



*A GAME OF LEGENDARY HEROES AND EPIC ADVENTURE*

## **SOULTIDE**

A five-part Halloween-themed adventure for 4 to 6 characters  
of Adventurer or Champion Rank.

**By**  
Alex Hakobian

**Cover Art**  
Eric Quigley

**Map Tiles**  
Heroic Maps

**Token Art**  
Devin Night

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## Adventure Summary

A week ago, a group of rambunctious teenagers from the town of Hazelhelm snuck into the Forgotten Village on Barrow Hill and never came back. The search party sent after them also disappeared. Local legend claims they must have been devoured by the Lady of the Harvest for her ritual Soultide magic. Is the Lady of the Harvest real or just a myth? And can the Heroes find and save the villagers?

## What to Know Before Playing

**Note for the Gamemaster:** Although this adventure does not specifically include them, GMs are encouraged to include Checks any place where they deem appropriate.

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# Part One: Upholding Tradition

Soultide is the yearly autumn holiday where the souls of the departed supposedly return to the mortal realm to be remembered, and people get festive by dressing up in costumes, trying to pass as a ghost or other fearsome creature of the underworld.

The people of the small, sleepy town of Hazelhelm are a superstitious lot. Several hours outside of town is Barrow Hill. On the top of Barrow Hill lay the ruins of what was once a village called Duskmoor, but now its name forgotten in memory, known only as the Forgotten Village.

They say the place is cursed! That whoever goes there disappears. They say the Lady of the Harvest returns every Soultide to sacrifice children and perform evil rituals. Some have even claimed somehow hearing the haunting cries of children screaming coming from over the hill at night.

This year, a week before Soultide, a group of unruly teenagers — well, you know how teenagers can be — decided to prove that the Forgotten Village on Barrow Hill was nothing more than wind and stone, and that the Lady of the Harvest nothing more than a superstitious myth. So, of course, they snuck into the village to find out.

The next morning, as soon as they were discovered missing, Hazelhelm residents formed a search party. It was led by **Norville Farnham**, an older, balding but jovial fellow, who will, at every opportunity you afford him, tell you that the sword hanging over his mantle, the same he now carried at his side for the search, is a magical family heirloom handed down over generations, and his most prized possession.

Unfortunately, Norville's search party, along with his fancy blade, also did not return.

That was three days ago.

Constable Brennan Knottley and many other Hazelhelm villagers claimed that several hours after Norville's search party had left, they saw a blinding, sun-bright flash coming from the direction of Barrow Hill. It only lasted a moment, but it was terrible to behold, absolutely brightening the night sky. Fearing it as an ill omen, he could not find it in himself to form a second search party. He told everyone to lock their doors, even during daylight, and to never go anywhere alone until after the dread holiday passes.

Fortunately for Constable Knottley, your party of Heroes arrived just in time to lend your aid. The Constable would like you to investigate and find the search party and kids, and if they're still alive, to return them home safely. He points toward the direction of Barrow Hill and wishes you luck.

## Part One: Upholding Tradition



1. Old Woman (Use the Daena the Daft token to represent her.)

## NOTES:

*This Quest uses the Nightingdell Village (Day) tileset.*

*There are no Wandering Monsters in this Quest.*

**A.** When one or more Heroes enter her Vicinity, this kind-looking old lady named Helgiva is sitting next to a headstone carving a pumpkin in her lap. She beckons the group over and asks them as a favor to perform the traditional Souttide ceremony by taking the jack-o-lantern she just finished carving and placing it on the scarecrow in the pumpkin field over yonder. She explains that the carved, lit pumpkin completes the Harvest Scarecrow, scares away evil spirits, and acts as a beacon for the Lady of the Harvest to provide for a plentiful harvest. She gives a carved jack-o-lantern for one of the Heroes to carry, which takes up 1 inventory space.

Some answers to possible questions:

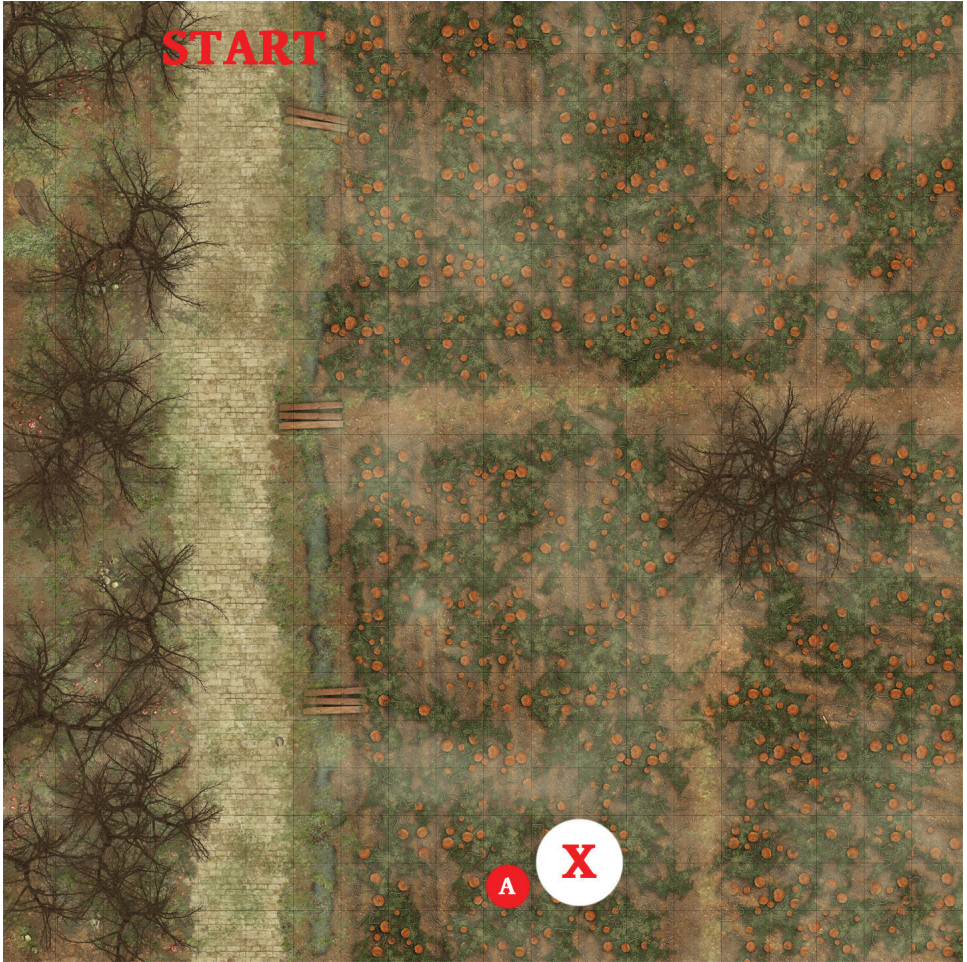
- **Why are you next to this gravestone?** It belongs to my late husband Fontayne. I visit as often as I can, though that isn't as often as I'd like, these days. Now that I think of it, I wonder why that is? Granted, there isn't much here now, but with some elbow grease, I'm sure they would be able to turn this into a nice little town.
- **How do you live in these ruins?** Oh, we scratch out a living the best we can, as much as anyone else. I promised my late husband Fontayne I'd continue our life here even in the worst of times, and I mean to see it through.
- **Who is 'we'?** Oh, yes. My son Jorah cares for me. He is a trader and went to market earlier this morning for provisions. [She points in the opposite direction from Hazelhelm.] I don't expect him back until tomorrow.
- **Have you seen any teenagers from Hazelhelm?** No, there haven't been any teenagers here. In fact, no one has come here in many years.
- **Why are Hazelhelm residents afraid of this village?** I don't know why the people of Hazelhelm stay away, but it's too far for me to walk there and no one visits, so I can't find out. We figure it's safer for them if we stay away from them anyhow. No one wants to associate with a raggedy hag like me.
- **Isn't the Lady of the Harvest an evil spirit that sacrifices children?** Hogwash! The Lady of the Harvest is older than time, and it is necessary to appease her so the year's crop harvest is plentiful. Anyone who says otherwise is wrong and likely has pumpkin seeds for brains!
- **Any other question is met with:** The day is growing long, please help an old woman with this chore.

**B.** This path is the exit out of this map and leads to the pumpkin field where the scarecrow is located. Proceed to **Part Two: The Harvest Scarecrow**.



## Part Two: The Harvest Scarecrow

*The pumpkin patch during mid-day is empty, save for the currently headless scarecrow toward the south end of the field. The Hero carrying the jack-o-lantern must place it on the head of the scarecrow to complete the ceremony, then report back to Helgiva for your reward.*



X. Scarecrow

## NOTES:

*This map uses The Pumpkin Field (Day) tileset.*

*There are no Wandering Monsters in this Quest.*

**A.** The **Harvest Scarecrow** (Large, Elite) is on “X.” As a special action, the Hero carrying the jack-o-lantern may place it in any square within the “X.” As soon as they do so, on the GM’s turn the Scarecrow comes alive and begins attacking. Use the token at the end of this adventure to represent the Harvest Scarecrow, but do not place it until it comes alive. Its stats are:

**Attack:** 4; **Defend:** 4; **Body:** 6; **Mind:** 0; **Move:** 5; **Drop:** Claws (2 Daggers)/ Claws (2 Shortswords)/ Tattered Sack Vest (Leather Armor); **Special:** Ignore the first point of damage for every attack. You can also make **Flaming Pumpkin** and **Murder of Crows** attacks.

- **Flaming Pumpkin:** If the Harvest Scarecrow is on a square within the pumpkin patch, as an action it can grab a nearby pumpkin, light it aflame, and throw it to any square as a ranged weapon up to 6 squares. The pumpkin explodes on impact doing 3 Combat Dice of Body damage to any figure in the targeted square and all figures in each surrounding square.
- **Murder of Crows:** As an action, the Harvest Scarecrow can summon 1d6 (minimum 2) crows (Use a Vermin token to represent each crow), which can attack Heroes, then disappear. The GM decides where to place the crows, within 10 squares of the Harvest Scarecrow. The crows attack Heroes identically as a Vermin’s Swarm Attack. After the first time this ability is used, it may not be used again unless recharged with a 6 on 1d6 at the beginning of the round.

As soon as the Harvest Scarecrow is defeated, proceed to read aloud the Quest Description of **Part Three: An Overrun Field**.



Harvest Scarecrow (Large, Elite)