

HORROR AT THE HARVEST TIME HOEDOWN

AN AUTUMNAL PATHFINDER ADVENTURE AT MT. SAINTO FARMS



A WOLFENRAT GAMES ADVENTURE

**AN ADVENTURE FOR A LEVEL 5 PARTY
FEATURING A CORN MAZE DUNGEON CRAWL AND BITTER SARCASM!**

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OPENING STORY

FOR GENERATIONS, THE RURAL TOWNSFOLK FROM ALL OVER THE REGION HAVE FLOCKED TO THE SMALL CORN FARMING TOWN OF STALKTON IN CELEBRATION OF THE TOWN'S HARVEST HOEDOWN. NEARLY EVERY VILLAGER IN EVERY TOWN THE WHOLE REGION OVER IS FILLED WITH ANTICIPATION IN THE WEEKS LEADING UP TO THE EVENT—AN ANTICIPATION THAT GROWS STRONGER WITH EACH PASSING NIGHT.

THE NIGHT BEFORE THE HARVEST—A NIGHT WHERE A FULL HARVEST MOON SHINED, AND THE STRANGE AND ELECTRIC ENERGY OF POSSIBILITY CRACKLED IN THE AIR—FAMILIES FROM ALL ACROSS THE REGION SET OUT IN A MASS PROCESSION TOWARD MT. SAINTO FARMS, THE MEGAFARM OWNED BY THE HUGELY SUCCESSFUL AGRIBUSINESS CONSORTIUM MT. SAINTO AND THE ANNUAL SITE OF THE HIGHLY ANTICIPATED HARVEST HOEDOWN. WITH THEIR FESTIVELY DECORATED WAGONS CLOGGING THE STREETS OUTSIDE THE FARMSTEAD FOR MILES, EAGER FAMILIES RUSH ON FOOT TO BE FIRST IN LINE UNDER THE FESTIVE BANNERS THAT MARK THE ENTRANCE TO THE HOEDOWN'S MOST BELOVED ATTRACTION—THE MT. SAINTO FARMS AMAZING MAZE OF MAIZE™!

WHILE ALL THE FAMILIES WERE READY FOR FUN, READY FOR CORN, AND READY FOR VARIOUS ASSORTED CORN-BASED PRODUCTS, NO ONE WAS READY FOR THE VERDANT DAWN—A MILITANT ORDER OF DRUIDS AND RANGERS, SELF-DESCRIBED DEFENDERS OF THE ECOLOGICAL BALANCE WHO HAD PREVIOUSLY STAGED DEMONSTRATIONS AT THE BELOVED EVENT—TO TAKE SUCH DRASTIC ACTION. NO ONE WAS READY TO HEAR ABOUT HOW MONOCULTURE FARMING IS A BLIGHT AND AN UNNATURAL AND UTTERLY IRREVERENT FORCED PLUNDERING OF THE LAND; THE ACT OF A CONQUEROR WHO CANNOT INTEGRATE INTO EXISTING SYSTEMS BUT MUST DESTROY AND REINVENT IN ACCORDANCE WITH ITS OWN DESIRES, WARPING THE VERY FABRIC OF THE SYSTEMS WHICH BROUGHT IT FORTH, RESHAPING THEM UNDER THE YOKE OF ITS OWN SHORT-SIGHTED AND MALFORMED WILL...

NO...NO ONE WAS READY FOR THE VERDANT DAWN TO PERFORM THE MASS RITUAL AND TRANSFER THEIR CONSCIOUSNESSES TO THE LAND...TO IMBUE THE FARM WITH ESSENCE FROM THE PRIMORDIAL PLANE, AND TO AWAKEN THE CROPS AS THE SENTIENT MONSTROSITIES THEY WOULD BECOME...

NO...NO ONE WAS PREPARED FOR WHAT WOULD GO DOWN AT THE HOEDOWN...

NO ONE COULD HAVE PREPARED FOR THE...

HORROR AT THE HARVEST TIME HOEDOWN!



OVERVIEW OF THE ADVENTURE

ADVENTURE SUMMARY

An eco-terrorist ritual creates monsters at an autumnal holiday event hosted at a prominent agribusiness consortium's megafarm. The party must restore order and save as many hoedowners as possible while slaying the aberrations running amok at Mt. Santo Farms. Also, there's a corn maze and civil war re-enactors.

STRUCTURE OF ADVENTURE

- Part 1: Entrance and Market
- Part 2: The Amazing Maze of Maize
- Part 3: The Megabarn
- Part 4: The Farmhouse
- Part 5: The Monoculture

ADVENTURE SYNOPSIS

The adventure begins as a storm abates after the ritual of the Verdant Dawn has been completed and as the PCs travel the final stretch to the gates of Mt. Santo farms where they arrive to a scene of confusion. The rain has turned the parking area to mud and several wagons have become stuck, causing a massive traffic jam several hundred feet from the entrance. To make matters worse, many people simply leave their stuck wagons where they are and run to get in line for entry tickets. Forced to park their wagon and proceed on foot, the party makes its way through the impatient crowd while tensions mount at the entrance staff who are not letting anyone in due to frustrating reasons. As PCs attempt to handle this situation, real chaos erupts as mutated hoedowners stream out through the entrance and begin attacking the crowd, who now seek help from the adventurers.

The PCs must don their adventuring gear, restore order in the entrance market, and save as many PCs as possible before venturing deeper onto the farmstead to save the remaining families and slay whatever abominations lurk within.

PCs will need to progress through the various areas of Mt. Santo Farms saving and slaying the various entities in need of such things, though, to access the back areas of the compound the party must first conquer the corn maze—The Amazing Maze of Maize!™

After the corn maze, PCs will be able to access areas like the megabarn where they can unveil a combine harvester with 20 feet of rotating blades that I'm sure someone can think of a use for, and clear out the farmhouse full of transformed civil war re-enactors lead by Colonel Cornelius Mayes.

When enough innocent blood has soaked the ground and the crops have drunk of it deeply and wholly, the adventure culminates in a boss battle against a giant monoculture corn-golem aberration who interrupts the battle with Cornelius Mayes (just as he succumbs to the party) and the kaiju-sized aberration threatens the entire region if not stopped!



Mt.
Santo Farms

BEGINNING THE ADVENTURE

CHARACTER CREATION

The adventure, which utilizes milestone leveling, is designed for PCs levels 4-6 with the final encounter at a CR 7.

LEVELING UP

As the events of the story unfold rapidly, you can either quickly level mid-adventure and refresh spell pools, hit points, etc., or you can just run the adventure for a party of level 5 adventurers who, if necessary, begin play with a scroll of *nap stack*

STARTING HOOKS/PLAYER TIE-INS

Playgroups should decide whether the characters meet during the opening scene or—the easier and preferred narrative option—are arriving to the hoedown as a group of adventurers knowingly braving the region of Stalkton to partake in the renowned festivities.

STARTING ITEMS

PCs begin play with a *Bag of Holding Type II* and, potentially, a scroll of *nap stack*.

STARTING KNOWLEDGES

PCs trained in specific knowledges begin play with an awareness of certain unsavory elements typifying the region.

Geography/History: you begin play aware of the civil war and its lasting impact on the region's economy and society.

Nature: you begin play aware of the troublesome farming practices employed by the massive monoculture farm and negative ecological impact of these practices.

Society/Nobility: you begin play aware of the troublesome use of predatory labor practices and history of class struggle that has been all but completely obscured by the educational agenda of the Mt. Santo agribusiness consortium.

ADVENTURE BACKGROUND

THE FARMLANDS SURROUNDING THE RURAL TOWN OF STALKTON

This adventure is set in the rural farming areas miles outside of the nearby small town of Stalkton, home to the incomparably wealthy consortium of agrimerchants known as "Mt. Saino", and a luxurious town to which many a hard-working farmer aspires to call home in their retirement years.

The town of Stalkton is insular, plagued by gossip, and completely under the control of the wealthy interest that is the Mt. Saino Agrimerchant Consortium. Due to the success of a recent propaganda campaign (see the specifics included in the entry on the Essential Employee: Sign-Spinner), adventurers aren't really welcome in the area and are frequently met with either disdain or downright hostility by the locals.

This adventure takes place entirely on the Mt. Saino Farms megafarm compound, but demographic info is included for Stalkton as it may be information possessed by PCs or NPCs.

STALKTON DEMOGRAPHIC INFO

LN Large town
Corruption +2; Crime -1; Economy +5; Law -1;
Lore +2; Society -1

Qualities boom town, prosperous, rumormongering citizens, danger +5

DEMOGRAPHICS

Government Plutocracy Population 2,100

Notable Factions

Mt. Saino Agrimerchant Consortium

MARKETPLACE

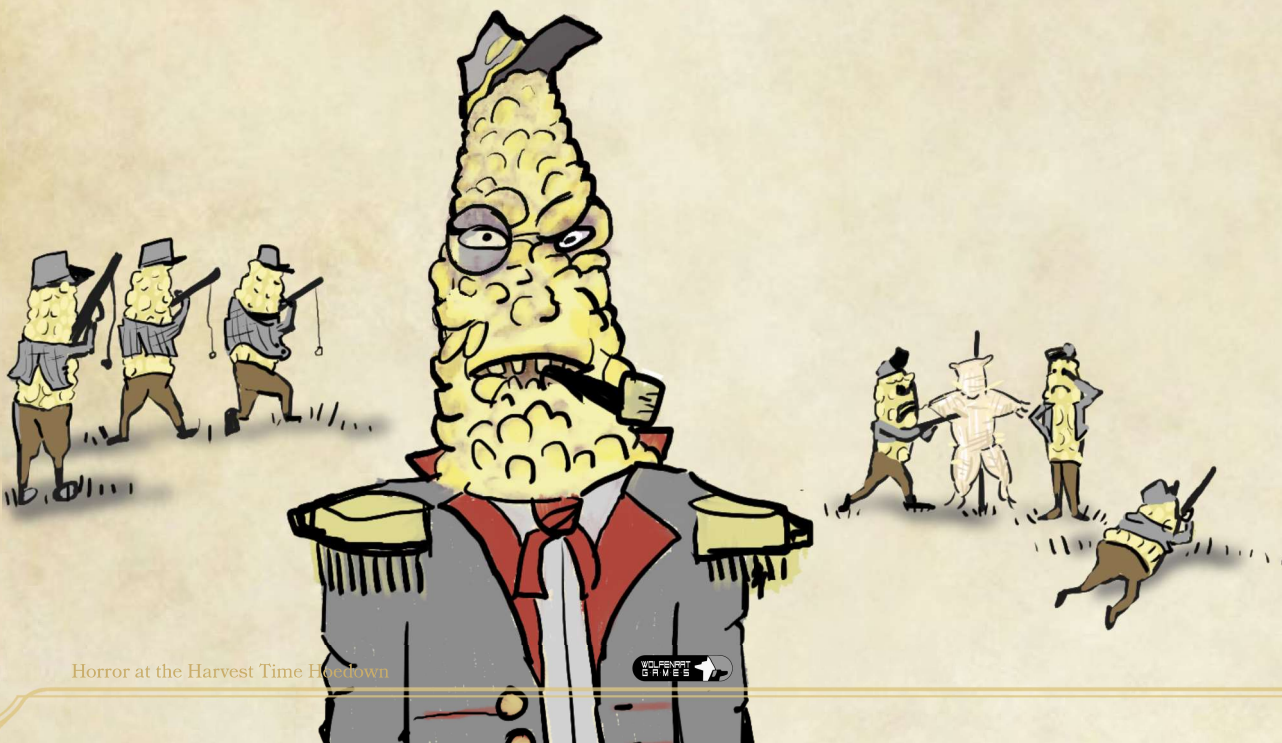
Base Value 2,600 gp; Purchase Limit 15,000 gp;
Spellcasting 5th
Minor Items 3d4; Medium Items 2d4; Major Items 1d4

A WAR LOST, BUT NEVER FORGOTTEN

A cultural touchstone of the region, held in the most sacred light by the people of Stalkton is the memory of a civil war a few generations back. Supposedly the war was about "regional autonomy" but it has come to be understood as being motivated by attempting to justify the enslavement of intelligent humanoid species as part of local agribusiness operations upon which the wealth of the merchant and political classes depended.

At the time, the war was bloody and unforgiving; a blight upon the lives of thousands who were made to face the age-old hardships of armed conflict, this time made all the more bitter by being forced to take up arms against one's own neighbors and family in support of one side or another. Bloodshed plagued the region for years as the civil war dragged on, though, the conflict eventually drew to a close with a decisive victory of the Army of the Incorporation against the Stalkton Regiment of the Army of the Confederation. Routed within minutes by the superior force, the Stalkton Regiment's surrender marked the end of the war and is celebrated across the region in annual displays.

However, a longstanding custom among the elites in the region of Stalkton is to put on their own annual recreation—*The Glorification*—wherein they play out the final battle of the war with the extremely minor difference of *their side emerging victorious*. These civil war re-enactors are referred to in the region as *Confederate Glorificationers* and, you guessed it, the upper management staff of Mt. Saino's Megafarm are glorificationers, and this is their big weekend..



PART 1: WELCOME TO THE HOEDOWN!

1A. ARRIVING AT THE HOEDOWN

A terrible storm that seemed to precipitate out of nowhere—certainly out of the ordinary for the season—just lets up as you round the final bend in the forest road that leads to the Mt. Sainfo Megafarm. Your carriage lurches to the side and your horses whinny as another carriage speeds past you and cuts you off on the wet road, splashing the side of your wagon with mud in the process. As a passenger in the wagon looks back snickering, their wagon turns slightly and one of the wheels on their carriage sinks deeply into the now-muddy embankment lining the road. Jackknifing, their carriage turns sharply sideways and blocks the path ahead. Seconds later the doors to the carriage fly open and the passengers run on foot to join the line, leaving their wagon blocking your path without a second thought. Several other carriages pull up blocking you in from the rear and they too abandon their carriages and hurry on foot to join the growing throng of hoedowners eager to gain entrance, apparently being held up at the gate by a Mt. Sainfo Ticket Taker.

The adventure begins with the party having their wagon blocked and needing to proceed through the clustered parking area and impatient crowd to discover the source of the hold-up at the entrance.

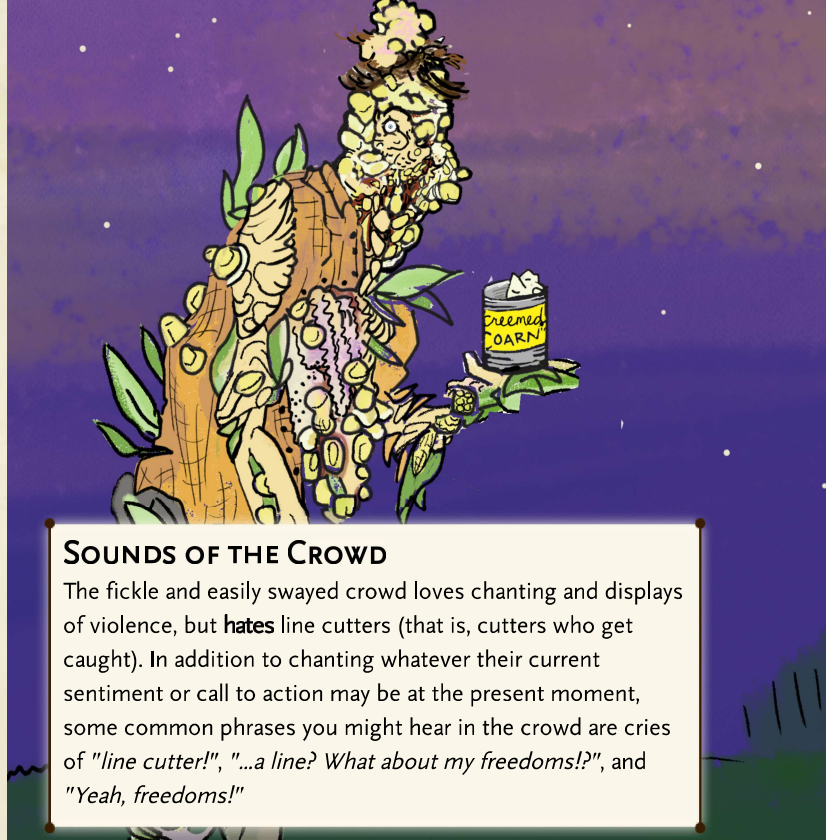
This crowded entrance is just the beginning of the dystopian nonsense that lies within Mt. Sainfo Farms. Eager to get into the Hoedown, it appears wagons have been abandoned at their nearest possible point, left unlocked and with their horses unhitched as the owners make their way on foot trying to get ahead of their neighbors to be first in line. Once the mutated hoedowners pour out of the market area from the entrance, the mob of eager new arrivals will become a stampeding horde of panicked and desperate people eager to escape. As the party tries to deal with the frustrating crowd and staff, the mutated hoedowners will attack.

Diplomatic/Social Encounter: Tensions rising between impatient crowd and functionary staff

Events/Features: 2-3 rounds after arriving and engaging with the crowd, the mutants appear (to keep the pacing of this intro scene)

HELPING NPCs IN NEED

Despite having just insulted the PCs and displaying generally frustrating traits, the panicked mob will immediately seek the PCs help in unsticking their wagons and defending them from the growing horde of mutated hoedowners. As PCs defend the helpless and rush to the aid of those nearby, award them hero points (*see appendix NPCs for more info*).



SOUNDS OF THE CROWD

The fickle and easily swayed crowd loves chanting and displays of violence, but **hates** line cutters (that is, cutters who get caught). In addition to chanting whatever their current sentiment or call to action may be at the present moment, some common phrases you might hear in the crowd are cries of "line cutter!", "...a line? What about my freedoms!?", and "Yeah, freedoms!"

1B. MUTANTS AT THE GATES!

Just as tensions reach their peak with the impatient crowd and the all-but useless employees, screaming erupts from the market area beyond the entry and panicked families of hoedowners stampede their way out of the market and into the street, many fleeing on foot while some hop onto wagons and try desperately in vain to flee on horseback in the gridlock. Chasing close behind, grotesque aberrations whose sole shred of their former humanity is evidenced only in the torn and tattered clothing clinging to their vaguely humanoid forms as they issue deranged bellows from wet, sopping gullets, spewing bits of Mt. Sainfo Creamed Coarn Corn-Based Food Product from their cornholes as they ravenously pursue the fleeing families of hoedowners.

Creatures: As panic erupts, those hoedowners who have yet to transform into mutant aberrations are pouring out of the entrance and desperately attempting to flee in their wagons while being chased by their mutated former companions; however, most wagons are blocked in by the shoddy parking setup causing even more panic and chaos outside of the event.

Events/Features: 2-3 rounds after the mutated hoedowners first appear, have another wave spill over the wall and make it clear the party needs to move on to the market area.

Encounter: Mutated Hoedowners x6, NPC: Ticket Taker x1, NPC: Commoner x 12

Treasure: Ticket Taker Items

1C. MARKET AREA

Leaving the chaos of the entrance behind, you pass through the gates and head into the hoedown area proper where you are greeted with a market area packed with vendors and holiday shoppers—now a panicked scene of mayhem and carnage. Mutated hoedowners chase families about the market tents, the grotesque corn-people clawing their way onto the stage where a full brass band coughs and vomits creemed coarn in the midst of their painful transformation. The cries of the band's conductor join the throng of screams coming from the crowd where, across the market, apple bobbers with their hands still bound run from swarms of buzzing apples chomping at the air with razor sharp fangs, chasing the bobbers past a dunk tank where a local celebrity fends off mutated hoedowners. Meanwhile, a sign spinner in a full-body metal can outfit hides inside his can as he's rolled around by mutants. Useless Mt. Saino security personnel ask people for access badges and tell people "no running!" as they stand slack-jawed in front of the fiery velvet ropes of the C.L.A.S.S. Barriers surrounding the prize of the day, an ornate cornucopia that is the 84oz Hoedown Gullet Gulper!

SOUNDS OF THE MARKET

In addition to the screams of the crowd and the horrific guttural mutant noises, some common things you might hear in the market are "Don't Run!", "No Running!", and "Do you have a pass?" Once any PC dons the *Celebrity Sash* NPCs will eagerly ask them with bated breath, "...are you a celebrity??"

Mutated hoedowners chase screaming commoners around the once family-friendly market and entertainment area setup here in front of the Mt. Saino Amazing Maze of Maize(tm)! Saving the NPCs grants special items and boons to the PCs, who must choose which NPCs to save with their limited time as hordes of ravenous mutants descend upon the crowd from all directions.

Creatures: Mt. Saino Security Staff, Commoner x20, Band Leader, Dunk Tank Celebrity, Sign Spinner, Bobbing Biters x8, Mutated Hoedowners x12

Events: 3-4 rounds after the party enters the market, any remaining enemies grab hostages and retreat to the corn maze as if summoned by something while another wave of newly transformed mutants rushes in from the entrance to move the party along.

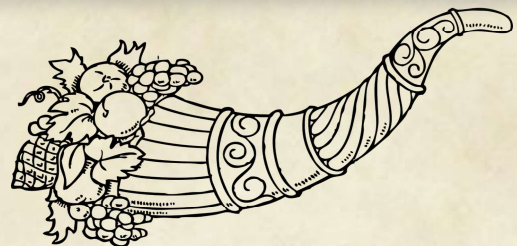
Features: In addition to the NPCs in need of saving (each with its own benefits as specified in their respective entries in the *Appendix*), the Hoedown Cornucopia of Abundance lies protected by C.L.A.S.S. Barriers that can be crossed safely only by someone in possession of a security pass.

Encounter: Bobbing Biters x8, Mutated Ho-Downers x12, Security Personnel x2

Treasure: Band Leader's Baton, Can of Creemed Coarn Armor, "Celebrity" Sash, 84 oz. Hoedown Gullet Gulper, Security Pass x2, manacles, signed headshot, incidental treasure

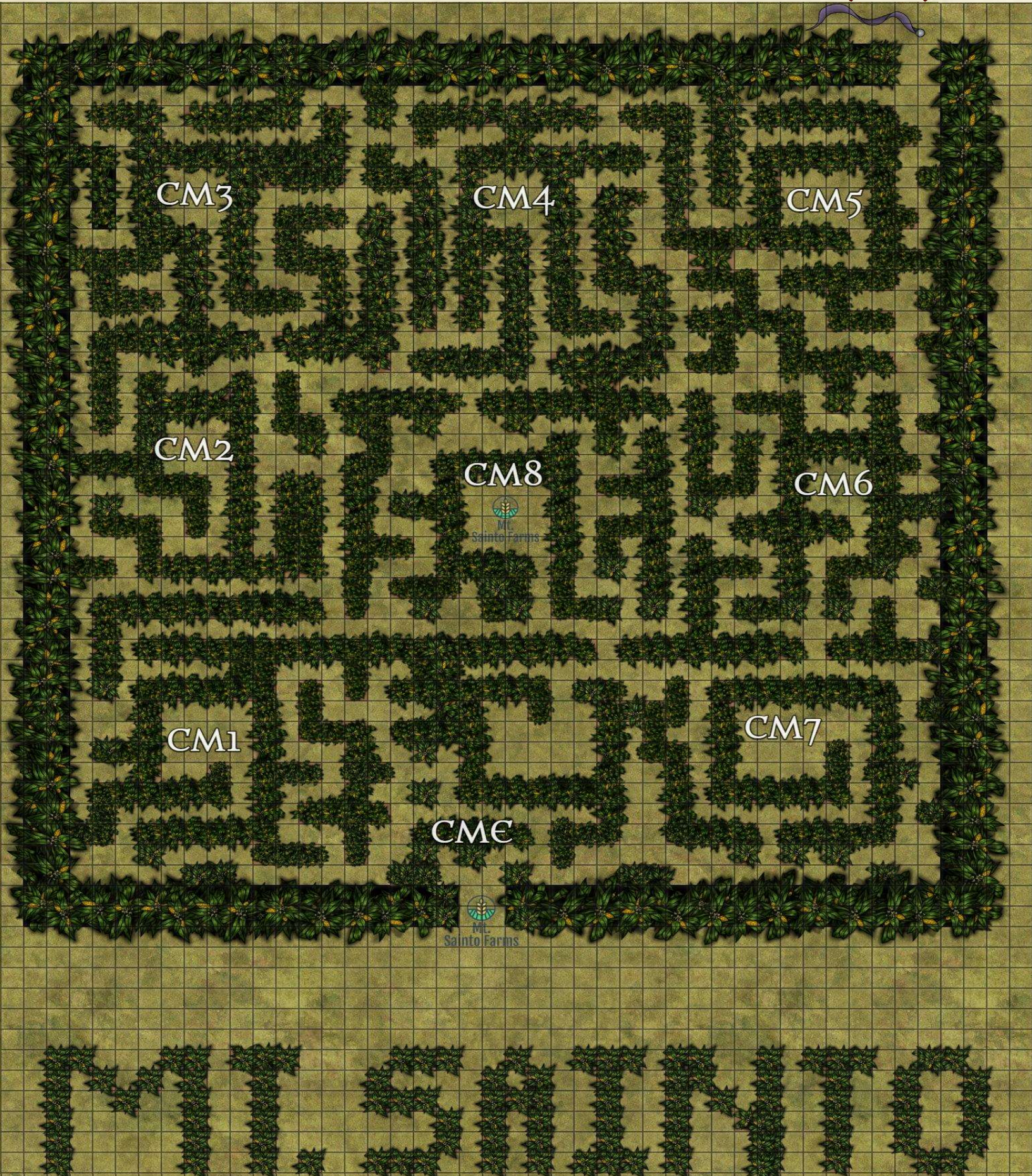
C.L.A.S.S. BARRIER

Created by the agribusiness consortium, these C.L.A.S.S. Barriers—Consortium-Leased Area Sealing Solution Barriers—prevent the undesirables from entering any areas of privilege by dealing 6pts of fire damage to anyone who crosses their area without one of the requisite keyed access cards.





PART 2: THE AMAZING MAZE OF MAIZE! (TM)



CM3

CM4

CM5

CM2

CM8

CM6

CM1

CM7

CME



MAZE

THE AMAZING MAZE OF MAIZE!(TM)

The maze should be run as a dungeon crawl with limited visibility to promote the horror/suspense feel of the scene. If the scene drags on, have the cloud cover clear and visible lights from the megabarn guide the party in the right direction.

SUPERNATURAL VEGETATION

The corn maze has clearly become afflicted by the ritual of the Verdant Dawn as the mutated megacorn now towers 20 feet high and grows supernaturally lush, apparently capable of regrowing lost pieces nearly instantly.

NEARLY IMPASSABLE TERRAIN

The thickly overgrown walls of the corn maze are nearly impassable. Moving 5 ft. through the foliage of the corn maze requires a successful DC 15 Str check or dealing 10 pts of slashing or energy damage made as part of a full-round action. While occupying any square of foliage, creatures of small size or larger are treated as squeezing (-4 to attack rolls and AC).

OPPRESSIVE DARKNESS: LIMITED VISIBILITY

Limiting visibility with more than its winding corridors, the supernaturally overgrown maze seems to absorb light beyond 10 feet, dimming the natural light of the full moon to a mere 5ft radius and supernaturally dampening all light sources to a maximum of 10ft.

BACHELORETTE PARTY TOUR GROUP

A bachelorette party lead by a Mt. Saino Tour Guide is at the entrance of the maze, but is quickly abducted during the opening sequence. Use *Commoner* stats from the appendix (including awarding hero points upon rescue) for bachelorettes.

BUBBLING BUTTER BATH

This bubbling butter fountain at the center of the maze blasts piping hot jets of Mt. Saino's patented butter and high-fructose corn syrup mixture into the sky where, under normal circumstances, the fawning masses jockey for position to fill their complimentary butter buckets. Under current circumstances, PCs can retrieve 3 abandoned butter buckets and fill them with the hot mixture, acting as three *acid flasks*.

SOUNDS OF THE MAZE

The constant bubbling of a distant fountain and the rustling of cornstalks from both the wind and the unnaturally quick movements of the Maize Stalkers are the backdrop against which the alternating cackles and terrified screams of bachelorettes echo out from within the maze. In response, the heavy thud of footsteps and antagonistic laughter from GMOgres gives way to the sounds of a chase... and panicked fleeing.

As they try to stay alive and find their way through the maze, some common things you might hear the bachelorettes say are things like "*Oh my god! You are so bad!*" (to anyone effected by *murderous command*), and "*We are so lost! Aren't we the worst??"*"

MAZE DENIZEN CHART

| CM | Encounter |
|-----|--|
| 1-8 | |
| 1 | Mt. Saino Tour Guide and 4x Bachelorette Party Members |
| 2 | 1x GMOgre and 2x Hoedowner Victims |
| 3 | 2x Maize Stalkers |
| 4 | 2x Maize Stalkers and 1x GMOgre |
| 5 | 3x Lost Cornfederate Earmymen |
| 6 | 2x GMOgres |
| 7 | 4x Mutated Hoedowners |
| 8 | Bubbling Butter Bath |

P2. MAZE ENTRANCE SCENE

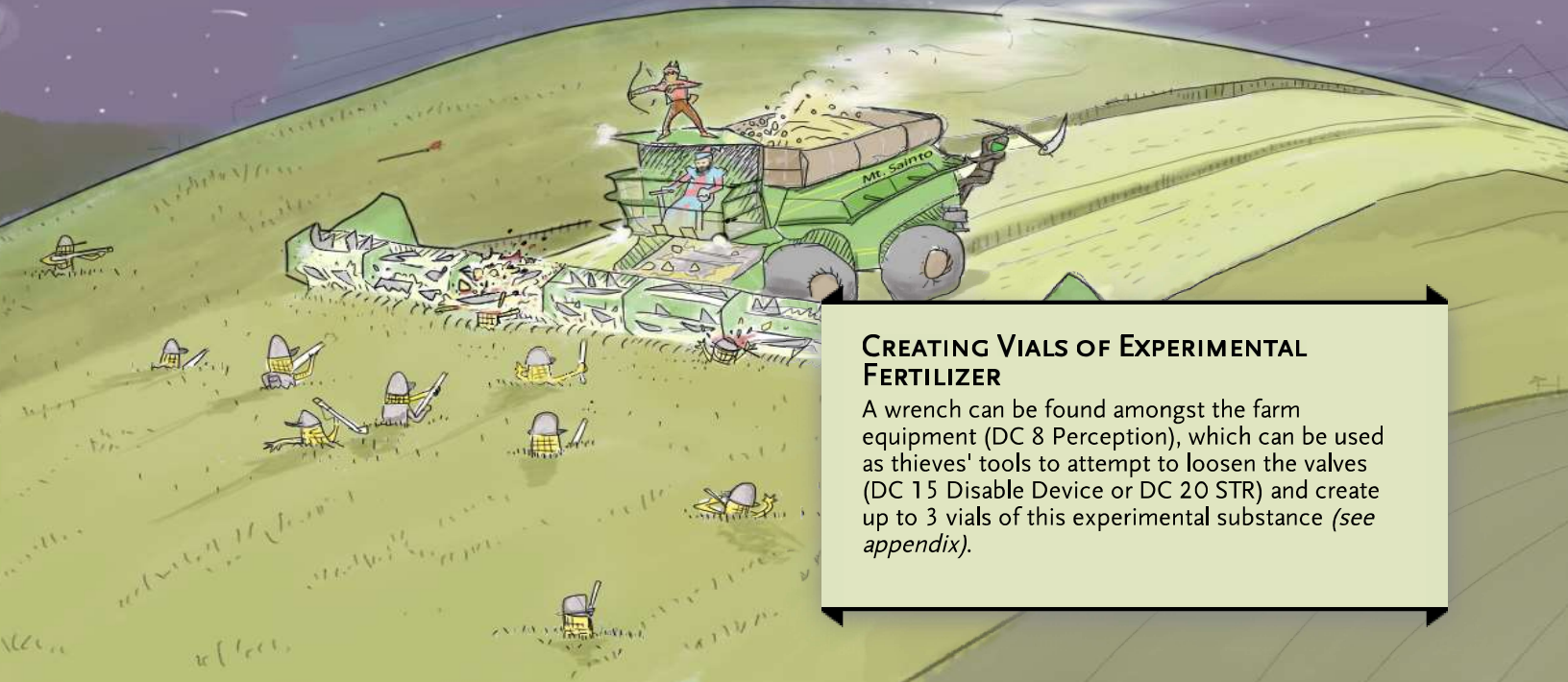
Standing outside the entrance, a Mt. Saino Tour Guide attempts to lead a bachelorette party on a tour of the corn maze when clouds seemingly from out of nowhere billow across the sky, blocking the light of the full moon and plunge the group into sudden darkness. Just then, you hear one of the bachelorettes say "you are so funny, that is so us!" and the group then all say "oh my god this is so us!!!" in unison and begin nearly shrieking. Just then, the tour guide strikes her torch to find a giant set of unblinking black eyes staring back at her. Screams erupt from the group as the cornstalks suddenly part and a number of foul aberrations descend upon them, dragging the kicking and screaming #girlboss #bossbabes into the thick growth of the corn maze! As the foliage envelops the tour guide—the last to be carried in—she drops a trifold pamphlet to the ground and disappears into the lush vegetation, her screams now distant, echoing from somewhere deep within the maze...

The Mt. Saino Farms Amazing Maze of Maize is the most popular segment on the tour and the highlight of the hoedown for many. The entrance is marked by an elaborate display of the corporate logo (painted three times daily onto the ground) and the consortium's name grown out of inedible decorative corn.

ROAMING MAZE MONSTERS

While the denizens of the maze stay put in their designated areas while occupied, the mobs use Perception to determine the nearest source of commotion and gradually make their way to investigate in hopes of finding victims to terrorize; this may cause PCs who take too long in any one area of the maze to become overwhelmed with enemies--so, stay together and stay moving!





CREATING VIALS OF EXPERIMENTAL FERTILIZER

A wrench can be found amongst the farm equipment (DC 8 Perception), which can be used as thieves' tools to attempt to loosen the valves (DC 15 Disable Device or DC 20 STR) and create up to 3 vials of this experimental substance (see appendix).

PART 3: THE CORNFEDERATE MEGABARN

A GLORIFICATIONOUS WEEKEND

The hand-picked upper crust of the consortium are also, unsurprisingly, glorificationers and have been invited to the witness Col. Mayes' revisionist re-enactment; for the weekend, the multi-story megabarn has been repurposed to serve as a makeshift barracks to house these boot-licking yes men. All the "borin' farm crap" has been piled into one area and the rest turned into a period-appropriate Confederation camp.

ACTIVATING THE HARVESTER

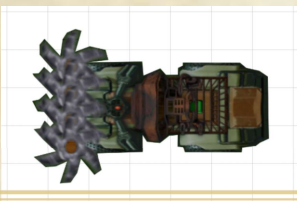
The Harvester cannot be operated until restored to full functionality by *fueling* and *lubricating* the requisite parts of the vehicle.

Fueling: Gather the fuel found amongst the farm supplies (DC 12 Perception check) and spend 1d3 full-rounds to fill the harvester's reservoir. Once refueled, the Harvester will run for 1d2+1 hours, however, the blades will still need to be lubricated.

Lubricating: the blades don't initially spin after having not been properly maintained (a cost-cutting measure), and so deal half damage until lubricated and spinning. To lubricate the blades, you can locate and apply the grease from among the farming supplies (DC 20 Perception check and 2 full rounds), or I'm sure the blood from one medium sized creature splattered all over the blades would do the trick...

PACING THE SCENE

As the Cornfederate troops begin to suffer losses, they will fall back to the farmhouse where they have prepared some fortifications they are eager to put to the test.



P3. STORMING THE BARNSTORMER

The multistory barn towers over the field, looking more like an aircraft hangar than a simple farm equipment storage structure. Inside, cornmen don period-appropriate regalia and grab their peashooters and saber replicas in what has been made into a civil war-era barracks for the Glorificationers during their big weekend. The Glorificationers sing old battle hymns and chase each other around a massive harvester, giggling and playing grabass as the 20 foot long row of blades mounted along the front of the old work vehicle glints in the moonlight. Several hoedowners-turned-hostages are being tied up and called slanderous names like "northmin" and "venturers".

The Security Personnel are weak-willed rent-a-cops who can easily be swayed to take up arms against the abominations that are the Cornfederates, so long as one chooses to employ the correct language (that of authority); they have been told to "watch the stuff", which, is what they are doing. Meanwhile, the upper management staff on the retreat have become corn monsters—but—are sticking to their previous itinerary and won't let a gruesome and painful transformation get in the way of the Glorification!

Creatures: Mt. Sainfo Security Staff x2, Cornfederate Earmymen x10, Hoedowner Prisoners of "War" (Commoners) x6

Features: A combine harvester begs to be fired up, and drums of fertilizer marked "experimental" sit piled among the farm equipment (see appendix).

Encounter: Cornfederate Earmymen x10, Security Personnel x2

Treasure: Drums of Experimental Fertilizer, 3x canisters of *Round 'Em Up! Weedkiller* (DC 15 Perception to locate), Combine Harvester, gear on enemies, 1d6+2 *pea shooters* scattered among barracks area



PART 4: THE FARMHOUSE

Formerly a plantation, the opulent manor house is a preserved relic from a bygone era that now serves as a vacation home and part-time retreat for the upper management of Mt. Santo Farms. This weekend, the home is being used by Colonel Cornelius Mayes, a member of the Board of Directors of the Agribusiness Consortium and a die-hard Confederate Glorificationer who has brought his hand-picked Mt. Santo company goons along for a fun weekend of pretending to be soldiers on the wrong side of history.

A FINELY-TUNED REGIMENT

Not letting their painful transformations get in the way of their beloved Glorification Weekend, without skipping a beat the Confederates-turned-Cornfederates practice their battle tactics as a tight-knit unit under the harsh leadership of Colonel Mayes, a bitter a cruel (former) man eager to display his tactical prowess on the battlefield against the "lesser men" of the north—in this case played by target dummies that have been set up around the grounds and any unfortunate hoedowners they have captured.

USING TEAMWORK TACTICS

Consult the Teamwork Tactics Chart included in the appendix for the Cornfederate Earmymen to determine their most effective tactics for any given situation.

SOUNDS OF THE CORNFEDERACY

In addition to regularly terrorizing captive hoedowners with accusations of being "northmin" or "damned 'venturers", some common phrases you might hear the earmymen saying are things like: "...the Colonel? Now, he's a powerman!", or telling captives to "Go on and git!". If in the corn maze, you may hear, "Is we lost?", to which the reply may be something like "Hell no, we ain't lost! We was over there, now we're over here..."

P4. SIEGE ON THE FARMHOUSE

Leaving the now-ravaged megabarn behind, you crest a hill to the sight of an opulent plantation home, now the sight of the Glorification. Trenches and palisades line the makeshift battlefield where Earmymen run drills and launch coordinated attacks at targeting dummies. A line forms behind an antique gatling gun, rapidly rattling off rounds that splinter the wooden practice dummies upon impact. Shouting orders from his vantage point in the upper floor of the manor house is the Colonel Cornelius Mayes in all his wartime glory...

The Earmymen practice their drills until they see the party approach, at which point they eagerly take their positions to launch an offensive and test out their otherwise heretofore useless skills. An earmyman will always attempt to man the gatling gun, and otherwise will await the commands of Colonel Mayes while defending themselves and their allies.

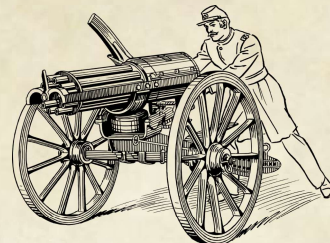
Creatures: Earmymen Glorificationers, Colonel Cornelius Mayes

Events: As Col. Mayes is felled, the Monoculture arises, feeding on the Earmymen and threatening all in its path!

Features: The *gatling gun* used by the earmymen will become available for use by PCs if not already once the Monoculture arises; it can be operated per the instructions in its entry. There are also 12x *pea shooters* found around the battlefield, farmhouse, and palisades.

Encounter: Cornfederate Earmymen x10, Col. Mayes x1

Treasure: Mayes' Gear and Glorificationer Gear (see entries in the Appendix)



THE MONOCULTURE RISES!



Horror at the Harvest Time Hoedown

PART 5: THE MONOCULTURE RISES!

P5. BATTLE WITH THE MONOCULTURE!

With the grotesque squeaking of kernel grinding against kernel, an utterly monstrous and disheartening bellow reverberates from the sopping wet gullet of the immense behemoth, whose form is somewhere between flesh and corn kernel, plant and human. At least 6 eyes each 10 feet across bulge from its warped anatomy, reflecting within them a merciless rage; a predatory awareness fueled only by malice, contempt, and pain...whatever this creature is, wherever it comes from...it's purpose is clear...IT WILL CONSUME YOU...

The fruition of the Verdant Dawn's ritual, this foul abomination may spell the end of the Mt. Santo Agribusiness Consortium (along with the entire region, most likely) unless the party is able to slay it!

A REGION IN PERIL!

Seemingly healed by and able to incorporate the vast fields of corn typifying the monoculture farms of the consortium, it stands to reason that if not stopped here by our heroes, *The Monoculture* will rampage unchecked across the great corn belt, growing to who knows what immense size and consuming all in its path!



CONCLUDING THE ADVENTURE

The ritual of the Verdant Dawn culminated in the creation of the *Monoculture*; once it is defeated, the energies harnessed in the ritual dissipate, returning the region to its normal state, though, this particular ritual is just a symptom of an underlying set of circumstances which, still intact, may give rise to another such demonstration of opposition in the times to come...

Upon slaying the monoculture and restoring things to normal, the party is promptly given a bill by Mt. Santo for damages incurred to company property during the party's saving the world. As the party contemplates what to do in the face of such an absurd indignity, they are set upon by an anti-adventurer mob who tries to run them out of town.

What...did you do this for approval? Veneration? To be a "hero" or something? Nice try...

DEFEATING THE MONOCULTURE

PCs will need to leverage some environmental variables to deal with the final enemy effectively.

HARVESTER AND GATLING GUN

In addition to crashing the combine harvester into the Monoculture in a blaze of glory, the PCs will have access to the gatling gun setup by the Glorificationers—both of which may prove invaluable in this final conflict. The stats for each can be found in their respective sections.

TARGETING THE SILO

As long as the silo remains attached to the *Monoculture*, it will be able to regenerate and use its breath weapon. The silo can be targeted separately from the Monoculture; the Silo has an AC of 20, Hardness of 10, and 30 HP. Once 30 damage has been inflicted, the silo will crack and the Monoculture will lose the associated abilities as well as take a -6 Con penalty.



APPENDIX 1: HORROR AT THE HARVEST TIME HOEDOWN BESTIARY

B1. MUTATED HOEDOWNER

Afflicted by the ritual magic of the Verdant Dawn after consuming the fruits (or, “corns”) of the blight upon natural systems that is the treacherous monoculture, these hapless Ho-Downers have transformed into gruesome corn aberrations; their skin has become patches of raised and hard yellow bumps and tufts of green foliage burst through their now tattered clothing. With empty, lifeless eyes that focus on nothing in particular, the Mutated Ho-Downer ravenously shovels the last mouthful of Mt. Sainfo Farms Creamed-Coarn™—a completely edible corn-based food-grade product by Mt. Sainfo Farms; Mt. Sainfo Farms, Taste the “Food!”—into its gaping maw before looking up at you and emitting a horrifying gurgling scream and charging forward!

MUTATED HOEDOWNER

NE; Medium aberration CR 1

Initiative: +0 Perception: +0 Senses: Darkvision (60ft)

Armor Class 13 Touch: 11 Flat-Footed: 12
(+1 Dex, +2 Natural)

Hit Points 10 (2d6+4)

Saves Fortitude +0, Reflex +1, Will +3

Immune mind-affecting abilities

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 12 (+1) | 10 (+0) | 6 (-2) | 10 (+0) | 4 (-3) |

Speed 40ft. Space: 5ft.

Melee: 2x slam +4 (1d4+3)

Base Attack +1; CMB: +4 CMD: 16

Special Attacks quick strikes

Feats Toughness

Skills N/A

Languages N/A

SQ curse of the Verdant Dawn

Challenge Rating (CR) 1

Tactics/Morale: The Mutated Ho-Downer acts much like a zombie and blindly/relentlessly pursues the nearest non-mutant, fighting to the death.

Quick Strikes (Ex) Whenever a Mutated Ho-Downer takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Curse of the Verdant Dawn (Su) Upon eating the tainted fruit of the monoculture through an edible food-grade corn product—Mt. Sainfo Farms Creamed Coarn™ (Mt. Sainfo Farms—taste the “food!”)—this hapless fairgoer and connoisseur has been transformed by the curse of the Verdant Dawn’s ritual magic into the gruesome aberration before you. The curse can be removed from an individual by successfully casting both remove curse and remove disease at a DC of 16 within 1 minute of each other, but who can facilitate that at a time like this?



B2. BOBBING BITERS

These apples have gaping maws of razor-sharp teeth they have turned on those who sought to bite them while barbarically bobbing for them and their kin! Now, the bobbed become the bobbers as the monstrous apples supernaturally fly toward their prey, latching on with their jaws and digging their fangs into their panicking victims with malice!

BOBBING BITERS

N; Tiny aberration CR 1
Initiative: +3 Perception: +1

Armor Class 14 Touch: 12 Flat-Footed: 12
(+2 Dex, +2 Size)
Hit Points 6 (1d6+3)
Saves Fortitude +0, Reflex +3, Will +1

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 8 | 14 | 10 | 2 | 10 | 7 |

Speed 5ft. Fly 20ft. (perfect) Space: 2.5ft
Melee: bite +4 (1d4-1 plus *attach*)
Base Attack +2; CMB: -3 CMD: 5
Special Attacks *attach* (DC 13 Reflex)
Feats Toughness, Improved Natural Attack (Bite),
Weapon Finesse
Skills Fly +8, Stealth +10
Languages N/A
SQ small target

Tactics/Morale: The biters relentlessly pursue the nearest victim with no particular aim in mind other than gnashing on flesh (any flesh) and the aberrations fight until destroyed.

Special Abilities

Attach (Ex):

Whenever a Bobbing Biter successfully bites a victim, the victim must succeed on a DC 13 Reflex save or the monstrous apple sinks its fangs in deep and latches on, automatically dealing bite damage every round until destroyed or removed. An attached Bobbing Biter can be detached as a standard action with a successful DC 5 Strength check, though it will still occupy the current space—for every 5 by which this DC is exceeded, the Bobbing Biter can be thrown 5ft. The Reflex save DC is Dexterity based.

Small Target (Ex):

When attached, the Bobbing Biter becomes a difficult target to attack as missing endangers whomever the monstrosity is attached to. While latched on to a victim, if an attack roll against a Bobbing Biter misses by 3 or more, the damage is dealt instead to the Biter's victim; you may make a single attack at an attached Biter as a full-round action to negate this condition.



B3. MAIZE STALKERS

In the distance, the cornstalks part as something approaches at a rapid pace; effortlessly striding through the thick clusters of towering cornstalks that make up the walls of the maze; a tall, slender plant creature—a faceless humanoid cornstalk with unblinking black eyes that seem to almost possess a sort of spatial depth—bursts forth from the foliage and slams into you with all its momentum, shoving you backwards and into the planted wall of corn, further, deeper into the tangle of the cornstalks, roughly forcing you along with it into the walls of the maze with an unsettling determination! As it stares at you with those strange black eyes, you feel a malign presence—utterly alien in origin—pushing against the walls of your mind..

MAIZE STALKERS

NE; Medium aberration CR 2

Initiative: +6 **Perception:** +4

Senses: Darkvision (60ft)

Armor Class 17 **Touch:** 13 **Flat-Footed:** 15

(+2 Dex, +4 natural, +1 size)

Hit Points 22 (3d8+10)

Saves Fortitude +3, Reflex +3, Will +4

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 16 | 14 | 14 | 4 | 13 | 7 |

Speed 50ft.; **Space:** 5ft; **Reach** 10ft.

Base Attack +2; **CMB:** -3 (+5 to bull rush) **CMD:** 5

Melee: 2x Slam +6 (1d4+3 plus shove)

Special Attacks shove (+5)

Spell-like Abilities: entangle (DC 15), *murderous command* [30 ft.] (DC 15)

Feats Improved Initiative, Improved Bull Rush, Skill Focus (Stealth), Step Up

Skills Perception +4, Stealth +13

Languages N/A

SQ reach, cornstriding

Tactics/Morale: Striking swiftly and out of nowhere, Maize Stalkers opportunistically shove their victims into the thick vegetation, isolating their prey while relentlessly tumbling them deeper and deeper into the maze.

Special Abilities

Shove (Ex):

Maize Stalkers move at such an incredible pace that the momentum they carry when ambushing and shoving an unaware victim to be difficult to resist. Upon successfully landing a slam attack, a Stalker can make a bull rush attempt as a free action; doing so for the Stalker does not provoke an attack of opportunity.

Entangle (Sp):

When standing in cornstalks, a Stalker can use a move action to attempt to entangle a 20ft radius of difficult terrain comprised of cornstalks; Reflex save negates (DC 15). The save DC is wisdom-based.

Cornstriding (Su):

Stalkers are unaffected by difficult terrain created by cornstalks and can move through the walls of the maze as easily as moving through any clearing.



B4. GMOGRE

A lumbering, menacing abomination wields an impossibly large corn cob and leaves deep impressions in the ground as it stomps through the cornfield, rushing to the nearest cries of panicked hoedowners, eager to make them its next victims...

GMOGRE

CE; Medium aberration CR 3

Initiative: +3 Perception: +5

Senses: Darkvision (60ft), low-light vision

Armor Class 17 Touch: 12 Flat-Footed: 15
(+2 Dex, +5 natural)

Hit Points 30 (4d8+12)

Saves Fortitude +7, Reflex +6, Will +4

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 18 | 14 | 12 | 6 | 10 | 7 |

Speed 30ft. Space: 5ft Reach 5ft

Melee: Oversized Ear of Corn [as greatclub]
+7 (1d10+6) or +7 (1d10+10)

Ranged: Throwing Corns [as javelins]
+6 (1d8+3)

Base Attack +3; CMB: +6 CMD: 15

Feats Cleave, Furious Focus, Iron Will, Power Attack, Toughness

Skills Climb +5, Intimidate +8, Perception +5

Languages Common (cannot speak)

SQ (Un)natural Bully

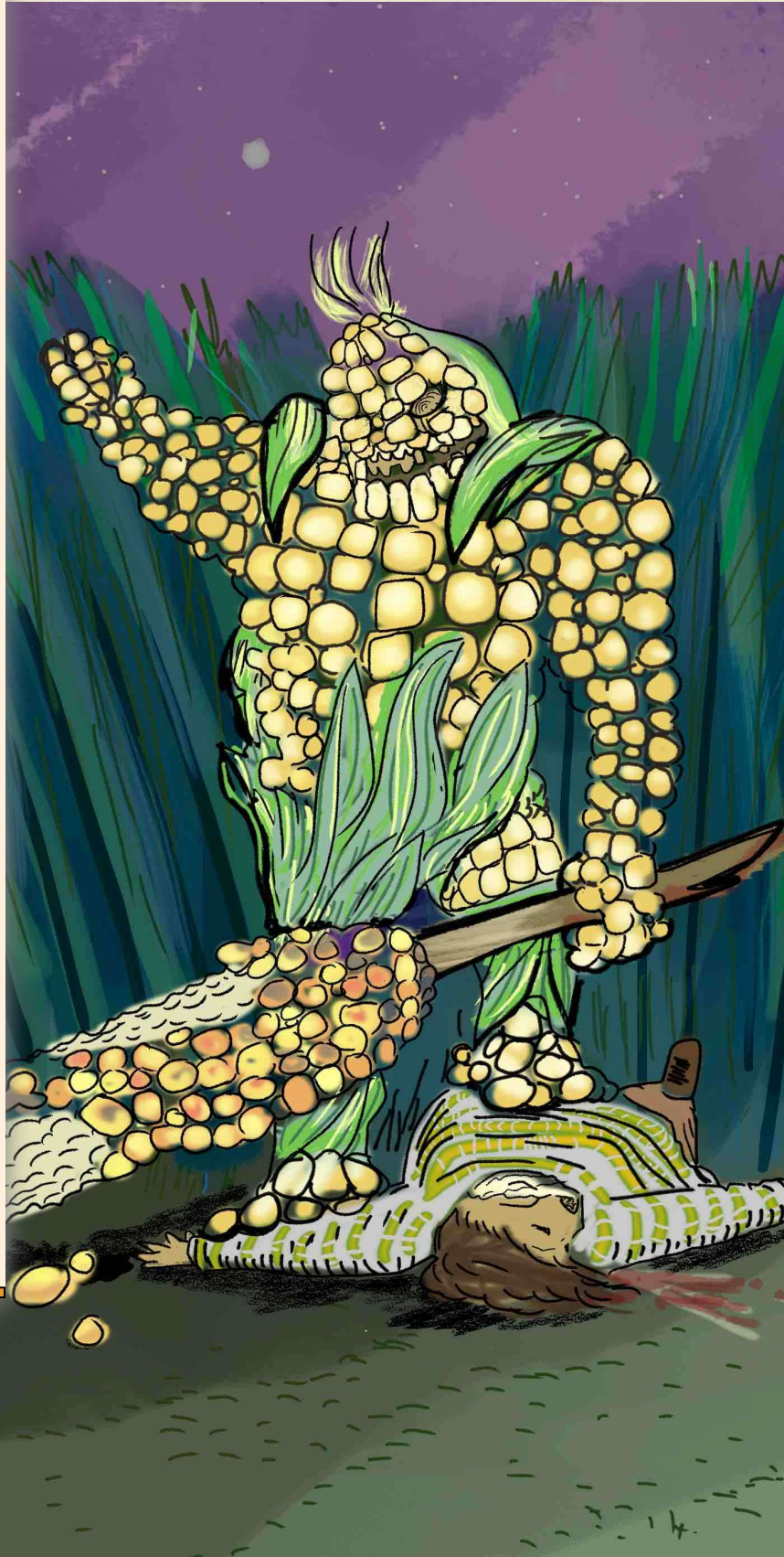
Gear corn weaponry, 1d3 trophies of conquest
(random fairgoer trinkets worth 5gp each)

Tactics/Morale: The GMOgres are ruthless bullies who seek to exploit the weaknesses of others and strike fear into the hearts of any who bear witness to their carnage; they fight until destroyed.

Special Abilities

(Un)natural Bully (Ex):

GMOgres are naturally bullies and the foul beings thrive on seeing the fear they instill in others. As a free action taken after a successful melee attack, a GMOgre may make an intimidate check to demoralize all foes within 30 feet who can see the attack. Demoralization renders each of the GMOgre's successfully spooked foes *shaken* for 1d6 rounds; a character can only be affected by each individual GMOgre's intimidating display once every 24 hours.



B5. COMBINE HARVESTER

Within the barn is an old and rusted combine harvester, though, with a little lubricant the massive blades affixed to the front should turn just fine. I wonder what could serve as lubricant...and how would we even get it all over the blades in the first place?

COMBINE HARVESTER

Huge Land Vehicle

Squares: 15 (15ft x 25ft; 12 ft high)

Armor Class 9 Hardness: 5

Hit Points 220 Mishap Threshold (24)

Mishap: All non-secured/exposed occupants must make a DC 20 Acrobatics check or fall from the Combine Harvester

Specific Areas/Stations: 1) Blades, 2) Cockpit, 3) Access Ladders, 4) Body

Vulnerability: Exposed Engine—AC 15, Hardness 8, HP 100 At ½ hp the engine becomes unstable and has a 10% chance per turn of catching fire. Once on fire, the engine takes 3d6 fire damage each turn (ignoring hardness) and, upon destruction, explodes into a 40 ft burst that deals 8d8 fire/piercing dmg]

Maximum Speed: 40 ft. per movement

Acceleration: 20 ft. CMB +4; CMD 14

Attack: auto-hit with movement; *Combine Blades* (5d8+8/x3) slashing or, if blades are stopped by blockage, *Ram* (3d6/x2) piercing

Special: Prone to Blockage—after being fed into the whirring blades of the harvester, each body has a cumulative 5% chance of blocking the blades from turning; if the blades become blocked, the attack is reduced to the Ram maneuver and the blades must be cleared before spinning again.

Propulsion mechanical (3 squares of mechanical engine located in front of the cockpit; Hardness 5, HP 75)

Driving Check Engaging the device (turning it on) requires a successful Knowledge: Engineering check (DC 12), but anyone can be taught to operate the machine in seconds. If the Engineering check is successful, the machine can be operated with a simple DC 5 Ride or Engineering check per maneuver, otherwise, operating the machine requires success on one of the following: DC 15 Profession: Driver check, DC 20 Ride check, or DC 25 Knowledge (Arcana) check.

Forward Facing: the row of whirring blades

Driving Device: a lever for acceleration, a lever for shifting gears, a lever for engaging the blade mechanisms, a lever for braking, and a wheel for steering

Driving Space: an enclosed space (granting a +4 cover bonus to AC) that occupies a single 5-ft.-by-5-ft. square that contains the aforementioned operating levers

Total Capacity: 5

Special: The blades must remain well-lubricated and unclogged by massive chunks of debris in order to function.

STATION: COCKPIT

Occupancy (1) Cover: +4 bonus to AC

A small, single occupant driver's station sits atop the inner machinations of the harvester. Thick clouds of black exhaust billow out from the sides of the sputtering engine located in front of the cockpit.

COCKPIT ACTIONS AND COST

| Action | Cost |
|----------------------------------|----------------------------|
| Enter/Exit Cockpit | Full-Round Action |
| Accelerate/Move; up to 20 ft | Ride Check and Move Action |
| Turn/Rotate; up to 90 degrees | Ride Check and Move Action |
| Brake/Stop; reduce speed by 20ft | Ride Check and Move Action |

STATION: ACCESS LADDERS

Occupancy: (1/each [2 total] Cover: +2 cover bonus to AC

A series of rungs and small platforms allow access to all parts of the Combine Harvester.

ACCESS LADDERS ACTIONS AND COST

| Action | Cost |
|----------------|---|
| Hop on or Off | Move Action |
| Clear Blockage | Clears blades to enable proper functioning, yielding a higher damage attack. This action can be performed with no required check as a full round action, or, can be attempted in a hurry as a move action with a successful DC 16 Reflex save—failure means the blockage remains and whoever attempted the maneuver takes 1d8 slashing and 1d8 fire damage as the blocked overheated blades jerk back and forth erratically |

STATION: BODY

Occupancy: (2) **Cover:** none

While there are no formal occupancy stations, it is possible to walk and stand on the top of the large thresher body during the vehicle's operation.

BODY ACTIONS AND COST

| Action | Cost |
|---------------------|---|
| Climb Atop | Move Action performed from an Access Ladder) |
| Deboard or Jump Off | Full-Round Action or jump off as part of another move (10ft) but risk 1d6 fall damage |
| Cast Spells | The constant movement and violent lurching of the machine make casting spells from atop the vehicle particularly difficult, requiring a concentration check as if effected by violent motion. |



Horror at the Harvest Time Hoedown

B6. CORNFEDERATE EARMYMEN

Dressed in now ill-fitting period-appropriate gear, this diehard Glorificationer and former upper management staff of Mt. Sainito seems completely unphased by his transformation into a cornman as he goes about his Glorificationing.

CORNFEDERATE EARMYMAN

CE; Medium Monstrous Humanoid CR 2
Initiative: +2 **Perception:** +5
Senses: Darkvision (60ft), low-light vision

Armor Class 16 **Touch:** 12 **Flat-Footed:** 15
 (+2 Dex, +5 natural)
Hit Points 24 (4d8+8)
Saves Fortitude +3, Reflex +5, Will +3

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 16 | 14 | 12 | 11 | 10 | 7 |

Speed 30ft. **Space:** 5ft **Reach** 5ft
Melee: Replica Battle Saber +6 (1d8+4)
Ranged: Pea Shooter +8 ranged touch (1d10)
Base Attack +2 **CMB:** +7 **CMD:** 17
Feats Point-Blank Shot, Precise Shot
Skills Stealth +4, Perception +5
Languages Common
SQ cornstriding
Gear combat gear

Tactics/Morale: The Glorificationers use their teamwork tactics and coordinate via orders from Col. Mayes, individually retreating toward the farmhouse when at 1/4 HP. In the farmhouse, the wounded help themselves to a banquet and talk about "how much fun" they are having.

Special Abilities

Group Tactics:
 Ecstatic to have found a use for their hours of "combat training", the earmymen work together to employ battlefield tactics and coordinate with one another. At the start of their turn, each earmyman can select to apply a teamwork feat from the *Earmymen Teamwork Tactics List* as a swift action.

B7. COLONEL CORNELIUS MAYES

The worst of them all, this snide and arrogant executive lives for the Glorification. Now, eager to show his tactical prowess and hunt actual humanoids, he and his invited guests delight in the night's events and take to the grounds of the farm, hunting aberrations and hoedowners alike.

COLONEL CORNELIUS MAYES

CE; Medium Monstrous Humanoid CR 4
Initiative: +5 **Perception:** +8
Senses: Darkvision (60ft), low-light vision

Armor Class 17 **Touch:** 12 **Flat-Footed:** 15
 (+2 Dex, +5 natural)
Hit Points 42 (6d8+18)
Saves Fortitude +3, Reflex +6, Will +4

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 16 | 16 | 12 | 16 | 12 | 7 |

Speed 30ft. **Space:** 5ft **Reach** 5ft
Melee: Antique Cavalry Saber +9 (1d8+4)
Ranged: Colonel's Pea Shooter +9 touch (1d12 plus *stun* DC 15F)
Base Attack +; **CMB:** + **CMD:**
Feats Point-Blank Shot, Precise Shot, Toughness
Skills Stealth +6, Perception +8, Sense Motive +9
Languages Common
SQ cornstriding
Gear combat gear, Colonel's Pea Shooter (as pea shooter with damage enhancement and DC 15 *stun*)

Tactics/Morale: The Colonel will not expose himself to danger unless absolutely forced to do so, using the terrain, his minions, and anything else to his advantage as he seeks to demonstrate power over others by any means necessary.

Special Abilities

Colonel's Command:
 As a move action, the Colonel can apply the benefits of two teamwork feats from the *Earmymen Teamwork Tactics List*.

Group Tactics:
 Ecstatic to have found a use for their hours of "combat training", the earmymen work together to employ battlefield tactics and coordinate with one another. At the start of their turn, each earmyman can select to apply a teamwork feat from the *Earmymen Teamwork Tactics List* as a swift action.



CORNFEDERATE EARMYMEN TEAMWORK TACTICS LIST

| Teamwork Feat | Effect |
|-----------------------|---|
| Back to Back | Gain a +2 to AC against flanking opponents |
| Broken Wing Gambit | Grant opponent bonus to hit you, but opponent's attack provokes attacks of opportunity |
| Coordinated Defense | +2 bonus to CMD. |
| Coordinated Maneuvers | +2 bonus on combat maneuver checks. |
| Coordinated Shot | When an ally with this feat threatens a foe, gain a +1 bonus on ranged attack rolls, or +2 if that ally is flanking the foe |
| Covering Fire | You can use the aid another action with a ranged attack against an opponent, regardless of whether the opponent threatens an ally. Range penalties apply to this attack roll. Choose one ally when making the attack. If the attack is successful, that ally gains a +2 bonus to AC against that opponent's next attack, as long as the attack comes before the beginning of your next turn. All allies with this feat also gain this bonus against that opponent. |
| Distracting Charge | When an ally with this feat charges, you gain a +2 bonus on attack rolls against the creature charged |
| Duck and Cover | Take ally's result on Reflex saving throw. |
| Enfilading Fire | When ally flanks opponent, you gain +2 on ranged attack rolls against opponent |
| Precise Strike | Deal +1d6 points of precision damage with melee attacks. |
| Shake it Off | Gain +1 to all saving throws per adjacent ally |
| Spirit of the Corps | Whenever you are within 10 feet of an ally benefiting from a spell or effect that grants a morale bonus on a particular type of roll, once during that effect's duration, you can apply that morale bonus on a roll you make of that type. For instance, if an ally with this feat is benefiting from heroism, once during the duration of the spell you could gain a +2 morale bonus on one saving throw, attack roll, or skill check. You can use this feat only once per round, and only once per spell or effect. |
| Target of Opportunity | When an ally hits with a ranged attack, you may make an attack as an immediate action |
| Volley Fire | You gain a +1 bonus on ranged attack rolls for each ally with this feat who made a ranged attack since the end of your last turn against a target within 15 feet of your target, to a maximum of +4. These allies don't provide cover against your attacks. |

B8. HOEDOWN NPCs

A number of commoners and NPCs can be found in various states of needing saving; their stats are below. Alternatively, based on party composition, feel free to swap the options presented here for the celebrity or band leader for the *Local Celebrity* found in the *Pathfinder NPC Codex*.

COMMONER

HP: 10 **AC:** 10 (t: 10, ff: 10) **Walk:** 30ft
Melee: club or farm implement +0 (1d6)
Ranged: thrown implement +0 (1d6)
Fort: +1 **Reflex:** +0 **Will:** +3
Saving Boon: 1 hero point

APPLE BOBBER

As commoner but with additional saving boon.
Saving Boon: 1 hero point and *mwk manacles*

DUNK TANK CELEBRITY (ARISTOCRAT 2)

HP: 7 **AC:** 12 (t: 12, ff: 10) **Speed:** 30ft. **Melee:** unarmed +0 (1d3-1) or club (1d6-1) **Fort:** -1 **Reflex:** +1 **Will:** +3
Saving Boon: Celebrity Sash [see appendix], security pass, 1 hero point, 300gp and a noble's signet ring.

BAND LEADER (EXPERT 1)

HP: 9 **AC:** 11 (t: 11, ff: 10) **Walk:** 30ft. **Melee:** unarmed -1 (1d3-1) **Fort:** +1 **Reflex:** +1 **Will:** +2

Saving Boon: Band Leader's Baton [see appendix], 1 Hero point

MT. SAINTO'S HISTORY OF QUESTIONABLE LABOR PRACTICES

KNOWLEDGE: LOCAL/HISTORY (EASY)

Anyone even loosely up to date on current events in the region knows the story surrounding Mt. Sainto's history of poor labor practices, particularly the allegations made in regards to the so-called "Essential Employees" they refer to as "Sign-Spinners".

After more than three dozen of these minimum-coin workers had collapsed and died while performing the all-important job of being a living signpost, an adventurer was hired to investigate the situation. The adventurer uncovered repeated complaints from the workers to their Mt. Sainto supervisors about being overheated, dehydrated, and otherwise physically exhausted from the immensely heavy full-body creemed coarn can made of solid metal they are forced to don while they act as living signposts, spinning advertisements in the full heat of the Stalkton sun.

After reviewing the apparatus and working conditions, an independent review panel of medical experts and clerics suggested requiring employees to wear such apparatus during the course of such undignified duties was exceptionally cruel and only compounded by the egregious lack of access to sufficient breaks and hydration. The independent review panel declared the practice should be criminal, which, sparked outrage amongst locals.

Mt. Sainto, after *"hearing the outpouring of thoughtful sentiments and concerns for our employees' wellbeing"*, promised they had *"taken the panel's considerations to heart..."* and would *"...at once conduct a full and thorough internal review regarding the matter."*

The internal review revealed Mt. Sainto was guilty of no wrongdoings as the employees were found to have *"likely been under-hydrated to begin with due to personal off-the-job activities for which Mt. Sainto bears no liability."* The statement continued, *"Moreover, in more than two of these cases the former workers were found to have improperly donned the apparatus, likely exacerbating and triggering any pre-existing health conditions they may have had—but Mt. Sainto does not discriminate in our hiring practices based on pre-existing health conditions and we won't start now! We are committed to building a diverse team of hard-working self-starting individuals motivated to make a difference while building a future for themselves and their families! Mt. Sainto refuses to NOT stand with families! Mt. Sainto believes in families and we think you should, too—sorry to offend, but we are PROUD to say Mt. Sainto will ALWAYS defend families!"*

The announcement was met with an outcry of support and cheers from locals, eager to show their support for the idea of "families".

Potential scandal averted but, apparently not victorious enough, Mt. Sainto Agribusiness Consortium representatives made a number of public appearances, taking to markets and town squares the region over asking *"Why do adventurers hate families? Mt. Sainto Farms—Taste the "Food"—is just trying to feed your families...why do these pesky adventurers not want your family to eat? Why do adventurers hate YOUR family?"*

The announcement was met with outrage from the locals, incensed that adventurers sought to take away their hard-earned food at the expense of their beloved families.

Now, decades later that message of fear has become part of the common understanding the people of this quaint region possess and adventurers are hardly welcome in Stalkton and the areas surrounding Mt. Sainto Farms, traveling or adventuring there only at their own peril..

MT. SAINTO EMPLOYEES

Below are the stats for the number of functionary employees milling about the megafarm, the glazed over look in their eyes rivaled only by that of the mutated hoedowners.

SECURITY PERSONNEL (RENT-A-COP)

LN; Medium humanoid CR 1

Human Warrior 3

Initiative: +0 Perception: +3

Armor Class 14 Touch: 11 Flat-Footed: 13

(+3 armor, +1 Dex)

Hit Points 19 (3d10+3)

Saves Fortitude +4, Reflex +2, Will +0

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 14 | 12 | 12 | 8 | 8 | 7 |

Speed 20ft.; Space: 5ft; Reach 5ft.

Base Attack +3; CMB: +6 CMD: 16

Melee: Heavy Mace +5 (1d8+4)

Ranged: Sling +4 (1d4) 50ft., tanglefoot bag (10ft)

Feats: Power Attack, Skill Focus (Intimidate),

Furious Focus

Skills: Intimidate +7, Perception +3,

Languages: Common

Other Gear: studded leather armor,

Loot: All-Access Security Pass, tanglefoot bag x2 (unless used), potion of cure light wounds

TICKET TAKER

As Commoner with the below changes to loot.

Loot or Saving Boon: 3x potion of cure light wounds (CL 5), 2x ticket reels (1d6 bludgeoning, 20ft. increment; thrown)

TOUR GUIDE (EXPERT 1)

As Band Leader, with change below to loot.

Loot: Map of the Amazing Maze of Maize!(TM)

B9. MT. SAINTO FARMS "ESSENTIAL" EMPLOYEE: SIGN-SPINNER

This tired, beleaguered figure appears to be near collapsing as they half-heartedly spin a sign while wearing a hot-to-the-touch metal soupcan outfit.

SIGN-SPINNER

N; Medium humanoid CR 1/2

Initiative: +0 Perception: +1

Armor Class 18 Touch: 5 Flat-Footed: 18

(+8 armor, -5 Dex)

Hit Points 10 (2d8+2)

Saves Fortitude +1, Reflex +0, Will +3

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 11 | 14 | 12 | 10 | 13 | 10 |

Speed 20ft.; Space: 5ft; Reach 5ft.

Base Attack +0; CMB: +0 CMD: 10

Melee: Spinning Sign Slap +0 (1d6 bludgeoning)

Feats Catch Off-Guard, Dazzling Display, Skill Focus (Performance)

Skills Perception +1, Performance +7 (+9)

Languages Common

SQ Cumbersome Protective Shell

Special Abilities

Cumbersome Protective Shell:

The wearer of this metal can armor takes a -2 to attacks, but doubles the AC bonus from choosing to *fight defensively* or use *total defense*.

Dazzling Display:

The wielder of the spinning sign can attempt an Intimidate check to demoralize all foes within 30 feet who can see the display as a standard action

MT. SAINTO SPINNING SIGN

Weight 2 lbs. Damage 1d6/1d6 Critical x2

Type bludgeoning Category two-handed

Proficiency simple

Weapon Group double, monk

Special: performance, dazzling

This sign for Mt. Sainto farms comes with a small handle on the back that allows the wielder to hold the sign and spin it, creating an attention-grabbing display.

The Spinning Sign functions as a quarterstaff, and the wielder is treated as if possessing the feat *Dazzling Display* for purposes of making demoralize attempts via performance skill checks with the sign.

OVERSIZED CAN OF CREAMED COARN™ HALF-PLATE

Clothing--(no proficiency required) Heavy Armor

Value 250gp; Weight 50 lbs.

Armor Bonus +8; Max Dex Bonus +0; Armor Check Penalty -7

Arcane Spell Failure Chance 40%; Speed -10ft.

The outfit worn by the NPC: *Essential Employee—Sign Spinner* is an extremely cumbersome suit of metal made to resemble an oversized can of Mt. Sainto's best-selling product; the suit functions as a suit of *half-plate* armor with the *metal shell* special quality, though, it requires no proficiency to wear.

Cumbersome Protective Shell: The wearer of this metal can armor takes a -2 to attacks, but doubles the AC bonus from choosing to *fight defensively* or use *total defense*.





B10. THE MONOCULTURE!

CE; Gargantuan Plant Aberration CR: 7

Initiative: +5 Perception: +9

Senses: low-light vision, Darkvision (60ft)

Aura: fear (80 ft; DC 19), confusion (20ft; DC 16)

Armor Class 21 Touch: 12 Flat-Footed: 19

(+2 Dex, -4 Size, +9 Natural, +4 Silo)

Hit Points 94 (9d8+54) DR 5/-- Fast Healing 2 (Silo)

Saves Fortitude +11, Reflex +5, Will +9

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| 22 | 14 | 22 | 8 | 14 | 6 |

Speed 20ft. Space: 20ft. Reach: 20ft.

Melee: bite +13 (2d8+12), 3x graspers +8 (2d6+6 plus grab and constrict)

Base Attack +7; CMB: +14 (+18 to grapple) CMD: 24 (can't be tripped)

Special Attacks constrict (2d6+6), entangle, breath weapon (30-ft. cone, DC 17, 3d6 bludgeoning/3d6 acid)

Spell-Like Abilities: (at-will CL 12)

confusion (DC 22), murderous command (DC 20), summon monster (corn monsters only)

Feats Improved Grapple, Iron Will, Toughness

Skills N/A

Languages N/A

SQ cornstriding, plant traits, silo attachment

Tactics/Morale: Consume every crop and destroy every trace of humanoid civilization! The Monoculture grabs and tears foes apart, tossing bodies aside for the most pressing threat of the moment. The malign consciousness tactically uses its breath weapon, summons corn allies, then confuses groups to sow mayhem before seizing the mind of any particularly powerful foe.

Special Abilities

Silo Attachment:

The silo can be targeted separately from the Monoculture; the Silo has an AC of 20, Hardness of 10, and 30 HP. Once 20 damage has been inflicted, the silo will crack and the Monoculture will lose the associated abilities (*breath weapon*, *armor bonus*, and *fast healing*) as well as take a -6 Con penalty and drop its DR to 2/ --.

Auras (Su):

Anyone within 80ft of the abomination must make a save vs fear (DC 19 Will) or become *shaken* for 1d4 minutes; saving against this effect renders you immune to the fear aura for the next 24 hours. As you approach the strange creature, the very fabric of space seems to warp around its unnatural form, causing those close to the creature to experience a hazy depersonalization as they struggle against the foreign and inimical influence of the monstrosity pressing against the boundaries of their mind...

Breath Weapon (Su):

The Monoculture is capable of belching out a foul-smelling torrent of Mt. Saino creamed coarn, spewing the disgusting and corrosive stream of chunks in a 30 ft. cone. Once the breath weapon has been used, it cannot be used again for another 1d3 rounds as the silo refills with corn from the surrounding area.

Crop Control (Su):

The Monoculture can summon corn monsters as a standard action from the following list:

SUMMONED CORN MONSTERS

1x GMOgre and 2x Mutated Hoedowners

1d4+1 Mutated Hoedowners

2x Maize Stalkers

2d4 Bobbing Biters

APPENDIX 2: ITEMS

BAND LEADER'S BATON

Aura: Enchantment, **Type/Slot:** *Wondrous item/held*, **CL** 9,

Value: 2500gp

This stylishly bejeweled baton with bright pink streamers commands attention and screams pizzazz!

The baton can be employed as part of a performance made as a standard action to expend a charge and grant the benefits of *Inspire Courage* as a bard of 5th level; the baton holds 6 charges.

Once per day the bearer of this baton can impart an enhancement bonus to a weapon touched with the baton as per a *Scabbard of Vigor*.

MT. SAINTO ROUND 'EM UP! WEEDKILLER

Aura: faint transmutation, **Type/Slot:** *Wondrous (slotless)*,

CL 5, **Value:** 1200gp

Developed in consultation with mages from a death cult, this pungent liquid has been insidiously designed to kill all plant life aside from Mt. Sainto's specific crops, which they have implanted with exempting genetic markers. Luckily for our adventurers, the mutation caused by the Verdant Dawn's ritual seems to have made the mutated creatures vulnerable to the poison.

Each of these push-pump canisters holds a single application of Mt. Sainto's patented weedkiller, which can be used one of two ways: (1) as a single application of *Defoliant Polish*, or (2) as a splash weapon against plant creatures. A direct hit with the undiluted fluid deals 2d6 hit points of damage, 1 point of Strength damage, and 1 point of Constitution damage (Fortitude DC 20 negates the Strength and Constitution damage); plant creatures within 5 feet of the target take 1 hit point of splash damage.

EXPERIMENTAL FERTILIZER

Aura: faint enchantment, **Type:** *adventuring gear*,

Value: 100gp **Weight:** 25 lbs

This heavily nitrogenated mixture has notoriously caused a massive deadzone at the delta of the nearby river into which the massive monoculture plots of Mt. Sainto's megafarms empty their runoff. Whatever the contents of this chemical cocktail, the plant mutants go nuts for it, that is, until it comes back on them...

Drums: All plant creatures must attempt a DC 14 Will save every 1d3 rounds it remains within 30 feet of an opened container of fertilizer (opening a can is a move action); if it fails, it become *staggered* while within the area and for 1d4 rounds afterward. The creature can end this penalty by consuming the fertilizer as a standard action. Once a plant creature consumes the fertilizer from the drums, it must succeed at a DC 20 Fortitude save or become *sickened* for 1d6 minutes.

Vials: These vials of undiluted concentrate can be used as injectable poison against plant creatures, requiring a DC 22 Fortitude save or the creature gains a 1d8 alchemical bonus to Strength and Constitution for 1 minute; if either a creature's CON or STR reaches double its starting value, the creature instantly dies.

"CELEBRITY" SASH

Aura: moderate enchantment, **CL** 6, **Value:** 450gp

Type/Slot: *Wondrous item (body or chest slot)*,

These sashes were printed en masse as a cheap means to indicate who is and who is not a celebrity at their events. Wearing a celebrity sash grants its wearer the ability to cast *heroism* twice per day as a 2nd level Wizard, and grants a +4 bonus to charisma-based skill checks.

ALL-ACCESS SECURITY PASS

Type: *adventuring gear*, **Slot:** *neck slot (worn)* **Value:** 20gp

Possessing one of these passes enables you to pass beyond C.L.A.S.S. Barriers without damage.

PEA SHOOTER

Weight 12 lbs. **Damage** 1d10 **Critical** x4 **Range:** 80ft.

Type bludgeoning and piercing **Category** firearms, exotic
Proficiency simple **Weapon Group** firearms, exotic, simple
What was initially a Mt. Sainto children's toy has been easily modified into a lethal weapon. By cutting the string of the stopper that plugs into the end of the barrel, these toy firearms become deadly one-shot rifles; believe it or not, this was the very feature that lead to the toy's recall.

The Colonel's Pea Shooter variant has 1d12 damage and a *stun* effect (DC 15)

FRAGILE REPLICA SABER

Cost 10 gp **Weight** 3 lbs. **Damage** 1d6 **Critical** 18-20/x2

Type slashing **Category** one-handed, light, finessable, fragile
Proficiency simple **Weapon Group** light blades, finessable, one-handed

These period replicas are somewhere between a shortsword and a scimitar, but are easily broken.

MASTERWORK ANTIQUE CAVALRY SABER

Cost 600 gp **Weight** 3 lbs. **Damage** 1d8 **Critical** 18-20/x2

Type slashing **Category** one-handed, light, finessable

Proficiency simple **Weapon Group** light blades, finessable, one-handed

This rare antique displays exceptional craftsmanship indicative of the time but, more importantly, was wielded by an infamous civil war general notorious for his cruelty who went on to become a prominent social and political figure. Needless to say, the saber is by far the Colonel's most prized item among his extensive collection of wartime memorabilia.

OVERSIZED EAR OF CORN

Weight 8 lbs. **Damage** 1d10 plus kernel damage **Critical** x2

Type bludgeoning **Category** two-handed **Proficiency** simple
Weapon Group hammers, tribal, simple

This massive ear of corn has been weaponized by the GMOgres roaming about the Amazing Maze of Maize!

Functioning like a greatclub, anyone can wield one of these giant cobs regardless of proficiency. Moreover, each club comes with 2d4+1 hardened kernels that deal the number of kernels in bonus damage. Upon each successful hit or miss by less than 5, there is a 50% chance that 1d4 kernels break off, reducing this bonus damage accordingly.

THE 84OZ. HOEDOWN GULLET GULPER

Aura: moderate enchantment, **Type/Slot:** *Wondrous item*

(*slotless*), **CL** 10, **Value:** 24,000gp

This festive cornucopia functions as a Drinking Horn of Bottomless Valor, but is otherwise ever full of autumnal treats like liquified pumpkin pie, spiced apple cider, etc.

GATLING GUN

Type: Weapon, stationary, exotic **Value:** N/A

A hard to come by antique, this six-barreled crank operated rifle delivers a barrage of bullets at rapid speed. After taking a full round to set up by locking its massive wheels into place, this stationary firearm unleashes three rounds when fired on a standard action, and six when fired on a full round attack, making individual attacks at the users highest attack bonus.

The gun can be used in either an 80 foot line or a 40 foot cone, dealing 1d10 per round bludgeoning and piercing damage, misfiring on a natural 1-2 and scoring a critical threat on a natural 20 at x4. Targets caught in the line of fire can make a reflex save (DC 10 + 1/2 wielder's level + Dexterity modifier line, +5 for cone) for half damage.

Every round that this firearm is used successively, its misfire chance doubles and the firearm has a cumulative 25% chance of overheating. If the loading mechanism jams, it takes 1d2 rounds to clear. If it overheats, it takes 1d4 rounds to cool and imparts 1d6 heat damage to the user.



APPENDIX 3: BATTLE MAPS



P1. ENTRANCE AREA (24 X 32)



P1. MARKET AREA (24 X 32)

P3. THE CONSORTIUM MEGABARN (35 X 47)



P4. THE FARMHOUSE (35 X 47)



HANDOUT:

MT. SAINTO'S HISTORY OF QUESTIONABLE LABOR PRACTICES

KNOWLEDGE: LOCAL/HISTORY (EASY)

Anyone even loosely up to date on current events in the region knows the story surrounding Mt. Sainto's history of poor labor practices, particularly the allegations made in regards to the so-called "Essential Employees" they refer to as "Sign-Spinners".

After more than three dozen of these minimum-coin workers had collapsed and died while performing the all-important job of being a living signpost, an adventurer was hired to investigate the situation. The adventurer uncovered repeated complaints from the workers to their Mt. Sainto supervisors about being overheated, dehydrated, and otherwise physically exhausted from the immensely heavy full-body soup can made of solid metal they are forced to don while they act as living signposts, spinning advertisements in the full heat of the Stalkton sun.

After reviewing the apparatus and working conditions, an independent review panel of medical experts and clerics suggested requiring employees to wear such apparatus during the course of such undignified duties was exceptionally cruel and only compounded by the egregious lack of access to sufficient breaks and hydration. The independent review panel declared the practice should be criminal, which, sparked outrage amongst locals.

Mt. Sainto, after "*hearing the outpouring of thoughtful sentiments and concerns for our employees' wellbeing*", promised they had "*taken the panel's considerations to heart...*" and would "*...at once conduct a full and thorough internal review regarding the matter.*"

The internal review revealed Mt. Sainto was guilty of no wrongdoings as the employees were found to have "*likely been under-hydrated to begin with due to personal off-the-job activities for which Mt. Sainto bears no liability.*" The statement continued, "*Moreover, in more than two of these cases the former workers were found to have improperly donned the apparatus, likely exacerbating and triggering any pre-existing health conditions they may have had—but Mt. Sainto does not discriminate in our hiring practices based on pre-existing health conditions and we won't start now! We are committed to building a diverse team of hard-working self-starting individuals motivated to make a difference while building a future for themselves and their families! Mt. Sainto refuses to **NOT** stand with families! Mt. Sainto believes in families and we think you should, too—sorry to offend, but we are **PROUD** to say Mt. Sainto will **ALWAYS** defend families!"*

The announcement was met with an outcry of support and cheers from locals, eager to show their support for the idea of "families".

Potential scandal averted but, apparently not victorious enough, Mt. Sainto Agribusiness Consortium representatives made a number of public appearances, taking to markets and town squares the region over asking "*Why do adventurers hate families? Mt. Sainto Farms—Taste the "Food"—is just trying to feed your families...why do these pesky adventurers not want your family to eat? Why do adventurers hate YOUR family?*"

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ARTWORK

Original Artwork by Nick Bohl (@eudemoniac)

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- And, last but certainly not least... YOU, the player holding this supplement—thank you so much! You are being awesome by supporting the dream of a ridiculous man who is unsuited to do other things in the world but is beyond thrilled to share a wealth of adventures and gaming related materials with you—his fellow tabletop adventurers!
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HORROR AT THE HARVEST TIME HOEDOWN!

AN ECO-TERRORIST RITUAL CREATES MONSTERS AT AN AUTUMNAL HOLIDAY EVENT HOSTED AT A PROMINENT AGRIBUSINESS CONSORTIUM'S MEGAFARM. THE PARTY MUST RESTORE ORDER AND SAVE AS MANY HOEDOWNERS AS POSSIBLE WHILE SLAYING THE ABERRATIONS RUNNING AMOK AT MT. SAINTO FARMS--IF THEY CAN!

ALSO, THERE'S A CORN MAZE AND CIVIL WAR RE-ENACTORS...

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