



MOONLIGHT MINIATURES PRESENTS:
A MOONLIGHT SEAS ADVENTURE

THE HARVESTING

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BACKGROUND / HISTORY:

The characters are visiting a village a few days from Whitherburg. The harvest festival here is a long standing tradition, though few outsiders have ever bothered to attend. Who would want to attend a celebration in the extremely gloomy lands of Evermoore?

THE PROBLEM

This is a small, isolated town perpetually oppressed by a witch stealing their youth. The witch Cornelia demands a maiden sacrifice annually for the ritual. What is left of her victim is then turned into a "Husker", a life sized Corn Husk Dolly she controls. She threatens to attack the town with the Huskers if they do not comply.

THE SETUP

ACT 1: THE FESTIVAL

Read to the party: *The end of fall is hitting hard this year. The gloom of the land of Evermoore is magnified by the cold, wet weather that marks the change of the seasons. You have gone to a local village a few days from Whitherburg, to join the only celebration you know of. Maybe the merriment can stave off some of the gloom.*

As you approach the village, you see the occasional life sized corn husk dolly on the outskirts. No one greets you when you enter the village. Everyone looks incredibly depressed and downtrodden. The only sign of the festival are the occasional life sized corn husk dollies. You note that the residents seem to avoid them. There are no children playing games. No meat pie vendors. There is no carnival. If anything, the town looks even more depressed than Whitherburg. The villagers go about their business, and do not loiter in public. The muddy ground has no vegetation. Everyone wears the same ugly grey clothes, the bottoms of which are brown with both old stains, and fresh mud. They do not greet each other, and look both surprised and irritated when the players try to address them. Their first response is to give a displeased grunt and go about their business. Near the northern edge of town is a small stage, decorated with a few sparse flowers. A lone streamer crosses from one side of the stage to the other. A single unadorned wooden stool sits on the right side of the stage.

ROLE PLAYING THE VILLAGERS

THE COMMONERS:

When the players interact with towns folk, the locals are stand-offish. They seem easy to startle. Villagers will avoid questions about the celebration, changing the topic if the players let them. If pressed they will direct the players to speak to Erica, the towns record keeper.

ERICA THE RECORD KEEPER



Erica is an irritable, distracted woman in her late 20s who doesn't make eye contact long. She will frequently look down at her papers, nervously rearranging and fidgeting with them. Her auburn hair has been hastily put up, probably days ago. She will tell the players that the festival is not a happy time in these parts. If there is a young female in the party, she will eventually stop what she is doing and look her up and down with a troubled look on her face. She will attempt to place her cloak on the youngest female in the party, adjusting the hood around their head in an effort to disguise them. She will pass this off as a gift, concealing her true reasons. Eventually she will direct the players to the home of a family near the edge of town, the Lidlum family.

n Erica is new to her role, which is to select the annual sacrifice to the witch. She did it last year. She is not yet desensitized to knowing she is sentencing an innocent woman to death. She feels trapped. Save the town and sacrifice the girl, or doom the whole town, including the girl.

THE LIDLUM FAMILY

The Lidlum family has only two members. Adimik the father, and his daughter Lisa. The father will open the door partially to the party, but not far enough to see inside. If the players convince him they want to help, he will reluctantly let them in the house. The house is disheveled, and a sheet is hastily thrown over something

in the corner. A perception check of DC 18 will reveal the objects to be backpacks. Removal of the sheet will reveal two hastily half packed backpacks.

Lisa will cordially reply to greetings, but otherwise she will just look to her father when addressed by the party.

Adimik is the only member of the town who is anything other than gloomy and depressed. He is angry, though it is a carefully controlled rage that he is trying to hide. He is hurriedly trying to pack, to leave town. He will inform the party that his daughter is likely to be handed over to "the witch" later tonight at the ceremony. If the players are able to convince him his daughter will be safe, he will reluctantly stay and offer any assistance he can to the players. He will explain the tradition, and the reasons for it. He will tell the players that the Giant Corn Dollies are sentries placed around the town, to ensure no one tries to leave. They will attack if any young women try to depart.

ACT 2: THE CEREMONY

Read to the party: *Gathering at the stage in the evening, the townsfolk all face the stage. The air is filled with nervous fear. Each villager holds a small wooden carved disc, that is half sun and half moon. Women make their way through the crowd with wicker baskets. They draw these discs from the baskets, handing one to anyone that isn't holding one. "To protect you." the girl says as she hands one to each of the players. The towns record keeper stands atop the stage, alone. She fidgets endlessly, and has a pained look on her face. Many of the giant corn husk dollies have been moved here and placed around the stage. A beautiful, young woman clad in a black leather dress approaches the stage. A tall, wide brimmed hat with a buckle sits atop her head. Bouncing blonde ringlets frame her face and fall to her shoulders. She is calm and unafraid. Her nose is upturned, matching the way she holds her head tilted. She walks elegantly up the steps of the stage, no trace of mud or grime on her dress. She cocks her left eyebrow at the book keeper Erica and stops, facing her. Erica locks gaze with the newcomer, gulps visibly, and turns her body towards the crowd. After several seconds, she manages to break eye contact with the black clad guest. "I... I have the name of the belle of the harvest. She looks helplessly at Adimik. "Lisa Lidlum. Lisa, today is your day. Anything we have is yours." The guest nods, turns to the crowd, and casts a spell. Lisa lets out a scream as a black mark, matching the discs the players hold, appears on her forehead. The mysterious woman walks calmly down the left side of the stage. The town book keeper then turns and runs from the platform.*

A perception check of 15 will reveal that Erica was crying as she dismounted the stage. She goes straight to her office and locks the door. Lisa will cling to her father, gingerly touching the mark on her forehead. Adimik is a whirlwind of visible emotions. Rage, fear, determination all show on his face. If the players look for him, they will see him looking at them, as if saying "You had better be right about this, or else."

ROLEPLAYING CORNELIA THE WITCH

Cornelia is poised and aloof. She delights in the fear & respect the townsfolk show her. Smirks of amusement will be visible on her face with each instance of it. She will show the same smirk if the players are angry with her. She has placed 5 huskers at each exit of the town, which remain there until the conclusion of the adventure. These small groups of huskers will only act if Lisa attempts to leave town.

She will make her way around the town, socializing with the villagers. They will all show her kingly levels of respect, and have obvious fear. She will speak to the party if they approach her. She is the only person who does not seem to fear the Huskers. In fact, she endeavors to stand closer to them. She will disregard attacks on her actions or personality as ignorant, and common. The only emotional response she will show, is slight amusement.

She will leave at 10pm, telling Lisa to enjoy her final hours here.

THE WITCHES MARK

The witches mark is a powerful curse. It requires the assistance of at least 100 others to place. The assistants must hold the symbol during the ritual. They only have to hold the symbol, and not resist. They do not need to know what is being cast. In fact, none of the towns folk know that they are participating in the ritual. They believe the symbol protects them from accidentally becoming additional victims of the witch's power. At midnight, the victim will begin rapidly ageing. 10 years of age will be added per hour that passes. At 7:30 when the sun rises, Lisa will die of old age. If she is in physical contact with the Witch, the youth will be transferred to her. The only way to disrupt the curse, is to kill the witch who cast it.

IF THE PLAYERS ATTEMPT TO ENGAGE THE WITCH BEFORE LISA LEAVES THE TOWN:

She will use her ring of escape to leave, while announcing that all of the town will pay the price until the girl is hers. The huskers in town will begin attacking villagers until the party kills them all. The villagers will be quite irate with the party, telling them that they have doomed them all. They all rapidly retreat to their homes, and begin barring the doors and windows. Wave after wave of 20-30 Huskers will attack the town every 20-30 minutes. These attacks will continue until midnight.

If the players leave to attack the witch, she will stop sending the Huskers to the town, instead fortifying her cottage.

ACT 3: THE BATTLE

At 11:30, the party will notice that Lisa is gone. The power of the curse has compelled her to seek out the witch. If the party was closely guarding her, she will suddenly bolt with inhuman speed to the treeline. Huskers will attack the party to prevent them from stopping her, and more will encircle her. She will grow more absent as midnight approaches, and begin sweating profusely. At the stroke of midnight she will disappear from whatever restraints they have placed her in, as she begins to visibly age.

THE WITCHES COTTAGE

The witch lives in a humble cottage only a mile and a half from town, in a swampy moore. Corn Husk Dollies (Huskers) surround the cottage, and attack anyone who comes near in groups of 3-5.

Here the players will have to assault the witch to stop her reign. There will be between 20-60 or more huskers defending the cottage. The DM should use their discretion to make this a challenging encounter. The witch is likely to send the huskers in waves, using them as a distraction to buy time. This will also be intended to get the players to use up their resources prior to her joining the fray. She will be quite happy if they take a short rest, though she will not let them complete it. She will engage the players with a large group of huskers as they approach her cottage. centuries of wards, glyphs, and other magics make sneaking up on it impossible.

IF LISA IS STILL ALIVE WHEN THEY CONFRONT HER

The witch will be visibly aging. The witch will try to end the combat quickly, to get back inside where her victims life energy is going to waste. She will leave the battle early if she deems it close enough to complete. If she leaves early and the players are victorious, they will find her inside her cottage, sitting across from her victim, holding her hands. Dark energy waves flow into the victim from the witch, and light energy travels in the opposite direction. The transfer is obviously revitalizing the witch, who is now distracted. The witch will fight to the death, rather than leave her victim.

If the party is attacking after sunrise, Lisa is dead, and the witch will be making her into a corn husk dolly. The witch is youthful and fresh.

ACT 4: THE REAL CELEBRATION

After dispatching the witch, a touch of the gloom over the town fades. Any villagers who lost loved ones will be very angry with the players. The rest will be happy with them. There will be lots of merriment and a party provided less than 15 people were killed. If the father and daughter survived, they leave town.

A perception check of 20 will reveal a 3rd person suddenly with them. Two tall feathers protrude from either side of the mysterious female newcomers hat. She places her arm familiarly around the fathers shoulder, right before they wink out of existence.

CORNELIA - LEVEL 9

WIZARD

STATS

- Str: 11, Dex: 14, Con: 16, Int: 18, Wis: 13, Cha: 16

DEFENSIVE STATS

- HP 72, AC: 16 (Mage armor, dex, ring of protection)
- Saves: Str:+0, Dex:+2, Con:+3, Int:+8, Wis: +6 Cha: +4
- *consider giving her legendary saves if your group is too powerful for her*

OFFENSIVE STATS

- Spell Cast Modifier + 8
- Saving throw DC: 16+

SPELLS PREPARED

Level 1: Burning Hands, Expeditious Retreat, Longstrider, Shield, Mage Armor, Shield Level 2: Mirror Image, Suggestion Level 3: Animate Dead, Fireball, Vampiric Touch Level 4: Greater Invisibility, Locate Creature, Wall of Fire Level 5: Modify Memory
Ritual Spell: Level 4: The Witches Curse (see below).
This spell is not in the witches spellbook.

MAGIC ITEMS

Ring of Protection + 1

THE WITCHES CURSE

4th level Necromancy | Wizard

Range: 1000 feet

Casting Time: 1 action, Ritual

Duration: Permanent

Components: V,S,M (small symbols held by all participants)

The Witches Curse ritual is performed by preparing at least 100 small symbols, which are distributed among everyone participating in the ritual. When the ritual is complete, one humanoid target who is holding one of the symbols is marked for death. At midnight, the marked will begin to lose 10 years of life per hour until they die of old age. For the purposes of this spell, all

humanoid races age the same as humans. As midnight approaches, the target begins to become a thrall of the caster. The targets movement speed is increased to 90 feet, and gain a 90 feet dash action. They will do anything they can to get to the caster. They know where the caster is intuitively, and will move towards them. They will follow any command given by the caster.

When the target begins aging, the caster may maintain physical contact with the target to siphon their youth. While in contact, the targets youth is transferred to the caster. If the contact is broken, it can be reinitiated by resuming contact. The de-aging lasts for 1 year.

Once the person dies of old age, the caster can spend 50g worth of materials to turn the target into a Husker.

HUSKERS

Medium undead, neutral evil

Huskers are created from the Witches Curse Ritual.

STATS

Armor Class 12

Hit Points 34

Speed Walk 25ft **Stats** Str:13, Dex 6, Con 16, Int 3, Wis 6, Cha 5

DEFENSIVE STATS

Saving Throw Str + 1, Dex -2, Con +3, Int -4, Wis +0, Cha -3

Senses Darkvision 60ft, passive Perception 12

Languages Understands the languages it knew in life, and the language of its creator * *Challenge* 1/2

Undead fortitude: If damage reduces the husker to 0 hp, it makes a Constitution Saving throw with a DC of 5+the damage taken. Unless the damage is radiant or fire. On a success, the Husker drops to 1 hit point instead.

ACTIONS

Weapon Attack Damage with weapon attacks varies based on the weapon equipped by the husker.

- One handed weapon : +5 to hit, reach 5 feet, one target, 1d6+6
- Two handed weapon or axe : +5 to hit, reach 10 feet, one target, 1d8+6

CONTINUING THE ADVENTURE

If the DM wishes to continue the story, there are always many options. Some ideas to do so might include:

- *The witch was not entirely a villain. She spent her days and her magic keeping a greater evil away. The Huskers spent most of their time as guardians for the village and the witch. The townsfolk never knew. Now that she is dead, the greater evil she kept at bay is free to prey on the townsfolk.*
- *One of the townsfolk was secretly an apprentice to the witch. Now that the witch is dead, her apprentice has hired mercenaries to extract revenge on the party.*
- *The witch will eventually resurrect, because of the talismans the townsfolk handed out. All of the townsfolk begin slowly aging as she uses their life force to return to life. She will be angry with the party, and be a constant thorn in their side in their future adventures.*



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