

Gregorius21778:

Peter, Peter, Pumpkin Eater...



LAMENTATIONS
of the
FLAME PRINCESS
WEIRD FANTASY ROLE-PLAYING
COMPATIBLE PRODUCT

A Tiny Halloween Horror Tale

Version 1.1
by Kai Pütz; (c)2020

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This is a Halloween Horror: it will pop up when Halloween comes close, and I hope you find a way to make use of it.

Peter, Peter, Pumpkin Eater. *Had a wife, but could not keep her...* This Halloween Horror was inspired by an old Nursery Rhyme from the USA. It is a side quest, or one evening session. Furthermore, it is guilty of being little more than a railroad, a kind of "tunnel of horror" experience for the players. That does not mean that there are no decisions to be made and no hidden truth to be understood. But all in all, it is just a little spook show case for a bit of entertainment.

To work out, it needs the farming of pumpkins as part of the game world. The module was written for LotFP, which usually uses early 16th Europe as a backdrop. If the period you play in has not seen the advent of pumpkin farming... be incorrect in that little detail. What harm can your game world take by the introduction of the odd pumpkin farm here and there....?

Compatible with Lamentations of the Flame Princess(tm)

Background

There was a pumpkin farmer named Peter, and his wife Prudy. Peter loved Prudy deeply, and Prudy loved Peter. But never the less, she was unfaithful to him. Everybody knew, even Peter himself. It hurt him much, but he loved her.

One day, while hearing his wife being with another man as returned into his home, Peter ran off into the nearby forest. Deeper and deeper his grieve drove him into the dark between the trees, till he was out of breath and leaned against a large, old tree, sobbing.

From behind the tree, the devil stepped forth. *"See? That is what marriage brings you. Pain. Has God given you a faithful wife for marriage? No, he did not. Oh, blame not me...! I have no more influence on her than God does. And you never blamed him, right? Now, still your tears. I am here to offer you help."* If he would sell his soul to him, so the devil said, he would make sure that his wife Prudy would never betray him again. *"Oh, you will kill her! I am no foul! I do not want that!!"* Peter cried, but the devil assured him that he would not, but that she would stay with him on his farm.

Peter agreed, and walked home to his house. The next time he and his wife Prudy went out to work on the field, the ground opened up and swallowed Prudy whole. Peter wailed and took up his shovel. He dug up the ground as quick as he could, but it was to late. When he reached Prudy, he found her body to be lifeless. Raving, he buried her again and then stormed back into the forest, and shouted for the devil to appear.

When he came back to the tree where he had met him before, the devil was waiting there, and he laughed. Peter called him a liar, but the devil just laughed on and said.

"What are you saying there? You wife will be unfaithful no more, for her body is gone. But her soul has never left. She lives on in the pumpkins on the field. Every pumpkin. This way, she will be with you. She is not dead, for her soul has neither gone to heaven nor to hell, but is still here on earth. IN the earth, and in every pumpkin fruit that will grow there. You can hold them and listen to her. She will be with you, and unfaithful no more. I kept my word. I always do."

Peter cried and lamented. He fell onto his knees before the devil and BEGGED him to release his wife Prudy from this fate. For he loved her, true and deeply, and wished her no ill.

"Well then, you pitiful fool. Your soul is mine already, but I will not have you bother me by coming here everyday, calling my name and wailing and lamenting like that. Here is another deal. Hang yourself at this very tree. This way I do not have to wait for your soul, and when you are with Prudy again, I will set her free."

Blinded by grief and horror, Peter did what the devil said. Poor Peter did not understand that the devil had tricked him again. For this would not make him be with Prudy. Prudy's soul was in the field, as the devil had told him. By hanging himself at the tree, Peter gave his soul into the clutches of the devil, and the devil laughed.

But one thing the devil had not kept in mind. Prudy loved Peter, and really did so. She did not raged at him in her prison, but just wanted to be back with her husband instead. And her soul was able to speak with those alive. The devil became aware, and being the avaricious and hateful creature the devil is, he would do his best to ensure that Prudy would not come back to her husband Peter.

Nobody knows this. Nobody ever has heard this tale. The people near the pumpkin farm only speculate what had happened there. What they know for sure is that Prudy has never been faithful to Peter, that Peter was grieving over the unfaithfulness of his wife, that Peter and Prudy have both disappeared, and that the field and the farm have been haunted ever since.

Nice story, is it not? Well, it is not completely true. There is no devil. The thing Peter met is far more complex than this simple tale. It is an old spirit bound to an old tree, one that used to receive sacrifices from druids, long before Christianity swiped that faith away. It longs for sacrifices, and was wise enough to trick poor Peter.

But to give you, the Referee, an idea of what happened, this story is more than enough. And it might very well be all that the restless souls of Prudy and Peter understand about their terrible, terrible fate.

Danger! Railroad ahead!

...but exactly how will the PC get involved into this little situation here? Well... lets be frank about it, it will take some railroading, or cooperation, on part of the players here. I advice to take a lesson from the old [LotFP Grindhouse Referee's Book](#) (p.20): (quote)

If a certain sequence of events is really necessary for a game to function properly, the Referee should discuss it with the players out-of-character before play.

And that is what you, the Referee should do. Before you sit down with your players, chat them up with a line like...

“Okay folks.. I have this neat little PWYW thing prepared here. But it needs you to swallow a hook. There will be two chances for your characters to do this in the game, and I am pretty sure you will get at least the second one when it turns up in the story. You will also notice it by me going all puppy-eyes on you. Are you okay with this bit of railroading? Afterwards, you are as free to act as always, but if you do not swallow the hook, things will not get started.”

For the adventure to work out, the characters need to care for the strange pleads of the soul of Prudy. The hook has barbs in form of a *Charm*, but a character may be able to resist it, to dispel it or the group may just bind the obviously “bewitched” character and take her away. And why not? Being *charmed* is usually not a good thing, and whatever a mystic NPC wants from a *charmed* PC will most likely be detrimental to the character and the group as a whole! **Nobody can blame the players here.**

Now, really... how to involve the PC...?

The journey of the characters will have them pass through a village. It will be referred to as **Ferswale** in this module, but may be given any other name, for the name does not matter. The shoddy and small road to Ferswale will lead them through a forest first, and then past a small pumpkin farm that's field is adjacent to the road. Down the road, perhaps just another hour by foot, they can already see the village itself, surrounded by other farms.

The whole of the field next to the road will be filled with ripe pumpkins (no matter the season), and the green of their plants. The house at the other side of the field is obviously in a bad shape. Nobody is seen.

The trapped and confused soul of Prudy will try to make the characters help her. She tries this once with every man that is not a child or married. This is something that the people of Ferswale are somewhat aware of by now, and so they tell every young, unmarried man to always -run- past Peter's old pumpkin field. The characters will not know, and are thereby unlikely to run past, and so the soul of Prudy will try her luck with them.

*Of course, if all of the group travels by horse and passes the field in haste, they will all miss the **First Hook**. Unless of course the Referee likes to **railroad-rule** that out by narrating that one of their horses lost a shoe, so that now all are slowed down to a trot.*

The Siren of the Pumpkin Field

Every character that pays the least bit of attention to the pumpkin field or the pumpkins while passing by needs to **Save vs. Magic**. On a success, they have a moment that is a bit like snapping out of a daydream while their eyes rest on a large, ripe pumpkin in the middle of the field. A character that fails becomes *charmed*, will decide to take this large pumpkin from the field, and carry it under her arm as much as possible. The pumpkin counts as one item. If more than one character fails the saving throw, the character that fails with the highest roll will take the pumpkin, for she does so first. The others will have had the very same idea, but snap out of it as soon the other character does it (see above).

*Of course, the characters might have retainers or hirelings around that fail the roll as well. PC should **always** take precedence over their hirelings and retainers (unless it is about “instant death”). If they fail, the failing underling should be ignored. Otherwise, a charmed retainer or hireling could replace **poor Paul** (see below) as a second hook... as long as said NPC is not deemed replaceable by the players!*

Prudy & the Devil

A character that carries or touches the pumpkin from the field is in touch with a piece of the bound and trapped soul of Prudy. She will try to communicate with the character, but this takes a lot of effort on her part. Furthermore, the Old Evil will become aware of this after the moment that Prudy was successful the first time, and will reach out to scare off, and even attack, the character that is influenced by Prudy.

Prudy's Soul will be able to reach out for the first time 1d6 turns after the pumpkin was taken, then every 1d6 turns.

The Old Evil will "home in" on the contacted character 1d6 turns after the first message of Prudy. It takes his first action against the character then, and another every 2d6 turns afterwards.

The **Messages of Prudy** and the **Deeds of the Devil** are listed on their own page, each in the order of their manifestations during the game. For further details on how certain acts of the characters may interfere with those, see **The Trapped Soul of Prudy** and **The Old Evil in the Tree** at the end of the document.

Putting the messages and deeds onto a different page was done so that they could be printed separately, as a handy list during the game.

The Village

Ferswale has something between 100 and 200 inhabitants. The buildings are all clustered around the village square, which features a large stone well that provides cool water all the year, from deep within the earth.

It is a farming village with fields of barley and wheat. Some peasants are also beekeepers that have set up their skeeps at the edge of the fields. All of them have small vegetables gardens behind their homes, and keep a few swine, chicken or goat. The richest of them all, **Keaton**, owns eight cows and a prize bull. The latter, he lends to the peasants for plowing and for bringing the crop to the market (all for a fee, of course).

The only building that might be of interest to travelers is *the Honeypot*, the inn that belongs to **old Caldwell**, the second richest man in Ferswale. He runs it with the help of **his wife Corliss**, his two young and still unmarried **daughters (Edith and Ella)** and his one and only son, also named **Caldwell** (sometimes called "young Caldwell" as well. Most villagers will call his father "Ol' Caldwell", so there is little chance for any misunderstanding).

The inn offers stables, eight rooms with three or two beds each, and of course food and drink. The beer is not really good, the liquor is strong enough to make a man shudder, but the mead is rich and heady. There is not a bottle of wine in the whole inn (and in fact, not in the whole village unless a traveler brought one along). The affordable and every-ready meal of the house is a stew with vegetables and some pork, and wheat slurry. Every meal is always served with bread and some honey.

The villagers are a simple, pious, unassuming and frugal lot. All married woman wear a headscarf when outside, all of the man enjoy a tankard of mead at the end of a day. Everyone is a bit grumpy about Keaton, because Keaton is rather uppish towards everyone else. He is because everyone needs his prized pull sooner or later, and because of that everyone else stomachs his attitude.

There is no smithy in the village, no church and no merchant shop. Traveling merchants stop by now and then, as does a barber and a scissor grinder who is also a shoemaker. Aside from the inn, provisions and honey, there is not much what the characters could spend their money on.

When the characters bring a Pumpkin to Ferswale, the villagers will look at them with shock, cross themselves and get out of their way. When approached, they will tell them that

- Ol' Peters field and home are haunted.
- His wife Prudy was an unfaithful harlot.
- One day, both Peter and Prudy disappeared
- Ever since, the pumpkin were ripe
- The pumpkins are bedeviled and -beg- to be taken
- Those who do are haunted by both Prudy and Peter: Prudy bewitches the unmarried men to keep the pumpkin, and Peter haunts and eventually kills those keeping the pumpkin.

Smashing the pumpkin would curse the one doing so, the only save thing to do is returning it.

*When the characters' have NOT taken a pumpkin, it is time for the **Second Hook** to be brought into play.*

Option: Poor Paul

When the PC come to Ferswale, there will be a commotion. Two dozen or so people have gathered at the village square, all clearly aghast, while a burly, middle-aged and well-dressed villager shouts and screams at a young man, perhaps 16 or 18 years old. The latter holds a large pumpkin under his arm.

The middle-aged man is **Keaton**, the younger one his son, **Paul**. Paul did not pay heed to the warnings that all men have been given from a young age on, and decided to have a closer look at ol' Peter's pumpkin field. He then fell under the spell (*Charm*) of Prudy, and has already been contacted by her.

Now, Paul is convinced that Peter must have murdered Prudy and buried her body somewhere in the field. He tries to rally the other folk to help him in digging up the pumpkin field, so that the bones of Prudy can be found and given a proper burial. Keaton, of course, will have none of it and wants his son to ***"stop with this crazy talk! Bring back that damn thing before it is too late for you! That is your only chance!"***

The villagers are all in all on the side of Keaton, and plead with Paul to ***"listen to your father! You are bewitched! You will get yourself killed!"***

When the characters make themselves known, Paul will plead them to help him. He has not much to offer (32sp), but tries to appeal to their goodwill and sense of right and wrong.

If they agree to help Paul, Keaton will be fuming and get into the PC's face. ***"Who are you?! That is none of your business!"***, followed by ***"You damn fools! Do you want to be killed? Do you want to have my son killed!?"***. In the end, he will curse them, and tell Paul ***"you are no longer a son of mine! Hear me!?? You are no son of mine anymore!"***, before storming off. He is thereby disinheriting him, and hopes that this will have Paul think again and give up on his plan. In fact, he is mad with concern right now and does not know what else to do.

If the characters will have nothing of it, Keaton will keep shouting at his son, and this will go on for a little longer till Paul walks off. Keaton will disinherit him then (see above), and the small crowd will keep talking among themselves for a while, but only assure themselves how hopeless this whole situation is, and that "poor Paul" must for sure have been bewitched by "the ghost of that cursed harlot!".

Any attempt to talk some sense into Paul is futile. He will continue to talk as long as he sees a chance to persuade the other to help him, but will walk off in the end.

If the characters did not involve themselves yet, they will be approached by Keaton. He says he needs help with his unruly boy. ***"He has never been like that, always has he been a good boy"***. Knowing very well that ***"you are strangers, and will not care for all of that"*** he offers them each a gold piece when they help him.

He wants them to talk to his boy, ***"as hearing the same thing from others may have him come back to his senses perhaps"***. Otherwise, he asks them to pretend to be willing to help him, and accompany him, but then make him put back that pumpkin ***"by any means!"*** instead of fooling around with ***"that cursed field."*** When they bring Paul back to him safely afterwards, they shall get their payment. If they argue that the boy might not be willing and that all their effort and risk would then be for naught, Keaton will get angry and curse them for their greed, before he gives each of them 10sp from his purse ***"There! More than enough for a few hours of work! Happy now, you cutthroats? The rest when I have my boy back safe"***. He will then storm off, not waiting for what the characters may reply.

The characters may still want to have nothing of it, or decide to do something else entirely. The rest of the module will still assume that the characters will play along for one reason or the other.

If they don't, Paul will try to dig up the corpse of Prudy, and is unlikely to survive.

The Way Back

The characters may want to get shovels first.

When they are with Paul, he is sure that nobody in the village will lend them anything for their task (out of fear for the wrath of Peter's ghost). He will suggest to take some tools out off the shed of one of the farmers (the one with the largest field). He knows that the door to this one is only secured by a rope with a knot. If the PC agree, he will also "borrow" a lantern and a basket with three flasks of oil from there, for which he intends to pay the farmer later.

If the PC have their own gear, this will of course not be necessary.

When the characters ask around to borrow such items, they will have to knock on every door till they gain a *Helpful* random reaction. Otherwise, the villagers will be scared of a possible revenge of Peter's ghost, and thereby not dare to get involved in any way. Offering money will only do the trick when more than five times the regular list price is offered (3sp for a Flask of Oil, 16sp for shovel or pick, 10sp for a Lantern).

When somebody lends them something, they will also give them some garlic. "*Perhaps it will help!*"

|| *If this would be about a revenant, it may have...* ||

Even when the PC hurry, it will take at least an hour till they reach Peter's abandoned farm again. About a turn or two before the party reaches it, the next **Deed of the Devil** should manifest, just to keep the characters busy.

To keep the game moving, the next **Message from Prudy** should manifest when they are about to enter the the field or walk past it towards the house.



Peter's Abandoned Farm

The long side of the **pumpkin field** is adjacent to the road that leads to the village, and only separated from it by a small ditch. It is overgrown with the lush green of the plants, which have plenty of ripe pumpkin. **Unless it has already been animated**, a saggy scarecrow made of dry sticks hangs from a T-post in the middle of the field. Wooden planks bridge over the ditch. A dirt track, now partially overgrown by high grass, leads to the old farm house behind the field. Next to the farmhouse stands a small wooden barn on the one side, a small shed and an outhouse on the other.

The shed and the outhouse are both skew-wiff. A successful *Architecture* test will reveal that they may very well collapse when fumbled with (1 in 6 chance when opening the door, as well as for every minute moving around in them.) The outhouse holds what is to be expected, the shed holds two shovels and a pick, as well as several other old farming tools, nails, a mallet, rope, buckets, etc.

The small house is a simple wooden building with an upper story. The pitched roof is decked in crude wooden shingles. Even from afar, it is clear that the building is abandoned and in a bad shape: the chimney has partially collapsed, there are holes in the roof, some window shutters just dangle down. It is dark inside of the house, the door is ajar.

The barn is next to empty but for the rotten remains of old pumpkins.

When the characters enter the field, they will begin to hear ghostly whispers. It will turn out to be a woman's voice, but they cannot understand what she says. Should they place the pumpkin anywhere but into the center of the field, the whispers will go on. They will become louder when they approach the center of the field. It is still impossible to understand a word, but it becomes clear that it is all the same voice, yet more than a dozen times. If the pumpkin is put down in the center (roughly where it was taken from), the whispers will turn to wails and lamentations. The same time, the pumpkin plants grow rapidly in length and begin to entangle the characters. If they do not try to hack their way out, the characters will be entangled and unable to move after five rounds. In order to get out, a cutting weapon and three success in a row on a **Save vs. Paralyze** are necessary. Any especially suiting

weapon for cutting off animated vines will give a +1 or +2 bonus on the saving throw while minor weapons are too small to cut the rapidly growing vines effectively. Each roll is equal to one round.

This is not the doing of the Old Evil, but of Prudy. A character that is entangled suffers no further harm. Any character that stays in the field from the start of the wailing for a number of rounds equal to half the own Intelligence score will understand that the whispers are desperate pleas. Those that (have to) listen to the whispers for a number of rounds equal to the own Intelligence score understand the message: *please do not leave me here, please bring me back to him.*

The whispers and the entanglement by the plants will both stop immediately as soon as a character loudly proclaims that she promises to do as is asked. A character that breaks this word given to the pleading soul of Prudy will be *cursed* (see the end of the module).

Digging at the spot where the pumpkin has been taken from will eventually reveal the skeleton of Prudy. 36 cubic feet of earth have to be removed. See [LotFP Player Core Rules](#) p.33 for the amount of time, or assume that three capable men with shovels may do so in 4 hours. **The remains of Prudy** will allow the same kind of contact that the pumpkin does.

During the digging, the “clock” for the Messages of Prudy is stopped, but not for the Deeds of the Devil.

When a character enters the old house, the door will creak heavily, as will the wooden floor with every step taken. The inside of the house is not divided up further.

The lower room is kitchen, living room and pantry in one. The fireplace is at the opposite wall, to the left is a flight of wooden stairs that leads to the upper level. There are windows in the walls towards the street and towards the village. Everything is covered with dust, and spiderwebs are found in every corner.

Aside from regular household items, furniture and small barrels with water and different provisions (that have gone off), the room holds nothing of interest.

As soon as the characters look around, they will hear noises from above. Listening closer reveals that it sounds like a man and a woman making love up there.

When a character turns towards the stairs, a ghosting happens. A phantom of Peter comes down the stairs while the noises grow louder. The face of the phantom is a grimace of grief beyond sanity, with tears running freely. This apparition will cause the same effect as a *Confusion* spell with a three round duration. All results that include an “attack” mean that the character attacks herself, as a maddening amplification of Peter’s grief overcomes her. Characters that are able to follow Peter’s ghost (which is completely insubstantial and does not respond in any way to what is going on around him) will see him walk around the house, and then run off towards the forest while disappearing into thin air.

When the characters ignore the noises from upstairs, they will continue for a turn before they suddenly stop. If they approach the stairs from now on, the apparition will not appear.

The upper room is bedroom and storage area in one. The fireplace is at the far wall, windows are in the walls that face towards the forest and the village. Everything is covered with dust, and spiderwebs are found in every corner. The double bed has been made and seems untouched.

Aside from general furniture, a simple mirror made of polished metal, a spinning wheel, a cabinet with different sets of old clothes and other assorted household items, the room holds nothing of interest.

When a character touches the bed, the shutters on the windows towards the forest will slam shut with a loud BANG. One shutter then drifts half open again while those on the other window come loose and drop down.

When a character looks out of one of the windows, she will catch a brief glimpse of a figure (the ghost of Peter) running into the forest.



Into the Forest

When the characters enter the forest at the point they saw Peter's ghost entering it, they will find no traces. Perhaps the characters will give up then, and turn back.

If they don't and just walk straight into the forest, they will follow roughly the same direction Peter took back then. Walking (relatively) straight for the first turn takes no test. The forest becomes ominously dark a few minutes later, and the sounds of it gain a saturnine quality. A **Bushcraft** roll is necessary to keep the direction. When the roll is passed, the characters will reach the tree of the Old Evil within another turn, just like Peter did.

When the roll is failed, they will go astray and lose a turn doing so. The character with the lowest Wisdom will then spot the ghost of Peter briefly: it appears not far from them between the trees, looks at them and then disappears again. If the characters change direction towards where the ghost had been seen, they will reach the old tree within a turn. If they do not, the ghost will appear two more times, each time after another turn. If the party decides to walk into the direction of the ghost later on, they will lose an additional turn for each turn that they walked into the wrong direction. If they decide against following the ghost, or misinterpret the apparition, the further happenings are up to the Referee. It is likely that the adventure might end without it being solved.



The Tree of the Old Evil

The closer the characters come towards the tree in which the Old Evil resides, the darker the forest around them will become. Without warning, they will suddenly find themselves entering a tiny clearing, taken up by a large, dead, gnarled tree.

It is unlike any of the others they have seen in the forest so far. Its bark is almost black. All of its branches turn upwards, like it would reach up high with them, and the roots that spread from its trunk are immensely thick. From all of its lower branches and many of those higher up dangle a multitude of old knot talismans. Each has been made from leather strings, pieces of clay, small bones, tiny animal skulls, hair, teeth, claws and feathers. The rotting remains of dozens of old skulls are scattered all around the tree. Most are from animals, some are human.

The Old Evil has felt their coming a long time by now, and prepared something for their arrival. As the characters look around, they will suddenly hear a bestial roaring, then the breaking of twigs and small branches as somethings closes in. The roaring continues and comes closer quickly. Within a few rounds, a bear will break out of the underbrush and attack a random character. During the fight, the characters will notice it is foaming from the mouth and that the eyes are white (in fact, rolled up in the skull). The beast fights like mad and never stops roaring. It is possessed by the Old Evil.

HD: 4 **Hit Points:** 24 **AC:** 12 (Unarmored)
Attacks: Claw/Claw/Bite (all 1d6)

The maddened creature will attack a random character in range each turn, and fight till death.

Solving the Adventure

Killing the bear does not solve the adventure. Felling the tree will banish the Old Evil, but places a *curse* on all characters involved, and will not solve the tragedy of Peter and Prudy either.

Up in the tree still hangs the nose Peter hung himself with. Below it, his skull may be found (the other bones have been taken away by wild animals, but no animal will ever touch any skull near the tree as long as the Old Evil is still there). When the the skulls of Peter and Prudy are united, both souls may find rest and their tragedy is solved.

The Messages of Prudy

After taking up the pumpkin from the center of the field, Prudy will reach out to the character with brief messages that only a charmed character within 5' of the pumpkin or a character touching the pumpkin is able to hear. The remains of Prudy (when uncovered later) count just as the pumpkin in that regard. Each message will be perceived as the ghostly whispers of a pleading, troubled woman.

#1: "...please.. help me..."

#2: "...bring me to him... you must... please..."

#3: "...I do not want to be alone... I love him..."

#4: "... so dark...so cold..."

#5: "...do not leave me alone...help me..."

#6: "...bring me to him... you must find him..."

#7: "... I love him... I am sorry..."

Every further message after the 6th is either a random repetition of a previous message (d6), or something that the Referee would like to drop as a hint. Still, Prudy should not be aware of the location of Peter's remains.

The Deeds of the Devil

After the characters received the first message from Prudy, the Old Evil will take action against the characters, then every 2d6 turns. All action will focus on the *charmed* character or the one that carries the pumpkin (or the remains of Prudy).

#1 A Murder of Crows:

Over the course of the next turn, more and more crows gather in the surrounding, and silently watch and follow the character. By the end of the turn, a sizable murder has gathered, and waits patiently for its time to strike.

When this time has come is up to the Referee. The swarm is able to attack one character and everyone else within 10' of this target. Characters attacked by

the swarm must pass a **Save vs. Paralyze** at the beginning of their own round, or lose one hit point due to clawing and pecking. The bonus armor would give to AC in melee is added as a bonus to this saving throw. Furthermore, a character under attack counts as blind. The swarm will keep this attack up for seven rounds, and then disperse.

#2 Phantasmal of Peter:

The Old Evil will create a *Phantasmal Force* (cast at 5th level) based on Peter's appearance during his life time. This (unarmed) Phantasmal will appear right behind a character and attack her. It will try to strangle the character while grunting that "you will not have her!!!" The Old Evil aims to frighten the characters as much as it tries to trick them into misjudging the situation.

#3 Confusion:

The next action of the Old Evil is to cast a 5th level *Confusion* spell onto the character that carries the pumpkin (or the remains).

#4 Scarecrow:

The Old Evil will animate the scarecrow on the field, which will come down from its T-pole and seek the characters to attack them. It is a HD:2 monster, AC:12 (unarmored). Once it comes down from its pole, it will purposefully stride to a place in the overgrown field where a rusty spate lies under the green of the plants (1d4 damage).

#5 Obscure Language:

The character will have her language obscured, as per the reversal of the *Comprehend Language* spell, cast at 5th level. She will still understand Prudy's messages.

#6 Cause Light Wounds:

The Old Evil will use an affect akin to *Cause Light Wounds* on the character, for 1d6+1 damage. The damage will appear as strangulation around the neck, with a rate of one point per round that will have the character stunned and choking till it is over. A reddish mark will appear around the neck, just as those of hangman's nose.

After the sixth deed, each further instance will be a HD:2 *Phantasmal Psychedelia*, based on what ever folk tale or Halloween scare the Referee sees fitting. Black dogs with glowing eyes go a long way, a maniacal Peter with an ax could show up as well. Of course, it could be an apparition that looks like Prudy, cursing the characters for not helping her while going after them with a sickle.

Experience Point Rewards

There are no riches to be gained in this side quest, but there should still be a reward for bringing it to a conclusion.

Getting involved at all should be worth 100xp per character.

Solving the tragedy of Peter and Prudy should be worth another 300xp per character.

Banishing the Old Evil could be treated as 600xp, divided between the characters that took part in felling the tree in the end.

Dealing with the possessed bear brings another 100xp, divided between the characters involved.

The Trapped Soul of Prudy

Whenever there a magic powers, there are those who will try to counter them by supernatural means. **The Soul of Prudy** should be treated as a *Chaotic* being with the same saving throws as a 3rd level Magic-User. *Protection from Evil* will protect against her messages as well as against effects she may conjure, but only for the duration of the spell.

When the pumpkin is smashed, a word given to her broken or her remains destroyed, she will put a **curse** on the culprit: from now on, the character will have re-occurring nightmares about Prudy and the pumpkin field, in which she screams at the PC while she is slowly dragged under the ground by pumpkin vines. At the end of each night, the character must **Save vs. Magic** or will have lost 1d4+2 hours of sleep.

The curse ends when the tragedy of Peter and Prudy is solved, or when the character is a three days march away from the pumpkin field.

The Old Evil in the Tree

Away from its tree, the Old Evil is treated as a HD:5 *Chaotic* being that saves as a Cleric.

At the sight of its tree, the Old Evil is far more powerful and should be treated as a HD:7 creature. Felling the tree is tough work that takes several hours.

To defend itself, it may possess up to 4 HD of forest animals once per hour. People that try to fell it may find themselves beset by wolves that attack in small waves.

On those that banish it by felling its tree, it will put a **curse**: from now on, the character will suffer a 2-point-penalty on all **Saves vs. Magic**, and all *Chaotic* creatures gain a +2 attack bonus against the cursed character.



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