

# HALLOW'S END

A DUNGEONS & DRAGONS 5E ADVENTURE MODULE



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It is time to harvest...

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## ON THE COVER

Cover art provided by RetroGradeMinis.com – aka Christopher Hill. All monster art design for this module comes from RetroGradeMinis. Please support their website.

## SUGGESTED LEVELS

This module is designed for a group of 3-6 players from levels 4-9. You can complete this module at lower or higher levels but will have the optimized experience with players in this range. An understanding of the game of Chess will be essential in this module by at least 1 person.

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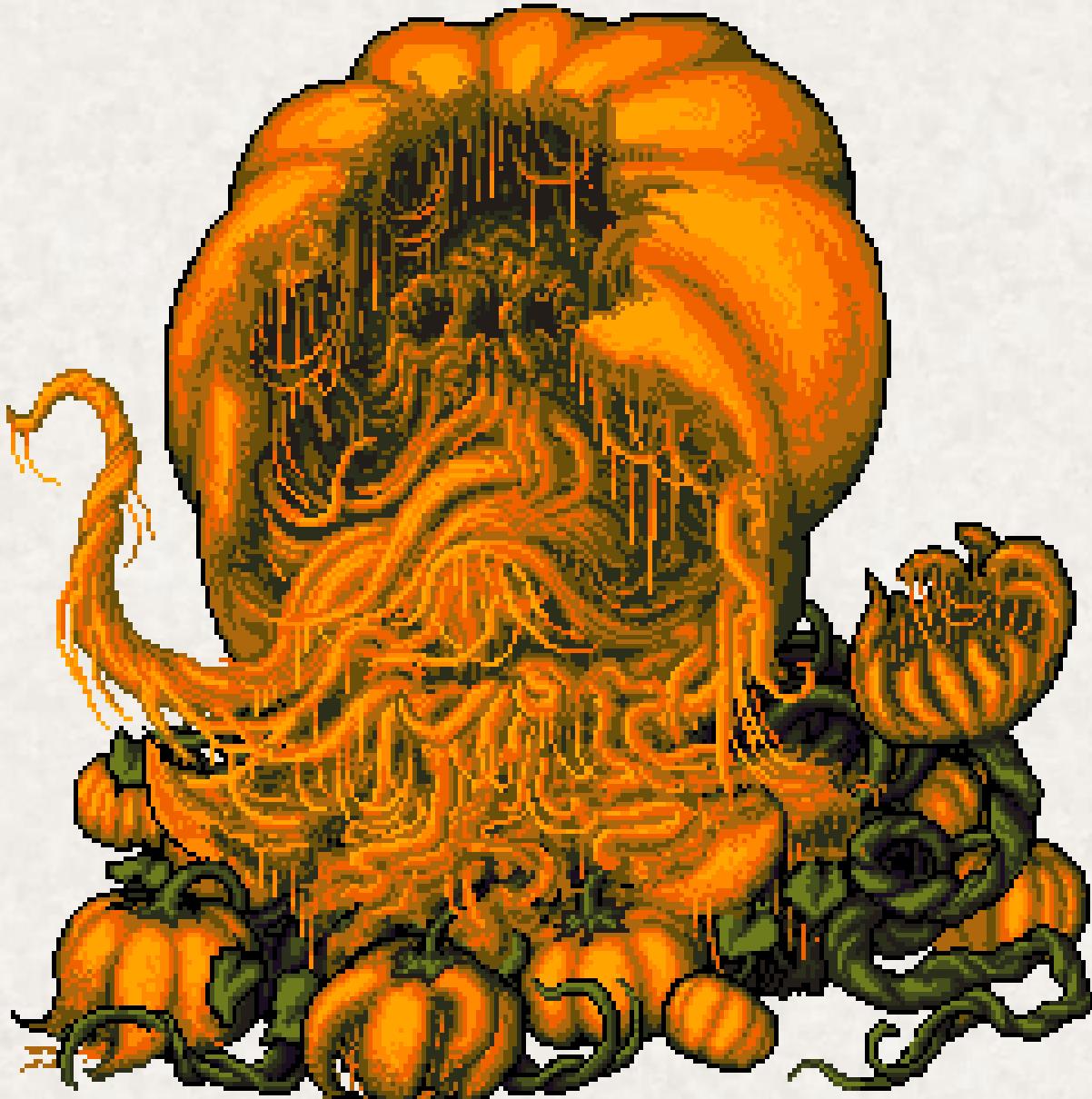
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# TABLE OF CONTENTS

Credits .....	1
Table of Contents.....	2
The Hallow Festival .....	3
Outside the Walls.....	3
A Festival of Lights.....	4
Location 1: The Clearing.....	4
Location 2: Decrepit Buildings .....	5
Location 3: Gathering of Tents .....	5
Location 4: By the Bonfires .....	6
Rooms.....	7
Monsters and Stat blocks.....	9
Hallow Cultists .....	9
Gourdlings.....	9
Shambling Harvesters .....	10
Zombies .....	10
The Harvest Pumpkin .....	11

## TIP: SPOKEN WORD VS DM INFORMATION

This module will alternate between *italicized* text and normal text. *Text in italics* is intended to be read aloud for the players, while normal text is for the Dungeon Master alone.



# THE HALLOW FESTIVAL

Hallow's Eve has always been a time for the dark creatures of the world to entertain themselves. It is not a coincidence that so many cultists and foul wizards choose to do their rituals at the end of the harvest season; with the arrival of the blood moon on Hallow's End, vile magics are heightened in its presence.

Not all rituals are sinister however, as many pray for a bountiful harvest to come in the following year or pay a penance to survive the harshness of the cold winter to come. There are towns across the land who spend weeks preparing for a feast of crops and livestock that would not survive the winter. These festivals are filled with light, merriment, and good cheer throughout the land. Many fighting armies have been known to draw a truce on Hallow's End to break bread and feast with their enemies. Hallow's End can truly be a wonderful time for all, though our story depicts a terrifying time for a select few...

This adventure module begins on the night of Hallow's End, just outside of the small city of Novegrad. This module uses the names of locales in my Homebrew world of Asterion, however, I will mention roughly equivalent sizes for you to replace names with cities appropriate to your campaign. Novegrad is a city roughly 20,000 people, spanning a diameter of 5 miles. It is a city of worship and trade being a crossroad between two nations.

The city of Novegrad has been preparing for the Hallow Festival for weeks on end. While the field workers cart in crops, the city guards help the merchants line the city with decorations in the colors of orange and purple. Carved pumpkins of deities and comedic figures line shop windows, and tables are pulled from taverns around the great white flame in the center of town. Mothers and Fathers prepare sweets and pastries for the feast, while children run through the streets in masks of their favored folk heroes. The priests of the city gather juniper berries in mass quantities to turn the white flame a deep purple for the night of the festival. A smell of buttered beer and pecan pies overpowers the once acrid aroma of the city.

As outsiders to this city, you are escorted from within the city walls to the outside of the city – bad luck to invite outside energies into the preparation of the harvest festival. You will be permitted to enter once the festival begins, and so showered with food and good company, that the time spent waiting outside the walls will be but a distant memory.

## OUTSIDE THE WALLS

As you sit on a stone bench outside the city gates, leaves fall from nearby trees in shades of red and yellow. They crunch beneath your feet as you sit, walk, and converse with your party members. A chilly wind sends a shiver down your spine as you feel the coming of winter nearing. A small wisp of mist coats the ground like fog on a morning lake.

The sun passes mid-day as you pace the wall anxiously awaiting the gates to open for the start of the festival. The whistling on the wind is drowned only by the grumbling of your belly as you dream of the sweets and pastries that you will devour in the hours to come.

In the distance from where the party sits are a gathering of small houses within a small forest of trees behind the un-gathered wheat in the fields. A DC 15 Perception Check reveals a small fire burning between the houses in the trees several hundred meters off. You inform that party of the oddity of seeing a fire in the distance, as they know that all members of the town were summoned inside the walls before their closing this morning.

If the party goes to investigate, they are met by the following man and description as they walk across the wheat fields towards the houses, otherwise, the same man walks their way in an hour and greets them on the stone benches.

A human male with balding black hair in farmer's garb and soil stained hands approaches the party while wiping the soil from his hands with a rag.

"Well met travelers." says the man. "You look to be from out of town. Perhaps waiting on the festival to begin?"

If questioned, the man's name is Taylor Grimlight. Taylor will ask the party about their business in town and if they have time to help him.

The man shows his orange and red stained hands beneath the rag he wipes at the soil in between his fingers.

"Our little hamlet makes the finest pumpkin and beet candy you've ever tasted. We've got the fire roaring getting the sweets to temperature now! I came looking to see if any guards or other farmhands weren't busy so they could lend a hand lifting the cauldron up onto my wagon. It's dangerous stuff molten beet sugar – always better to be safe than sorry! If you aren't busy, maybe you wouldn't mind helping me load the wagon for the festival?"

A DC 20 Insight Check reveals that the man speaks in a manner more befitting a merchant or clergyman than any farmhand that the party has conversed with before.

If the party agrees to help the man, they will walk with him along the wheat fields towards the small houses in the forest. During their walks, the man speaks of the great lights in the festival and the sweets that they plan to bring along for judgement in local candy competitions.

After walking with the man further into the forest and nearing the houses, you come to a small clearing in the trees. An axe rests buried in a tree stump with a small wheelbarrow nearby. The wooden houses look old and covered in moss. The windows are so covered in dust that you can hardly see inside them.

Have the party make a DC 20 Perception Check as they enter the clearing, and you finish the above descriptor. If anyone in the party passes the check, they turn around to see – several other human males of a similar haircut to the man you have been following walk out from behind nearby trees as the fallen leaves rustle beneath their feet. These other men are all wearing thick black woolen robes that go down to

their feet. The men pull from their robe pockets small curved and thin filleting knives in their left hands, and hold something else small in their clenched right fists. Slowly and stepping in time, the robed men approach the party.

"I'm sorry for the deception travelers," says Taynor. "You'll see that it was all worth it soon."

The robed men throw something quite small on the ground nearby the party's feet. A DC 15 Perception Check reveals that the men threw small glass pumpkins roughly the size of a marble on the ground.

The tiny beads explode in a puff of bright orange smoke that appears in an instant to cover the nearby clearing.

If anyone passed the perception check to notice the robed men from behind the trees as they approach, they will have advantage on the saves related to the glass pumpkin's effects. As well, they are allowed to make a DC 18 Dexterity Saving Throw to jump out of the orange smoke to avoid its effects. Otherwise, they must make a DC 21 Constitution Saving Throw or be put to sleep by the orange smoke.



If anyone jumped from the smoke, or otherwise passed the Constitution saving throw, they begin an encounter against 8 Hallow Cultists, (see the **Monsters and Stat Blocks** section of this module for details of these creatures.) The party is currently in **Location 1** on the map provided in the module.

If anyone remains in the smoke during the encounter, they must make an additional **Constitution Saving Throw** at the start of each of their turns. The smoke covers the entirety of the clearing and the rough soil area.

The goal of the cultists for this fight, is not to kill the party, but instead to force them into orange smoke area and force the party to fall asleep. They will spend the turns attempting to grapple and move any non-sleeping party members into the smoke. If they do catch someone, they will make a single attack from their Carving Dagger against the creature before bringing them into the smoke.

**If the party evades being put to sleep:** The smoke will dissipate after 1 minute. If the party kills all the cultist members, though this will be highly unlikely, they have avoided capture. The party members that did not fall asleep can wake those who did with a violent stirring. Congratulate them on evading capture, and they are free to search the location absent any additional encounters, completing the module. If they kill any number of the 8 cultists, they will be absent from the map, and instead, you replace each cultist that fell with a single Zombie.

**If a party member flees for help and avoids capture:** The party member will likely flee to the town and ask for help. If the party member asks the town guard for help, the guards will think that the members are playing an elaborate Hallow's End prank on them and refuse to leave their posts to help. The gates remain closed, and their fellow party members will be captured and tied up by the robed men. The party member can hide and watch from a distance with a DC 22 Stealth Check as the robed men begin setting up the scenes described in the rest of the module. If the party member is spotted again, the cultists will begin throwing the pumpkin beads and attempting to put the party member to sleep again.

## A FESTIVAL OF LIGHTS

Functionally the rest of this module works as a dungeon module, with locations and encounters marked by numbers on the **Locations and Encounters Map** provided with the module. The players will start off at **Location 1** and continue the module from there. If they players at all choose to leave the area of the map/module without being seen, they may do so, but do not automatically get their equipment back as described in the sections below.

Encounter locations will be marked by white circles and referred to as **Locations**, while rooms and buildings will be marked by white squares and referred to as **Rooms**. The numbers in the shapes indicate which area you should read from. If a player enters a room, read from the from the provided text in the **Rooms** section of the module.

### LOCATION 1: THE CLEARING

As the party awakes from their slumber, have them roll a **Constitution Check**. The player with the highest roll awakens first among the party to the following descriptor.

*As consciousness begins to return you, darkness and a red mist clouds your vision. A tiny red circle can be seen in the sky between the auburn trees.*

A DC 15 Perception Check reveals the red circle to be the Blood Moon hidden behind a veil of mist.

*Though the circle in the sky shines brightly, your vision is obscured by the thick and heavy mist. You can hardly see your hand in front of your face let alone the surrounding area. You try and move but find your hands and feet at tightly bound. As you squirm in your bonds, you see the sleeping bodies of your companions laying in the dirt next to you.*

Functionally, the mist obscures the vision of the party. Each player can see no further than 10 feet in any direction around them. If a player has Darkvision, their vision extends to 30 feet. Players can only see where light sources are, such as the torches that the cultists hold, or the light shining from various monsters.

*You can see robed figures holding torches in the distance in the mist to the north and west of your location. The figures to the north stand near a collection of tents, while the figures to the west stand between the buildings that you saw earlier. The figures appear to have pumpkins over their heads with tiny lights pouring out of carved faces on the pumpkins. The faces are currently occupied and facing away from your location.*

*You notice that you are still in your armor, though you are lacking your weapons and packs with the remainder of your gear. Everything you were wearing is still on your person, but all of your other personal effects are nowhere to be seen.*

The awoken party member may attempt to wake other party members by bumping against them, or if they are free from their bonds, they may shake them awake. A DC 15 Sleight of Hand Check will allow a player to undo their bonds.

A DC 15 Perception or Investigation Check reveals a body wrapped in burlap hidden on the misty floor nearby the tree stump with the axe in it from the earlier description of the area. *The burlap wrapping the body is wet and stained red, as a pool of blood sits beneath its head and drips from the woodsman's axe.*



The party may attempt to sneak away from this area. A DC 10 Stealth Check will allow them to move freely without being seen or discovered by the cultists from **Locations 2 and 3**. If they fail this check, a Hallow Cultist and a Zombie with an uncarved pumpkin on its head will come to investigate from one of the two locations.

If the players do nothing and wait, the cultists will eventually come to check on the players. If they do, a cultist will squat down in front of the player, revealing nothing to be behind the jack-o'-lantern on top of the robed figure's shoulders. Where the players expect to see a face, they are great with a tiny floating white light behind the pumpkin's eyes.

The cultist will then awaken any sleeping players and begin conversing with them.

*The cultists carved pumpkin face lights up as he talks. The mouth of the pumpkin does not move; however, a voice can still be heard as the cultist speaks to you. As the words come from behind the carved face, you see the white light flicker and dance from within the hollowed-out pumpkin.*

The cultist will tell the party of how lucky they are to have been outside the city walls on this historic night. They will praise the great light and inform the party that they will become like them and join in the glow of the almighty Harvest Pumpkin. If pressed for a name, the cultist will no longer give them a name for themselves, but instead refer to themselves as an Enlightened One, and the party as Snuffed Ones. Continually the cultist will refer to them as lucky and recall how he was a Snuffed One during the previous Blood Moon, and that they will join him in lighting up the souls of the Snuffed Ones in the following year.

The cultist will then attempt to get the party members on their feet to move them towards **Location 4**. If a party member resists, the cultist will stab them with their carving dagger. A party member may repeat the sleight of hand check from before to escape their bonds at any point, but if they fail, the cultist will stab them once again for each attempt.

If the party follows along, then move them through **Location 2** into **Location 4**.



## LOCATION 2: DECREPIT BUILDINGS

A small pathway leads from the clearing and the Bonfires to the north. On both sides of the road are three buildings of various size and state of decay. Moss and rot cover the outside of these shacks, and the stale air fills your nose as you draw near. There are several barrels leaking an orange and red liquid out onto the ground that seeps into the soil.

In the center of the road stand 2 Hallow Cultists (3 if the one mentioned in **Location 1** has not come to check on the party), and 3 Zombies. Between **Rooms 2 and 6** near the pile of grain sacks sit a Shambling Harvester and a Gourdling, (see the **Monsters and Stat Blocks** section of this module for details of these creatures.) The Gourdling looks like a simple pumpkin unless the party makes

themselves known or is caught sneaking around. The Shambling Harvester sits as a giant pumpkin with vines crawling along its surface like snakes on a rock. If any of the cultists in this location enter combat with the party, the Shambling Harvester will automatically stand up and join in the fight.

If the party is searching for their gear, have the cultists make perception checks every few minutes to see if they spot the party against their stealth rolls. The Gourdling, Shambling Harvester, and Zombies will not actively search out the party, but will notice them if they do not pass their passive perceptions.

From this location the scene in **Location 4** is visible by the bonfire light through the mist.



## LOCATION 3: GATHERING OF TENTS

*A break in the tree-line reveals a cluster of tents. Small campfires with fading embers line the camp, as the fires appear to be freshly doused. Tree stumps litter the gathering of tents with wheelbarrows filled with small, chopped logs. One of the wheelbarrows on the eastern side of the gatherings is full of the seeds of pumpkins and a thick red liquid.*

*There is a well nearby that smells stagnant and the stone material is covered in a mixture of algae and mold. This well appears to have been neglected for several years.*

A DC 15 Investigation or Nature Check into the wheelbarrow full of seeds will inform the party that the liquid inside is human blood. If they rifle through the seeds they will find that while the top layer in the wheelbarrow is pumpkin seeds, beneath the slimy layer is a small collection of 16 eyeballs of various color.

At this location 4 Hallow Cultists and 4 Zombies are walking between the tents. 2 Gourdlings are in the object form, but will not attack or reveal themselves unless the party begins combat with the Cultists. The cultists are not actively looking for the party in this location, and so will only spot them with their passive perceptions if the party chooses to sneak about this area. The Zombies do the same.

From this location the scene in **Location 4** is visible by the light of the bonfires.

## LOCATION 4: BY THE BONFIRES

Two roaring bonfires crackle behind the red mist, providing light and vision to an open space between several of the buildings.

Littered around the bonfires are a half dozen bodies wrapped in burlap sacks and tied with hempen rope. The bodies leak a red and black ooze into the soil below. The ground beneath the bodies slithers around wildly as snake-like vines spread out from a towering figure in the center of the space.

The wriggling vines stem out from a patch of pumpkins as large as a hound that roll beneath an orange and shadowy shape. The red glow of the moon illuminates the figure behind the mist, and before you, you see a pumpkin nearly 20 feet wide, and equally as towering. The pumpkin has a face carved to resemble a wicked grinning man with fang like teeth. The eye hole of the large pumpkin seems to move impossibly as the giant gourd appears to look around and about the forest and collection of small buildings.

Inside the eyes of the pumpkin dances a floating flame of a radiant brilliance. The colors dance vibrantly through all shades of the rainbow before turning a dazzling white and repeating the pattern.

The Harvest Pumpkin sits between the two bonfires in the center of the small clearing between **Rooms 5, 6, 7, and 8**, (see the **Monsters and Stat Blocks** section of this module for details of this creature.) The Harvest pumpkin will only pay attention to the party if they are within the location that the Pumpkin Resides, or if they attack or otherwise provoke it from outside this location.

If the party is brought before The Harvest Pumpkin willingly, via a charmed effect, or from a Cultist during an encounter from **Location 1**, The Harvest Pumpkin will attempt to convert the party into Hallow Cultists. If presented within 5 feet of The Harvest Pumpkin, a pumpkin will roll from its vines with a slot for the player's head to fit into will be placed on top of the head of a player. That player must make a **DC 15 Charisma Saving Throw** or be permanently converted into a Hallow Cultist NPC. Players who are charmed have disadvantage on this saving throw. That players head will implode before turning into a white flame in the center of the hallowed pumpkin, and a carving of their face will appear on the outside of the pumpkin, revealing the white flame in the center.

If a player succeeds on this saving throw, the pumpkin on their head will rot and fall away in an instant, and The Harvest Pumpkin will attack the player, beginning combat.

### COMBAT WITH THE HARVEST PUMPKIN

If they players enter combat with The Harvest Pumpkin, the Pumpkin's primary goal will be to charm as many players as possible to initiate the ritual described in the previous portion of this location.

The Harvest Pumpkin's tactics change whenever it enters its Smashed Form described in its stat block. Once this happens, The Harvest Pumpkin will attempt to kill the players as quickly as possible. The Harvest Pumpkin will



no longer care for any allies it has that may have joined the fight, and will do as much damage as it can to as many creatures as possible.

During this second phase of the fight, The Harvest Pumpkin will continually berate the players in a loud shrieking voice like a banshee. It will claim that it was trying to save them, to put the light back in their souls, to prevent the darkness from creeping in, etc. It will be mortally offended that they are rejecting its gift, and even attempt to persuade the players to give in to its light.

If the players kill The Harvest Pumpkin, read the following descriptor text.

*As you land the killing blow on The Harvest Pumpkin, the dazzling light in the center of the gourd flashes so bright that it lights up the trees in the forest as if it were daylight. You cover your eyes instinctively, before the light begins to fade. As the light vanishes, a small dagger floats briefly in the air*

*above the husk of the massive pumpkin before falling into the slimy pile of mush below.*

*The red mist begins to slowly fall and sink back into the earth, as you look up to see the blood moon giving way to a pale full moon above your heads, illuminating you amongst the vines and the bloody soil beneath your feet.*

As The Harvest Pumpkin dies, the rest of the creatures in the area fall to the ground, as their gourd like heads collapse in on themselves and the creatures die. There are no more threats in the area, and the players are free to search the location.

The dagger that fell from the dazzling light is known as the Hallow Carver. There are no consequences to taking the Hallow Carver, and using it to carve into another pumpkin does not cause another great calamity upon the world at the next Hallow's End.

### HALLOW CARVER

A Rare Dagger (Requires Attunement)

*A small filleting knife with a spoon on the white wooden handle for scooping out pumpkin seeds. There is an orange gem embedded into the handle that upon closer examination reveals a tiny white flame in the center of the gem.*

Functions as a +1 magical dagger. Whenever you deal damage to a creature or otherwise slice/carve into the surface of an object, the wound/scar you create is treated as if the spell *light* is cast upon it for the next 24 hours.

Value: 4,800 gold

*Congratulations on surviving through Hallow's End! Perhaps next year, may the Blood Moon continue to look upon you favorably...*

## ROOMS

### ROOM 1:

A small house with two unmade beds is illuminated by a small hearth with a dwindling fire. The floorboards creak and moan as you step into the house, as the sound of a tiny mouse can be heard moving into a small hole nearby your feet. A chest sits between the two beds made of old oak and iron fittings.

The party may search the unlocked chest to find a small sack of hard-tac and dried jerky, as well as 1d20 gold pieces, and 1d10x10 silver pieces.

The party may look outside the northern windows of the house to reveal the scene at **Location 4**.

### ROOM 2:

The single person home has a shabbily made wooden chair next to a crate functioning as a table. The crate has a waterskin covered in cobwebs that appears to be empty. The bed is well-made, though the sheets are as thin and scratchy as burlap. A small, locked chest of stained oak sits nearby the bed.

A DC 14 Sleight of Hand Check will unlock the chest. Inside the chest is 4 bottles of whisky, a lantern, a box of flint and tinder, and a single garnet ring with 100 gold.

### ROOM 3:

This small family home is filled with a pungent aroma of onion and pickle brine. As you look upon the two-person table with small stools nearby, you see an uneaten plate of pickled beets and onions nearby a used napkin. The large bed sits unmade in the corner near a small bookshelf.

Upon any closer examination of the bookshelf, the players find nothing of particular importance to the area or what is occurring on this night. Instead they find various books of tinctures and instructions on taxidermy procedures.

### ROOM 4:

You try and turn the small brass handle, but it doesn't seem to budge.

A DC 16 Sleight of Hand Check will unlock the door, or a DC 20 Athletics Check may break the door down forcefully. If they open the door, look through the northern window, or otherwise make their way into the home, they see the following.

The home has a large dining table with small stools surrounding the table. On the table sit various tools for carving, as well as a large hammer and bolt cutters. The table is covered in orange juices and seeds. The bed in the southern end of the room is absent any sheets, while the two large bookshelves in the room are empty except for a single book.

By the foot of the bed sit two small pumpkins carved with Jack-O-Lantern faces in the shape of a frown and a smile.

The room is occupied by two Gourdlings in their object form. If the players enter the house, the Gourdlings will come to life and attack them on sight. If the Gourdlings explode while in the house, the book on the shelf will burn in the explosion.

If the party is able to retrieve the book, then you may read the following descriptor.



The orange leather bound book contains several diagrams and drawings of jack-o-lantern faces and glares. Many of the sketches in charcoal are accompanied by names written in red ink. Further examination shows that the ink is flakey and falls from the page if rubbed heavily. The names all have a saying underneath them that reads - "And now his path is bright, for his harvest will be great."

A DC 12 Investigation Check reveals one of the names in the book to be Tayror Grimlight.

### ROOM 5:

The door creaks open to a scene of a cultist standing over a corpse atop a bright orange pentagram. An uncarved pumpkin rests against the corpse as an eerie orange light fills the room. Spiderwebs cover the entirety the southern wall in the room and sway with an unseen wind towards the pentagram in the center of the room.

The cultist will attack the party for interrupting his ceremony but will attempt to use its Harvester feature on the corpse on it's first turn if able.

If the party defeats the cultist, the pentagram will no longer shine with the eerie glowing orange light. The party can then investigate the nearby bureau at the end of the bed to find rolls of silk and burlap worth a total value of 125 gold. From inside the house, the party can also see the scene at **Location 4**.



### ROOM 6:

The door to this building is locked with a wrought iron lock that appears to have recently and hastily been affixed, based upon the tool markings on the wooden door.

A DC 17 Sleight of Hand Check will unlock the door, or a DC 16 Athletic Check may bash the door in. In addition, the party may look inside the window of the building to reveal that this is a storage room filled with barrels and sacks. A DC 20 Investigation Check from the window will reveal a tiny piece of one of the party's gear sticking out from the burlap sacks sitting on a pallet on the floor. This is also a Gourdlings in its object form sitting next to the party's gear, though to the party it will appear as a simple jack-o-lantern. If anyone opens the door, the Gourdlings will attack as soon as they enter the threshold.

After defeating the Gourdlings, the party may grab their gear and packs from the burlap sacks on the pallet.

### ROOM 7:

A small building with a stack of firewood outside the door stands before you. The door seems to barely be holding itself up on the wrought iron hinges and is not pulled completely shut. As you open the door you see a small table covered in saws and filleting knives, as well as a bed covered stained with a dark liquid some years ago. Atop the table sit two small pumpkins with carved faces depicting a crying woman and a surprised dwarf.

If the party enters the house instead of looking through the windows, the two Gourdlings in their object form will attack the party.

### ROOM 8:

The door to this building has long since been lost, and as such the threshold is covered in fallen leaves. The water damaged floorboards were once a polished oak but are now a warped

*reflection of their former tidy selves. The two mattresses in the room are cut open with their hay strewn around across the floor. The small bookshelf is falling apart with weather damaged leather books scattered on the ground. A small chest sits between the beds with its lid bashed in some time ago.*

### ROOM 9:

*The small tent contains a sleeping bag stained red with fresh blood.*

A DC 10 Survival Check shows drag marks through the blood leading out of the tent.

### ROOM 10:

*You enter a patchwork tent with several holes in its roofing. Inside the tent are blankets neatly piled next to unwashed camping pots. Two small knives lean inside the largest pot.*

A player may choose to take these two knives and use them as daggers if they should so desire.

### ROOM 11:

*-A hempen tent with iron stakes stands next to a large gathering of firewood. Inside the tent sits two rickety old wooden stools next to a tree stump with a hand axe buried into it. On the stump are two clay cups filled with water.*



### ROOM 12:

*A half-collapsed tent with a rough sleeping sack covered in blood lays before you. You can see a tuft of hair covered in the blood stained soil beneath your feet.*

A DC 15 Investigation Check reveals 1d4 minor health potions hiding under the sleeping sack.

### ROOM 13:

*Two bedrolls sit are rolled up inside of this tent in a tidy pile next to some traveling packs.*

A DC 16 Investigation Check reveals a hidden pocket in one of the traveler's sacks that contains a small pouch of gems filled with 1d6 rubies and 1d6 sapphires worth 50 gold each.

### ROOM 14:

*As you open the tent flaps, you see a small pumpkin sitting on top of a bedroll. As you see the carved face of a crying man in the pumpkin, spider like legs extend outward from the bottom of the gourd and it leaps up to attack you.*



A Gourdlings will attack whoever opens the tent flap.

### ROOM 15:

*Upon opening the tent, you see a pile of weaponry hidden poorly beneath a blanket held down by some rocks. In total there are 3 spears, 2 shortswords, a maul and 2 shields.*



# MONSTERS AND STAT BLOCKS

## HALLOW CULTISTS

Followers of the old ways, these cultists place their faith in the spirit of Hallow's End. Sacrificing crops and livestock for the promise of a bountiful harvest in the season to follow, some followers have been rumored to sacrifice friends or relatives after a particularly harsh crop season in order to appease the Harvest Spirits.

These Hallow Cultists are the unfortunate souls who put their trust in The Harvest Pumpkin spirit, and paid a dire price. Their heads are replaced by flames inside of jack-o'-lanterns. They regain their heads and their normal lives throughout the year, but every blood moon, their minds are lost to The Harvest Pumpkin to do its bidding.

### HALLOW CULTIST

Medium Humanoid (any race), any non-good alignment

**Armor Class** 12 (Hide Armor)

**Hit Points** 22 (4d8+4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

**Skills** Athletics +3, Deception +3, Religion +2

**Damage Resistances** Psychic

**Condition Immunities** Charmed

**Senses** darkvision 30 ft., passive Perception 12

**Languages** Any One Language (Usually Common)

**Challenge** 1 (200 XP)

**Harvester.** A Hallow cultist may spend an action to place a hollowed out pumpkin on the head of any dead humanoid body who has not been affected by a Hallow Cultists' Harvester feature to raise the dead as a Shambling Harvester at the start of their next turn.

### ACTIONS

**Carving Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage. On a successful hit, the target takes bleeds for an additional 1d6 damage at the start of their next turn.

**Torch.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) fire damage.



## GOURDLINGS

The souls of livestock sacrificed by Hallow Cultists on Hallow's End are lost in the red mist, searching for a vessel to occupy. The Hallow Cultists set out Jack-o'-lanterns for these lost souls to call home. When a beast finds its way into a carved pumpkin, it transforms into a Gourdling.

These Gourdlings suffer a life of eternal torment, until they can find someone to focus their rage and hatred upon. Sprouting spider like legs, they crawl and skitter towards unwitting humanoids before their anger lights their bodies aflame. This flame burns so bright and so hot, it explodes the Gourdling's vessels into a ball of fire, releasing the livestock from their torment.



### GOURDLING

Small construct, neutral-evil

**Armor Class** 9

**Hit Points** 18 (4d6+4)

**Speed** 40 ft.

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

**Skills** Perception +3, Stealth +8

**Damage Resistances** Poison

**Condition Immunities** Poisoned

**Senses** passive Perception 13

**Challenge** 1/2 (50 XP)

**False Appearance (Object Form Only).** While the Gourdling remains motionless, it is indistinguishable from a carved pumpkin.

**Jack-O'-Lantern.** Gourdlings produce dim light in a 20-foot radius.

### ACTIONS

**Carved Teeth.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Explosive Harvest.** *The candle inside the Gourdling tips over lighting the Gourdling on fire. At the end of the Gourdling's next turn, it will explode in a ball of fire, engulfing everything within 10 feet of the Gourdling. Each creature in that area must make a DC 15 Dexterity saving throw, taking 18 (4d6+4) fire damage on a failed save, or half as much damage on a successful one. The Gourdling perishes in the explosion.*

## SHAMBLING HARVESTERS

Like the Gourdlings, Shambling Harvesters come from lost souls in the mist on Hallow's End finding their homes in the Hallow Cultist's jack-o-lanterns. A Shambling Harvester comes into being when a fresh humanoid soul is trapped within the pumpkin soul vessels.

The vines on the Shambling Harvester are the remnants of the lost humanoid's soul reaching out to other lifeforms, trying to cling onto this reality. A Shambling Harvester will do the bidding of The Harvest Pumpkin, as it is magically inclined to do so, but the greatest relief will come to the soul of the Shambling Harvester when it no longer is tied to the mortal planes.



### SHAMBLING HARVESTER

Large Construct, neutral

**Armor Class** 16 (Natural Armor)

**Hit Points** 152 (16d10+64)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	19 (+4)	6 (-2)	12 (+1)	7 (-2)

**Skills** Intimidation +3

**Damage Resistances** Poison, Psychic

**Damage Vulnerabilities** Fire, Radiant

**Condition Immunities** Charmed, Deafened, Exhaustion, Poisoned

**Senses** passive Perception 10

**Challenge** 6 (2,500 XP)

**Jack-O-Lantern.** Shambling harvesters produce bright light in a 20-foot radius, and dim light for an additional 20 feet.

### ACTIONS

**Multiaction.** The shambling harvester makes two slam attacks. If both attack hit a Medium or smaller target, the target is grappled (escape DC 15), and the shambling harvester uses its engulf on it.

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

**Smashing Pumpkin.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (2d8 + 4) bludgeoning damage + 14 (4d6) fire damage. The Shambling Harvester may only use its Smashing Pumpkins attack once, afterwards its pumpkin head breaks and reveals the light within, doubling the distance of its Jack-O-Lantern feature.

**Engulf.** The shambling harvester engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the harvester's turns or take 14 (4d6) fire damage. If the harvester moves, the engulfed target moves with it. The mount can only have one creature engulfed at a time.

## ZOMBIES

Husks of their former selves, zombies prowl the earth doing the bidding of those who animate their corpses. Zombies created by The Harvest Pumpkin and its cultists are animated by the magical pumpkins that cover their rotting faces. Their limbs are animated by the wriggling vines that wrap themselves along the corpse's body. They shrug off blows that would mortally wound even the strongest of warriors with ease, and march ever forward for their masters.



### ZOMBIE

Medium Undead, neutral evil

**Armor Class** 8 (Hide Armor)

**Hit Points** 22 (3d8+9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Wis +0

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)



**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Slam.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

## THE HARVEST PUMPKIN

One of the great Harvest Spirits that inhabit the mortal plane each Hallow's End, the Harvest Pumpkin is a sinister stealer of souls. Many eons ago, a farmer prayed to a flickering candle for a bountiful harvest to come and made a passing comment that they would give their firstborn child to make it happen.

The wish of this nameless farmer came true, and the flame on the candle grew into a brilliant rainbow color, as it stole the life from their child in the night.



The light then found its way into a nearby jack-o'-lantern and lashed out angrily at the farmer with magical vines. It places a pumpkin on the farmers head, and claimed their life for causing the suffering that the child endured, now forever trapped in the flame as The Harvest Pumpkin.

At least, that is how the bards tell the tale. No one truly knows how The Harvest Pumpkin came into being. Most think it is nothing but a story crafted to scare children into a sleepless night as a joke on Hallow's End, but ask any farmer or farmhand, The Harvest Pumpkin is very real...



### THE HARVEST PUMPKIN

Gargantuan Construct, neutral evil

**Armor Class** 14 (Natural Armor)

**Hit Points** 190 (20d12+60)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	4 (-3)	22 (+6)	18 (+3)	14 (+2)	15 (+2)

**Saving Throws** Con +10, Int +7, Cha +6

**Skills** Deception +6, Intimidation +6, Perception +10, Persuasion +10, Religion +6

**Damage Immunities** Poison, Psychic

**Damage Vulnerabilities** Fire, Radiant

**Condition Immunities** Charmed, Deafened, Exhaustion, Poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common, Elvish, Draconic, Infernal, Undercommon

**Challenge** 9 (5,000 XP)

**Legendary Resistance (3/Day).** If the harvest pumpkin fails a saving throw, it can choose to succeed instead.

**Smashed Form.** When the harvest pumpkin has less than or equal to half of its maximum health remaining, the walls of its pumpkin exterior crumble away, exposing the brilliant flame of hypnotic colors in the center of the harvest pumpkin. When the harvest pumpkin is in its Smashed Form, it gains immunity to fire and radiant damage, and vulnerability to cold damage.

**Spellcasting.** The harvest pumpkin is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The harvest pumpkin has following wizard spells prepared:

Cantrips (at will): *acid splash, dancing lights, message, poison spray*

1st level (4 slots): *charm person, fog cloud, ray of sickness*

2nd level (3 slots): *continual flame, crown of madness, melf's acid arrow*

3rd level (3 slots): *animate dead, counterspell, hypnotic pattern*

4th level (3 slots): *blight, evard's black tentacles,*

5th level (1 slot): *dominate person*

### ACTIONS

**Vine Whip.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (3d4 + 4) bludgeoning damage.

### LEGENDARY ACTIONS

The harvest pumpkin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The harvest pumpkin regains spent legendary actions at the start of their turn.

**Cantrip.** The harvest pumpkin casts a cantrip.

**Vine Whip.** The harvest pumpkin uses its Vine Whip.

**The Great Pumpkin (Costs 2 Actions).** The harvest pumpkin regains a use of its Legendary Resistance.

**The Light Within (Costs 2 Actions).** The harvest pumpkin casts

Hypnotic Pattern without the use of a spell slot. This ability is only usable when the harvest pumpkin is in its Smashed form.

## Battle Map and Encounter Map



Battle Map:



Grid-less Map



# HALLOW'S END

Thank you for taking the time to read and play my Dungeons and Dragons 5th Edition Adventure Module – Hallow's End. I really enjoyed writing it for you and would love to hear your feedback.

If you have any feedback for me, please send it to [fluffinamazing@gmail.com](mailto:fluffinamazing@gmail.com). I am always looking to improve and can't do that without constructive criticism!

The Monster and Cover art was provided by the amazing RetroGradeMinis.com and full art of the monsters is available on their website for free if you use the code SPOOKYBOIS.

If you want to check out my YouTube Channel, I make tabletop crafting tutorials like how to make handmade dice, and adventure modules like this available for free! Check out [youtube.com/c/Rybonator](https://youtube.com/c/Rybonator).

If you want full detailed images of the map files, I have placed them on a google drive at the following link:

<https://drive.google.com/drive/folders/1lJTjIkKxT-MeCgfLpgics9AkzU9DAIpj?usp=sharing>

Thank you again for reading, and I hope that you have a fantastic day!

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