



# **HAL19 – Horror at Hennepin**

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**AN ADVENTURE IN FILBAR™**

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# Horror at Hennepin

## Player's Background:

*"...and so every one hundred years, the Great Pumpkin rises and brings back the dead to ravage the land. Tonight, marks the anniversary of its return!" Gasps are heard from the crowd as they listen to the tale from Linus the Bard. Skeptical, you and your associates drink your ale quietly as you sit in the Hennepin Roadhouse on your way to the city of Cathoway.*

*The crowd gains back their breath and showers the speaker with clapping and accolades at a fine story. Unimpressed, your table sits close enough to the stage that you overhear Linus telling some of the patrons that he found the story in the archives of an old library. Despite the guffaws of the people, Linus claims that it is a true account and moments later a screech is heard from outside setting everyone on edge!*

## DM Background:

This scenario was created as the holiday offering for Halloween 2019. Build for four, first level players and a DM or a pair of second level PCs for a cozier environment. The game begins in a rural, farming area with a single roadhouse as a point of interest. The party will have arrived after sunset and enjoyed a good meal and fine mead with a side helping of entertainment to boot.

The party will have discovered that Linus the Bard was passing through and opted to perform for his meal and lodging in a back room. The party had no evening plans but that will change as an animated Scarecrow bursts into the tavern to completely disrupt the evening.

The account given by Linus was found in an old library and, as the players are about to find out, completely accurate. They will need to track down the location of the Great Pumpkin and deal with the creature if they can.

This offering was designed as a tongue-in-cheek scenario but could be used to introduce new players to a campaign or a simple, holiday one-shot. Either way we hope you enjoy the short game and have fun with it! Drop us a line and let us know what you think please and don't forget to follow us on Twitter @FilbarRPG or at @Mhoboinc (Murder Hobo Inc.) for more fun!

## 1. Roadhouse

*The strange noise has the occupants of the roadhouse looking at each other in bewilderment. The exit sits behind your table and a thumping is heard moments before it crashes in. The moonlight silhouettes a slender figure who strides in confidently. As the interior light flickers across the image, you realize the individual is a Scarecrow and not a human!*

**DM:** An enchanted/cursed Scarecrow enters the roadhouse and will frighten most of the patrons in the establishment. The PCs will be closest to the door and be able to react immediately for initiative assuming they make their fear check.

The Scarecrow will need to be defeated before it can be successfully identified by some of the patrons. The locals will tell the party that the construct came from Farmer (Charlie) Brown's farm to the east of the roadhouse. An investigation of the Scarecrow remains will also spot several pumpkin tendrils which will be noticed by the crowd. Several people will immediately shout out that Linus's tale must be true and that the area is in danger.

**Scarecrow:** Armor Class 11 (natural) Hit Points 36 (8d8)

D +3 Claw 2d4 +1 x2 & Glare DC11 vs. Wisdom or frightened 1 round

STR DEX CON INT WIS CHA /11(+0) 13(+1) 11(+0) 10(+0) 10(+0) 13(+1)

Challenge 1 (200 XP)

Linus will be cast as a savior but will quickly back down from the challenge stating that the PCs are far better prepared to handle the situation and he will 'bravely' remain behind and protect the citizens in the roadhouse. The PCs should recognize the opportunity to shine and with a Bard present, they will have a reasonable shot at making a name for themselves in the process.

The locals will be happy to tell the players that a dirt trail around the back of the roadhouse leads directly to the Brown Farm and will ask the adventurers to check on their friend. A young woman will volunteer to take the party to the farm but will point out that she is not a very competent fighter. This NPC will be more of a travel guide than a helpful assistant in combat but could gain a lucky strike against an aggressor if the PCs are in dire need. Her name is Lucy.

A reward can be worked out later if needed as the crisis is going on now and prolonged negotiation will cause several citizens to head out to resolve the problem themselves. Once the PCs agree to handle the issue, Linus will toss them four packets of healing herbs. Each of these items can be consumed for 1d4 +2 healing points. If the party was banged up during the Scarecrow encounter, the bartender will have a Potion of Healing available for their use (1d8 +2) at no charge.

## 2. Hills

*The full moon allows a reasonable amount of light to move behind the roadhouse and into some wooded hills. The season has begun to strip the leaves from the trees and offered more light as you work your way east. Lucy points out that it is only about ¼ of a mile to the Brown Farm but going up and down the leaf covered hills will make it seem longer. As you reach the rise of one of the hills you are surprised to see three figures dressed in burial rags!*

**DM:** The trip to get to the farm will only have one encounter and that will be with three, recently deceased members of the community. Lucy will audibly gasp and point out that the three figures are dead community members. Washington, Patty, and Marcy will attack the PCs at the top of the hill.

Each of the Zombies are covered in pumpkin vines and will move slowly. Their rotting flesh will smell horrible and the creature's condition will cause them to lose every initiative against the party. Lucy will hang back and attempt to avoid combat while quickly fashioning a torch for more illumination. The dead do not have anything of value. Once they are destroyed, the PCs can continue to the Brown Homestead.

**Zombies (3):** Armor Class 8 Hit Points 22 (3D8 +9)

D +3 to hit Fists 1D6 +1

STR DEX CON INT WIS CHA /13(+1) 6(-2) 16(+3) 3(-4) 6(-2) 5(-3)

Challenge ¼ (50 XP)

### 3. Brown Farm

*At the base of the hill sits a small farmhouse and outbuilding. Corn waiting to be harvested sit near the building and pumpkin tendrils cover the area including a post that the Scarecrow once rested on. A skeletal dog sits atop a small dog house and clacks at the party but a chain prevents the creature from attacking the party. As you approach the dark farmhouse a small, skeletal bird flies to the roof and stares down at you.*

**DM:** As the skeletal bird distracts the party, a pair of Needle Blight bushes will move towards the group and appear as tumbleweeds. These enchanted, vegetative growth with slash at the PCs with thick thorns and prohibit the party from gaining entry into the house.

**Needle Blight (2):** Armor Class 12 Hit Points 16 each (2d8 +2)

D +3 piercing 1D6 +1

STR DEX CON INT WIS CHA /12(+1) 12(+1) 13(+1) 4(-3) 8(-1) 3(-4)

Challenge ¼ (50 XP)

Once the tumbleweeds are dealt with the party can make entry into the building and discovered a pair of choked corpses. Lucy can identify them as Charles Brown and his farmhand Schultzy. The pair have apparently been strangled with pumpkin vines that have entered the building from the back. An examination of the interior of the farmhouse will discover another packet of healing herbs (area #1) and a Potion of Extra Healing that is clearly marked.

A check outside will reveal that the vines come from the east and have left a clear trail going to the east. These vines will move slowly and creep towards the PCs but a quick hack from a blade will cause them to retreat. The party can then "chase" them back to the root of the problem! If the party does not immediately begin hacking at the encroaching vines, the DM may toss a Vine Blight at them to hasten the hacking. The Vine Blight will immediately begin to retreat quickly (not attack) and not be destroyed until reaching the bridge encounter.

**Vine Blight:** Armor Class 12 Hit Points 26 each (4d8 +8)



D +4 2d6 +2 & Grappled DC12 vs. Strength to break free

STR DEX CON INT WIS CHA / 15(+2) 8(-1) 14(+2) 5(-3) 10(+0) 3(-4)

Challenge 1/2 (100 XP)

#### 4. Bridge Crossing

*The pumpkin tendrils continue to flee your damaging attack and move quickly across a bridge with rotting planks. Lucy yells for you to stop and quickly points out that the bridge needs to be repaired and caution should be used if the party crosses. A look into the gully that it traverses shows several animated Skeletons stuck in the mud below.*

**DM:** The party will have some issues at this location. After the last burial, the citizens noticed that the bridge over the gully needs some repairs but have been too busy with the harvest to get to it yet. Lucy will warn the PCs that care should be taken lest they fall through some of the rotting boards.

A DC10 vs. Dexterity will need to be made to successfully cross the bridge. Those failing this check will suffer 1d4 -1 as they fall into the bog below. There is a 50% chance that they will land next to a Skeleton that has been brought back by the Great Pumpkin. Those landing/entering the bog will need to make a DC12 vs. Dexterity or be slowed by the uncertain footing of the gully. This will cause them to fight at disadvantage (as it does for any Skeletons attacking). There is nothing of value at this location either.

**Skeletons:** Armor Class 13 (armor scraps) Hit Points 20 (2d8 + 4)

D +5 1D6 + 2 with pitchforks

STR/DEX/CON/INT/WIS/CHA 10 (+0) 14 (+2) 15 (+2) 6 (-2) 8 (-1) 5 (-3)

Challenge 1/4 (50 XP)

#### 5. Bog

*Crossing the gully has done little to help you as you enter lowlands made of porous material. The muck of this area fills your boots with mud as the pumpkin tendrils continue to retreat from your attacks. Slugging through the muck you spot movement in the torchlight held by Lucy. Disembodied hands and skittering across the rich soil and are heading directly for you!*

**DM:** The bog leading to the graveyard is a wet muck that will slow the party down but not cause them to fight at disadvantage. A pair of Crawling Claws will attack each PC in an effort to defend their "creator" the Great Pumpkin. These hands have tattered flesh dangling from the fingers and can scratch for 1d4 +1 hit points.

The hands are from the bodies of the graves and there is a 10% chance per each hand of an old, gold ring worth 5gp. The escaping tendrils will lead up a muddy incline to the cemetery that is covered in pumpkin vines.

**Crawling Claws:** Armor Class 12 Hit Points 4 (1D4)

D +3 1d4 +1 bludgeoning or slashing depending on use

STR/DEX/CON/INT/WIS/CHA 13(+1) 14(+2) 11(+0) 5(-3) 10(+0) 4(-3)

Challenge 0 (10 XP)

## 6. Great Pumpkin

*The rise to the graveyard is muddy from a recent rain earlier in the day and is slick. As you crawl up, you finally reach firmer ground and find yourselves in an overgrown cemetery. Pumpkin blossoms spread out through the area. Several uprooted (empty) coffins will be located from the Zombies earlier and an enormous pumpkin will reside on a raised stone coffin. Tubers will encircle the large vegetable (fruit) and the façade of the item changes into a horrifying visage!*

**DM:** This area is the ancient home of the Great Pumpkin and as legacy foretold, it has risen again. As the PCs reach the area, they will have to contend with the fear aura that is put out by the fabled construct. Once everyone has accomplished their fear checks initiative can be rolled and combat will begin against the orange gourd.

The Great Pumpkin is a slightly legendary creature that can attempt to ensnare two PCs with its vine tendrils as well as spit seeds (method of reproduction in the next century). Anyone striking the Great Pumpkin also has a 20% chance (cumulative) of causing the opponent to use its 'spew evil' reaction. This effect can only be used one time and will have a small swarm of Bats exit the pumpkin and swarm around the PC causing a minor distraction to combat.

If the party is strong enough to actually defeat the Great Pumpkin, the item will explode and cover the adventurers (including Lucy if applicable) with the stringy innards that the gourds are known for. This mess will cause a temporary loss of charisma points until the party can get cleaned up.

If the party investigates the spot where the Great Pumpkin sat, they will locate a rather large (Halfling fist) orange gemstone. The tear shaped carnelian will be marked with black streaks similar to the appearance of the Great Pumpkin and can be sold for 200gp in a bigger town. It is non-magical. Upon return to the roadhouse, surviving members will be hailed as heroes and Linus will write an "ode" to the brave adventurers...and free drinks!



## THE GREAT PUMPKIN

Medium construct, Chaotic Evil

**Armor Class** 13 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	9 (-1)	12 (+1)	10 (+0)

**Saving Throws** Dex +4

**Skills** Intimidation +2

**Damage Vulnerabilities** acid, cold

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), darkvision 120 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Fear Aura.** Any creature hostile to the Great Pumpkin that encounters the creature must make a DC 12 Wisdom saving throw, unless the Great Pumpkin is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Great Pumpkin's Fear Aura for the next 24 hours.

## ACTIONS

**Entangle.** The Great Pumpkin can cast out its tendrils in two directions to attempt to wrap up a PC. A DC13 vs. Strength is required to avoid being wrapped up by the thick stalks and take 1d4 constriction (bludgeoning) damage. Those that fail the save will be wrapped up and unable to attack until the save is made. Re-rolls can be made at the end of each turn but after three failed saves the adventurer is squeezed to death! Once a PC is grappled, that set of vines cannot attack a different PC.

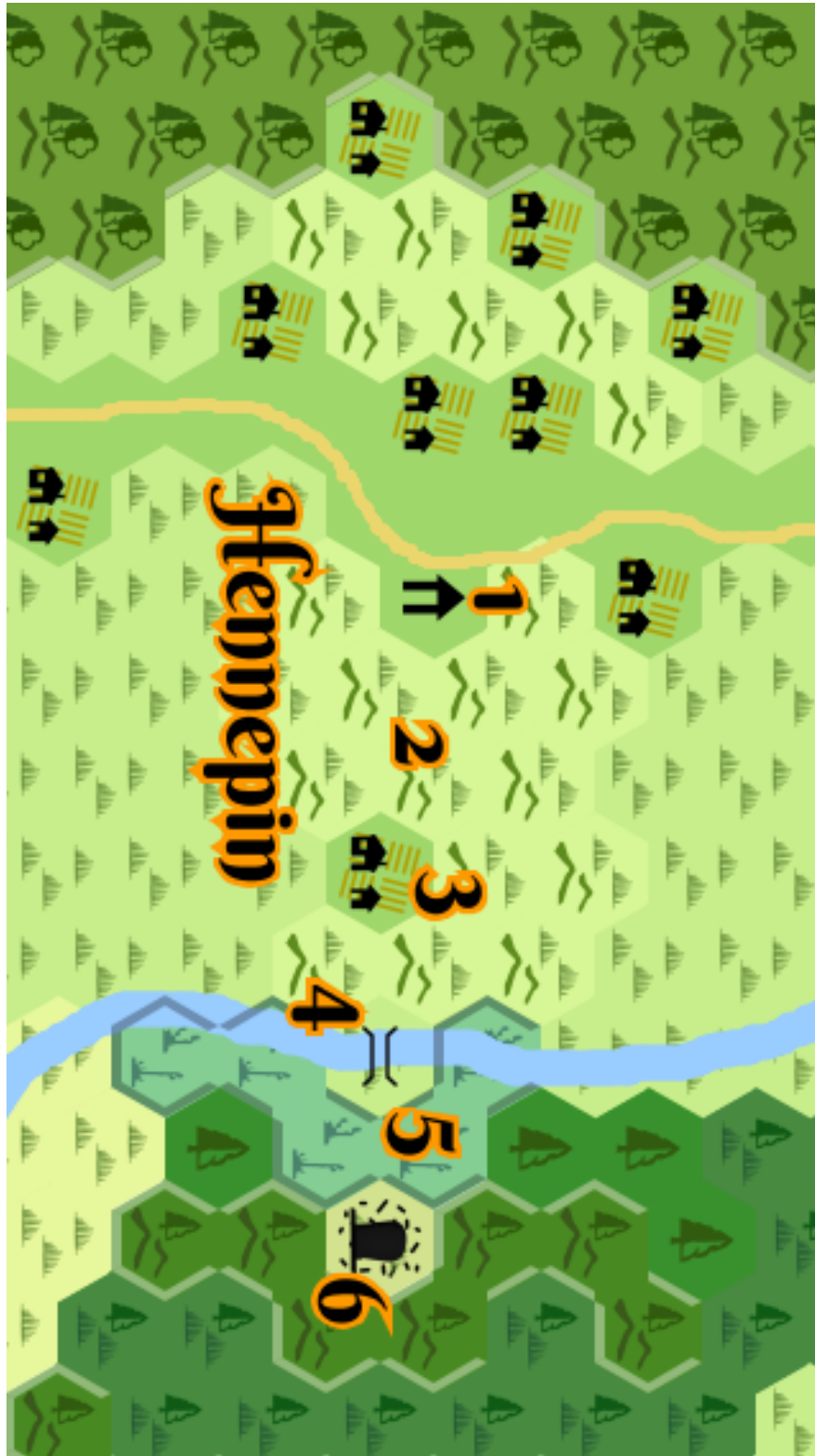
**Seed Spitting.** Ranged/Melee Weapon Attack: +4 to hit, reach 15 ft., one creature. Hit: 10 (2d4) piercing damage.

## REACTIONS

**Spew Evil.** As a reaction to an attack, the Great Pumpkin can spew out a small Swarm of Bats. These creatures have no attack feature, but offer a distraction for it's 'host' against future attacks. PCs that the swarm focus on will have to DC11 vs. Wisdom to maintain focus on the Great Pumpkin. A failure on this roll means all future attacks are at disadvantage.

**Death Bomb.** If the Great Pumpkin can be destroyed, the husk will explode covering all PCs within 10' of it to be covered in pumpkin pulp. This will not cause any damage but will temporarily lower affected PCs Charisma by 1d4 points until they can clean themselves up.





DM Map