

# A Bad Patch

*A large crowd has gathered at the edge of town to gape at a farmers pumpkin patch. Appearing overnight the farmer exclaims, “I plowed the field with Dark Stone and these pumpkins ate it up. Never seen nothing grow so fast, never seen nothing like it.” You can see the Dark Stone breaking through the meat of each pumpkin. and you become transfixed and filled with an urge to eat one. You begin to approach the patch but snap free from the evil hypnosis. Others in the crowd however have already picked up pumpkins. As they stare at them their bodies begin to distort and twist, shriveling up and turning orange, finally rounding out into little pumpkins of themselves. Half the folks run off at the sight while the other half continue to walk into the patch. You notice vines running off towards the local mine. You better track down the source before it’s too late for everyone.*

## Set Up

This mission uses the standard set up and all Heroes start on the Mine Entrance Map Tile as normal.

## Mission Goal

Something is causing all the townsfolk to turn into pumpkins. Find the source of the problem and put a stop to it. Search the mines for 2 clue icons and find the Corrupted Pumpkin.

## Special Rules

### Immediate Dread

For this mission, Growing Dread cards are revealed immediately when drawn rather than being placed on the stack.

### Exploding Pumpkins

Failing to hold back the darkness causes pumpkins near you to explode. All heros take D3 hits.

### Stolen Souls (Adventure theme)

Whenever a Threat card would be drawn, roll a D6. On a roll of 4+ play the “Vines of the dead” threat rule. Otherwise, play a standard threat.

### Vines of the Dead (Threat)

Tainted vines and pumpkins sprawl everywhere in the mines, and the souls of the damned occasionally burst from them. This is an ambush attack.

1-2: Lost Souls

3-4: + 3 - Lost Souls

5-6: - Lost Souls

Lost Souls are Hungry Dead with the following:

#### Ethereal

- Can't take more than 1 Wound per hit, and may move through othermodels.

#### Vengeful

- Gain 1 additional hit point to their base health and their Damage = D6

## Objectives

### The Corrupted Pumpkin

Explore the mines and search for 2 clue icons.

### A Small Patch (Clue 1)

The first clue icon automatically triggers the vines of the dead. Ignore any other attacks listed on the exploration token. These Lost Souls have one extra elite ability.



### Corrupted Pumpkin

When you have located the 2nd clue icon you have found the Corrupted Pumpkin. You must defeat him and his collection of souls. Fight him and the following:



1-2: Lost Souls

3-4: + 3 - Lost Souls

5-6: - Lost Souls

## Reward

You free the corrupted souls of those taken by the evil pumpkin and stop it from claiming anymore. Gain 50 exp and 1 darkstone pumpkin for future use.

## Failure

You return to the town only to find it empty, not a soul in sight. The great pumpkin king must have captured nearly every soul in the area and any one with 2 cents fled for their lives.

- Your next town stay has all town locations destroyed but you may scavenge each location 3 times. A successful scavenge can be used to gain 1 token normally sold at that location.

- Ignore town daily events.
- Take 1 corruption hit for each day in town as the pumpkin king tries to twist you into one of his possessions.
- Ignore the town events but still roll on each end of day. Failing the end of day roll automatically ends your town stay as the corruption of the pumpkin becomes too strong.

## Clarifications

Immobile - Unable to move.

Terror(2) - Any hero on the same Map Tile takes 2 Horror Hits at the start of their activation

Corrupted Pumpkin (Soul Protection) - This special ability allows the Lost Souls to act as extra pools of health to the Corrupted Pumpkin. Soul Protection bypasses the Lost Souls Ethereal ability allowing the Lost Souls to absorb more than 1 wound. However, the wounds must be transferred evenly and randomly between the Lost Souls enemy group.