

# PUMPKIN HARVEST

Rec. LVL 2-4

## Terrain

The maze walls are 15ft tall and magically impassable; creatures that attempt to fly over suffer the wrath of the Straw Wardens. Creatures with a preternatural ability to pass through foliage unhindered may enter into the maze walls as a DC 14 Athletics check, treating it as (dis)mounting—costing half their movement. All vision that would pass through maze walls requires Concentration to maintain.

## Setup

The legendary Eldergreen Pumpkins are said to have unbelievable healing properties (as **Potion of Vitality** per item made of them, up to four items per pumpkin). Legends of a powerful entity guarding them are, the party has been assured, wildly overblown—but they're ripe for the picking right now, and may spoil soon if not seized.

## The Eldergreen

An ancient entity awoken each year by the coming of fall, the **Eldergreen** (as **Green Hag**) births the miraculous pumpkins to tempt adventurers into her maze. She is accompanied by four **Giant Wolf Spiders** and may summon a singular **Strawling** (as **Dryad** with Fire vulnerability) via lair actions. She is the living vengeance of an ancient forest spirit, the Forest-Spider.

## Phase 0: Approaching the Maze

A supernatural night approaches, and a hellish cackle runs through the trees.

- To gaze upon the maze is to know its dangers: an **Insight**, **Investigate**, or **Arcana** check DC 11 will reveal that it will attack anyone attempting to violate the implicit restriction of the maze.
- **History** or **Religion** DC 12 recalls the ancient tales of the Eldergreen, a Fey entity that spawned from “the forest-spider’s heart” and takes revenge upon adventurers on its behalf.

## Straw Wardens’ Wrath

The water melts and a howl splits the caves.

Any creature attempting to fly over or otherwise negate the maze (such as by teleportation or divination) are targeted by the maze itself. The walls bristle out golden spikes that fire all around the

character in a 10ft sphere. Any creature in that area makes a DC 16 **Dexterity** save, that character makes it at Disadvantage due to being at the center of an unrelenting crossfire. On failure they suffer 4d10 piercing damage, half as much on a success; this happens to every creature in defiance of the maze’s strictures on every round at initiative count 0 (losing all ties). They must remain within its confines or suffer.

## Phase 1+: Navigating the Maze

The party enters the foreboding passageways of the maze.

- Navigating the maze proceeds as normal map navigation; DC 13 **Survival** check providing a hint on the next turn to take.
- Upon reaching the spider circle or a halfway point bypassing it, the **Eldergreen** reveals herself and her spiders.
- Upon dropping to half HP or losing half of her spiders, the **Eldergreen** will disappear at the end of her next turn, taking all minions with her; she will reappear after the party has seized the pumpkins to renew her attack.
- The gap at the center of the circle is the forest-spider’s still living heart, an ancient spirit of nature’s vestige. If any damage is dealt to it with Fire, the Eldergreen is stunned on her next turn—but all nature within the woods turns against the party when they emerge.
- Druidic speakers may communicate with the Eldergreen, who will freely reveal she is linked to the heart.

## Lair of the Eldergreen : Maze Lair Actions

The Eldergreen controls the maze, twisting it to her satisfaction.

- *Advance Phase*: the map phase is advanced by one.
- *Prickly Passage*: up to four creatures of her choice may pass through the maze walls as if difficult terrain.
- *Sacrifice to the Straw*: the **Strawling** is summoned at any point within the maze of her choosing; this is the same entity with the same HP, unavailable if she has already dropped to zero HP and teleported if already deployed.

This encounter is created for **Changing Maze Battle Map**, it can be downloaded here:

<https://www.patreon.com/posts/changing-maze-72467676>