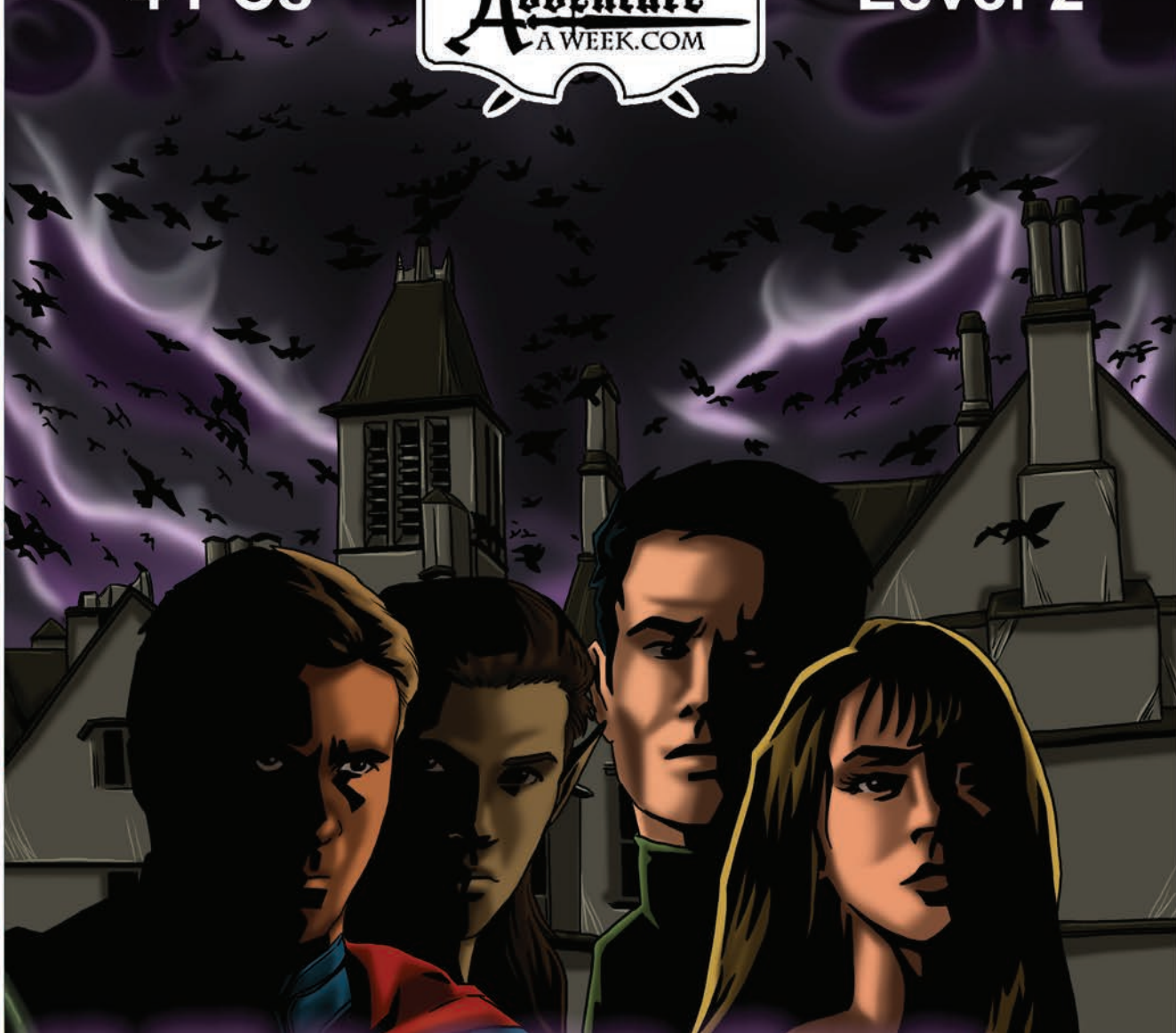


4 PCs



Level 2



A Frightful Time

by Kevin Mickelson



JFB
2015

A FRIGHTFUL TIME

A 5th Edition compatible adventure for four 2nd level PCs

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Foreword by Kevin

Greetings and welcome to the second part of Adventure-a-Week's BASIC series! BASIC-1, "A Learning Time" had a lot of direction; "on the rails" is the term many gamers might use. BASIC-2, "A Frightful Time" is quite different, and is the sort of module that is typically referred to as a "sandbox". That means that rather than having the players move from point to point to tackle challenges in a fairly specific order, this adventure has a very loose outline for where the conflict will take place (all over the town of Hazelthorp) with a very general goal (protect the citizens from harm).

How the players go about this is entirely up to them. There are dozens of ways for them to resolve the nighttime combat encounter, and it's a fair bet that they'll think of something from far out of left field. Encourage creativity, and prepare to be flexible!

Another aspect of a sandbox game is that there are fewer restrictions on where and how the bad guys show up. Whereas the party had to open a door to encounter the next challenge in A Learning Time, a Frightful Time can send the dreaded curcubiters at your party from any and all angles. Try to pace the encounters at a level that your players can handle, but don't let up the pressure too much! After all, without the possibility of failure, there is no sense of accomplishment.

As in most sandbox games, it's a good idea to read this entire module over at least once prior to playing. As the GM, it will be your responsibility to breath life into the town and people of Hazelthorp!

Kevin Mickelson

ADVENTURE BACKGROUND

Read the following:

The air has grown chilly, and the leaves have turned warm colors. It is the beginning of a season of family, feasting, and festival in every township throughout the land!

Your senior year at Exallizar Preparatory Academy (the world-renowned school for young adventurers) has already started with a bang. After surviving the dreaded Gauntlet, your days have been filled with seemingly-endless drills and pop quizzes, and your evenings relaxing at The Dragon's Belly; an on-campus tavern exclusively furnished with shadowy corner tables, and specialty teas and pastries that are out of this world.

Rumors have been circulating that the next phase of the senior curriculum will involve some sort of "field trip," though there are many differing opinions on what exactly that implies. The only real consensus is that it will offer the chance for valuable extra credit!

ADVENTURE HOOK

The students are going to be sent to the town of Hazelthorp to provide security for the yearly harvest festival in light of a recent threat made by an elven hermit. If the players did well when running the Gauntlet (BASIC 1), they are reminded that the Academy expects them to continue being exceptional, and that they are among the best (the very best if they got an A!) representatives that Exallizar has to offer.

If they didn't do so well on the Gauntlet, they are told that some strings have been pulled to get them this assignment for extra credit. This is their chance to make an impact before midterm, so they should do all they can to seize it!



ADVENTURE SYNOPSIS

The adventure begins with the PCs nearing the end of a three-day journey from the academy to Hazelthorp. They are given the parameters of their mission in the form of a flashback, and are subsequently turned loose on Hazelthorp to meet with various NPCs. The first of three mandated nights goes by without incident, and so long as they conduct themselves politely and kindly, the townsfolk are (mostly) absolutely charmed by the young adventurers. The next day is the harvest festival, and it is when the sun goes down that evening that the danger finally rears its head. Fiendish insects have pollinated the town's massive pumpkin patches, and the result is a new and horrid form of gourdish plant life that intends to conquer Hazelthorp today - and tomorrow the world! After the PCs rescue as many townsfolk as they can, they are sent home the next day with the gratitude of the townsfolk. However, their wagon is ambushed several miles out from town in a last-ditch effort for revenge by the wicked elf, Ladrid Howl! If they manage to subdue this threat, they are almost certain to have a very successful semester.

PART 1: RAMBLIN' ROAD

Read the following:

The wagon that has been carrying you almost non-stop for the last three days trundles along the dirt road. A breeze blows through the open tarp, carrying only the faintest hint of winter's impending chill. Rustling above, crunching below, and on every shrub and tree, the leaves of the forest are alight with the riotous colors of autumn. You find yourselves sitting in silence as you finally near the destination, worn out from the long road trip.

It was three days ago that you set out from Exallizar, and there hasn't been a whole lot of notable scenery to help pass the time. Not even a single lousy goblin attack breaks the monotony! You quickly grew tired of playing Deskwork and Dayjobs (mostly because nobody could agree which edition of the game would be the most fun), and now spend a majority of your time staring out into the forest, occasionally thinking back to how you found yourselves on this road...

You were sitting at your favorite table at Exallizar Prep's on-campus watering hole, the Dragon's Belly, when you were approached by a familiar young man. You recognized proctor Duly as the priest who'd been on hand for emergency healing during your test at the Gauntlet. After nodding a greeting, he took a seat and leaned in to speak in conspiratorial tones -

If the PCs got a B or better in BASIC-1, or you want to establish a new party as exceptional students read the following:

"You've been pretty impressive so far, lads and lasses. So much so that the headmaster bade me bring this task your way."

A scroll bearing an unfamiliar seal was produced from the sleeve of his robe, and its contents soon unfurled before your eyes. All the same, Duly read it aloud thusly -

"Greetings and fair day to Exallizar Preparatory Academy from Hazelthorp!

As mayor, I, Johan Proutt, have been tasked for the seventh year with the happy chore of organizing and officiating our fair town's harvest festival. However, this year has a darker concern.

We have a neighbor who has been something of a bother of late. One Mister Ladrid Howl is a gentleman of the Elvish persuasion who has long lived in the Bramblewood Forest just beyond the nearby glen. It is the ambition of our town to expand beyond our modest holdings to increase land, crops, and prosperity for us all, as well as to create room for new members of our community. However, this requires harvesting lumber from the Bramblewood, and that does not sit well with the elf.

To be blunt, he has promised to tear down all we have built these past fifty years, and he has promised that this doom will befall on the night of the festival.

I daren't bring such tidings before our citizens - they have all worked so hard to enjoy this day of revelry, and for all I know it is merely the foul prank of irate woodland fey.

Nevertheless, I would like to request that you send some of your fine aspiring heroes and heroines to keep us company during this time, should we find ourselves in need of protection.

In return, Hazelthorp is prepared to offer a purse of twenty five gold pieces to each adventurer sent.

As I hope you've heard, our town is famous throughout the land for our sumptuous pies and cakes made of homegrown pumpkin and hazelnut. Apart from the monetary stipend, it would be my pleasure to treat these young men and women as guests of honor to our festival, and provide free housing and foodstuffs for the duration of their visit, which I hope could begin three days hence, and end the day after the festival (for a total of three days).

Regardless of whether trouble shows its pointed ears, your representatives can look forward to being paid and lodged as agreed upon above.

A thousand thanks for your consideration! May this festival season be filled with warmth and prosperity.

All sincerity,

Johan Proutt"



A glance at the map quickly showed that Hazelthorp was three days' travel away. Duly grinned jovially at the observation and said, "Sharp as ever! The carriage is waiting outside now. Consider this short warning part of the training. In reality, this is a pretty cushy assignment. Think of it as a little vacation! Headmaster will be in touch with Mayor Proutt after you return, and that will decide your grade. Your mission is to make sure nothing untoward happens to the people of Hazelthorp - do whatever you think best to accomplish it! Remember - you're representing the school. Best of luck!"

You hurriedly gulped down your drinks and ran to gather your things. Ten minutes later, you were on the road...

If the PCs got a C or lower at the end of BASIC-1, or you want to establish the new party as in need of an academic boost read the following:

"You lot had best take heed. I realize that you've fallen behind in your studies after that rough start, and I managed to wrangle this for you."

A scroll bearing an unfamiliar seal was produced from the sleeve of his robe, and its contents soon unfurled before your eyes. All the same, Duly read it aloud thusly -

"Greetings and fair day to Exallizar Preparatory Academy from Hazelthorp!

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A thousand thanks for your consideration! May this festival season be filled with warmth and prosperity.

All sincerity

Johan Proutt "

"Now," said Duly as he leaned a bit nearer in. "Three days hence means three days hence. The carriage is waiting outside, and Headmaster Benson will be in touch with Mayor Proutt after you return; that will decide your grade. Your mission is to make sure nothing untoward happens to the people of Hazelthorp - do whatever you think best to accomplish that end. And please remember - you're representing the school. Don't do anything foolish or rash."

You hurriedly gulped down your drinks and ran to gather your things. Ten minutes later, you were on the road...

Now that you're finally nearing town, you take a few moments to re-check your gear. Mostly new stuff, a few of the items are more exciting than the others, in particular...

At this point, offer all of the PCs the following options for extra items along with their regular starting gear.

The Cleric can choose from the following:

15 +1 crossbow bolts (these grant +1 to hit and +1 to damage)

A ring of protection (this grants a +1 bonus to the wearer's Armor Class)

Any 1 piece of loot from BASIC-1.

The Fighter can choose from the following:

2 potions of hill giant's strength (these grant the drinker a Strength of 21 for 1 hour)

Replace his chainmail with +1 chainmail

Any 1 piece of loot from BASIC-1.

The Rogue can choose from the following:

2 potions of cat's grace (these grant the drinker a Dexterity of 21 for 1 hour)

A cloak of elvenkind (Wisdom (Perception) checks to notice wearer are at disadvantage and Dexterity (Stealth) checks are made with advantage while hood is up)

Any 1 piece of loot from BASIC-1

The Wizard can choose from the following:

An elemental gem of either fire or water (can be crushed to cast Conjure Elemental)

Bracers of defense (+2 to AC if not wearing armor)

Any 1 piece of loot from BASIC-1

Note: Any or all of the characters who received an A+ grade in BASIC-1 get to start play with any 1 piece of loot found within the Gauntlet, as well as one of the other listed options.





HAZELTHORP

0 15 60
SCALE IN FEET

PART 2: HAZELTHORP

Read the following:

Some time after the trees break, the modest 20-foot wooden wall surrounding what is surely a tiny village comes into view. Your wagon rolls in through the eastern gate, which has been decoratively festooned with autumn leaves and colorful ribbons. A crowd of about a hundred people have gathered, and they all burst into cheers as you emerge from the wagon. A short and chubby man with a fancy coat and a kindly face steps forward to shake all of your hands in turn.

“Welcome, guests of honor! I am Mayor Proutt, and it was only a few hours ago that I told my friends and neighbors of the grand surprise we’d have to add to the festivities this year. Students of Exallizar to join in our celebration!”

Another cheer erupts from the dozens and dozens of smiling faces. These people are dressed simply, but not at all shabbily, and by and large they look to have mastered the art of hygiene that has so-long eluded far too many commoners. Mayor Proutt opens his mouth to speak again, but is cut off when another short and chubby man steps forth from the crowd to interrupt.

“Johan, these young lords and ladies have been too long on the road to be held up now with speeches. I’ve baths drawn and hot cider near at hand to them in the rooms we’ve set aside, and then they’ll have a proper supper!”

The mayor looks a bit put-off at the interruption, but just for an instant.

“Perhaps you’re right, Tom. Please dear guests, feel free to take a load off or stretch your legs and explore, then come find me in the house nearest the town square”, he says while pointing to the south west.



The crowd begins to disperse, though many grin or slap your shoulders, wishing you a happy Harvestide on their way past as they do so. Soon it is just you and the innkeeper named Tom, who offers a cheery smile as he heads toward the inn.

“No rush if you’re in the mood to wander. I’ll keep everything hot!”

Hazelthorp Townsfolk (Neutral Good)

These simple and goodly folk are winding up for the big Harvestide party. They don’t bother owning weapons, leaving the security of their village to Sheriff Herman.

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d3) bludgeoning damage.

At this point, the PCs are left free to wander about the town and explore as they wish. They will quickly establish reputations with the townsfolk based on their actions, though they begin with an initially friendly attitude. Spirits are very high, and it seems that nobody in town is yet aware of the threats made by Ladridd Howl. If the danger is mentioned publicly, the festivities are significantly subdued, and the mayor is not pleased.

1. HAPPY PIE INN

Exterior

The first floor of this sturdy inn is made of brick and mortar, with the second floor and stables made of stained dark wood. Smoke rises from the central chimney at all hours, and the placard is a top-down image of a pie that has a happy grin on its face, flanked by two tankards of ale. It reads “The Happy Pie”.

Interior downstairs

The tavern level of this inn is warm, clean, and brightly lit with lanterns on days when it’s too cold to open the shutters. The smell of baking bread and pastries fills the air and seems to permeate everything in the building. The southernmost wall is dominated by a mighty ten-foot wide fireplace, above which hangs a carved plaque that reads “Proprietor : Tom Proutt”.

Interior upstairs

The eight upstairs rooms are connected by a central hallway with one stairway down to the tavern level. They have two beds apiece and are cozy and clean, complete with personal fireplaces.

2. WATCHHOUSE

Tom and his wife Hildy can usually be found here (and are absolutely here if the PCs visit the inn as their first order of business in town). Tom is the elder brother of mayor Johan Proutt, and feels a friendly rivalry with his younger sibling who got into politics because he was inspired by his brother's success as an innkeeper. While Hildy is happy to tend to the inn's guests and enjoy the festival, Tom has suspicions about the PCs being brought in on such short notice, and will try to pry information from them if given the chance.

Questions he might ask include -

"Were you surprised to be invited on such short notice?"

"Heard any interesting news on your travels?"

"What are you most looking forward to?"

Skill Check

Allow them to role-play through the conversation, and feel free to give a bonus of +1 to +5 to any Deception or Persuasion rolls they make based on how well they roleplay.

It is a **DC 12 Charisma (Deception or Persuasion) check** to keep him from catching on as to why the party is there during the course of the conversation, with each successful check reducing the DC of the next by 1, while each unsuccessful check increases the DC by the same amount.

After he's asked those questions (and any other the GM would like to add), he finally comes out and asks "So you're not here to protect us from some horrible monster attack, eh?", as a rather obvious half-joke. Call for a final **Charisma (Deception or Persuasion) check vs DC 15**, modified as appropriate by the results of the prior check.

If the PCs fail these rolls or just come out and tell him that the mayor suspects trouble, he turns rather dour and heads across the street to the watchhouse at the earliest opportunity to converse with the sheriff.

If they succeed, his suspicions are finally allayed, and he directs the PCs up to the two rooms which have been set aside for them (the other rooms are all taken by out-of-town visitors who have attended for the festival).

Exterior

The local constabulary is a tidy building of gray stone with a hardwood roof.

Interior

A desk stands in the middle of the main room, and a fine longsword and crossbow rest on a rack near at hand.

Sheriff Herman frequently will be found here when he isn't at home. He, like Tom Proutt, is somewhat curious as to the mayor's motivation for suddenly bringing adventurers around. He won't react negatively or become overtly distrusting unless one of the PCs behaves suspiciously. Otherwise he's polite and friendly, even offering to take the PCs on a guided tour of the town if you're so inclined.

Sheriff Herman

Medium Humanoid (human), Lawful Good

Armor Class 17

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

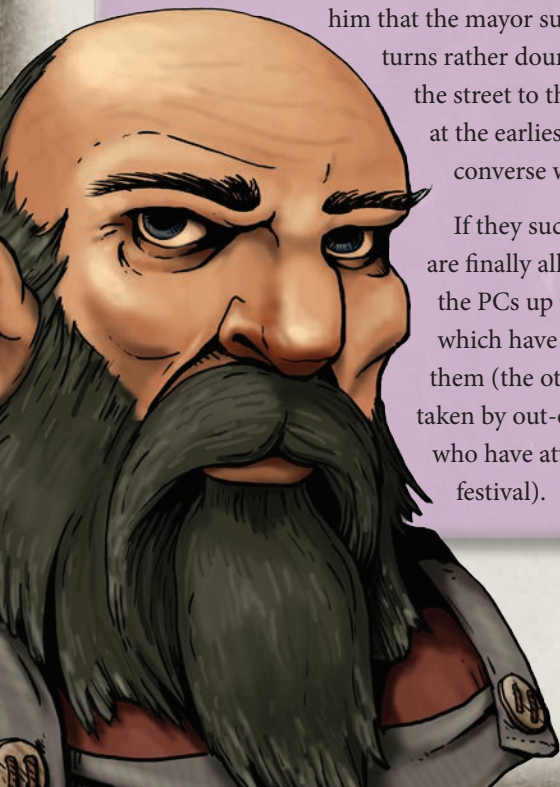
ACTIONS

Multiattack. Sheriff Herman makes two longsword attacks. If he has a shortsword drawn, he may also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 +3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Melee Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.





Deputy

Medium Humanoid (human), Lawful Good

Armor Class 17

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Group Tactics. The deputy has advantage on an attack roll against a creature if at least one of the deputy's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The deputy makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 +2) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Crossbow. *Melee Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

3. TOWN SQUARE

Lovely ribbons and a half dozen festival stands are arrayed throughout the town square, at the center of which is a brightly festooned maypole. The town square is surrounded by winding hazel trees whose branches are awash with orange, red, and yellow leaves, many of which have been shed along the ground.

Some of the stands are vendor stalls while others are games of chance or skill. Feel free to spend about fifteen minutes before running the session to invent a few games that you think your players might enjoy. Suggested entry fee is a copper with a suggested maximum payout of a silver piece, though it is more likely that the prize is some foodstuffs, or homemade crafts from the villagers.



4. SCHOOL HOUSE

Exterior

A humble building of brown boards, the windows of this building at shuttered. Up above, a large bell dangles beneath an overhang.

If they try to open the door, they find it locked.

Skill Check

If they ask around to see inside, a DC 5

Charisma (Persuasion) check reveals that a copy of the key is held by the mayor, and another is held by Biddie Bishop, the schoolmarm.



Biddie is an old, grandmotherly sort, and is only too happy and proud to show the adventurers ("such nice boys and girls!") around her little classroom.

Interior

Three rows of desks face a chalkboard along the northern wall, with the rest of the space kept spartan and tidy. Presumably to allow enough room for games and exercise during the winter months.

5. SMITHY

One of this building's walls is missing, serving as a massive door to look inside. An anvil, a trough, a furnace, and tools stand within, the rest of the room is taken up by scattered tools and half-finished projects.

6. TEMPLE TO THE SUN GODDESS

The tallest building in the town, the temple is made of bright white stone with the goddess' symbol etched in brass over the iron door, which stands open during all hours. Two sets of three stained glass windows allow the sun in as it rises and sets, with a final seventh window behind the pulpit.

Mother Sarah

Medium Humanoid (human), Lawful Good

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common, Elven

Challenge 1/4 (50 XP)

Spellcasting. Mother Sarah is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 2 (1d4) piercing damage.

Heavy Crossbow. *Melee Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

The presiding priestess is a woman named Sarah, who got involved in the church in the interest of helping and healing the common folk.

Skill Check

While Sarah is not at all interested in adventuring, she offers the temple's services free of charge - though she will always give preferential treatment to the local citizens unless a **DC 20 Charisma (Persuasion) check** is made.

A soft spoken lady with crimson hair and understanding brown eyes, she is all too happy to spend hours discussing theology and dogma with anyone who'd care to listen - *especially* other clerics! She won't know what to make of a fiendish bee, if shown one. She hopes it's just a random instance of some vermin escaping the Abyss, and nothing more serious.



7. PUMPKIN PATCHES

The entirety of the northern and a substantial portion of the southern wall are taken up by the town's prodigious pumpkin patches. The vines wind and twist and curl, continuing on in a seemingly endless dance of vegetation, punctuated by hundreds of bright orange gourds.

Barnaby

Large giant, Chaotic Good

This hulking man shambles clumsily along with a massive iron shovel slung across his shoulder. Tiny black eyes peek out from beneath the rim of his brown cap, seeming to pay little attention to the world about him.

Armor Class 13

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	14 (+2)	12 (+1)	11 (+0)	9 (-1)

Skills Deception +4, Persuasion +4, Religion +2

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Spellcasting. Barnaby is a 4th level spellcaster. His spellcasting ability is Intelligence (save DC 11, +3 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *fire bolt, light, mage hand*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *hold person, suggestion*


ACTIONS

Shovel. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 +4) bludgeoning damage.

THE HOMES

The southern patch is presently being tended by a very unusual gardener. Barnaby the ogre was adopted into the community over a decade ago when he was found as a child outside the gates. By trick of luck, the ogre had an uncommonly gentle disposition, and so he managed to integrate with surprisingly little difficulty. His pride and joy is an exceptionally large pumpkin growing in the center of the southern grove. Weighing easily fifty pounds, it's certain to win a ribbon during tomorrow's judging!


Skill Check



A **DC 10 Wisdom (Perception)** check allows a vigilant PC to notice that the ogre's warty hide is covered with several extra blemishes - angry raised purple bumps. If questioned, Barnaby waves it off as "Duh bug's're extra orn'ry dis yuhar," and says he's been stung by quite a few ugly bees. If asked for a description, he reaches into his pocket and pulls out a handful of dead insects, which he'd been saving to eat all at once on Harvestide night..."But since yoos guests, yoos c'n hav 'un,"

The insect looks, at first glance, to be a bee. However, a closer examination reveals that the parts of a bee that would be black are a deep violet, and the parts which would typically be yellow are rather reddish.

Skill Check



Call for an **Intelligence (Nature)** check, and regardless of the outcome, inform the player that these are not bees they have ever seen or heard of. If someone makes an **Intelligence (Arcana)** check (DC 15) they realize that these bees have been touched by the lower planes. They are fiendish in nature.



All of the other buildings are two story houses that house three families each. They are kept in meticulous repair, and most have gardening tools resting against them beneath overhangs. The exception is the mayor's house, which doubles as his office, city hall, and the courtroom when the need arises. As such it stands out just a bit in terms of size and quality of materials.

Whenever the PCs visit the mayor

If they don't opt to go to his house on their own, he sends a child to fetch them from wherever they might be.

Read the following:


When you make your way to the mayor's estate, he answers the door personally. Mayor Proutt greets you with a warm smile and shows you to his office, where he sits behind a fine mahogany desk.

"Again I welcome you. I hope you've enjoyed your time in town - I am deeply proud of it, and all of my good neighbors. I think it's time we got down to business, though."

"As mentioned, a mad elf has threatened us for daring to harvest a few trees, and promises that tomorrow will be our last night in these lands. Rather than ruin the entire festival, I've asked you here to make sure no such thing befalls. I'll give free reign to do anything you see fit, but please do try to be discrete."

The mayor answers any questions to the best of his ability, but honestly knows quite little. He's got no idea what to make of the insects either, and worries that perhaps the elf has somehow summoned a swarm of wicked bugs to attack...though why they would only do so a few at a time baffles him.

Skill Check



A **DC 15 Wisdom (Sense Motive)** check suggests that part of the reason that the mayor doesn't want to cancel the festival is that it would involve sending all the visitors home.

He asks that the PCs stay close to town that evening, as the citizens view their arrival as another excuse to party, and would all like nothing better than to spend time admiring these exciting new celebrities (feel free to have some of the local children running around dressed like the PCs, or repeating things they've heard them say).

If the PCs haven't let slip the true purpose of their visit, the festivities continue on unabated.

If the PCs have not been discreet, the mayor is not pleased. All the same, when the cat is let out of the bag he comes clean about the threat, and futilely tries to encourage the townsfolk to continue the festival as planned. (It is a **DC 20 Charisma (Persuasion)** check by the PCs if they want to encourage them to stay for whatever reason). At that point, everyone will return to their homes and barricade themselves inside, with the out-of-towners returning to the inn and planning to leave the next day.

PART 3: ORANGE YOU GLAD TO FINALLY SEE THEM?

In truth, the insects are wicked, but their purpose is far more insidious than a few stung fingers. They have pollinated the pumpkin harvest with their evil essence, and soon their work will bear wicked fruit. Ladridd Howl's threat was a feint, and the mad hermit had hoped all along that the people of Hazelthorp would send for heroes.

Slain heroes make for a much greater impression.

As soon as the sun goes down on the night of the PC's arrival, the curcubiter arise from their patch.

Regardless of whether the citizens are gathered for celebration, or in the midst of dispersing to lock themselves away after learning of the threat, read the following.

A scream goes up, and people recoil from a very peculiar sight. A man staggers forward, hands clutching at a plump pumpkin that rests atop his shoulders. He seems to struggle for just a moment longer before straightening. The image of a frightful face has been carved into the orange pumpkin shell, and it grins an expressive grin before the man turns to flee at top speed through the crowd!

From somewhere near the place he'd been standing, a call goes up. "Stop him! The thing has taken his body - Roberrie isn't himself!"

A curcubiter has taken Roberrie's body, and will escape through the crowd in three rounds. Roll for initiative to see if the PCs can stop him before he gets out!



Curcubiter

Medium construct, chaotic evil

Looking for all the world like regular plump orange pumpkins (at least until they open their eyes and mouths), curcubiter have ambitions of world conquest swirling about in their loamy brains. A hypnotic light gleams in their carved oculars, and from between their jagged teeth.

Armor Class 15 (natural armor)

Hit Points 27 (5d8+5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Insight +3, Stealth +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elven

Challenge 1 (200 XP)

Domination. Once placed upon a victim's head (see *Hypnotic Gaze*, below) the curcubiter has complete control over that person. Use the curcubiter's mental ability scores and the victim's physical ability scores to determine attacks, AC, and so forth. The curcubiter may make a bite attack in addition to any physical attacks that the victim is capable of, though it cannot use *Hypnotic Gaze*, *Rolling Charge*, or *Vines*.

Sunlight Sensitivity. While in sunlight, the curcubiter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Rolling Charge. If the curcubiter moves at least 30 feet straight toward a target and then hits with a bite attack on the same turn, the target takes an additional 5 points of damage and must make a DC 12 Dexterity save or be knocked prone. A curcubiter may not make a vine attack in the same round as a rolling charge.

ACTIONS

Multiattack: The curcubiter can make two attacks with its vines and one attack with its bite.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Hypnotic Gaze. The curcubiter targets one humanoid it can see within 30 feet of it. If the target can see the curcubiter, it must succeed on a DC 12 **Wisdom save** or be hypnotized by the curcubiter. A hypnotized character takes no actions other than to use their full move to approach the curcubiter and place it upon their own head as a full round action.

Vines. *Melee Weapon Attack:* +3 to hit, reach 10ft., one target. *Hit:* 3 (1d4+1) piercing damage.

These malevolent melon-heads will not rest until they have the entire town trapped in the coils of their vines or driven off entirely.

Every 1d4 minutes for the next in-game hour, 1d4 curcubiters roll out of the pumpkin patch and launch an attack on any isolated groups of commoners (20 or fewer). If all of the citizens gather in a single defensible location, the curcubiters mass their numbers until they have 20 in total, and make a final all out push. While curcubiters are intelligent, their desire to dominate and acquire bodies will often win out over their tactical sensibilities. Whenever a commoner is in sight, a newly-born curcubiter will do all it can to use its hypnotic gaze to dominate the citizen, and force them to lift the monstrous plant on to their head so they may possess them.

When attacking a curcubiter that is in possession of someone's body, the attacker can opt to take disadvantage on their attack roll to guarantee that they won't miss and hit the hostage. Alternately, each attack rolled normally has a 50% chance of striking the body of the possessed person. If a curcubiter's possessed body dies or falls unconscious, the curcubiter will curse foully before disengaging to find more prey. If the curcubiter itself is destroyed, the possessed person falls unconscious to the ground.

Any PC who suggests burning the pumpkin patch is met with terrified and furious shouts. The pumpkin patches are the lifeblood of the village! If the PCs follow through with the plan anyway, the curcubiters simply all roll out at once. The pumpkins burn quickly enough, and at the climax of the adventure, the village is doomed.

Statistics For The Final Assault

Hazelthorp has 360 citizens to defend, and there are a total of 37 active curcubiters, plus Curcubiter Max. 17 will emerge from the pumpkin patch in groups of 1-4, while the final 20 will make a massed assault shortly after those 17 are either destroyed or escaped. There are several viable options for defensible structures throughout town. Each building has a listed maximum capacity for people. It is possible to cram a certain number of extra people in beyond that capacity, but that means that any evacuation has a 20% chance per 100 people that 1d6 of the townsfolk are accidentally trampled on the way out, leaving them at -1 hp and in unstable condition.

Barnaby, Herman, the deputies, and Sarah will do all they can to defend the townsfolk, and are willing to follow any instructions that the PCs give. They can be relied on to defend up to 100 townsfolk on their own if assigned to any defensible structure. They are much less effective if left out in the open, though they will readily fight alongside the PCs in town square if that is the instruction they are given.

The Happy Pie (Capacity - 250/280 cramped)

Pros - It has a second floor with a single stairwell.
Cons - The first floor has many windows for the curcubiters to enter through, and the upstairs alone only allows for 120 people.

The Constabulary (Capacity - 100/120 cramped)

Pros - It has an iron-barred cell in the back, and only one window.
Cons - Limited space.

Town Square (Capacity - 500)

Pros - There's plenty of room, and doesn't permit for any surprises.
Cons - Wide open and outside, the curcubiters can approach from any angle, and will attempt to surround the villagers.

School (Capacity 320/360 cramped)

Pros - Large enough for everyone to squeeze in, with thick sturdy shutters for the windows. A solid fortification.
Cons - The shutters won't last forever, and the two front windows still allow some egress.

Smithy (Capacity 100. Impossible to cramp, extra people are pushed outside).

Pros - Back to a wall with only one way in. No windows through which to smash.
Cons - No door, the entire eastern wall is utterly exposed.

Temple (Capacity 300/340 cramped)

Pros - A place stocked with 8 potions of Cure Light Wounds, and a stout iron door.
Cons - Those lovely stained glass windows are high, but a determined curcubiter will eventually manage to spin-dash its way up and inside (DC 15 Acrobatics check). They will build ladders if they have to!

Houses (Capacity 80/100 cramped)

Pros - Close together with a front and back door for escape.
Cons - Many windows on the lower levels. Poor capacity.

Pumpkin Patch (Capacity - plenty of room! Come on in!)

Pros - Don't go into the pumpkin patch.
Cons - Trick people into going into the pumpkin patch.

A full-on assault vs the curcubiters is folly (if anyone suggests it, call for an intelligence check from the entire party. Anyone who gets above a 5 should know that it is a doomed effort). However, the party has several assets to call upon apart from the tactical advantages of terrain.

Skill Check

Either asking Sarah for suggestions or making a **DC 15 Intelligence (Arcana) check** reveals a curious alchemical property of hazel branches. If they are dipped in holy water and cast on the ground, they hold at bay any evil creature which crawls.



There are six flasks of prepared holy water in the temple. Each flask can be used to saturate four hazel branches to the point where they are effective deterrents. When a soaked hazel branch is cast on the ground, all crawling creatures (including curcubiters) with an evil alignment must succeed at a DC 13 Wisdom save to approach within 30 feet. If a branch is picked up after it is dropped, the alchemical reaction is disrupted, and it must be soaked once more. If left undisturbed, each branch is capable of holding such creatures back for up to an hour. Note that this effect no longer applies if a curcubiter is attached to someone's head.

Constable Herman and his three deputies are not exactly up to the caliber of young adventurers who have faced the Gauntlet, but they are hardly useless. The four of them can be relied on to deal with two curcubiters at a time up to three times before one of them is finally brought down.

Each time a curcubiter manages to get on the head of a dominated townsfolk, they will immediately run off in full retreat to plot the next step of their inevitable world conquest, attacking only those who get in their way. Once all of the curcubiters are either destroyed or have fled with their new hostages, the attack subsides for a few blessed minutes. However...

Combat

Tactics: Max will seek out Barnaby if he hasn't already taken him captive. Unlike his kin, he uses the ogre's body to launch an all-out attack on the town. Too large to be supported by the body of a medium creature, Max will simply try to kill any other potential victims if Barnaby is unavailable.

The master curcubiter can be encountered in one of two ways. If Barnaby was with the group the whole time, read the following:

There is suddenly a mighty, pumpkin-y roar from the southern end of town. Barnaby's prized pumpkin rolls into sight and flails its vines in fury. This master curcubiter rolls forward to attack!

If Barnaby was not with the group, read the following:

There is suddenly a mighty, pumpkin-y roar from very nearby. Barnaby's body lurches toward you with a massive curcubiter attached to his head!



Curcubiter Max

Medium construct, chaotic evil

This oblong curcubiter is twice the size of its brethren, and seems twice as aggressive!

Armor Class 17 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Skills Insight +4, Stealth +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Elven

Challenge 4 (1,100 XP)

Domination. Once placed upon a victim's head (see *Hypnotic Gaze*, below) Curcubiter Max has complete control over that person. Use Curcubiter Max's mental ability scores and the victim's physical ability scores to determine attacks, AC, and so forth. Curcubiter Max may make a bite attack in addition to any physical attacks that the victim is capable of, though it cannot use *Hypnotic Gaze*, *Rolling Charge*, or *Vines*.

Sunlight Sensitivity. While in sunlight, Curcubiter Max has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Rolling Charge. If Curcubiter Max moves at least 30 feet straight toward a target and then hits with a bite attack on the same turn, the target takes an additional 5 points of damage and must make a **DC 14 Dexterity save** or be knocked prone. A curcubiter may not make a vine attack in the same round as a rolling charge.

ACTIONS

Multiattack: Curcubiter Max can make two attacks with its vines and one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d6+4) piercing damage.

Hypnotic Gaze. Curcubiter Max targets one humanoid it can see within 30 feet of it. If the target can see the curcubiter, it must succeed on a **DC 14 Wisdom save** or be hypnotized by the curcubiter. A hypnotized character takes no actions other than to use their full move to approach Curcubiter Max and place it upon their own head as a full round action.

Vines. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 8 (1d6+4) piercing damage.



PART 4: THE END...?

The townsfolk do what they can to reorganize in the wake of the attack. Their spirits depend entirely on how well the PCs performed the previous evening.

If nobody was killed or taken off into the woods, and the PCs didn't let slip that the mayor knew, there is an air of jubilation. Now that the fear has worn off, the people are already making jokes and talking about integrating scary carved pumpkins into their festivities for next year (which the PCs simply MUST come back for)! The remaining day is spent celebrating, and when they leave the next morning they are given a hero's farewell, and several dozen pies to share with their classmates.

The mayor writes a glowing review that amounts to an A.

If nobody was killed or taken off into the woods, but the PCs alerted the populace to the threat ahead of time, the townsfolk are skittish. They are grateful for the help, but now see the PCs as mercenaries who had to rescue them, rather than good kids who happened to be in the right place at the right time. The mayor hides away in his home, and the constable writes the letter in his place, observing that it would have been easier to keep people safe if they'd all been together.

The constable's letter of review is worth a B grade.

If up to 5 people were taken off into the woods, a search party is assembled the next day. The PCs take part in it, but they have no luck catching up to the kidnapped individuals. The next day is the same in town. Priestess Sarah writes the letter of review, explaining that the PCs did all that they could, and how it would have been worse if they hadn't been there.

Sarah's letter of review is worth a C grade.

If up to 10 people were killed or taken off, Sarah is too busy officiating funerary rites and/or consoling frightened children to write the letter. The duty is handled by one of the constable's deputies, who lost a dear friend in the attack. He is none too kind.

The deputy's letter is worth a D grade.

If 11 or more people were killed or taken away, the entire town is deathly silent in the wake of the calamity. Tom writes a perfunctory report on the back of a napkin and gives it to the PCs before they leave, detailing the names and addresses of those lost.

Tom's letter is worth an F grade.

Your mission complete, you say what goodbyes you must say, and pile back into the wagon. The furs lining the wooden floor are very comfortable and relaxing after all of yesterday's excitement, and the long trip back isn't sounding all that bad. You ride off into the rising sun.

Several hours later, however...

Your wagon is moving along a forested road, when one of the horses suddenly collapses in the yolk - utterly unconscious. A moment later, an arrow pierces the fabric of the wagon, missing (one of the PC's) head by mere inches. An ambush!

The horse will be fine - it is simply under the effect of Ladrid's sleep spell. Ladrid Howl doesn't care much for the fact that the PCs are walking away alive. Whether or not the attack was successful, he takes their survival as a personal insult - one he intends to correct.

If the PCs kill Ladrid, they will have their final grade bumped up by a letter. If they capture him, their final grade is bumped up two letters.

Combat

Tactics: Ladrid will pepper the PCs with arrows from behind cover amidst the branches of the trees, then withdraws after he's certain they've spotted him. The "secret" area on the map is, in fact, quite visible (**DC 5 Wisdom (Perception) check**). It leads to a clearing just within the woods - Ladrid's hope being that they will move into the clearing where they will be at a distinct disadvantage. If brought below 10 hit points, Ladrid will attempt to retreat into the trees to seek revenge another day.

Ladrid Howl

Medium humanoid (human), neutral evil

Armor Class 13 (18 with barkskin)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Medicine +5, Nature +3, Perception +5

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Elven

Challenge 3 (700 XP)

Deadly Aim. Ladrid may use his move action before making an attack with his bow to aim. He gains a +1 bonus to hit and a +1 bonus to damage on the subsequent attack.

Fey Ancestry. Ladrid has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Mask of the Wild. Ladrid can attempt to hide even when he is only slightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Spellcasting. Ladrid is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at-will): *druidcraft, produce flame, shillelagh*

1st level (4 slots): *entangle, longstrider, speak with animas, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +6 to hit (+8 to hit with shillelagh), reach 5ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8) piercing damage.

CONCLUSION

The remainder of the adventurer's trip passes by uneventfully, and when they return to Ex. P they are asked to bring the letter directly to the headmaster's office, where they will receive their grade. The headmaster tends to damn with faint praise, so even students who return with an F grade shouldn't expect a severe tongue-lashing.





Ronius

Medium humanoid (human), neutral good

Armor Class 18 (scale mail, shield)

Hit Points 25 (2d10 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)

Saving Throws: Strength +6, Constitution +5

Skills Acrobatics +5, Athletics +6, Intimidation +3, Survival +2

Senses passive Perception 10

Fighting Style: Protection. When a creature attacks a target other than Ronius that is within 5 feet of him, he can use his reaction to impose disadvantage on the attack roll. He must be wielding a shield to use this ability.

Second Wind. When a creature attacks a target other than Ronius that is within 5 feet of him, he can use his reaction to impose disadvantage on the attack roll. He must be wielding a shield to use this ability.

Action Surge. Ronius can push himself beyond his normal limits for a moment. On his turn, he can take one additional action beyond his regular action and any bonus action. After using this feature, he must finish a short or long rest to use it again.

ACTIONS

Javelin. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 1d6 + 4 piercing damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 4 slashing damage.

Equipment. backpack, belt pouch, crowbar, alchemist's fire, javelin (5), lantern, longsword, oil (3), portable ram, rope (50 ft.), scale mail, shield, tinderbox, waterskin.



Meeris

Medium humanoid (human), lawful good

Armor Class 16 (scale mail)

Hit Points 15 (2d8 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	20 (+5)	14 (+2)

Saving Throws: Wisdom +7, Charisma +4

Skills Insight +7, Medicine +7, Persuasion +4, Religion +4

Senses passive Perception 15

Spellcasting. Meeris is a 2nd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, spare the dying*

1st level (2 slots): *bless (D), cure wounds (D), bless, detect evil and good, protection from evil and good*

Divine Domain. Meeris is a cleric of the Sun Goddess, and has chosen the Life Domain as her divine domain. She may cast any spell marked with a (D) one per day without using up a 1st level spell slot.

Disciple of Life. Meeris is a very effective healer. Whenever she casts *cure wounds* she heals an additional 3 hit points.

Channel Divinity. Meeris can channel the power of the Sun Goddess directly, and may do this in two ways, using either the *Turn Undead* or *Preserve Life* (see below). After using this ability she must then finish a short or Long Rest to use her Channel Divinity again.

ACTIONS

Channel Divinity: Turn Undead. As an action, Meeris can present her holy symbol and speak a prayer which censures the undead. Any undead creature within 30 feet must make a **Wisdom saving throw (DC 15)** or it is turned for 1 minute, or until it takes damage. A turned creature must use its turns to get as far away from Meeris as possible, and can't willingly move within 30 feet of her. It also cannot take reactions. It may only use the Dash action to try and escape or, if there is nowhere to go, use the Dodge action.

Channel Divinity: Preserve Life. As an action, Meeris can present her holy symbol and speak a prayer of healing. She restores 10 hit points, divided up as she wishes amongst any creatures within 30 feet of her. This can restore a creature to no more than half its total hit points, and does not work on constructs or undead.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 1d8 piercing damage.

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d6 bludgeoning damage.

Sacred Flame. *Ranged Magic Attack:* automatic hit, range 60 ft., one target. *Hit:* 1d8 radiant damage, **DC 15 Dexterity save** negates. The target gains no benefit from cover on this saving throw.

Equipment. Belt pouch, crossbow bolts (20), holy symbol, holy water, mace, light crossbow, scale mail



Kale

Medium humanoid (human), neutral good

Armor Class 11

Hit Points 14 (2d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	18 (+4)	12 (+1)	12 (+1)

Saving Throws: Intelligence +6, Wisdom +3

Skills Arcana +6, History +6, Investigation, +6, Religion +6

Senses passive Perception 11

Spellcasting. Ronius is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *light*, *ray of frost*

1st level (2 slots): *charm person*, *detect magic*, *grease*, *mage armor*, *magic missile*, *sleep*

Arcane Recovery. Kale has learned enough to retain some of his magical energy by studying his spellbook. Once per day when he finishes a short rest, he can recover one expended 1st level spell slot.

Abjuration Savant. Kale has decided to focus on the abjuration school of magic. The gold and time that he has to spend in order to copy an evocation spell into his spellbook is halved.

Arcane Ward. When Kale casts an abjuration spell (such as *mage armor*) he can create a magical ward on himself at the same time, which lasts until he finishes a long rest. This ward has 8 hit points, which are lost before Kale's own hit points. If damage reduces the ward's hit points to 0, Kale takes any remaining damage. While it has 0 hit points the ward no longer absorbs damage but still exists, and regains 2 hit points each time Kale casts an abjuration spell. Kale can only have one ward active at a time, and cannot create another until after he finishes a long rest.

ACTIONS

Acid Splash. Ranged Magic Attack: automatic hit, range 60 ft., one target, or two adjacent targets. Hit: 1d6 acid damage, DC 14 Dexterity save negates.

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d6 + 2 bludgeoning damage.

Magic Missile. Ranged Magic Attack: automatic hit, range 120 ft., up to three targets. Hit: 1d4 + 1 force damage.

Ray of Frost. Ranged Magic Attack: +6 to hit, range 60 ft., one target. Hit: 1d8 cold damage, and target's speed is reduced by 10 feet until the start of Kale's next turn.

Equipment. backpack, acid flask (2), alchemists' fire (2), belt pouch, tinderbox, waterskin



Willow

Medium humanoid (human), chaotic good

Armor Class 16 (studded leather)

Hit Points 15 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

Saving Throws: Dexterity +6, Intelligence +4

Skills Acrobatics +6, Deception +4, Insight +3, Persuasion +4, Slight of Hand +6, Stealth +8

Senses passive Perception 11

Thieves' Tools. Willow can use her thieves' tools to add double her proficiency bonus (+4) to any ability checks made to disarm traps or open locks.

Sneak Attack. Once per turn, Willow can add an extra 1d6 damage to one creature that she has hit with an attack if she had advantage on the attack roll.

Cunning Action. Willow's quick thinking and agility allow her to act quickly. Each round in combat, she may take a bonus action, choosing from the Dash, Disengage, or Hide actions.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Dagger. *Ranged Weapon Attack:* +6 to hit, reach 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

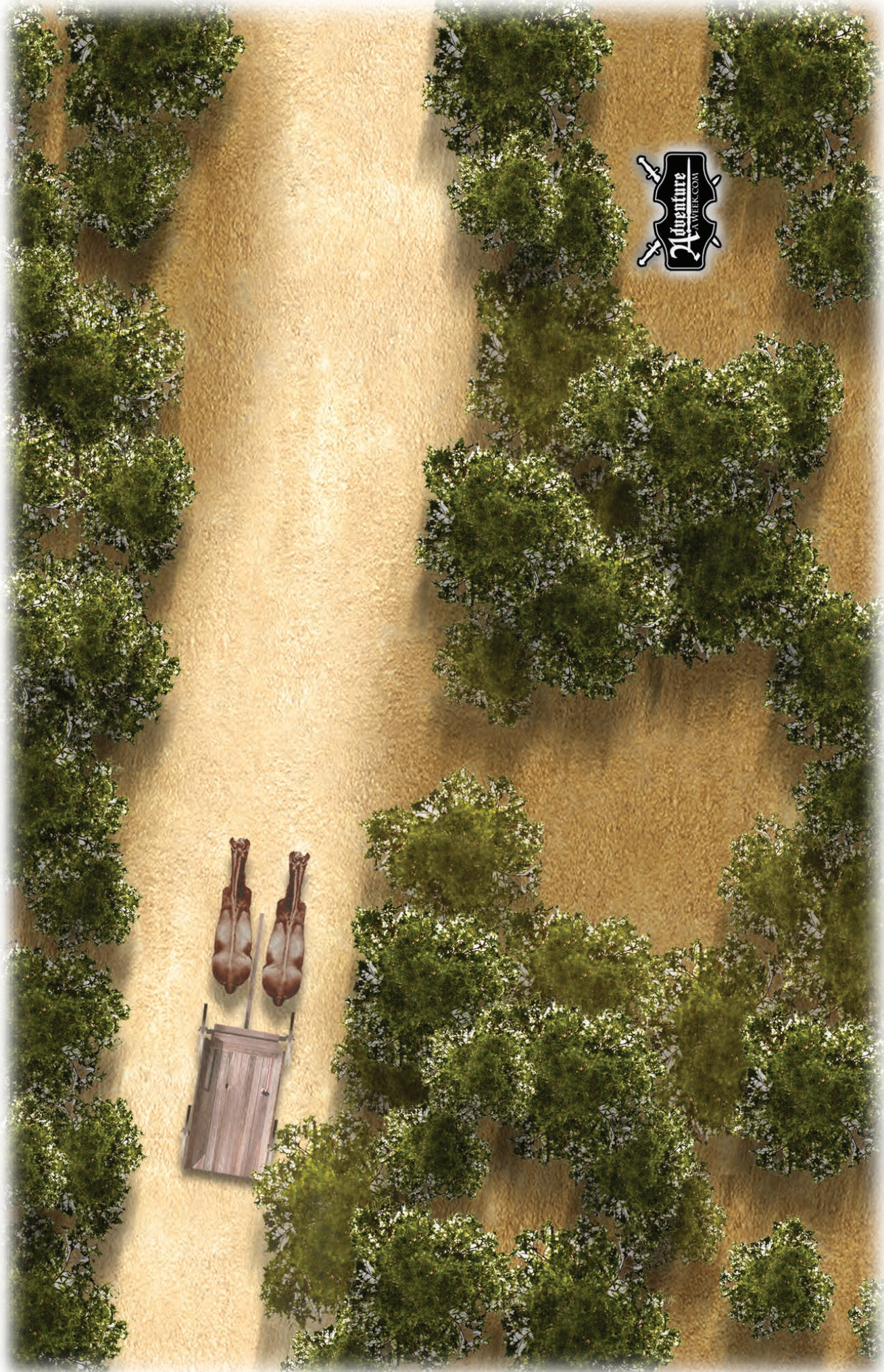
Equipment. backpack, belt pouch, caltrops (bag of 20), chalk, crowbar, daggers (5), lantern, mirror, oil (7), pitons (5), rope (50 feet), sack (empty), studded leather, thieves' tools, tinderbox





HAZELTHORP

0 15 60
SCALE IN FEET



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A 5th Edition compatible adventure for beginner players and game masters

Part of a series of seasonally thematic modules, this adventure can be run to completion in 3-6 hours

Fall into heroism!

The young heroes from Exallizar Preparatory Academy are back for their second adventure – and this time, there’s no safety net.

A nearby town has sent out a call for aid after a mad hermit has promised to spread untold misery during their yearly harvest celebration. Your group has been selected by the administration to answer that call, and act as representatives for the entire school!

You dare not fail.

“A Frightful Time” includes:

- The second leg of the adventure started in BASIC-1
- The return of Ronus, Willow, Meeris, and Kale, fully upgraded to level 2
- A new breed of monster that is sure to be an instant seasonal classic
- A grading system to let you know how well you’ve done at the end of the adventure