

# H1

**A Classic  
Adventure**

# Adventure Module H1

## Nightmare of Tarring Hollow

by John Hazen

AN ADVENTURE FOR CHARACTER LEVELS 1-3



Tarring Hollow is a quiet little valley on the edge of the kingdom. The folk of the hollow are warm and welcoming to any that pass through their little town, particularly during the Harvest Festival when the whole of the hollow turns out to celebrate the valleys harvest for a full week of festive fun. However the festival attracts more than just the farms and town folk of the hollow. In the dark night lurks a sinister evil that plagues the peaceful folk of the hollow. But where are any brave enough to track down the source of the Nightmare of Tarring Hollow.





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# A Classic Adventure

## Adventure Module H1

### The Nightmare of Tarring Hollow

The first to settle Tarring Hollow were miners, with the hopes of finding fortune in the surrounding mountains. However, the meager mountain range held no stores of precious metals or rare gemstones, what it did hold though were fresh springs and fertile soil. So a few of the would be treasure hunters and prospectors that had initially flocked to the area, settled in and made the small valley their home.

Out of the way and far off the major trade routes, Tarring Hollow remained a quiet self sufficient frontier settlement.

#### About the town.

Tarring Hollow has only a small collection of buildings that one would consider a town. This cluster of a smithy, town hall, open market, and an inn whose rooms serve more often as a place for a local to sleep off a night of climbing too deeply into a bottle than as a bed for any traveler. There is also a small livery and a general store. And though it is not by any means a main destination of trade and commerce, occasionally, a wanderer will happen upon the quaint little community and is warmly received, particularly if they find themselves in the Hollow during the pumpkin harvest festival.

Each year, to celebrate the harvest, all the families from the farms that fill the hollow gather in the town proper. They fill the inn and the few houses in or near the town provide friends and family with a place to sleep, as the Pumpkin Harvest Festival lasts a full week. There are games and contests all week long, from the largest pumpkin grown, to the ever popular pumpkin pie eating contest and lavish (if rustic) costumes, finally culminating with a grand feast in the town center. The truly stout of heart brave the night and the Hoblins at the midnight corn maze run. Oh did

we forget to mention the Hoblins? Worry not, all in the town will tell the story of the mischievous Hoblins and how during the transition from fall to winter the walls between worlds grow thin and the Hoblins slip through to terrorize those unprepared. That is why during the festival everyone wears a costume. This way, should you cross the path of a Hoblin, it will think you one of its kind and pass you by. But beware, let a Hoblin spot the true you and they will spirit you away and if you're lucky, you will be chosen to bolster their ranks as a new Hoblin, if not, well the Hoblins are said to celebrate the harvest with their own feast.

STOP! If you are going to participate as a player in this adventure, do not read any further. The remainder of the information in this booklet is intended for use by the Game Master only. Reading this information will only spoil much of the fun and excitement of playing the adventure.

#### Notes for the GM:

The Nightmare of Tarring Hollow is designed for a party of six to eight adventurers of levels 1st to 3rd. The party should contain a balanced mixture of races and classes. The party should possess somewhere between 8 and 18 levels of experience. If needed an NPC may be found in town to travel with the party to fill any gaps the party may have such as a traveling cleric or a ranger to serve as a guide through the woodlands.

#### Background:

Early in the days of the settling of the Hollow, a mage came to the peaceful little town, though he kept his magical background from those already there. He was quiet and polite but reclusive and kept to himself. He had a deed for a small lot of land deep in the Hollow and made a small but bountiful farm. He lived alone and none saw him receive visitors and, save for three times a year, none saw him in town. Those three times would be during the harvest festival; he would come to town and enter a few of the contests with the bounty of his farm (he was known for producing some of the largest pumpkins ever, one said to be so big it took two oxen to pull it to town and that once hollowed out, it could have served as a small home). The other two times he would appear in town

but would be on his way out, just after the spring plantings, and he returned typically two weeks to a month later.

Now though treated kindly by the residents of the hollow, rumors abound around the odd man. Some said they saw him conjure spirits to tend him farm, or claimed that the wildlife and vegetation of the Hollow itself would bend their will to the old man and this is why his farm always produced a full bounty with none but the old man to work the field.

The truth, though, vanished with the man himself, as one spring he simply failed to appear in town. Many folk figured that he had simply succumbed to age, as by the time he vanished, not even the oldest in town could recall the day he came to the Hollow. A group did visit his farm once to check on his health in case he was in need. They returned with the story that the old man was simply gone. His farm was tended and his field was planted and growing; in fact, the place was as if the man had simply stepped out that morning, yet he was nowhere to be found.

During the harvest festival some brave young ones made the few-hour walk deep into the hollow to see if they could find a prize pumpkin growing wild in the field. They returned so shaken with fright it is said their hair had turned white. Since that point, the folk of the hollow avoid the deepest part and the old farm. Though a tale or two is still spun to keep children in line, speaking of the old man in the field that will come and reap young ones who misbehave from their beds and plant them in his fields to turn into pumpkins or hobblins.

### **The Deep Hollow Today:**

The truth of the old mage died with him. Who he was and what drew him to the hollow, where he went every spring and what ultimately became of him may forever remain a mystery. However, what is there now is fact, discoverable by those brave (or foolhardy) enough to delve the deep hollow. The remains of the farm are still there and though the farmhouse is overgrown with wildlife and the small shed lay reclaimed by nature, the weeds have retaken the once tended yard save for one spot. The pumpkin patch continues to thrive and indeed holds some of the finest examples ever grown in the hollow.

However, the pumpkins are not alone. Beneath

the small farm lies the Nightmare of Tarring Hollow, the Hobblins. Fat from the pumpkin feasts and treats they pillage during the nights of the harvest festival, the Hobblins hibernate in their snug dens all year long, till the time of the harvest. This is when they emerge from their holes and burrows and fall upon the pumpkin patch to feast on the harvest and to run amok throughout the hollow, expending the year's worth of stored energy before returning to their dens at the harvests end.

### **Adventure Hooks:**

The party is traveling through the area and arrives in the hollow in time for the Harvest Festival. They are met warmly, however during the evening's festivities they notice something odd about some of the villagers. Their costumes and masks seem extremely lifelike and are in fact Hobblins.

The party has found a partial journal belonging to a mage. The journal is badly damaged but one entry does mention a small valley known as Tarring Hollow. The party has followed that lead to the hollow seeking the old mage and arrived during a celebration for the year's harvest.

A produce merchant has hired the party to find the old man of Tarring Hollow and arrange a contract for his prize pumpkins or at the very least secure some seeds from the farmer. The merchant doesn't know the old man has vanished, only that he has not seen the old man in several years now. The party arrives in the hollow just as a harvest festival is beginning.

### **Tarring Hollow:**

**Smithy** - Owned and run by the Orshock family, the smithy is small but capable in serving the village and surrounding farms' needs. The main of the smithy is open aired, with only two walls, one holding the forge the other to a small storeroom. Heavy leather tarps are pinned and tied to the rafters that can be released to close the smithy or block out harsh weather if desired. Orson Orshock is the current smith; his two sons Sten and Ulik are his apprentices. Orson is broad of shoulder and dark haired. Some in the village often kid that he has dwarven blood, due to his short stature (approximately 5 foot 5 inches tall) and indeed his sons are both taller than himself though

they are only 13 and 14 years of age respectively.

**The Ripe and Round Inn** - The Inn's proprietor is Daisy Wincut. A younger woman (27 years old), she took over the inn from the former owner who took the young orphan in when her family was taken by a winter sickness. Now Daisy runs the inn and cares for her aging foster mother, who can often be found in the inn's common room by the hearth telling yarns to any that will bend an ear. Daisy is a striking young woman of fair hair and athletic build.

**Takkin's Livery** - Randal Takkin runs the livery/stable in the small town, as his father and father's father had before him. A good natured and jolly man, Randal is also a giant of a man, standing near seven feet in height. He is always willing to work with anyone and offers always more than a fair deal to those travelers that find themselves in the hollow. Most in the hollow will also tell you that no one knows an animal better than Randal, and he also serves as a vet for the hollow's farmers.

**Marsten's General Store** - Christian Marsten owns and runs the general store. He is a rigid but fair man. The store is kept as clean and ordered as Christian himself. He is a former soldier from the neighboring kingdom. He had served as his father had and is a retired officer. Coming to the hollow a few years ago, he bought the store and settled in the quiet valley to enjoy his retirement. Occasionally he is visited by his grandchildren, however he has no family that lives in the hollow. Marsten is a tall man, at six feet three inches in height; his hair is thin and grey and he sports a beard, all

meticulously trimmed. Marsten's only real vice, other than his fastidiousness, would be a good smoke. He prides himself on his collection of pipes and various tobacco (a habit acquired during his military years) and he is happy to retell old war stories to any willing to share a smoke.

### **The Adventure:**

If the party asks around town, most remember or at least have heard tales of the old man in the deep hollow. Directions can be easily found to the old farm and rumors will abound about the place.

Regardless of how or why the party is in the

town, they will hear at least one tale of the old man and the deep hollow which may pique their interest, particularly if they stay up late at the inn, as one of the favored things to do during the harvest festival is to spin ghost stories around the hearth in the wee hours of the evening.

### **The harvest festival:**

There are a number of things to do during the harvest festival: hay rides through the hollow at dusk, pie eating and pumpkin eating contests, dances, costumes, trick or treating and the corn maze.

### **Trick or treating:**

During the festival, the people of the hollow will set out treats at night, usually in decorated bowls or gourds. The children and young folk of the hollow will visit the homes and collect a treat. Its tradition that if none is left out then those visiting will play a trick on the forgetful home. This is rooted as well in the belief that Hoblins will abound and will take the treats and pass by placated, otherwise they fall upon the home with all kinds of mischief.

## **Rumors**

- **The old farm is haunted by the old man's spirit and none are welcome there.**
- **If you go there under a full moon, you can see the ghost of the old man still tending his pumpkin patch.**
- **The farm is cursed land and anyone staying there will find the very ground itself attacking them.**
- **In the deep hollow at night, you can see the old man wandering around lost and looking to find his old farm.**
- **Anyone going to the old man's farm during the harvest will find themselves bewitched and will never return.**
- **Hoblins of the deep hollow spirited the old man away and the same will happen to anyone else foolish enough to stay in the deep hollow late at night.**

## The Corn Maze:

For those brave of heart (and those for looking for a good scare) the corn maze is a favorite of the festival. Lit by jack-o-lanterns, a maze lies before those willing to brave its paths. Stocked full of scarecrows and twists and turns, the maze is good fun. And contests are held for the fastest time to navigate the labyrinth, though it is a favored spot for young people to sneak away into for a bit of privacy. During the later hours of evening it is possible to encounter Hoblins in the maze. There is a 5% chance that any dead end may hold a Hoblin or two.

Hoblin: (2) AC 6; HD 1-1 (hp 4, 3); #AT 1; D 1d6 (or by weapon); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

The one rule of the festival, at night, don't forget your mask. Few will be caught outside not wearing a costume or mask for the festival. For the childhood tale of the Hoblins are deep rooted in those from the hollow. And in truth on any given night of the festival there is a 1 in 6 chance that a group of Hoblins will be encountered by any looking for them.

Hoblin: (4) AC 6; HD 1-1 (hp 5, 4, 3, 2); #AT 1; D 1d6 (or by weapon); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

## The Deep Hollow:

The only structure in the deep hollow is the old man's farm. Most of the old homestead has been completely reclaimed by nature. The walls and partial roof of the house persist as well as a small shed a few yards away; however, all is overgrown with vegetation and tattered from exposure to the elements. Only the pumpkin patch appears to be tended and unfettered by the surrounding wild.



## 1. The old cobbled path.

From the edge of the wood an old cobble path starts and leads to the front of an old cottage. The stones of the path are overgrown with weeds and that path itself looks as if it were never finished. Shrubs that look to have once been carefully shaped into elaborate designs, now gone wild line the path. A old stone well can be seen just to the west of the cottage, and just beyond it a large pumpkin patch. On the far side of the pumpkin patch an old shed, overgrown with weeds and vines, is also visible.

The cottage itself is one story, its front door now missing; the walls appear to be of fieldstone with wood rafters and a wooden shingled roof (now collapsed in). An old stone chimney dominates the back of the building.

(If the party approaches at night, 2d10 Hoblins will be running about the farm and unless the party are wearing masks or costumes they will attack on sight.)

## 2. The cottage.

The old one-room cottage now lays in a state of decay and ruin. A large hearth takes up most of the north wall while the remains of a four-post bed fill the southeast corner. Dressers and bookshelves lines the walls and a small foot locker lies open and upturned. A small round table and two broken chairs are all that remain of the room's furniture. A large rug once covered the entire floor; however, it has long rotted away and if the debris in the northwest corner is searched, a trap door is found in the floor. The trap door leads into the root cellar of the cottage, shorn from the earth fifteen feet below the cottage.

Stirge have taken up residence in the dead hearth and if the hearth is disturbed they will swarm out:  
Stirge: (12) AC 8; HD 1+1 (hp 8,7,7,6,5,5,5,3,2,2,2,1); #AT 1; D 1-3; SA Blood Drain; SD n/a; MV 3; SZ S; AL n/a; ML 8; S 6, D

### 3. The Pumpkin Patch.

The pumpkin patch is literally bursting with pumpkins. Vines fill every square foot of the field and have begun growing out through the old wooden fence that lines the field. The pumpkins within are exemplary specimens, the largest being almost 8 feet across. Upon close examination, the larger pumpkins have been hollowed out and pumpkin guts lay strewn about the entire patch, and nearly every pumpkin bears teeth marks or signs of gnawing or chewing.

During the day the Hobblins hide from the light in their dens below the farm. A few take cover in the larger pumpkins and will attack if disturbed. Secreted beneath the thick vines of the northwest corner of the patch is a trap door that leads to the dens below. The door is made from the old shed door.

At night the patch is full of Hobblins, running amok and gorging themselves on the ripe pumpkins. Again, if the party is wearing costumes or masks the Hobblins here will do nothing more than acknowledge their presence. Though some curiosity may be given to any "hobblins" moving with a strict purpose rather than engorging themselves on the ripe pumpkins (1 in 8 chance to attract attention). A resourceful party could distract the curious hobblins with a handful of candy (should they have thought to bring any with them).

Hoblin: (Day- 4 in the largest pumpkin and 2 per other four large pumpkins / Night- 24) AC 6; HD 1-1 (hp 7, 7, 7, 6, 6, 6, 6, 5, 5, 5, 5, 4, 4, 4, 4, 3, 3, 2, 2, 2, 2, 1, 1); #AT 1; D 1d6 (or by weapon); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

### 4. The Work Shed.

An old work shed still stands just north of the pumpkin patch. The door to the shed is long gone and the old wooden building has fallen to disrepair and is being reclaimed by nature, its walls covered with ivy and moss. Inside, tools are scattered about in disarray. Aside from the various tools one would find around a farm, there is a small chest. The lock on the chest is intact and is of high quality (-15% chance to open). Inside the chest are six small packs of pumpkin seeds and

four sealed jars with a special fertilizer the old man used to start his patch.

If the shed is approached during the day, there will be six Hobblins sleeping in here that will attack if disturbed. They will snatch up the various tools to use as weapons attacking with hammer, rakes, pitchforks, spades and shovels (at night the shed will be empty).

Hoblin: (6) AC 6; HD 1-1 (hp 7, 6, 6, 5, 5, 3); #AT 1; D 1d6+1 (rusty farm tools); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

### 5. The Well.

An old stone well sits just to the side of the cottage. If the well is investigated, odd sounds can be heard coming from its depths. The well is long dry save for a few inches of water left at the bottom and the Hobblins have trapped a Wolverine in the bottom, and if the bucket is drawn up the Wolverine will ride it to freedom, being none too happy with anyone in its way to freedom.

Wolverine: (1) AC 5; HD 3 (hp 18); #AT 3; D 1d4/1d4/1d4+1; SA +4 to hit; SD n/a; MV 12; SZ S; AL n/a; ML 12; S 9, D 13, C 9, I 1, W 9, Ch 3; XP 120.





## Under the Farm:

The caves beneath the farm are roughly cut from the dank earth. Hanging, moss-covered roots clog the passageways that have been burrowed out by the Hoblins. All the passages are little more than five feet in height; the ground is crumbling and soft in places, filled with jutting rocks and loamy dirt. Several of the passages have caved into crevasses with small streams trickling at their bottoms. The crevasses are approximately 12' deep and are smooth sided with slick clay. The burrows are all eight feet high with the occasional earthen column or root base shoring up the chambers. There are three ways into the caves beneath; the first is through a hole in the wall of the cottage's fruit cellar. The second is through the secret trap door under the pumpkin patch and the last is through a hole in the wall of the old well.

During the day, the burrows will be full of Hoblins, sleeping out the bright hours (distribute the extra 12 Hoblins normally found in the pumpkin patch at night to those listed in any of the borrows

#2-5 (3 each) ).

### 1. The Secret Passage.

Beneath the Pumpkin patch, the Hoblins have created a secret passage that leads up from their borrows. This was a big improvement over constantly having to dig new holes every year; however, this did lead to less Hoblins being stuck in cave-ins and therefore more ways to split all the juicy pumpkins, but then again there are always the other Hoblin homes through the woods; they always leave out tasty treats. The passage itself is a rough tunnel straight up. The Hoblins have spiked the old ladder from the work shed to the earthen wall and then tied roots and branches together in a crude approximation of the ladder to reach the bottom of the hole. Anyone weighing more than a small child that attempts to use the ladder will trigger a catastrophic failure and take a bouncing fall to the cavern floor below (1d8 fall damage).

At night there will always be at least 2 Hoblins coming in or going out of the passage.

Hoblin: (2) AC 6; HD 1-1 (hp 6,5); #AT 1; D 1d6 (or by weapon); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

### 2. Well Burrow.

The side of this burrow has been dug out to reveal the side of the old well. The stones from the side of the well have been removed, creating and opening into the well shaft. The Hoblins here have captured small burrowing animals (and some not so small) and keep them in crude cages. If attacked they open the cages and let the angry animals run amok.

Hoblin: (6) AC 6; HD 1-1 (hp 6, 5, 4, 4, 3, 3); #AT 1; D 1d6 (or by weapon); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

Giant Rat: (4) AC 7; HD 1 (hp 4, 4, 3, 2); #AT 1; D 1d3; SA Disease; SD n/a; MV 6; SZ T; AL NE; ML 7; S 5, D 12, C 10, I 1, W 6, Ch 3; XP 7.

Giant Skunk: (1) AC 8; HD 1/4 (hp 2); #AT 1; D 1; SA Musk Cloud; SD n/a; MV 12; SZ S; AL

n/a; ML 5; S 8, D 12, C 12, I 3, W 9, Ch 12; XP 35. Anyone within the 10x10x10 foot cloud of musk must save vs poison or be sick for 1d4 rounds (Str and Dex are halved while sick).

### 3. Rocky Burrow.

This burrow is one of the largest of the dens. It also holds the biggest of the Hobblins. The bullies make use of the rocks and stones in this burrow as missile weapons against any intruders. The Hobblins have no regard for their fellows and will bombard them as well.

Hoblin: (12) AC 6; HD 1-1 (hp 7, 7, 6, 6, 5, 5, 5, 5, 4, 4, 3, 3); #AT 1 (2 w/rocks); D 1d6 (1d4 rocks); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

### 4 & 5. Burrows.

Both of these burrows are basically identical, serving as dens for the Hobblins. Each den holds the same number of Hobblins.

Hoblin: (11) AC 6; HD 1-1 (hp 7, 6, 6, 6, 6, 5, 5, 4, 4, 4, 2); #AT 1; D 1d6 (or by weapon); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

### 6. Root Cellar.

This chamber lies below the cottage and was originally dug as its root cellar. The ceiling here is ten feet high with large oak support beams. Part of the west wall has collapsed, leaving a hole that leads into the Hoblin burrows.

A ladder pinned into the wall leads up to a trap door in the cottage floor. Several smashed crates and barrels lie scattered about the floor with other debris, long looted by the Hobblins that now use this chamber as their den. Two barrels remain undisturbed but have begun to seep with abuse and age, their oily contents darkening the stone floor. Two chests remain as well, their locks battered to almost uselessness, they however hold fast (+5% chance to open).

The first chest holds bottles of various liquids and jars of powder. Most have long lost any potency; however, three of the powders are actually healing potions that await water or oil to be fully utilized (if water is added, the potion may be drank as a normal healing potion; if oil is mixed with the powder, it becomes a salve that may be applied to wounds and will function as a potion of extra healing).

The second chest holds several sacks of coin (25gp, 46ep, 112sp, 84cp) and a bone scroll tube that holds a map (the GM may add fill in the appropriate content).

Hoblin: (8) AC 6; HD 1-1 (hp 7, 7, 7, 6, 5, 4, 4, 2); #AT 1; D 1d6 (or by weapon); SA n/a; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

### 7. Lair of the Hoblin King.

The Hoblin King is the biggest (and perhaps oldest) of the Hoblin. His lair is reached via two tunnels that descend roughly hewn stairs. The king sits on an old rotting stuffed chair (looted from the cottage long ago) that rests against the back of the chamber. The floor of the chamber is littered with pumpkins, candy and other offerings the Hobblins of the hollow have brought to their king. A creative party could gain surprise if they entered disguised and with offering; however, any not giving an offering will be dealt with swiftly.

The Hoblin king has guards that wear jack-o-lantern helmets and who use pumpkin bombs made from skunk musk and rotten pumpkin guts and tar found in the hollow. They light these gourd missiles and toss them at offending intruders. The bombs will cause 1d4 fire damage and stick to their targets, burning for another 1d4 rounds. Additionally, the smell of the contents cause anyone struck by one to fight with a -2 penalty to all rolls.



The Hoblin King himself is larger and stronger than his minions and he fights with a symbol of his office, the Nightfire Scythe. The Nightfire Scythe is a +1 weapon to both hit and damage regardless if it is alight or not. While aflame, the scythe grants a +2 bonus against regenerating creatures, +3 against cold based and +4 against undead (the highest bonus is used, they are not cumulative).

Hoblin Guards: (4) AC 6; HD 1-1 (hp 7, 7, 7, 7); #AT 1; D 1d6 ; SA Pumpkin Bomb; SD n/a; MV 6; SZ S; AL CE; ML 10; S 8, D 13, C 10, I 8, W 9, Ch 8; XP 15.

Hoblin King: AC 5; HD 1+1 (hp x); #AT 2; D 1d8 (or Nightfire Scythe D6+1/D8); SA Nightfire Scythe; SD n/a; MV 9; SZ M; AL LE; ML 12; S 15, D 13, C 13, I 11, W 9, Ch 13; XP 35.

Beside his throne, the Hoblin King has gathered all the choicest pieces of loot that have been brought to him via his Hoblin minions. Stored in dried gourds and rotting sacks lay the following: 352cp, 212sp, 10pp, 5gems (3 tiger eye(10gp/e), 2 Garnet(100gp/e) ), a scrimshaw pipe(10gp), ornate silver spurs(30gp) and a gold in-laid ivory chess set (300gp).

### Concluding the adventure:

If the party defeats the Hoblin King, they will have found a sizable sum of treasure. A good aligned party may realize that most of this was taken from the surrounding farms of the hollow and return it to the town. If so rewarded, the party an additional 500xp each. The town will then give the gems and art objects to the party as a reward as well as 20% of the coin returned.

If the party finds the seeds, the village farmers will offer another 10% of the coin returned to buy the seeds and fertilizer. The party will also be heralded as heroes of the hollow for ridding them of the Hoblin nightmare and will always find themselves welcome in the small town.



## Appendix A: New Monsters

### Hoblin (Harvest Goblin)

No. Appearing: 5-30 (5d6)  
Armor Class: 6  
Movement: 6  
Hit Dice: 1-1  
No. Of Attacks: 1  
Damage/Attack: 1-6 ( or by weapon)  
Special Attacks: n/a  
Special Defenses: n/a  
Magic Resistance: n/a  
Size: S (4' tall)  
Morale: 10  
Statistics:  
Str: 8            Dex: 13            Con: 10  
Int: 8            Wis: 9            Chr: 8  
Alignment: Chaotic evil  
XP Value: 15

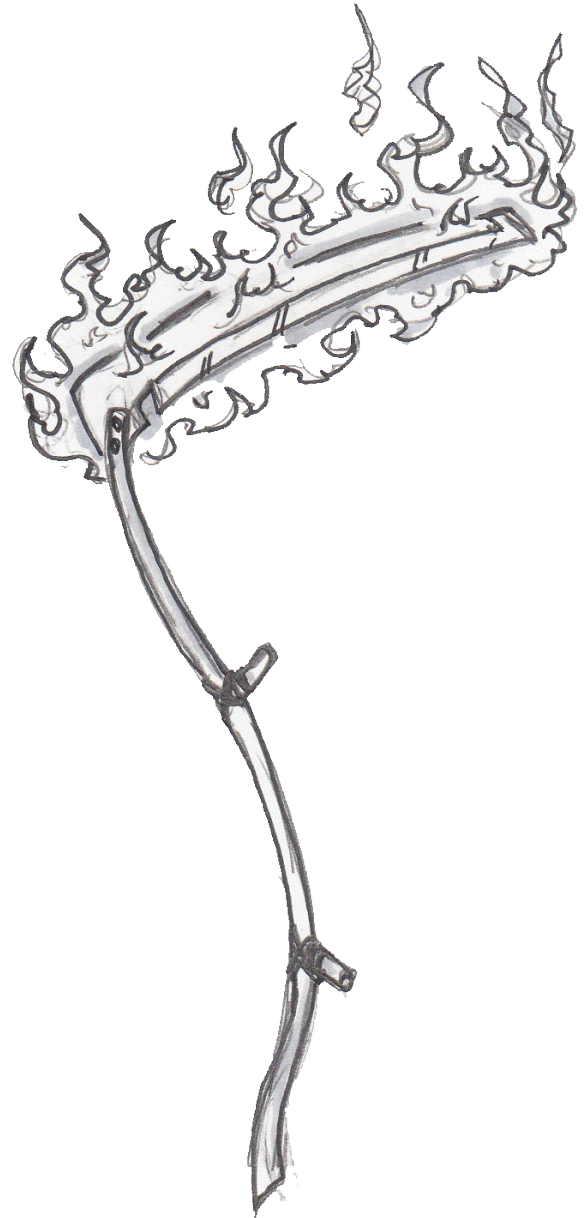
### Hoblin King

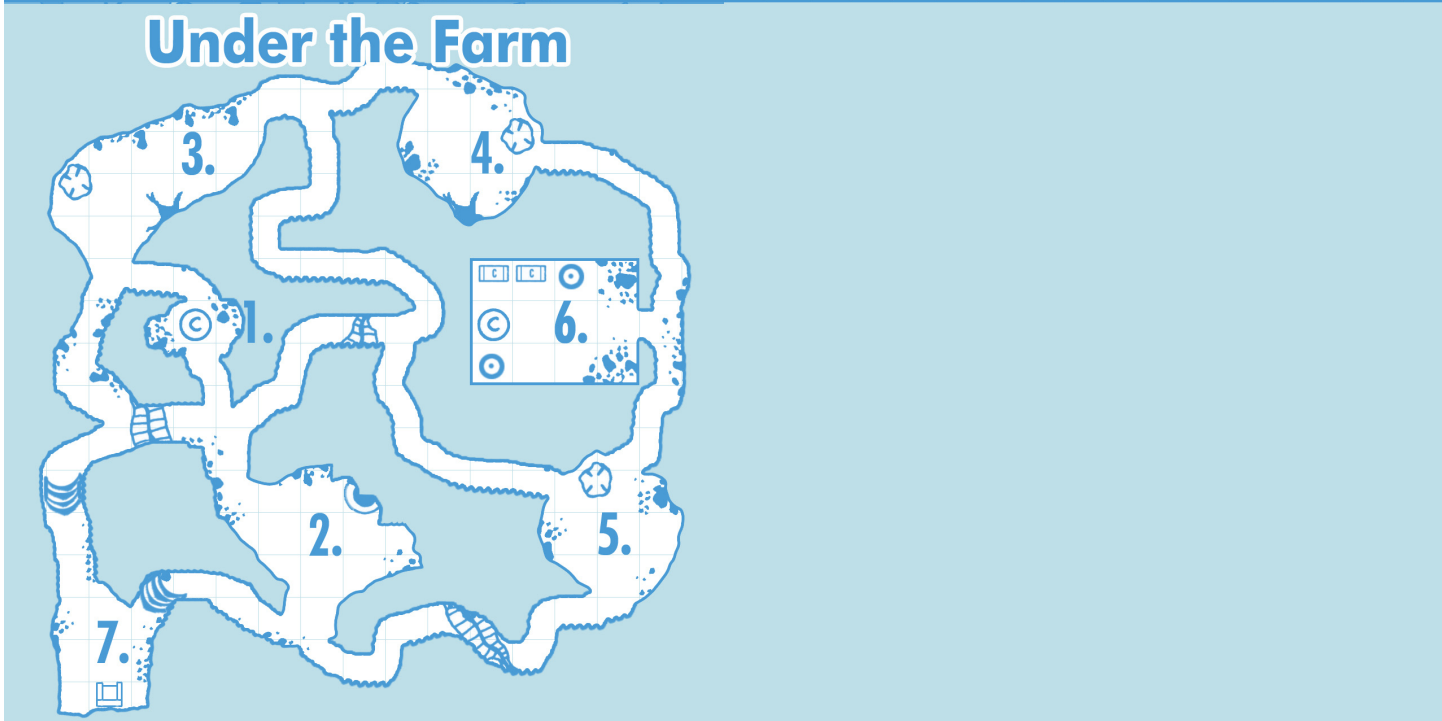
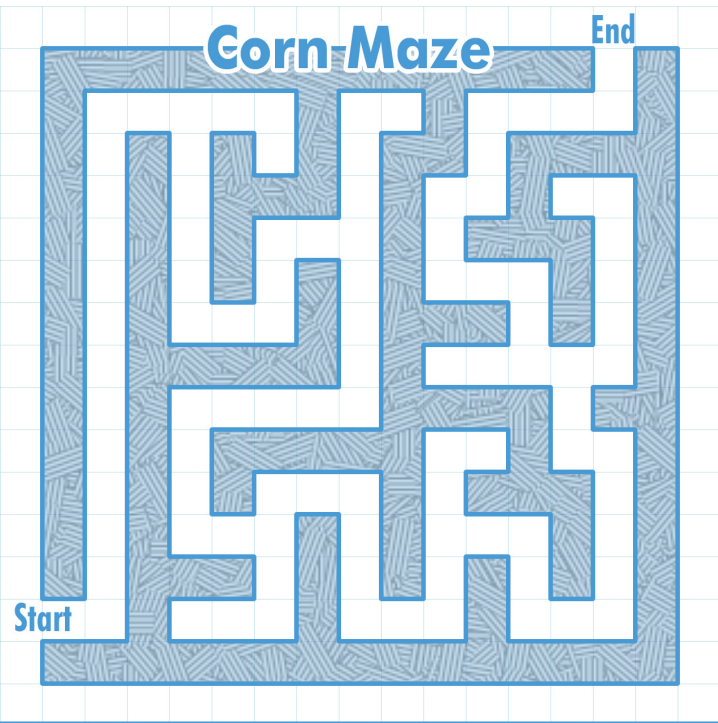
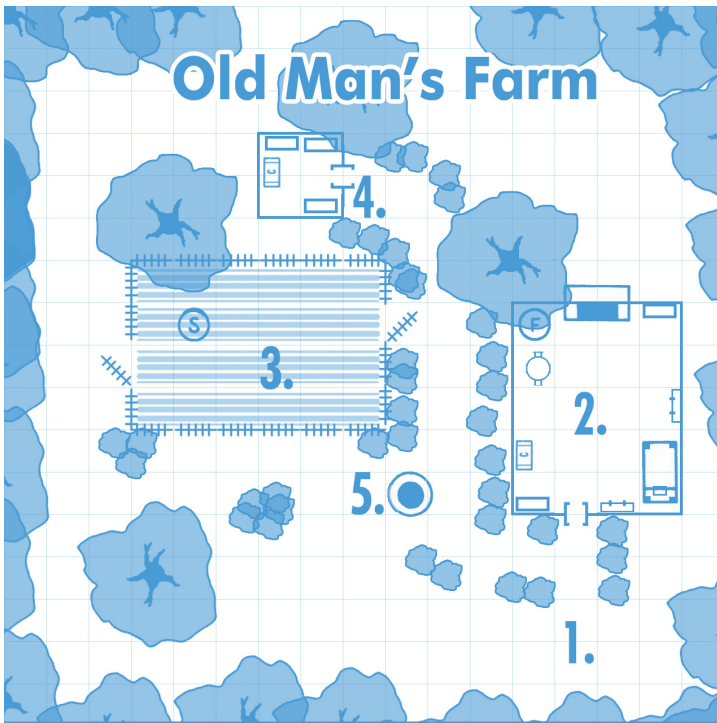
No. Appearing: 1  
Armor Class: 5  
Movement: 9  
Hit Dice: 1+1  
No. Of Attacks: 2  
Damage/Attack: 1-8 ( or by weapon)  
Special Attacks: n/a  
Special Defenses: n/a  
Magic Resistance: n/a  
Size: M (6' tall)  
Morale: 12  
Statistics:  
Str: 15            Dex: 13            Con: 13  
Int: 11            Wis: 9            Chr: 13  
Alignment: Lawful evil  
XP Value: 35

## Appendix B: New Magic Items

### Nightfire Scythe.

The Nightfire Scythe is a +1 weapon to both hit and damage, during the night the Nightfire Scythe can alight with flame. While aflame the scythe grants a +2 bonus against regenerating creatures, +3 against cold based and +4 against undead (the highest bonus is used, they are not cumulative).





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