

Level 5 Encounter for 5 players

Map – Farm from [Dungeon Master's Kit](#) (or substitute appropriate dungeon tiles)

Total XP – 1000 XP

Starting Point – Adventurers may be anywhere on the map or start from the road if used as an independent encounter

Monsters:

1 x Giant Pumpkin (in garden); 250 XP

1 x Turkey Golem (in tool shed/outhouse); 250 XP

5 x Cranberry Oozes (various places on map; well, sides of buildings, etc); 50 XP each – adjust for number of players

Hazard:

Madness Gas (first published in Dragon Magazine Annual; reduce all DCs and bonuses by 2 for this encounter); 250 XP

Giant Pumpkin		Level 6 Soldier
Large natural beast (plant)		XP 250
HP 75; Bloodied 38		Initiative +3
AC 22; Fortitude 20; Reflex 16; Will 18		Perception +5
Speed 4 Forestwalk, Threatening Reach 2		Tremorsense 5
Standard Actions		
⊕ Whipping Vine • At-Will		
Attack: +13 vs. AC		
Hit: 1d12 + 8 a stout vine lashes at a foe.		
↓ Ensaring Vine • At-Will		
Attack: +9 vs. Reflex		
Hit: 1d10 + 6 a vine whips around an enemy, on a hit, target is grabbed.		
Move Actions		
Pulling Vines		
Effect: When the Giant Pumpkin shifts, all creatures grabbed by the pumpkin shift one square of the pumpkin's choosing.		
Minor Actions		
↓ Pumpkin Chomp • At-Will		
Attack: +9 vs. Fortitude		
Hit: 2d10 + 4 target is one grabbed enemy. On a hit target is restrained and takes ongoing 5 damage, save ends both. Pumpkin can only chomp one grabbed target at a time.		
Skills Athletics +12, Endurance +12, Nature +10		
Str 19 (+7)	Dex 10 (+3)	Wis 14 (+5)
Con 19 (+7)	Int 2 (-1)	Cha 6 (+1)
Alignment unaligned	Languages –	

Description: Normally docile, this giant pumpkin was awakened by the horn-o-plenty and started gobbling up goblins. Whipping green vines surround a large pumpkin body sports a gaping maw full of jagged teeth.

Cranberry Ooze		Level 5 Minion Soldier
Medium aberrant magical beast		XP 50
HP 1; a missed attack never damages a minion.		Initiative +5
AC 21; Fortitude 18; Reflex 17; Will 16		Perception +12
Speed 4 Ignores difficult terrain, no penalty for squeezing, climb 4		Blindsight 5
Immune gaze, push pull slide; Resist 5 acid		
Standard Actions		
⊕ Plop • At-Will		
Attack: +8 vs. Fortitude		
Hit: 4 acid damage. Target slides two squares.		
Skills Endurance +11, Stealth +10		
Str 14 (+4)	Dex 16 (+5)	Wis 14 (+4)
Con 18 (+6)	Int 3 (-2)	Cha 3 (-2)
Alignment evil	Languages –	

Description: Awakened by the horn-o-plenty, the scarlet colored ooze flows from its resting spot to devour any creatures it finds.

Turkey Golem		Level 6 Brute
Medium natural animate		XP 250
HP 90; Bloodied 45		Initiative +0
AC 20; Fortitude 23; Reflex 16; Will 16		Perception +0
Speed 6 can't shift		Darkvision
Standard Actions		
⊕ Flog • At-Will		
Attack: +10 vs. AC		
Hit: 2d8 + 2 damage, and the target is dazed (save ends). +18 vs. AC when turkey is bloodied.		
↓ Flogging Barrage • At-Will		
Attack: +10 vs. AC		
Hit: Turkey Golem makes two Flog Attacks, on one or two targets.		
Move Actions		
↓ New Attack Power • Recharge		
Attack: +10 vs. AC		
Hit: Recharge 5 or 6. The turkey golem moves up to its speed and can move through enemies' spaces, provoking opportunity attacks as normal. When it enters a creature's space (ally or enemy), the golem makes a flog attack against that creature. The turkey golem must end its rampage in an unoccupied space.		
Triggered Actions		
↓ Berzerk (when bloodied) • At-Will		
Attack (Immediate Reaction): +18 vs. AC		
Hit: 2d8 + 2 the turkey golem uses flog against a random target within its reach.		

Description: Created and stitched by the farmer from numerous prize-winning toms (male turkeys), the turkey golem has been awakened by the horn-o-plenty and begins its elementally fueled rampage against any trespassers.