Roll	Encounter
1	A roving ogre zombie (AC 6, HD 6, 36hp; #AT 1; D 2d8; SD resistant to enchantments, <i>hold</i> , and cold based spells; SZ L) appears 30' away and attacks the party on sight. It has a 500gp silver belt.
2	Flaming pumpkins come flying out of nowhere at the party. Each character must make a DEX ability check to avoid being struck. If struck the player takes 3d6 damage.
3	A wraith (AC 5, HD 4+3, 28hp; #AT 1; D 1d4 + level drain; SD silver or magic weapons required to hit, immune to <i>sleep</i> , <i>hold</i> , <i>enchantments</i> , and cold based spells; SZ M) silently stalks the party and attacks a random victim by surprise.
4	The 5' paving stone beneath a random player breaks, dropping them into a 30' pit trap (D 3d6) unless they make a successful DEX ability check.
5	The party walks into the webs of 3 giant spiders (AC 4, HD 4+4, 28hp; #AT 1; D 1d8; SA poison, webs; SZ L), which attack. A <i>flaming sword</i> is in their webs.
6	A group of 5 ghouls (AC 6, HD 2, 12hp; #AT 3; D 1d3/1d3/1d6; SA paralysis; SD immune to <i>sleep</i> and <i>charm</i> spells; SZ M) looking for food.



2. GHAST ENCOUNTER: As the players come to this spot on the map, where the **Graveyard** footpath turns right, 3 **ghasts** (AC 4, HD 4, 25hp; #AT 3; D 1d4/1d4/1d8; SA paralysation, stench; SD immune to *sleep* and *charm* spells, SZ M) will claw their way up from their graves under the nearby headstones and attack the party.

3. ANIMATED ARMOUR ENCOUNTER: As the players approach this area they see a large, 7' tall statue standing on a marble plinth 6' high. The inscription on the plinth's metallic plaque has worn away long ago. If any player comes within 10' of the statue, the armour on the plinth will come to life and attack that person and their allies. The statue is in actuality a suit of **animated armour** (AC 2, *plate mail* +1; MV 12"; HD 6, 36hp; #AT 1; D 1d10+2; SA flexibility; SD reforms, immune to enchantments, *sleep*, *hold* and *charm* spells; SZ L), which wields a massive *flamberge* +2 (D 1d10+2) in combat.

The **Pumpkin Man** ensorcelled this armour and set it here. Its instructions are to attack anyone within 10' of it, and to pursue them up to 50' from its plinth. The entity fights until it is reduced to 0hp, and then it clatters lifelessly to the ground, only to reform 1d4+1 rounds later at full strength. A *dispel magic* spell will permanently destroy it.

4. WATER WEIRD ENCOUNTER: As the players come within 30' of this fountain at the center of the **Graveyard**, the surface of the water begins to boil and bubble.

If the players come within 10' of the fountain a **greater water weird** (AC 4, HD 5, 30hp; #AT 1; D nil; SA strikes as 6HD monster, drowning; SD see below, SZ L) forms and attacks. It strikes as a 6HD monster and anyone struck by it must *save vs. paralysation* or be dragged into the water and subject to drowning. Sharp weapons do but one point of damage to it, but blunt weapons function normally. If reduced to 0hp the **water weird** will be disrupted and collapse, but it will reform again in 2 rounds. Cold based spells *slow* it (per the mage spell), fire based spells do half damage or no damage if it makes its saving throw), and a *purify water* spell will destroy it. A *ring of protection* +3 lies on the bottom of the fountain.

5. MUMMY ENCOUNTER: If the party approaches within 50' of the **stone obelisk** at this location, it begins to glow with a dark greenish-black light. Lightning crackles up and down its surface, and shoots out to strike four nearby headstones. This invigorates and awakens the undead resting there, and within one round they claw their way out of their graves and attack.

The party faces a **mummy** (AC 3, HD 6+3, 40hp; #AT 1; D 1d12; SA fear, disease; SD immune to normal weapons, magical weapons do half damage, immune to *sleep*, *hold*, *charm*, cold based attacks, poison and paralysis; SZ M) and 3 **zombies** (AC 8, HD 2, 12hp; #AT 1; D 1d8; SD resistant to enchantments, *hold*, and cold based spells; SZ M). The **mummy** allows its **zombie** troops to act as cannon fodder, while it singles out the greatest threat, attacking any clerics first, then mages, and other classes. A gold and emerald necklace (3,000gp) and 4,000ep may be found in these graves.





6. THE PUMPKIN MAN: As the players approach the chapel they will make an unnerving discovery. Read the following to the players:

As you walk down the path you see the chapel before you. It is a very old building, covered with runes which you cannot decipher, and overgrown with green leafy vines. As you come within 50' of the door, it opens and you think you can hear whistling and singing coming from within. It is an unnerving and disturbing song.

*"Yes I am the Pumpkin Man,
the Pumpkin Man,
the Pumpkin Man!*

*And I'm gonna eat ya if I can,
eat ya if I can,
eat ya if I can!"*

As you come within 30' of the chapel, you see the area is brightly lit by glowing candles placed inside of pumpkins and turnips. These glowing gourds cover an area of 10' around the chapel. As you reach the moat of gourds, the chapel's door swings open suddenly and a strange and otherworldly being slowly exits,

Standing before you amidst his own kind is an abomination: **The Pumpkin Man**! He stands nearly 9' tall and is incredibly thin but wiry, his corporeal form being made up of vines and stumps. Where a head would be he has a massive pumpkin, a hideous evil grin carved into. Its cold staring eyes are lit from within by two red flames. It appears nearly just as **Valdo** described it. Clutched within each of its viney hands is one of the **Foggybottom** children, **Bernice** on the right and **Peri** on the left.

It slowly places the children down back inside the chapel and then turns and sneers at you as it says, "Well, well look who showed up in time to be my dinner! I'm guessing that one of those **Foggybottom** swindlers sent you here, yes? Well they've sent you to your doom foolish mortals!" As it says this flaming pumpkins appear in each of its hands and it throws them at you! You are under attack!

The party has encountered the **Pumpkin Man** (AC 7; MV: 9" HD 6, 30hp; #AT 1; D 2d4+1 (scythe), 3x 1d6 (flaming pumpkins), or 1d8/round (held in vines); SA trap with vines, explosive pumpkins; SZ L, 9' tall). This creature is a unique, sentient plant life-form imbued with the essence of a *fae* lord; it has a taste for man-flesh and it is pure evil.

It can attack once per round as follows: it may attack with its scythe (D 2d4+1); it may attack by throwing three exploding pumpkins (D 1d6), which can be split among up to three targets; and finally it may attempt to trap a player with its vines, requiring the player to make a saving throw vs. petrification, or be held for 1d4 rounds and suffering 1d8 damage each round they are held. The **Pumpkin Man** can still attack other targets with its scythe or pumpkin bombs while holding someone in its vines.

A player held in its vines may only attack the vines, and does so at -1 to hit because of the constriction, but each successful hit reduces the time remaining on the constriction by one round.

The **Pumpkin Man** feels invincible here and will fight to the death with no quarter asked for and none given. Once the **Pumpkin Man's** material form is defeated in this place it will let loose with a wild scream of anger and anguish, and its form will combust in a shower of leafy vines and pumpkin, causing 1d6 damage to all those within 30' of its form.

After the **Pumpkin Man's** defeat the party may enter the chapel, where they will find the children, frightened and a bit bruised, but otherwise not injured. They will also find a small chest next to a 9' tall standing stone within a carved circle in the center of the chapel. Within the chest is the following treasure: 6,000cp; 4,000gp; 10 gems (6x 100gp, 3x 500gp, and 1,000gp); a suit of *banded mail* +2, a *holy mace*, a set of *horseshoes of the Zephyr*, and *potions of invulnerability* and *polymorph*.

However, it should be noted that while the party may have defeated the **Pumpkin Man** for the time being, as an immortal *fae* it will not have been destroyed forever. Thus, in time, it will return to **Foggybottom Manor** on some future **Samhain**, pursuant to the curse, unless steps are taken to prevent this. The standing stone here in the chapel is the **Pumpkin Man's** last link to the **Foggybottom Graveyard** since **Vernon's** destruction of the other standing stones. This link allows the creature to return to this spot on the prime material plane at **Samhain**, and destroying it severs the link.

GM's notes: The GM should roll a WIS ability check for each player, with a success indicating the player realizes the **Pumpkin Man** is not gone forever and that the **Foggybottom** clan will only be freed of the curse if they can sever the last link by destroying the standing stone in the chapel. If the players deduce the connection between the standing stone and the curse and break the connection, resolve the conflict with the **Pumpkin Man** for good, the GM may, in their discretion, grant the party an additional 1,000xp.



CONCLUDING THE ADVENTURE: After the players have defeated the **Pumpkin Man**, they will be able to safely exit the graveyard with no further chance of random encounters. Once they exit the **Graveyard** via the gates they will see the deep unnatural fog which had coated the manor's grounds has lifted and the rain has returned, although it has been reduced to a light drizzle.

The party may quickly traverse the distance to the manor house to reunite the **Foggybottom** children with their parents with no further incident.

The **Foggybottoms** and their house servants will be overjoyed at the party's return with the kidnapped children. **Lord Valdo**, true to his word, will offer up the agreed upon reward and will also offer the hospitality of his home for the evening, providing the players with two rooms to rest for the night.

After resting the night at **Foggybottom Manor**, the players should continue onward on their quest for **Ulmost Finewine** to deliver the manuscript entrusted to them to **Davith of Standown**.

GM's notes: It is squarely within the discretion of the GM what happens along that journey (e.g. whether they arrive in due course without further incident or whether they experience other adventures along the way).

Thank you for your custom!



I hope you and your players have enjoyed this holiday "one-shot" adventure. I plan to release more of them, easily adaptable to any campaign, to help the busy GM to run a night of delving enjoyment with minimal preparation.

Once you've concluded the adventure in this supplement, the fun doesn't stop there! Peruse my store (starryknightpress.com) to find other exciting offerings I have for you and your players! I look forward to providing you further adventures in the days to come, and thank you, once again, on behalf of *Starry Knight Press*.

Louis "sirlou" Kahn
October 2018

APPENDIX A: Pre-Generated Characters

These pre-generated characters may be used by players who do not have characters of the appropriate level for this adventure. The GM may also use these characters as NPCs, should the players need help meeting the module's challenges.

GM's note: The "to hit" and saving throw values do not include any bonuses.

<p>Halfling, druid, level 4, Age: 28 AI: N Str 13 Dex 15 Con 13 Int 11 Wis 16 Cha 15 HP: 30 AC: 5 front, 6 rear Armour: <i>leather +1, shield (w)</i> / Move: 90' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>154</td></tr></table> <p>Weapons: <i>scimitar +1, sling</i> Equipment: Standard pack** Languages: Common, Neutral, druids' cant, dwarf, gnome, goblin, halfling, orc Ammunition: 24 sling stones Spells: 4/2/1 Special: +1 to attack with sling; +3 save vs. magic and poison; +2 save vs. fire & lightning, surprise*, druid's knowledge*, wilderness movement* Stones: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	154	<p>Elf, mage, level 5, Age: 172 AI: CG Str 13 Dex 17 Con 16 Int 17 Wis 11 Cha 14 HP: 26 AC: 1 front, 4 rear Armour: <i>bracers or armour +6</i> / Move: 120' Base number to hit AC 0: 19 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>9</td><td>13</td><td>13</td><td>11</td><td>10</td></tr></table> <p>Weapons: <i>Quarterstaff +2, silver daggers</i> Equipment: <i>Potions of extra healing and speed, standard pack**</i> Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 4 silver daggers Spells: 4/2/1 Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors* Daggers: ○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	9	13	13	11	10	<p>Dwarf, cleric, level 6, Age: 259 AI: LG Str 16 Dex 12 Con 16 Int 12 Wis 18 Cha 10 HP: 68 AC: -1 front, 1 rear Armour: <i>plate +2, shield (m) +1</i> / Move: 90' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: <i>mace +2, 3 throwing hammers</i> Equipment: <i>Potions of extra healing, gem of brightness, standard pack**</i> Languages: Common, LG, dwarf, gnome, goblin, kobold, orc Spells: 5/5/3 (includes WIS bonus) Special: turn undead, +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, stone sense* Hammers: ○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14
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Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell																												
13	15	9	12	14																												
<p>Gnome, illusionist, level 4, Age: 103 AI: NG Str 11 Dex 17 Con 15 Int 17 Wis 11 Cha 13 HP: 19 AC: 4 front, 7 rear Armor: <i>ring of protection +3</i> / Move: 90' Base number to hit AC 0: 20 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>11</td><td>15</td><td>14</td><td>13</td><td>12</td></tr></table> <p>Weapons: <i>dagger +2, 3 silver daggers</i> Equipment: Standard pack** Languages: Common, NG, dwarf, gnome, goblin, halfling, kobold Ammunition: 4 daggers Spells: 3/2 Special: +4 save vs. magic & poison, infravision 60', +1 to hit kobolds/goblins, -4 to be hit by giants*, stone sense* Daggers: ○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	11	15	14	13	12	<p>Human, ranger, level 5, Age: 31 AI: CG Str 18.51 Dex 15 Con 16 Int 13 Wis 14 Cha 12 HP: 55 AC: 0 front, 3 rear Armor: <i>chain +2, shield +1</i> / Move: 120' Base number to hit AC 0: 16 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>13</td><td>11</td><td>12</td><td>14</td></tr></table> <p>Weapons: <i>vampiric longsword, longbow+1</i> Equipment: Standard pack** Languages: Common, CG Ammunition: 24 arrows Special: alert against surprise*, +5 to hit (melee) vs. evil humanoids and giants*, tracking* Arrows: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	13	11	12	14	<p>Halfling, thief, level 6, Age: 49 AI: NG Str 13 Dex 18 Con 16 Int 13 Wis 11 Cha 13 HP: 43 AC: 1 front, 5 rear Armour: <i>studded leather +2</i> / Move: 90' Base number to hit AC 0: 19 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>12</td><td>15</td><td>12</td><td>11</td><td>13</td></tr></table> <p>Weapons: <i>short sword +2, sling</i> Equipment: Standard pack** Languages: Common, NG, thieves' cant, dwarf, gnome, goblin, kobold, orc Ammunition: 24 sling bullets +1 Thief skills: CW 75/FT 55/HN 30/HS 70/MQ 70/OL 65/PP 75/RL 20 (includes bonuses) Special: backstab, +4 save vs. magic & poison, infravision 60', surprise*, +3 to hit with bow/sling* Bullets +1: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	12	15	12	11	13
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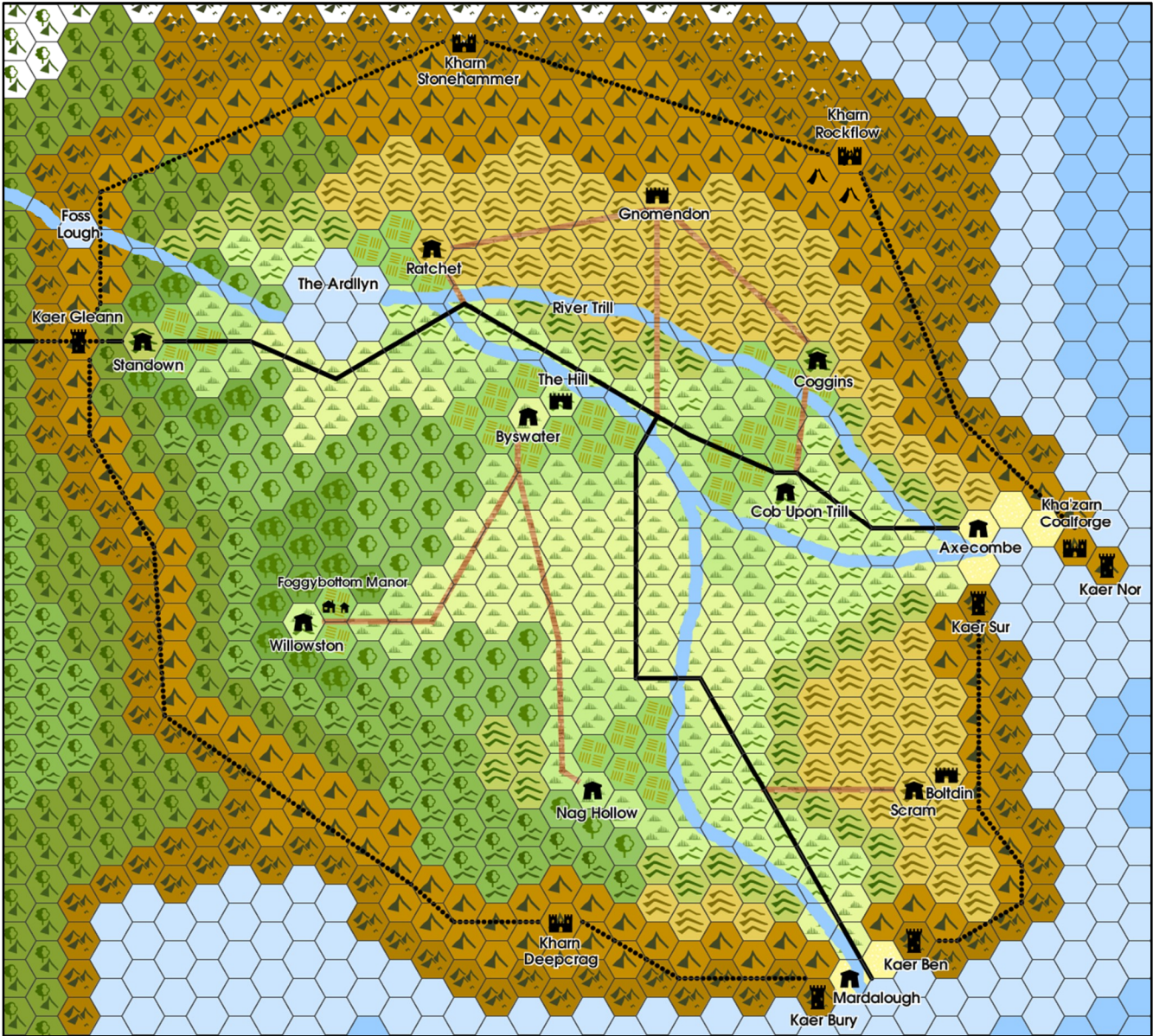
*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

**Standard pack: Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.).

APPENDIX B: Map of The Dales

This map depicts **The Dales**, indicating geography, local settlements, defenses, and areas for further exploration. The focus of the action in this adventure takes place at **Foggybottom Manor**, located a short distance from the halfling farming and logging community village of **Willowston**. A map legend is included for reference: each hex equals 3 miles.

THE DALES



MAP LEGEND

	Grassland		Dormant Volcano		Village		Farmhouse
	Grazing Land		Mountain		Tower		Hills
	Farmland		High Mountains		Fort		Grassy Hills
	Light Forest		High Mountains (snowy)		Castle		Grassland Hills
	Heavy Forest		Sandy Beach		Road		Forested Hills
	Forested Mountains		Lake (inland)		Trail		Ocean
	Forested Mountains (snowy)		River		Underground Road		Deep Ocean

APPENDIX C: New Monsters

ANIMATED ARMOUR

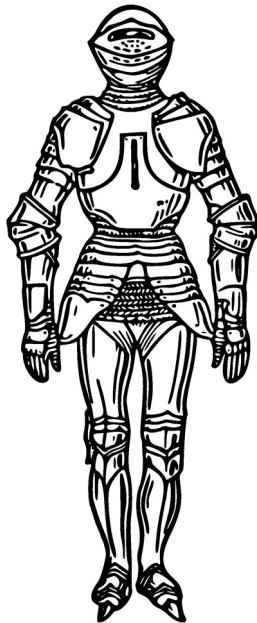
Frequency:	Very Rare
No. encountered:	1
Size:	Medium to Large
Move:	12"
Armour class:	Varies
Hit dice:	2/4/6/8/10
Attacks:	1
Damage:	1d4/level or by weapon
Special Attacks:	Flexibility
Special Defenses:	Reforms
Magic Resistance:	Standard
Lair probability:	100%
Intelligence:	None
Alignment:	Neutral
Level/XP:	2 (and up)/150 +3/hp

Animated armour is a suit of armour which has been ensorcelled to act as a guardian. The entity has 2 to 10 HD, the AC of the armour it is composed of, and attacks with a punch or a weapon. As there is not a being within the armour, it is exceedingly flexible, and may twist, separate and otherwise move as needed to attack any creature within range, regardless of facing or rank.

It is immune to mental based spells. Once it suffers its maximum hit points in damage its constituent parts fall lifelessly to the ground. However, the entity will reform again in 1d4+1 rounds with full hit points. The only way to stop it from reforming and truly destroy it is to cast *dispel magic* on it, which slays it instantly and permanently. If this is done the armour could be reused as a normal suit of the type and kind of armour it was composed of.

In this adventure, the party faces a 6HD **animated armour** composed of *plate mail* +1 (AC 2) and wielding a massive *flamberge* +2 (D 1d10+2).

Treasure: None.



THE PUMPKIN MAN

Frequency:	Very Rare
No. encountered:	1
Size:	Large, 9' tall
Move:	9"
Armour class:	7
Hit dice:	6
Attacks:	1
Damage:	2d4+1 (scythe); 3x 1d6 (pumpkins); 1d8/round (strangle)
Special Attacks:	Trap with vines, exploding pumpkins
Special Defenses:	Reforms
Magic Resistance:	Standard
Lair probability:	100%
Intelligence:	None
Alignment:	Chaotic Evil
Level/XP:	6/1,000 +4/hp

The **Pumpkin Man** is an ancient supernatural creature. It is a unique sentient plant life-form which is imbued with the essence of a *fae* lord, it has a taste for man-flesh and it is pure evil. It stands nearly 9' tall and is incredibly thin but wiry, his corporeal form being made up of vines and stumps. Where a head would be he has a massive pumpkin, a hideous evil grin carved into. Its cold staring eyes are lit from within by two red flames.

The **Pumpkin Man** has three separate attack modes, as follows: it may attack with its wicked scythe (D 2d4+1); it may attack by throwing three exploding pumpkins (D 1d6 each), which can be split among up to three targets; and finally it may attempt to trap a player with its vines, requiring the player to make a *saving throw vs. petrification*, or be held for 1d4 rounds and suffering 1d8 damage each round they are held. The **Pumpkin Man** can still attack other targets with its scythe or pumpkin bombs while holding someone in its vines.

A player held in its vines may only attack the vines, and does so at -1 to hit because of the constriction, but each successful hit reduces the time remaining on the constriction by one round.

Treasure: 1d8x1,000cp (15%), 1d12x1,000sp (20%), 1d8x1,000ep (20%), 1d6x1,000gp (55%), 1d10+5 gems (35%), 1d6+3 jewellery (30%), and any 3 magic items + 2 potions (25%).

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Dave Allsop: p. 9 (horrid ghoul).

Billiam Babble: p. 7 (parch_page_1_IAsa_colour, modified)

Jacob Blackmon: p. 10 and back cover (pumpkin golem).

Bradley K. McDevitt: p. 9 (mummy attack).

Daniel Walthall: p. 16 (medusa).

Maciek Zagorski: p. 1 (tamplete_1a, village).

Louis "sirlou" Kahn: p. cover and frontispiece ("The Pumpkin Man" image); p. i (city banner); 11 ("Black cat" image and "Thank you" image); and maps and legends (p. 1, Figure 1: Area Map of Willowston; p. 7, Foggybottom Manor Map, Graveyard Map, and One Isometric Dungeon Tile image; p. 13, Appendix B: Map of The Dales, and Legend).

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