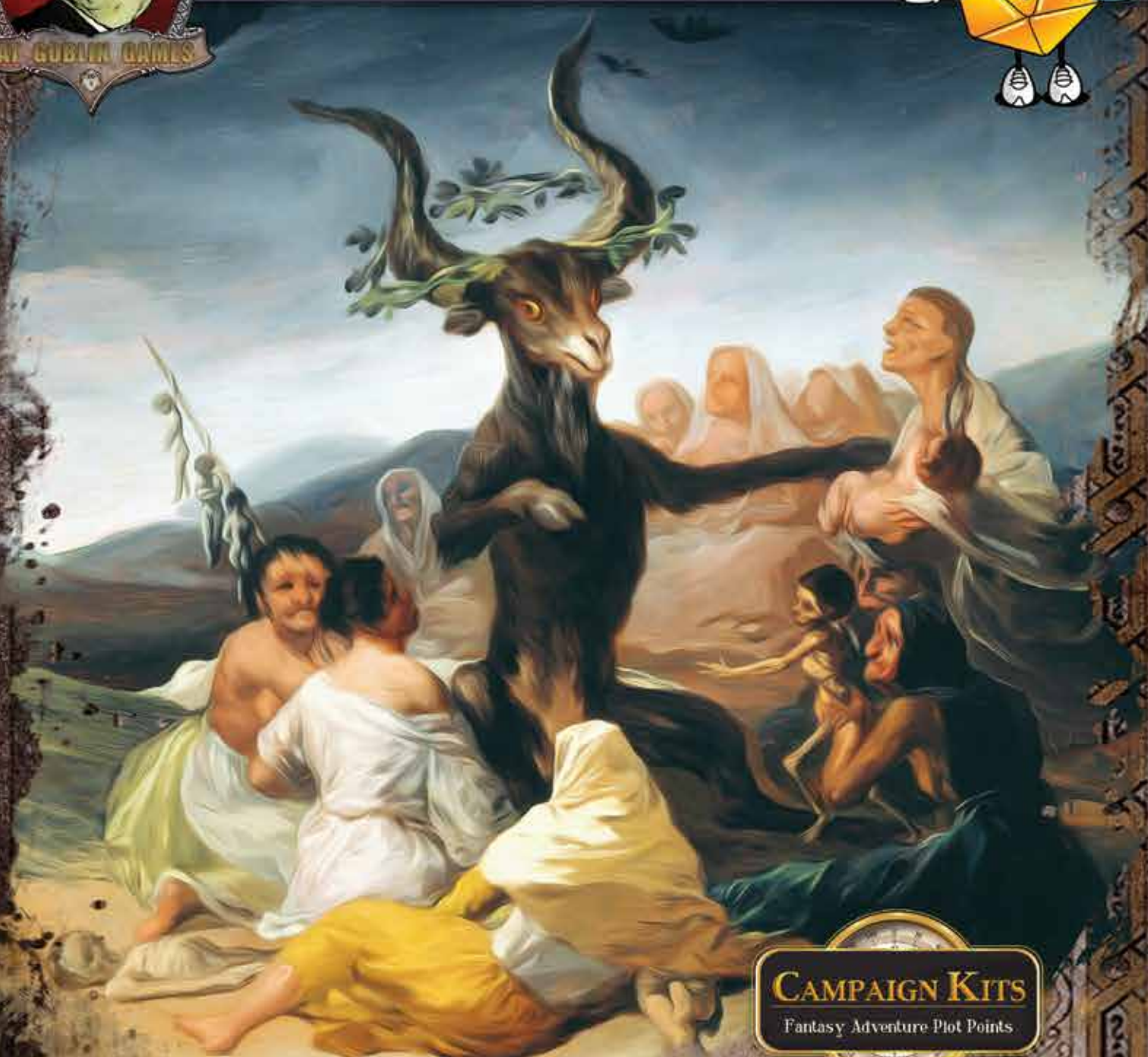




A Charity Product in Support of the Roleplaying Game Relief Fund



CAMPAIGN KITS

Fantasy Adventure Plot Points

THE MYSTERIES OF HOLLOWFIELD

BATHFINDER
ROLEPLAYING GAME COMPATIBLE

CAMPAIGN KITS

THE MYSTERIES OF HOLLOWFIELD

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Campaign Kits: *The Mysteries of Hollowfield* © 2015 Fat Goblin Games

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About Fat Goblin Games

Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

Visit us on [Facebook](#), follow us on [Twitter](#) and check out our website at fatgoblingames.com.



FOREWARD...

Presented for your approval...

A party of adventurers. Travelling to yet another quaint village in the middle of nowhere. Just completing some exhausting adventuring, they are looking to re-equip and enjoy a relaxing time at the tavern. They think they are stopping to rest up but they're really stopping for a campaign of terror and fear.

These adventurers have entered... The Goblin Zone.

- J Gray (Member of the Goblin Hoorde)

Campaign Kits are designed to give you enough to get started and let your imagination take over, and this product is a great example of one. We are giving you eight tales streaked with a bit of horror and the macabre for your Halloween get-together or anytime you want to spice up your adventures with a stop-over in a small town. Each adventure comes complete with an Introduction Encounter, a Story Encounter, a Twist, and a Close. You get to fill in the rest! It is the perfect way to flex your Game Master muscles, and at the same time provide a bit of spooky fun for your adventurers.

One of the great things about working at Fat Goblin Games is the community that we have created. At any given moment, fifteen or more people are chatting away about the various projects that we are working on. When I put out the call asking for writers for a charity project, there was no hesitation and within two days all eight slots were filled. Each one of them gave some so that others could give more. Although they are mentioned in their individual write ups I would like to take this opportunity to thank [John Ben-nett](#), [Kalyna Conrad](#), [J Gray](#), [Garrett Guillotte](#), [Rick Hershey](#), [Kiel Howell](#), [Jennifer R. Povey](#), and [Matt Roth](#) for stepping up and helping out. Also big thanks to [Lucus Palosaari](#) for his work in getting this ready for production.

Another great thing about this product is that it is for charity. The [Roleplaying Game Creators Relief Fund \(RCRF\)](#) is used for developers, designers and other RPG industry professionals as a fallback when there is a crisis at home. Be it environmental like a storm that floods or sickness, the RCRF is there to help when a member of the RPG industry community needs help. This Campaign Kit is "Pay What You Want" and so we understand if you download it for free at first to see what it is like. If however you like it, please consider going back and giving a little. Every little bit helps and it keeps writers and developers writing great products like what you are holding in your hands.

Enough talk. Let's get on to scaring the pants off of your players and their characters! Thanks for downloading the *The Campaign Kit: Mysteries of Hollowfield!*

Troy Daniels - Editor/Wrangler

Halloween Charity Event 2015 - Campaign Kit

Fat Goblin Games Project Manager

Co-Wrangler of the Goblin Horde

FAT GOBLIN GAMES PRESENTS

ADVENTURE SUMMARIES

Welcome Gamemaster to the Adventure Summaries area. Here you will find eight tales of suspense and horror sure to surprise and hopefully scare the pants off of your players. Adventures range from 1st level all the way through 5th, so be sure to check your Party Adventure Level (PAL) using the method outlined below.

CALCULATING PARTY ADVENTURE LEVEL

The adventures outlined below are designed for specific challenge ratings and therefore you should be careful as to where you send your adventurers. Add the level of all of your adventurers and then divide by the number of players you have. This number is your PAL and it will determine what adventurers you should send them out on.

For Example: A party consisting of a 5th level wizard, 3rd level barbarian, 4th level monk, 6th level cleric, and a 2nd level ranger = 20 levels divided by 5 players = PAL 5. 4th through 6th Adventure Levels should be challenging for this party and would be appropriate for them to play.

Adventure One - Welcome to Hollowfield (PAL 1) by Rick Hershey - page 6

Attending the harvest Festival should be fun and games. Unfortunately for adventurers it means solving a mystery before more people get hurt.

Adventure Two - Little Girl Lost (PAL 1) by J Gray - page 9

On the road, the adventurers find a lost little girl who asks tearfully for an escort to her home in the nearby village of Hollowfield. Little do they know that an attack by goblins will be the least surprising thing that happens after taking the lost child under their wing.

Adventure Three - Apprentice of the Witch (PAL 2) by Jennifer R. Povey - page 11

The old witch, Nellie, sent her apprentice, Sera, into the woods to gather spell components. Now the teenager is missing...and Nellie wants the PCs to go rescue her. Obviously she's in some kind of trouble and out of her depth. And in

case rescuing a damsel in distress isn't enough incentive, Nellie has some very interesting potions...

Adventure Four - Teeth Do Not Lie (PAL 2) by Kiel Howell - page 14 - page 14

Teeth are mysteriously disappearing every night from the adults and teenagers of Hollowfield. The sweets sellers are in danger of being rioted against and the adventure only gets stranger when the abandoned mansion shows signs of life. The PC's may discover a whole new world with teeth!

Adventure Five - Falling Leaves (PAL 3) by Matt Roth - page 17

When Johann Kaizermein's estate comes under attack by mad denizens of the forest, the PCs are asked to investigate and put a stop to it. As they delve deeper into the woods, they find that autumn is not as it should be—and the lumber baron's estate may only be the first of their problems. The PCs may just uncover a dark secret from Hollowfield's past...

Adventure Six - The Hunger in the Woods (PAL 4) by Kalyna Conrad - page 20

More people are going missing (than normal) in Hollowfield and the only suspect has grudge against humans. There is more than meets the eye here though as the adventurers must confront a grim monster who's got a lot more snacking in mind for the peaceful residents of this town....

Adventure Seven - The Ghost Blade of Kaizermein Mill (PAL 5) by Garrett Guillotte - page 22

Whether it's fey, ghosts, or what have you, Hollowfield is certainly a creepy place. But when nature itself decides it's time to destroy the town, the adventurers may be the only hope that Hollowfield has.

Adventure Eight - The House Death Built (PAL 5) by John Bennett - page 24

Shadowy figures play into a series of disappearances in the Hollowfield area. Ghastly visions haunt one of the party members. Dare you walk into the House Death Built and find out what secrets it holds?

THE MYSTERIES OF HOLLOWFIELD

BACKGROUND

INFORMATION

Hollowfield started off as nothing more than a tent struck by the entrance to a cave well over two hundred and fifty years ago. Lexter Hollowfield had finally struck paydirt, literally, when he stumbled into a cave and came out with silver dust on his shirt. Sending messengers to his family they quickly came and established the small shanty town which slowly grew to a community of miners all working for Lexter and his kin.

Twenty three years later though, the silver ran out and very quickly most of Lexter's family did too as the money ran as dry as the mine. Lexter however, saw promise in his little shanty town, and spent the remainder of his days in what would soon be known as Hollowfield, building and growing it into the community that it is today.

At the ripe old age of eighty-seven Lexter walked into the woods and was never seen again. Some say that he still haunts the woods surrounding his creation, watching over it and its inhabitants. During times of strife or radical change people talk of whispers in the woods and Lexter giving them advice that will help them through the troubling times.

Despite the mysterious disappearance of its founder, Hollowfield lives on, thriving at times and failing at others. Orc raids, goblin incursions and other forces have arrayed themselves against the town and each time they have been repelled by adventurers or powerful residents.

Today's Hollowfield is much different than in the past. Caution rules the land and the ghost stories more often than not turn out not to be stories at all, but historical fact. Although Mayor Horgrang tries to paint a rosy picture, especially for visitors, it is hard to hide the feeling of dread that hangs over this town like heavy fog.

The only thing that seems to bring any light to Hollowfield these days, are the few laughing children that can be seen playing in the yards, and the annual Harvest Festival that occurs each fall. Travellers from around the country side bring coin, stories, and their wares to trade in the marketplace. For a brief time the fog lifts and the weight of fear seems less oppressive.

Yet something stirs in the forest to the west of the mill. Careful inspection of the graves in the cemetery reveal that the earth has recently been turned. Even noises that have been silent for fifty years are coming from the abandoned mine again.

Hollowfield needs heroes. Hopefully some of the visitors to the Harvest Fest will fit that description.

FAT GOBLIN GAMES PRESENTS

ADVENTURE ONE

WELCOME TO HOLLOWFIELD

BY RICK HERSHEY

The PCs come to Hollowfield to attend the popular Harvest Festival, a weeklong event that attracts merchants and farmers from all over the region. After arriving in this usually peaceful village, they find themselves embroiled in investigating a series of strange events – as dark fae have become restless from the invasive logging and mining excursions in the area.

After investigating missing bodies, strange nighttime noises, and mischievous fairies the PCs will need to head underground and try to reason with a furious Redcap who is suffering from delusions.

40 Corpses Come Out to Play

When the PCs arrive at Hollowfield they will immediately be aware of the commotion in the center of town. Villagers have gathered at the square and are in passionate shouting matches with each other. What looks to be Mayor Horgrang and Head of the Town Guard (Vastus) are doing their best to contain the situation and calm the disturbance.

What is remarkable about the situation is that there appears to be corpses and remnants of coffins lying about the crowd. These bodies are mostly being ignored, except when periodically when an angry citizen wildly gestures towards one of them.

Encounter Trigger: If the PCs investigate or prod one of the corpses it begins to swell and groan. From its mouth a group of Lichlyte emerges and attacks the group.

LICHLYTE (4)

CR ¼

XP 100 each

hp 4 each (see Appendix I)

If the PCs step in and try to calm the crowd, have the first PC to speak make a Diplomacy check. Any other PC who also speaks up can aid another on the first PC's Diplomacy check. A DC 15 Diplomacy check will calm the villagers down enough that they sullenly disperse, or if questioned, will explain the situation to the best of their ability. Any hostile act (such as drawing a weapon or casting a spell) is enough to incite the villagers to fight, as is a failed Diplomacy check. If a fight does

Rick Hershey

Owner of Fat Goblin Games, Illustrator/Designer

Rick Hershey is an illustrator, graphic designer, writer, and tabletop game publisher. He has worked in the gaming industry for over 15 years providing work as a freelancer for a multitude of clients including *Wizards of the Coast*, *Dreamworks Entertainment*, *Pinnacle Entertainment*, *Legendary Games*, *Monte Cook Games* and many more. Mr. Hershey currently owns and operates [Fat Goblin Games](#) and is well known for his former art studio, Empty Room Studios, which provided quality art and design services for film, comics, and game industries. He also serves as the Secretary for the [Roleplaying Game Creators Relief Fund \(RCRF\)](#), a charitable organization founded to provide financial assistance to tabletop roleplaying game creators suffering hardship due to medical emergencies, natural disasters, and other catastrophic situations.

Rick's best known products include:

Fat Goblin Games Publishers Choice: Basic Racial Portraits - [DriveThruRPG](#)

Fat Goblin Games - Trusty Tavern Menus - [DriveThruRPG](#)

Empty Room Studios - Cooking with Class - [DriveThruRPG](#) - [The Open Gaming Store](#)

begin, the town guard (Vastus, Alpha and Handerson) will quickly dispense the crowd before it gets out of hand.

If the PC succeeded with their Diplomacy check, talking to the villagers will reveal the following information.

- Villagers and foreign laborers from the Kaizermein Saw Mill have been feuding. The laborers desecrated the local cemetery.
- At night you can hear clanging metal throughout the village, like someone banging a hammer. Most likely ghosts coming from the newly opened mines.
- Although the mines dried up almost forty years ago, a new prospector thinks that he can get them back up and working using alchemy. No one believes he can do it though.
- The body from the cemetery being thrown across the village isn't a surprise; a few weeks ago someone mutilated some livestock and did the same.
- Its penance for having the Harvest Festival and celebrating old pagan spirits. Reverend Dellburrow has been saying so for years.
- This is all the fault of the old crone, Nasty Nellie, who lives by the river. She runs naked with demons at the witching hour, or so I have heard.

THE MYSTERIES OF HOLLOWFIELD

If the PCs decide to talk to the mayor or head of the guard, they will need to make a DC 20 Diplomacy check. Success means that these men feel the PCs can aid them in solving these mysterious circumstances. They will reveal the following information.

Forty corpses were stolen from the Moss Oak Cemetery (Area 13). Only about half of them are accounted for, being strewn across the village square. No evidence of the remaining bodies has been discovered. None of the bodies seem to have anything in common beyond being all locals. Some of the corpses are separated by death nearly a 100 years.

Any other information they provide is similar to the rumors given by the villagers. Right now they have no leads on who is doing these things, and the overwhelming increase in visitors for the festival has them exhausting all available resources.

If the PCs agree to investigate the strange occurrences and provide them with a suspect, they will be most grateful. They offer the PCs 500 gp for aiding in the investigation.

Investigating Hollowfield

Once the PCs take on the investigation they are welcome to explore the town as usual. Most of the residents are quick to return to celebration of the Harvest Festival and catering to the many visitors in town to celebrate. Questioning them will only return similar comments as above.

Following are key locations the investigators can visit to gather more information about the strange occurrences.

Kaizermein Saw Mill (Area 6): The mill has only been open for a little over a year, and although it employs many locals, most of the labor force is comprised of migrant workers from various lands and backgrounds. These workers have a makeshift tent town in a field beside the mill. Johann Kaizermein, the proprietor, is away on business but several of his foremen are available to talk. They will reveal the following:

- The mill has begun cutting down an old grove of trees in the last month that seems to have triggered a series of odd events, causing fear and superstitions to run rampant amongst the men.
- Men have seen strange lights and have heard ominous sounds coming from the grove at night.
- A local man named Gibbs Greck was killed at the sawmill a few weeks back, being nearly severed in half and bleeding to death. Locals are blaming the foreign workers for the

mishap, although it was well known the Gibbs had a drinking problem and was most likely the cause of his demise.

- DC 15 Perception check to notice large, crude boot prints in the mud near the forest. The tracks appear to lead nowhere discernable.

Nasty Nellie's Hut: The old woman lives quietly on the outskirts of the village, collecting herbs, talking to animals, and sometimes even selling a potion or two when a villager comes asking. She is clearly mad, but also clearly harmless. Talking to her reveals the following if the adventurers are kind to her:

- The strange events are simply caused by the angry spirit of the harvest, an old god of the land, long forgotten, who is angry about the festival.
- The villagers and the sawmill are both responsible for the spirit being angry. All will continue to be punished until it is appeased.
- *The Good Citizens Almanac of the History of Hollowfield:* This amateurishly written book has extensive notes on the town's history, and is perhaps the best reference for research. Using the almanac grants a +2 bonus on all Knowledge checks made to matters on Hollowfield history.

Moss Oak Cemetery: The cemetery should be the last place the PCs visit. Alpheia (Town Guard, NPC Section) is currently standing guard since the incident of the desecrated corpses. PCs are welcome to explore the area and she will follow them, mainly out of curiosity and boredom. She is a bright girl however and if asked has the following information:

- DC 15 Perception check reveals more boot steps in the dirt around the area. No discernable direction can be seen.
- DC 20 Perception check reveals that the graves were dug out from the inside, coming up from beneath the cemetery.
- DC 25 Perception check reveals a noticeable tunnel beneath one of the gravesites.

Down, Down, Under the Ground

If the PCs discover the tunnel they can choose to enter it and proceed into the redcaps lair. If they did not discover the tunnel, have one of the guards attacked by the redcap and pulled into the tunnel.

The tunnel is a web of crude corridors leading all over the graveyard, with obvious spots where the redcap clawed its

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way into the graves. Continuing the path, or following the screams of the guard, will lead the PCs to an open chamber.

The redcap is in this room, if he didn't grab the guard, then he has an unknown victim (possibly a villager the PCs encountered earlier). It appears the redcap has been living in this area for a while. Once an old forgotten tomb, he has since decorated it with an assortment of stolen trinkets and random trash. What stands out the most are the remaining missing corpses. These corpses have been positioned around the room, dressed in an assemblage of found clothing, and give the aura that they will come to life at any moment to continue on the lives they left behind.

If the PCs attack, or simply interrupt the redcap, he will abandon his victim and attack.

REDCAP

(SEE APPENDIX I)

XP 600

hp 12 (see Appendix I)

The redcap will fight to the death. If the PCs are easily defeating the redcap, have it call for help from several lichlytes hiding in the scattered corpses.

After the confrontation with the redcap, PCs are welcome to explore the tomb. As they do this, the guards will volunteer to take the redcap body to the mayor as well as organize a team of guards and volunteers to come and take care of the desecrated corpses.

Treasure: A shelf covered with webs and containing remnants of a skeleton (DC 15 Perception to notice) in the northwest wall still contains a few religious supplies, including five vials of holy water, a *scroll of lesser restoration*, and a *wand of cure light wounds* (15 charges).

Heroes of Hollowfield

News spreads quickly of the PCs victory and Mayor Horgrang holds a small event to announce the end of the troubles as well as praise the group. Vastus of the Town Guard asks the PCs if they can be available for the remainder of the Harvest Festival and offers them a small room above the town guard's office as a token of payment (Area 9).

Many of the villagers will offer small favors of appreciation, such as meals and store discounts (on general merchandise) as a show of appreciation for their efforts.

Treasure: 500 gp



THE MYSTERIES OF HOLLOWFIELD

ADVENTURE TWO

LITTLE GIRL LOST BY J GRAY

On the road, the adventurers find a lost little girl who asks tearfully for an escort to her home in the nearby village of Hollowfield. Little do they know that an attack by goblins will be the least surprising thing that happens after taking the lost child under their wing.

Crying in the Woods

While traveling down the road, ask each player to make a DC 12 Perception check. Characters who succeed will hear the sound of a child crying coming from inside the woods that line either side of the road. As the party moves to investigate the sound, play up a sense of foreboding by describing the long shadows cast by the trees, the whisper of the wind through the branches, and the howling of wolves in the far distance. Feel free to call for a few more Perception checks to put the players on edge, ready for trouble in the spooky wood.

The source of the crying is a young girl, no more than six years of age, dressed in simple peasant's clothing and has a pink ribbon braided in her hair. She is curled up at the base of a tree and weeping. While pale skinned and distressed, the girl seems healthy. Her face is smudged with dirt but she has no obvious injuries.

Calming down the girl simply requires a little kindness. She is happy to accept food or a warm coat from the party. When asked, she will explain that her name is Lydia Darling and that she and her parents were on their way home to Hollowfield from a neighboring village. It was late and she had fallen asleep in the back of their family wagon. When she awoke, she was by the side of the road with no idea of how she got there. She ran into the woods because she was frightened that she might be spotted by bandits. Lydia begs the party to escort her home to her parents in Hollowfield. When they agree, Lydia becomes overjoyed and exuberantly gives each person in the party a hug.

Lydia is happy to chat with the party on their way to Hollowfield. As they journey, they may learn the following about her:

- Lydia is six years old. Her birthday was two months ago.
- Lydia is an only child.

J Gray

Freelance Ninja, Line Developer for Plane Shift

J Gray's got a "how I got into gaming" story and yarns about interesting characters by the hundreds. More importantly, he's the line developer here at Fat Goblin Games for two lines: Cut to the Chase, a series of decks that make journeys, chases, and research into quick but fine mini-adventures and Plane Shift, a line that aims to take the planes out of the hands of the publishers and put them into the hands of the gamers.

J's also hip deep in other projects. He's a line developer over at Flaming Crab Games and the writer/creator of *Mysteries of the Arcana* (<http://mysteriesofthearcana.com>), a long-term fantasy webcomic that explores adventure and romance in a tarot-inspired multiverse.

You can follow J on twitter: @jgraywebcomic.

J Gray's best known products include:

Royal Road Studios - The **Mysteries of the Arcana Web Comic** - [DriveThruRPG](#) - [Amazon.com](#)

Flaming Crab Games - **Letters from the Flaming Crab: Culinary Magic** - [DriveThruRPG](#) - [The Open Gaming Store](#)

Flaming Crab Games - **The Dragon's Hoard: Magic Arms & Armor** - [DriveThruRPG](#) - [The Open Gaming Store](#)

- Lydia's father works in the Hollowfield lumberyard as a foreman.
- Lydia's mother is an active volunteer at the village church.
- Lydia's favorite color is pink and her favorite food is pumpkin spiced apple pie.
- Lydia and her family were in the next village over to attend a wedding. The bride was beautiful.
- Lydia loves cats but can't have one because she is allergic.
- Lydia wants to be a lady knight when she grows up. If any party member is a knight or paladin she will ask them any number of questions about the profession.

Feel free to make up any more details about Lydia as she talks with the party. She is simply adorable and should be played that way. Make her seem as endearing as possible.

Goblin Attack

Hollowfield is just a few hours down the road from where the party found Lydia. A quick trip. As the party walks along, describe the pleasant autumn day. The air is crisp and cool and the sun shines down through white clouds. The forest is deco-

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rated with the reds, golds, and oranges of fall. Bird song fills the air. Compared to the eerie mood of earlier, the walk along the road to Hollowfield should seem a pure delight. Right up until the goblins attack.

GOBLIN (2X PARTY MEMBER)

CR ¼

XP 135 each

hp 6 each

The goblins are noisy enough that there is no surprise round. They rush out of the woods, armed with dogslicers. There should be two goblins per party member in the raiding party. The attack is unorganized. The goblins are used to raiding the occasional merchant or traveling group. Their antics during combat will often seem more comical than deadly. Each round, roll on the following chart to determine what unusual behavior the goblins get up to.

d10 Behavior

1. One goblin swings on a vine toward a character, trying to attack as it passes.
2. Two goblins get into a shoving match over who gets to attack one of the “ugly longshanks”.
3. Half the surviving goblins rally to the call of a single goblin and moving to attack one character.
4. A goblin takes a liking to one of the character’s weapons and spends the entire combat trying to disarm him.
5. A goblin’s pants fall down. 1d4 goblins are paralyzed with laughter for a round.
6. A goblin overshoots its mark. Its weapon gets stuck in a tree. It spends two rounds trying to extract it.
7. One goblin leaps onto the shoulders of another goblin. They attempt to fight this way.
8. One of the goblins begins trying to throw dirt from the road into the eyes of the party.
9. A goblin begins singing at the top of its lungs, trying to inspire its comrades. This goblin is not actually a warchanter.
10. A goblin tries to perform a fancy sword maneuver and chops off its own head. The body chases the bouncing head for an additional round before collapsing.

During the fight, the party’s instinct will probably be to try to protect Lydia. She will cower behind the character with whom she has most bonded and will obey any instructions to hide or take cover. Lydia will actually giggle at some of the more comical antics of the goblins and will shout encouragement to the party.

Home to Hollowfield

Hollowfield is quiet when the party arrives. It is the middle of the day and most of the villagers are working hard to finish their own business before the holiday and festival begins. Purposefully keep any encounters with other villagers at a minimum. Lydia will cheerfully lead the way to her house, even running ahead of the party and yelling at them to “hurry up, slowpokes!”. Villagers the party pass do not interact with Lydia nor does she talk to them. If the party stops to talk to a villager and mentions Lydia, the villager will be puzzled but point out where the Darling family lives.

The Darling home (Area 15) is a modest affair not far from the village church. When the party arrives, Lydia will suddenly become very shy and will admit she’s worried her parents will be upset with her. She will ask one of the party members to knock for her. She asks them to tell her mother and father that she loves them very much. No amount of persuasion will convince Lydia to go into the house on her own.

The door will be answered by Mrs. Darling, with flour in her hair and a young babe in her arms. When the party mentions Lydia, Mrs. Darling will grow upset and wonder what mockery they are up to. Her daughter died three years ago when goblins raided their wagon on the way back to Hollowfield following a relative’s wedding. When the party members move to present Lydia or turn to confront her, she will be gone. No amount of searching will find her.

Little Girl Gone

Unless the party is particularly rude, Mrs. Darling will hear them out. Their descriptions of Lydia, coming from complete strangers, will convince her that they really did encounter her daughter’s ghost. Upon hearing Lydia’s final message, that she loved her mother and father, Mrs. Darling will break down into tears. When she recovers, she will ask the party to accompany her to the cemetery where Lydia is buried.

Lydia’s gravestone is at the back of the cemetery. It says simply Lydia Darling and lists her as age 6. Under that is the inscription, “A lady knight forever in our hearts”. On the gravestone is the pink ribbon that Lydia wore in her hair. Mrs. Darling notes the ribbon wasn’t there before and that perhaps it is a gift for “bringing my baby home”. She will insist that one of the party takes it.

Treasure: Lydia’s pink ribbon is magical and acts as a +1 ring of protection when worn in the hair. It takes up the head slot.

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ADVENTURE THREE

APPRENTICE OF THE WITCH

BY JENNIFER R. POVEY

The PCs are attending Hollowfield's Harvest Festival when the village witch, Nasty Nellie, shows up in distress. Her apprentice, Sera, went into the forest to get spell components - and hasn't come back. The teenager isn't a very good witch yet, and Nellie's worried that something might have happened to her. She offers a reward in the form of potions if the PCs will find the girl and bring her safely home.

What they will find in the forest is the remains of an ancient battlefield. And a restless spirit that doesn't want to let go of Sera's body. Will they be able to exorcise the spirit without harming the girl and get her back to her mistress?

The Angry Witch

From the main square comes the sound of shouting. Somebody close to the PCs exclaims. "That's Nellie! And she sounds really mad!"

If the PCs ask the local for more information, he will tell them Nellie is the village witch and healer - well respected but not entirely trusted.

Should the PCs investigate, they will discover Nellie, an older woman who appears to be wearing a silver cloak (on closer inspection, it's her hair) in animated discussion with the Vastus, Captain of the guard.

Encounter Trigger: If the PCs interrupt, Nellie will turn and start to harangue them. She will initially attempt to intimidate them (DC 13 to resist).

Assuming the PCs resist, a Diplomacy 15 check will be allowed to talk the distraught woman down. If they fail, she will threaten to hex them and bluster, but will not in fact cast any spells; if a PC attacks her, she will throw a vial that bursts into smoke and will vanish.

If Nellie is talked down, she will provide the following information.

- Her apprentice, Sera, went into the woods to get potion ingredients that morning and has not yet returned. The young woman is not normally one to be late or get lost, so she's convinced something bad has happened to her.

Jennifer R. Povey Word Witch!

Born in Nottingham, England, Jennifer R. Povey spent most of her childhood riding half-trained ponies and mourning the fact that she couldn't find anyone to play this "Dungeons & Dragons" thing with. She then proceeded to find a degree in archaeology, a college gaming group, and a long distance boyfriend - now husband - in Virginia, where she now lives. She's participated in decade-long RPG campaigns...and ridden quite a few half-trained horses - and is combining these experiences into a series of books on mounts and related gear for Call To Arms. Oh, and she's also a talented writer of fantasy and science fiction.

Jennifer's best known products include:

Occult Moon - **Strange Voyages Campaign Setting** - [DriveThruRPG](#)

Self Published - **The Silent Years Trilogy** - [DriveThruFiction](#) - [Amazon.com](#)

Self Published - **The London Incident** - [DriveThruFiction](#)

- Sera is an inexperienced witch and while she can look after herself in the normal dangers of the forest, the spirits have been restless lately. Nellie is convinced something really unpleasant has awakened.

Vastus, however, will tell the PCs that Nellie is always saying unpleasant things have awakened and she's never been right before.

If Nellie flees, the Vastus will tell them that her apprentice is missing, probably just lost in the woods. He will also be willing to tell them she lives in a small hut at the joining of the river (Area 11), but the PCs will have to work out a way to approach the angry witch.

If the PCs agree to look for Sera, Nellie will offer them an unspecified potion as a reward. She will also give them a rather crumpled map which shows what parts of the forest are good for various ingredients and tell them what Sera's looking for.

Into The Woods

Nellie's map will guide the PCs onto a trail into the nearby forest. No map is provided as this part of the adventure is somewhat free form. Feel free to make up a rough forest map if you wish. The forest is mixed, but mostly broadleaf, so

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the leaves have turned and a carpet of red and gold covers the ground beneath their feet. Numerous animal trails run through the forest.

The route leads them past a cave. If they try to enter the cave they will disturb a young bear, which will attack them - although it will seem more interested in driving them off than killing them. If the PCs flee, the bear will not pursue them. If they kill it, they will find no treasure - it's just a bear.

As they move further in, they will hear what sounds like a scream from a woman, and then another from a different angle. Investigation, however, will show that these are nothing more than a local species of bird with a troubling call and black, ragged wings. The forest becomes gloomier and gloomier, empty of wildlife except for those disturbing birds, which almost seem to be following the PCs.

The trees also have long shed their leaves here, which form a carpet underneath them. Skeletal branches fall between them and the sky. On the left of the path, they will find the trees are very close together, as if holding branches. There's no light under this particular grove, despite the lack of leaves. If they keep going, they will find themselves on the shore of a river that is hard to cross, with no sign of the girl.

If they pause, they will hear movement from somewhere behind the trees. The second one of the PCs steps into the area, they trigger the Grasping Woods haunt that occupies the wood. The trees in the immediate area will begin to attack them. (see sidebar)

Once the PCs have dealt with the haunt, they will realize this area is a graveyard, and none of the gravestones were professionally made. There also appear to be a number of unmarked graves.

Battlefield

Past the haunted grove, the ground slopes down towards the river, and the forest opens out into something more like parkland.

The sound of weeping comes from by the river and it sounds like a young girl. When they reach the sound, they will see Sera, sitting on a rock by the river. She has cut off all of her hair and is weeping. A basket of herbs is on the rock next to her.

If the PCs try to simply talk to Sera, she won't answer. Attempting to touch her however will cause her to turn and speak to them. She will tell them her men are all dead and she needs their help to bring them back.

GRASPING WOODS

CR 2

XP 600

CE haunt, 10' square, persistent

Caster Level 4th

Notice: Perception DC 15 (You know, there's something really disturbing about these trees...)

hp 11; Weakness damaged by fire, **Trigger** proximity; Reset 1 day

EFFECT

When the haunt is triggered, the trees closest to the victim will attempt to grab them and pick them off the ground. The trees will not deal huge amounts of damage, but they will hold their victims until somebody frees them, be it by brute force (in which case another tree will immediately attack, moving into the area) or by destroying the haunt. Treat this as an *entangle* spell with a DC 11 resist.

DESTRUCTION

Taking the haunt down by beating on the trees will temporarily stop the effect, but within a day it will be back. To get rid of it for good, the PCs will have to realize there are several poorly marked graves within the grove. Blessing the graves will stop the haunt.

Detect undead will reveal the presence of an undead creature, but it's apparently inside Sera...the poor girl's possessed!

The PCs have to deal with the situation with the possessed girl - hopefully without doing her serious harm.

- If the PCs simply demand the spirit release Sera, it will refuse. If they persist, it will attack them.
- Casting a *circle of protection* around the girl will force the spirit out of her body. It will then attempt to possess another party member (Successful DC 14 Will save negates). If it fails to do so it will attack as an incorporeal being. The ghost will preferentially attempt to possess female characters.
- Subduing Sera or knocking her unconscious will also cause the ghost to attempt to possess somebody else.
- If the PCs leave, the spirit will keep calling them to come back. However, a search of the area will reveal:
- There's a grave with a rough hewn marker. It has been dug up, the bones strewn around.
- A DC 12 Knowledge (nature), Knowledge (dungeoneering) or Knowledge (geography) check will reveal that the area shows signs of having been the site of a battle in the past.

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- Searching will reveal minor treasures worth no more than 50 gp.

If the PCs start to rebury the bones, the ghost will repeat her demand that they help raise her men. She will identify herself as General Barakka and try to give them orders. If they refuse to do so, she will attack.

If the PCs do anything else, she will eventually try to get them to help her and attack if they refuse.

GHOST OF GENERAL BARAKKA (SEE APPENDIX 1)

XP 2,500

hp 44

The only way to get rid of the ghost permanently is to restore and *bless* the grave. Once freed, Sera will tell them that the last thing she remembers is coming across some kind of emaciated dogs digging up the grave.

If any of the PCs has Knowledge (Nature), Knowledge

(dungeoneering) or Knowledge (geography), a simple DC 12 check will tell them the area clearly shows signs of having been the site of a battle in the past. A search of the area will find minor treasures worth no more than 50 gp however the PCs should feel ill at ease when taking these treasures. No true harm will come to them, but they should not feel comfortable about basically raiding a mass burial site.

Safe Return

When the PCs return with a very shaken (and short haired) Sera, Nellie will thank them and give them a couple of potions from her stock. They will also find she has some quite excellent recipes (formulas) that the party cook can add to their repertoire.

Treasure: 2 cure light wounds potions, 1 remove fear potion



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ADVENTURE FOUR

TEETH DON'T LIE

BY KIEL HOWELL

The PC's have come to Hollowfield's festival merchant stalls during its popular Harvest Festival. A forming riot threatening a sweets seller, teenagers and adults mysteriously losing teeth, and activity at an abandoned mansion point to an insidious plot by tooth fairies to open a portal to their world. Whether that portal is meant to let loose an army of fey or if they are simply trying to get back to their world, it's up to the PC's to stop them from wreaking any further havoc on the denizens of Hollowfield.

How Could You Sell That?

An extremely loud set of voices come from the southwest edge of town where many vendors have set up temporary stalls for the festival. A group of ten villagers are gathered in front of one such stall, *The Sweet Tooth*. The proprietor, a short gnome female is cowering behind the counter as the mob shouts demanding questions like "How could you sell this now?" or "Haven't you heard what's going on here?". The crowd is beginning to physically tear the stall down as the PC's approach.

Encounter Trigger: If the PC's try to find out why mob is rioting or prevent them from doing so, the crowd turns angrily on them.

ANGRY VILLAGERS (10)

CR 2

XP 400

hp 2 each

The mob's starting attitude towards the PC's is indifferent but is hostile towards the sweets seller, Niblan Gandry (NG female gnome bard 1). A successful DC 15 Diplomacy check results in the mob's attitude towards the PC's shifting to friendly and grants the PC's a +5 circumstance bonus to a Diplomacy check to change the mob's attitude towards Niblan. A successful DC 20 Diplomacy check is required to stop the mob from tearing down the stall.

If the PC's succeed at the diplomacy check, or render a villager unconscious, they learn the following:

- Adults and teenagers have been mysteriously losing their teeth in the middle of the night.
- The town's children are not missing any teeth, in fact no child under the age of 10 has lost a single tooth in weeks.

Kiel Howell

RPG Superstar Top 32 (2009),

Author of Magnificent Tomes

Kiel Howell is a software engineer who's been gaming for at least 20 years in one form or another. He currently resides in northwest OH with his wife, daughter, soon-to-be-born (maybe born by the time you read this) son, and 5 dogs. He spends much of his time consuming fiction media in print and on screen. He loves Star Wars AND Star Trek and pretty much anything that involves even a modicum of swords and sorcery.

Kiel's best known products include:

Fat Goblin Games - **Vathak Hauntings: Red Rose**

Manor - [DriveThruRPG](#) - [The Open Gaming Store](#)

Flying Pincushion Games - **Into the Breach: The Alchemist** - [DriveThruRPG](#) - [The Open Gaming Store](#)

Fat Goblin Games - **Call to Arms: Ten-Foot Poles** -

[DriveThruRPG](#)

- The abandoned mansion near the bridge has been seen to have lights on the inside and freshly dug dirt around it even though no one has lived there in years.

The villagers are blaming Niblan (even though she has only been here for two days setting up her stall) but each individual spoken to doesn't really believe it's her fault.

The town barber and dentist, Jambol Diddae, a dwarf, believes Friederick Goodwin, a human male and the town apothecary, is at fault. A successful Knowledge (local) or Diplomacy DC 12 check will reveal that Jambol and Frieda were once romantically involved and are now on the downside of their relationship.

Niblan tells them business has been terrible, none of the adults will buy nor let their children buy any sweets. The situation has really put a damper on the festival and there's been talk of ending the festival early.

A reward of 500 gp has been offered to anyone who can aid the town guard in figuring out what's happening to the teeth. A further 500 gp is offered if a means of restoring the teeth is found.

If the PC's decide to ignore Niblan's plight the crowd disperses after they tear down the stall and Mayor Horgrang shows up and begins berating the villagers. He then informs the PC's that the festival may be ending a couple of days early if the town guard can't figure out what's happening to the villagers and their teeth.

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If the PC's kill one of the angry mob then the mob disperses immediately and the local constabulary arrives to arrest them. Niblan speaks up in defense of the PC's and details how it was self-defense, out of gratitude for saving her stall. The head of the constabulary tells Niblan she'd be better off this year packing up her stall and leaving the festival, as they've no leads on why the villagers (except the young children) are losing their teeth.

A Broken Tooth

Once the PC's decide to assist in the mystery, they are informed by either the mayor or the head of the town guard that the abandoned mansion (Area 3) has been seen to have activity late at night and there is freshly dug earth around it. None of the guard or villagers have explored it yet as fears of ghosts and collapsing floors have kept them from it until now.

The following are key locations where more information can be gathered to aid the PC's in their investigation.

Jambol's Barbary: (Area 8) Male dwarf Jambol Diddae's barber shop is empty at this time. When the PC's enter they find him cleaning some of his tools and singing a sad song in dwarven. A successful DC 13 Linguistics check reveals the song to be about love turned sour and the title of the song to be "Love Doesn't Age Like Whiskey". A successful DC 11 Perception check reveals a strong smell of liquor pervading the area immediate to Jambol. Anyone joining in singing the song with Jambol or mentioning the title gains a +2 Circumstance bonus to any Bluff or Diplomacy checks made against him that day. He reveals the following:

- He hasn't had any hair to cut or teeth to pull in weeks, and in fact has had threats made against him accusing him of being responsible for the town's plight.
- He was so desperate for business that he had started to travel to other nearby villages to offer his services but stopped when he found a tooth (a molar) on the ground near the rundown mansion by the bridge. He came back here instead hoping that one resident had a need for a tooth pulling.

He is deeply offended by the apothecary Friederick Goodwin selling the residents a "cure" for the tooth loss. If pressed about his relationship with the apothecary he takes a deep drink from a flask and changes the subject. After three such drinks he sits down heavily in his barber's chair and starts to snore.

Apothecary Friederick (Area 20): Friederick Goodwin is standing just outside his door loudly proclaiming his miracle

tonic for tooth loss. A successful DC 15 Sense Motive check reveals that his proclamation is simply a sales speech. Any PC succeeding at a DC 14 Appraise check on the tonic reveals it to be nothing more than mint and green algae. If confronted about this, Friederick motions the PC's inside and shuts the door. He starts angrily telling them not to talk about what the tonic is made of, as he is trying to make enough money to leave Hollowfield quickly.

If asked why he wants to leave he scuffles his feet and says "There are a few reasons." If pressed further or if a PC asks about Jambol he admits that he can't bear to be in the same small town as him. His heart is broken over the relationship but he can't be with a drunkard any longer. He mentions that while he was down by the bridge he noticed two freshly dug mounds of dirt by the abandoned mansion.

Abandoned Mansion (Area 3): The area immediately around the abandoned mansion is peopled by a few teenage and adult villagers staring listlessly at the building. Any villager approached and talked to ignores the PC's but points at the building and says "There's something...off...about that place."

The villagers have in fact succumbed to a *lesser geas* to gather every day at the abandoned mansion cast from a relic by Zivilda, a female advanced broken soul tooth fairy. If one of the PC's attempt to dig into one of the two freshly dug mounds they are shunted away and a cry from inside abandoned rings out and the villagers around the mansion fall to the ground, unconscious. The mounds are each protected by a *resilient sphere* (CL 7).

Inside the abandoned mansion are a gang of 4 tooth fairies, an advanced broken soul female tooth fairy named Zivilda, and some magic items they are using to preserve the teeth and cast lesser geas on the townsfolk who have been prey to their machinations.

Buried at the Mansion

Zivilda sends her tooth fairies out at night to pull teeth with their pliers (coated with a numbing agent). She plans to sacrifice villagers to power a *gate* to their dimension so her Lurker in Light master can come through and use Hollowfield as a base of operations for malicious plans.

If the PC's decide to enter the abandoned mansion within 2 days they have a chance to discover Zivilda and her plot and confront her. If they choose to destroy the mansion, the townsfolk do not recover their lost teeth and the Harvest Festival ends 2 days early, to the dismay of everyone around. If the PC's do not enter the abandoned mansion in time, a gate

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is opened to the fey's dimension, powered by the lives of the villagers under the effects of the lesser geas, and the lurker in light^{B2} master of the tooth fairies named Xoolx comes through with 20 more tooth fairies.

TOOTH FAIRIES^{B4} (4)

CR 1/4

XP 100 each

hp 5

The tooth fairies fight to the death, but as soon as the PC's presence is known they alert Zavilda to join them in the fight.

ZAVILDA

(SEE APPENDIX I)

XP 800

hp 10

Zavilda fights to the death for fear of repercussions by her lurker in light master Xoolx.

Once the PC's have destroyed Zavilda and her tooth fairies they may explore the rest of the abandoned mansion.

Treasure: In one of the rooms of the abandoned mansion the PC's find a *wand of dispel magic* (2 charges), a *wand of lesser geas* (7 charges left), and 3 *scrolls of gentle repose*.

The Festival Saved

The PC's can use the *wand of dispel magic* to *dispel* the *resilient spheres* protecting the mounds where the villager teeth are buried. Once dug up, the villagers can have their teeth successfully reattached by a curative spell as the teeth were preserved with *scrolls of gentle repose*. Regardless of this, the PC's are regarded as heroes in Hollowfield, with free admission to the Harvest Festival for life and stone statues carved in their likenesses.

Treasure: 500 gp for solving the mystery of the disappearing teeth. If the teeth are restored to their owners, then an additional 500 gp is given to the PC's.



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ADVENTURE FIVE

FALLING LEAVES

BY MATT ROTH

When a grove of leaf leshys begins to fall ill with a strange ‘harvest sickness,’ a number of them emerge from the forest to lead a charge against Ernest Dorcolm, Hollowfield’s lumber baron. As they sate their fury upon a groundskeeper, the PCs intervene to stop the rampage. Implored by Mr. Dorcolm to seek answers deeper in the forest, the PCs delve into the woods to find the trees themselves falling victim to the harvest sickness.

After making their way down a winding trail into the heart of the forest, the PCs will need to confront the source of the forest’s ailment—a vengeful daemon with an intimate role in Hollowfield’s past.

Blood in the Garden

During their stay in Hollowfield, Johann Kaizermein invites the PCs to visit his estate for an evening. As the town’s resident lumber baron, the vast woods behind his home have been the source of his trade for over thirty years. As the PCs approach the manor, however, they hear shouts of panic from behind the estate. There, they find a flurry of autumn leaves swirling through the garden, while a group of humanoid plants stab at something with pointed sticks.

The something is Kaizermein’s groundskeeper, Verik Rythen. The creatures attacking him are a group of leaf leshys, their usual verdant green colors stained with autumn’s touch. If the PCs do not immediately intervene, the leshys will kill Rythen before noticing the PCs and attacking. The leshys attack what they perceive as the most dangerous adversary, calling in their leaf ray allies—currently circling with the autumn leaves—to aid them.

Anyone that succeeds at a DC 15 Heal or Knowledge (nature) check can identify that something is wrong, since most leaf leshys retain their natural colors regardless of season. The leshys and their allies fight to the death, driven to madness by the curse.

LEAF LESHYS (4)

CR ½

XP 200 each

hp 5

FALL LEAF RAYS (2)

CR 1

XP 400 each

hp 15

Matt Roth

RPG Superstar Top 32 (2015), Master of Equipment

An avid and lifelong gamer, Matt was introduced to tabletop RPGs the summer before university. Enthralled by the blend of gaming and storytelling, he emerged not the degree he’d anticipated, but one for English literature. Claiming that this was his plan all along, he moved to South Korea to teach while working to keep his gaming group together across a whole lot of time zones. After trying every digital tabletop he could get his hands on, he went home to New Jersey, where good games were just a drive away. He fiddled about with writing here and there before throwing his lot in with *RPG Superstar 2015* (Season 8, for those keeping score). He was more than a bit surprised to find himself among the Top 32. He was also not so surprised to not find himself among the Top 16. Claiming that this too was a part of his plan all along, Matt decided to embrace the opportunity and make an earnest go at freelancing.

Matt’s best known products include:

Fat Goblin Games - **Call to Arms: Javelins and Throwing Spears** - [DriveThruRPG](#) - [The Open Gaming Store](#)

Fat Goblin Games - **Sidebar #8 - Equipment Tricks for Lanterns** - [DriveThruRPG](#) - [The Open Gaming Store](#)

Fat Goblin Games - **Call to Arms: Ten-Foot Poles** - [DriveThruRPG](#)

When the leshys have been defeated, Johann Kaizermein emerges from his manor in shock. Although he’d seen the creatures before, they’d never once expressed any signs of hostility towards him. With such an unprecedented attack, Johann fears for his family and neighbors. Though he regrets turning his invitation into a chore, he requests that the PCs delve into the forest and find the meaning of this attack. He would prefer if it was done diplomatically but is more concerned for Hollowfield’s safety than anything else. He will, of course, compensate them for their time.

If the PCs ask around about the leshys, the villagers share rumors that the leshys are not typically hostile but are quite shy—though most villagers have never seen one themselves. Nasty Nellie, the old woman on the outskirts of the village, recognizes the leshy’s illness as a form of the harvest sickness—a blighted curse that afflicts plants and animals alike. If Rythen survived, he can provide similar information.

A Trail of Leaves

Even without further information, the PCs can easily identify the trail the leshys used. While the great trees, their branches a mosaic of autumn colors, stretch for miles in all directions,

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there is a line of death to lead them into the woods. Withered leaves and dried branches fall across the forest floor with muted colors and diluted with scars of black and gray. Wildlife is scarce, and those that the PCs do spot appear weaker than normal. Even birds and insects have fallen eerily quiet. Anyone succeeding at a DC 15 Knowledge (nature) check recognizes that the forest suffers from the same disease as the leshys.

This path marks the trail that Serina, the lacridaemon responsible for the harvest sickness, uses as she approaches Hollowfield. The blight grows wider as the PCs delve deeper into her territory, until they finally arrive at her grove to confront her.

Following this trail is simple and requires only a successful DC 10 Survival check. The trail is about 5 miles long, and should take a good part of the day to reach. Returning proves a much more difficult task, as the decomposing leaves and other organic detritus obscure typical trail-markers.

The following are events that occur as the PCs trek into the woods. **Events marked with an asterisk are key to the adventure's plot.** Additional encounters may be added if the PCs are progressing too easily—ideally, they should have expended at least some resources before reaching Serina's grove.

Event One - Serina is no fool, and has no desire to face any foe at its full strength. She uses her pass without trace and weeping aura to stay a step ahead of the PCs and slow their progress through the woods, hopefully causing them to stumble over the other hazards as she toys with them on the way to her grove.*

Event Two - Oakenleaf, leader of the sickened leaf leshys, calls out the PCs from a low branch. Although autumnal blight wounds him, he explains how the harvest sickness drove his grove mad before being ordered about by a cloven-hoofed beast to craft traps and attack Hollowfield. He implores the PCs to put an end to the creature before the entire forest falls victim to the sickness. Too weak to continue, he gifts them a small treasure before crawling down and transforming into a small tree, waiting for his own death.*

Treasure: A darkwood seedpod that functions as a tree feather token and a snapleaf.

Event Three - A number of sickened trees have been weakened by the harvest sickness, and at several points during their journey a large limb or branch falls across the PCs' path. Creatures in the affected area must succeed at a DC 14 Reflex save or take 1d6 points of bludgeoning damage and be

knocked prone.

Event Four - Two miles into the journey, the trail leads down a slope and up a subsequent rise. The fallen leaves make traction difficult, and players must succeed at a DC 15 Acrobatics or Climb check, or else slide to the bottom of the 60 ft. slope and take 1d4 points of bludgeoning damage.

A pair of blighted elk, their fur a tattered patchwork of browns and reds, charge out of the undergrowth and attack the PCs in a frenzy.

ELK (2)

CR 1

XP 400 each

hp 15

Death of the Season

The trail of autumnal death ends in a circular grove surrounding an old, withered tree. The blight is at its most severe here, and the plants are almost indistinguishable from dead. Sick, gnarled branches stretch across the grove casting twisted shadows. A single lithe figure sits below leafless boughs, tears of amber flowing down its cheeks. Draped in a cloak of autumn leaves, its tail slowly twists about cloven hooves with anticipation as it watches with eager intent. The creature's face shows signs of youth, though painted over with daemonic features.

Upon closer inspection, a battered and blackened skeleton lays among the twisted and rotten roots of the tree. The bones are humanoid and small enough to belong to a child. In life they were Serina's, and she now claims them as her seat of power and the site of her ascension to daemon-kind.

Lost in the woods, starving and freezing as the nightly chill tore through her clothes, Serina perished over twenty years ago. Surrounded by the sights and sounds of autumn, the only memories her tormented soul retained in the afterlife were those of falling leaves and the false hope of rescue. Twisting her hopelessness into fury, Serina now turns the season that marked her death against the people who failed her.

Serina will indulge the PCs with conversation, gladly sharing her hate-fueled plans, so long as they stay at the edge of her grove. As soon as a PC approaches or takes outwardly hostile action, she attacks with a pair of leaf leshys hiding in the trees. Serina has already prepared a snare in her grove, and attempts to lure the PCs into it while targeting the least willful-looking ones with overwhelming grief. In her fury, she would rather die than flee. Upon her death, her body rapidly decomposes and scatters in the wind as leaves.

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SERINA, VARIANT LACRIDAEMON (SEE APPENDIX I)

XP 800

hp 30

LEAF LESHYS (2)

CR ½

XP 200 each

hp 5

Spring Comes Early

With the death of Serina, the forest immediately begins the long process of recovery. The curse is lifted, though its damage will remain for years to come. Leaves start to fall with the grace and color they should, and signs of life return to the forest.

When the PCs return to Johann, he is overwhelmed with grief after learning of the troubles' source. He shares his tale with the PCs, explaining that he was the one to lead the search for Serina after she went missing—and was the one to

call it off after a week of finding no signs of her. He blamed only himself for the failure, knowing that the woods were his domain. While he found success later in life, the guilt has remained with him.

Treasure: If the PCs have not already done so, Johann asks to return to the grove with them and give Serina's mortal body a proper burial. In return, he offers the PCs a treasure he'd been carrying for many years, a treasure discovered in the woods long ago: a gleaming *+1 mithral throwing axe* and 400 gp.



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ADVENTURE SIX

THE HUNGER IN THE WOODS

BY KALYNA CONRAD

The PCs find themselves in the peaceful small town of Hollowfield, but beneath the idyllic calm lurks a dark secret.

Several of the town's children have gone missing over the last few weeks. At first it was only the very young ones that disappeared, but lately older and older children have also gone missing. Even more worrisome, every missing child was last seen in the company of the same man: Edlemil, the reclusive half-elven woodsman who, it is commonly known, has a deep-seated prejudice against humans. And now, the one or two terrified parents who were desperate enough to confront Edlemil about the disappearances have also vanished. There is no one left in town brave enough to knock on his door, so the townsfolk implore the PCs to approach him on their behalf, hoping they will be better prepared to face the strange half-elf. What the party discovers, though, is far more twisted than mere disappearances of which Edlemil is guilty. It is the force behind his actions they must deal with, and the huge, carnivorous plant behind it all will not give up its feeding ground so easily.

The Disappearance of Little Timeny

A woman's cry pierces the calm morning air with anguish. Her wail grows louder as she approaches the center of town. Upon seeing the PCs she heads straight for them, clutching onto one of them and sobbing. As she cries she tries to speak, managing to choke out enough words to explain to the party that her name is Teora and that her eight year old son, Timeny is missing. She mumbles something about an evil, half-elf, human-hating woodsman stealing children and tries to drag the PC she is clinging to across the bridge towards the far end of town, all the while pleading for their help.

If the PCs choose to go with her immediately then advance to the next section, if not, or if they ask for more information, then another town inhabitant will step in and explain in greater detail about the multiple disappearances of children over the last few months and the fact that each missing child was last seen near the woodsman's hut. They will ask the PCs to investigate and offer a reward in return for resolving this issue.

Kalyna Conrad

Adventuress and Author

Hailing from the wilds of Canada where she resides in the beautiful city of Calgary, Kalyna is a lighting designer and technician for theatre and other kinds of live performance. RPGs came into her life in university and she's been hooked ever since. She has written and edited for Wayfinder and was honored to be part of RPG Superstar's top 32 this year with her first ever entry. Coming from a fiction background Kalyna loves creating towns and characters and offering interesting situations to PCs such as the short adventures in her Campaign Kits line.

Kalyna's Best known products include:

Fat Goblin Games - **Bleeding Hearts and Chocolates** - [DriveThruRPG](#)

Fat Goblin Games - **Campaign Kits: Maidenhill and Her Many Secrets** - [DriveThruRPG](#) - [The Open Gaming Store](#)

Fat Goblin Games - **Fat Goblin Games Presents: Carnival of Sinners** - [DriveThruRPG](#)

Paying a Visit

Teora leads the party to a small shack on the very edge of town (Area 4). The outside of the building is dirty and just dilapidated enough to look threatening. On the left the forest practically leans against the house itself, making that route impassable. To the right side of the house is a path leading to a six-foot tall fence with a closed gate. The fence and gate are in surprisingly good condition and very solid, looking oddly new next to the ramshackle hut. From the front it looks as though the forest has overgrown any kind of yard or garden that used to exist behind the house. The gate has a forbidding appearance and looks to be locked from the inside.

GATE TRAP

CR3

As per Camouflaged Pit Trap, Core Rulebook

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Effects

Trigger location; **Reset** manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex

If the PCs go to the front door and knock Edlemil will answer it immediately. He will be hazy and a bit out of it as he talks to them, backtracking on his words or dropping out in the middle of sentences before carrying on as though nothing were wrong. When questioned about the disappearances he will appear confused and claim innocence before giving a small smile and inviting them in to inspect his house and

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garden to satisfy their curiosity. Teora will not follow them into the house, preferring to wait out in the street.

EDLEMIL THE WOODSMAN (SEE APPENDIX I)

XP 1200,

hp 32

The inside of the house is cramped but tidy. There are only a few possessions strewn about, the most notable of which are a large bow made of dark wood, which hangs on the wall, and an exceptionally fine quilt on the bed crafted to depict an elven hero slaying a horde of ugly humans. Edlemil will be perfectly amiable, if a little spaced out, while the party searches his house. He will offer the PCs sweets from a large bowl as a host offers his guests a drink. Anyone who eats one of the sweets must make a DC 15 Will save or become subject to Edlemil's suggestions as per *dominate person*.

Once the party seems satisfied that there are no stolen children in his hut Edlemil will invite them out into the back garden to continue their search.

Don't Go Into the Garden!

The garden is indeed as overgrown as it looked from the front. Unruly bushes, small trees, and other types of vegetation grow together in a tangled green mass back here. Treat all of this area as difficult terrain. There is a very narrow gravel pathway which leads from around the side of the house where the gate would be, across the stoop of the back door and deeper into the yard, around a large-leafed bush and out of sight.

Edlemil will instruct the party to head down the path towards the round bush, deeper into the vegetation. He will stand in the doorway, effectively blocking it and preventing anyone from heading into the house or towards the gate. Anyone under the mind-affecting effect of the sweets will instantly obey. Edlemil will bring up the rear, blocking the path and not allowing anyone to go back. If any PC tries to get past him he will draw his bow, which he grabbed as he left the house and fight them.

As the party rounds the curve of the path they will find that the gravel comes to an end, curling into a 10 foot diameter circle. The stones within the circle are stained crimson, some of them even glistening as though they were still wet with gore. As the first PC crosses the threshold into the little clearing a huge, stocky plant directly across from the path stirs, unfurling thick green tentacles as it straightens. Its bulb splits into a wide grin, revealing rows of blood-stained,

shark-like teeth. In a deep voice it says "Oh, Eddy, what a nice surprise... so much better than those scrawny little ones. What a feast!"

CARNIVOROUS MANTRAP (SEE APPENDIX I)

XP 2,400

hp 67

Now That's How You Weed A Garden!

Once the carnivorous mantrap is killed it will split apart, revealing the half-digested remains of at least 3 children, one of which was Timeny. Once they tell the townsfolk what really happened to their children and that the true monster is now dead, the townsfolk will begin their mourning. The PCs are invited to help themselves to any of Edlemil's possessions other than this home as the town is quite eager to forget his existence and put this whole mess behind them. The PCs can stay and watch as the home is burnt to the ground, hopefully putting an end to the evil within once and for all.

Treasure: 200 gp each, plus treasure found on Edlemil's body.



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ADVENTURE SEVEN

THE GHOST BLADE OF KAIZERMEIN MILL

BY GARRETT GUILLOTTE

The Wooden Child

Since Gibs Greck was violently hewn in what seemed to be an accident at the Kaizermein saw mill (Area 6), Hollowfield has been ill at ease. The townsfolk chalk it up to fey, ghosts, or just a change in seasons. But as the PCs relax in Hollowfield's tavern, the true source of its discomfort begins to stir: nearly every piece of wood in town has been tainted by the slow-acting ghost of a treant sapling unsuspectingly slain by Kaizermein's logging crew a year and a day ago today.

While the PCs visit the Winterhold Tavern (Area 17), a violent splitting crack erupts in the room's ceiling. Before the tavern owner, Marlon Winterhold can finish cursing at rodents in the attic, the ceiling planks start to warp like writhing flesh more than wood.

Between the wood's groans and creaks, a faint but rumbling voice surrounds everyone who hasn't already fled: "You rend my corpse... live inside my bones... A year and a day, I wait... plant roots... today, the wood will cut you down..."

The tavern's cheap wooden plates and utensils clatter on now-abandoned tables, legs from chairs splitting and rattling with them to join a swirling morass in the vague form of a small humanoid at the room's center.

The swirling collection of wooden debris is an advanced attic whisperer (Bestiary 2) with a splintered chair in place of a skull. It attacks the PCs while the tavern keeper ducks into his stone cellar via a trapdoor behind the bar.

ADVANCED ATTIC WHISPERER

CR 5

XP 1,600

hp 57; DR 5/slashing

Weaknesses vulnerability to fire

If the PCs don't destroy the attic whisperer after 20 rounds, it destroys itself and collapses the tavern. Anyone trapped inside takes 6d6 points of damage (DC 15 Reflex halves), and further damage as if buried by 250 pounds of debris in a cave-in until freed (*Pathfinder RPG Core Rulebook*).

Garrett Guillotte

Technomancer, Writer, Wizard

Garrett sneaked into Paizo's RPG Superstar Top 32 in 2012 before he'd managed to play a game of Pathfinder, which inspired him to shift his freelance writing and editing work from journalism to games. He's since edited and paginated the sci-fi RPG *Redemption*, written the Pathfinder Society scenario *Out of Anarchy*, worked on the Gold ENnie award-winning *Wayfinder* fanzine production team, and contributed editing work on several Pathfinder RPG products. For Fat Goblin Games, Garrett threw his previous sci-fi work and giddy love for sword-and-laser settings into the inspiration collider, which cranked out a pitch for *Call to Arms: Fantastic Technology* to give Game Masters more ways to organically meld Pathfinder's technology rules into any fantasy world.

Garrett's Best known products include:

Fat Goblin Games - **Call to Arms: Fantastic Technology**
- [DriveThruRPG](#) - [The Open Gaming Store](#)

Paizo Publishing - **Pathfinder Society #6-22 Out of Anarchy** - [Paizo](#)

Paizo Fans United - **Wayfinder Magazine** - [Paizo](#)

Once the attic whisperer is destroyed, the other strange occurrences stop and the tavern keeper emerges from the basement. She immediately rattles off Johann Kaizermein's name to curse the day his men started logging the area just over a year ago.

Rooted in Fallow Earth

The PCs find the town is suddenly awash with similar stories:

Kaizermein Saw Mill (Area 6): The mill has only been open for about a year, and its proprietor Johann Kaizermein is away on business. Only millhand Gibs Greck and Kaizermein's most senior foreman—a gruff, thickly bearded, ruddy trunk of a half-orc named Kerf (LN male half-orc commoner 2/fighter 3)—stayed on the crew since its inception, and the PCs must succeed at DC 15 Bluff, Diplomacy, or Intimidate check (DC 20 if the PCs let the town's only tavern burn to the ground or be destroyed) to convince one of his employees to track Kerf down for a meeting.

If asked, the foreman remembers one odd early detail: a small grove surrounding one immature oak tree yielded the sturdiest, finely grained wood they'd ever cut. The wood went toward expanding the mill to support a larger saw blade. Despite the upgrade, the mill's output never returned to its prior quality or quantity, leading Kaizermein to lay off most of his workers in favor of transient labor.

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Kerf adds that strange voices started infesting the Kaizermein mansion the day before Gibs's death, but Kerf wrote them off as Harvest Festival pranksters. The foreman offers to escort the PCs to the locked-up, empty, and otherwise unremarkable house, where they might encounter a newly active haunt in the mansion's wooden front door (see sidebar).

Nasty Nellie's hut (Area 11): Nellie complains that her roof keeps trying to flap off her hut like a giant bird when she attempts to clean leaves off of it. This story isn't new around town, but patient PCs who hear her out learn it's been happening since she had her hut's roof rebuilt by Kaizermein's crew a year and a day ago.

Marayn Smith, blacksmith (Area 2): The town blacksmith Marayn (LG female dwarf expert 3) has the only stone house in town, and seems to be the only person not reporting anything unusual about her abode. However, she notes that the blade she made for the mill last year has never stayed true, always wobbles, makes eerie singing sounds while cutting, and is the only blade she's forged that regularly nicks her whenever she works on it. (see sidebar)

Against the Grain

As chaos grows in the village, millhands rush to report to Kerf that the spectral form of a treant sapling surrounds the mill's blade and massacred several millhands who approached it. The ghost claims to have inhabited the blade since its death and tainted every piece of wood it's touched, and plans to level every haunted structure until its possessed blade tastes the blood of Johann Kaizermein's firstborn. (Even the cruelest options are off the table, as Kaizermein has yet to father any children.)

Kerf tracks down the PCs and begs them to put a speedy and quiet end to this menace. The half-orc wants to save Hollowfield as badly as he wants to save his job from the scrutiny this incident would draw if it got out of hand.

If the PCs accept, Kerf has the millhands lead them to the blade's platform, which is a grisly sight littered with the bodies of surprised millhands. Once there, the PCs can see the lanky form of a distorted treant wrapped around the saw blade, which hums and warbles as the ghostly creature's voice. It relays the same threats to the PCs, and answers their refusal by spending a round raising slain millhands as zombies before attacking.

For each haunt the PCs destroyed in Act Two, reduce the number of zombies the ghost treant raises by 1.

CROOKED DOOR

CR 5

XP 1,600

LE haunt (5 ft. square)

Caster Level 5th

Notice Perception DC 27 (to hear slithering and hissing within the wood)

hp 10; **Weakness** slow, vulnerable to fire; **Trigger** touch; **Reset** 1 minute

Effect When this haunt is triggered, the door writhes within its doorframe and refuses to yield. It spits venom (Contact; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save) from its peep hole at the nearest creature within 5 feet of it as a touch attack with a +5 attack bonus.

Destruction The door must be scrubbed with holy water for 5 uninterrupted minutes.

FLAPPY ROOF

CR 4

XP 1,200

CE haunt (20 ft. square on the hut's roofline; persistent)

Caster Level 4th

Notice Perception DC 20 (to hear chirping birds in the roof)

hp 8; **Trigger** proximity; **Reset** 1 week

Effect When this haunt is triggered, the roof folds slightly along its center and flaps like a bird, hovering 5 feet over the house for the duration. Each creature beneath the haunt is subject to 1 wing attack (as a +5 attack dealing 1d6 damage) per round, and any creature on top of the haunt when it is activated is thrown 15 feet down to the nearest ground square.

Destruction The roof's wooden beams must be smoked with holy incense for 1 hour.

FALLOWROOT

CR 5

XP 1,600

hp 24 (see Appendix 1)

HUMAN ZOMBIES (4)

CR 1/2

XP 200

hp 12 (see Pathfinder RPG Bestiary)

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If the PCs decline or fail to stop Fallowroot, it fulfills its threats within a week by causing Kaizermein's mansion to collapse, then destroying one building per day until none remain, at which point it destroys the mill and haunts its ruins.

Builders of Peace

Kerf showers the PCs with thanks and buys them drinks through the rest of the Harvest Festival (unless the tavern was destroyed, in which case he pays for their lodging in the Everest Inn). The wood in many of Hollowfield's buildings now permanently retains the twisted forms they took while haunted, forming a permanent reminder of the town's original sin, but its buildings remain otherwise stable.

If none of the town's buildings were destroyed in the process of quelling haunts or defeating spirits, the townsfolk collaborate to gift the PCs a *+1 ghost touch club* carved from a damaged part of the mill.

Treasure: 4,500 gp



ADVENTURE FIGHT

THE HOUSE DEATH BUILT

BY JOHN BENNETT

After the PCs chance upon two shadowy figures leading one of Hollowfield's villagers off, they begin their own investigations into a string of recent disappearances. Clues will point them towards an abandoned and neglected house in Hollowfield. The house seems empty but inspection reveals it is built around a hidden chamber somewhere. The same night, the PCs have a nightmare in which they are dragged before a man who rises out of a pool of blood and slays them. The nightmare, however, gives the PCs a clue to a secret door in the house where they encounter its former owner, Sir Erasmus Dratho, now a vengeful haunt still seeking immortality through the blood of his victims.

Wandering the Night

The adventure starts on a night when one or more of the PCs is out and about Hollowfield. The PCs see one of the villagers, town guardswoman Alphaia Barns, slumped forward, carried by each arm through the village by invisible hands. The exact location of this event does not matter, but Alphaia is being carried towards the abandoned house (location #19) but this not evident to the PCs and is still some distance away. PCs making a DC 20 Perception check see two shadowy outlines of men on either side of Alphaia, each dragging her by the arm. The men look like ghostly servants but are actually advanced shadows and do not attack unless attacked first.

SERVANTS (2)

CR 4

Advanced shadow

hp 25 (see Appendix I)

If the PCs decide to follow Alphaia, she is taken to the abandoned house where she finally lets out a scream one round before being taken inside. If the PCs allow Alphaia to enter the house, he is immediately teleported through astral projection into Erasmus Dratho's chamber.

If the PCs save Alphaia, she seems dazed at first, as if sleepwalking, but gradually wakes up. She only has the following to say to any of the PCs' inquiries:

- Last thing she remembers is going to bed.
- She's not sure how he got here or where he was going.
- She's does not know who grabbed him or why.

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- She's vaguely remembers being afraid, like he was going to die.

PCs inquiring into Alphaia's background only discover she's a town guardswoman and next to Vastus is one of the most trusted people in the town.

If Walls Could Talk

The next day, the PCs are approached by Mayor Horgang or a friendly NPC. Apparently, a group of workers arrived in town to restore an old, abandoned building recently purchased by a distant merchant. However, two of the workers have gone missing in the house and no one has been able to find them. The merchant recently sent a message with an offer of 500 gp if the players could look into the matter. The merchant stresses that despite the house's rundown condition, it is an excellent example of an older architectural style found in the area and quite valuable. The merchant asks the PCs to not damage the house.

The PCs can learn information about the house and its former inhabitants from Hollowfield's villagers with a DC 15 Diplomacy check to gather information.

- The house was built by a local knight, Sir Erasmus Dratho, over 50 years ago. His son, Renald, lived there until about 20 years ago when he suddenly left one night.
- It was said that Sir Erasmus Dratho had many visitors but his son was a strange recluse and would not let anyone in the house except one time when he hired out of towners to do some extensive work to the home's interior.
- Sir Erasmus was often ill of health and exceedingly frail.
- After Renald Dratho left, the town left the house empty since the Drathos technically still owed it. Renald also left a letter with the mayor at the time, stating that no one was to enter the house.
- There have been disappearances in town before, mostly younger people, but most assumed they were runaways.

If the PCs try to question the workers, they find that they left until the matter with the house is resolved. No one in town seems to know much about them or which ones disappeared.

The Abandoned House: The Drathos built a large house that was once quite ornate. Now boards cover windows and dust and cobwebs dwell within. The workers made little progress before the strange disappearances began. The house

John Bennett

Master of Terror and The Occult

John lives in shadow shrouded New Hampshire where he likes to believe he is the manifestation of a Great Old One conceived in a ceremony involving lots of heavy metal music. His form in this world is held together by regular ingestions of caffeine, nicotine, and anime. John started at the age of 8 with 1st edition Advanced Dungeons and Dragons but never considered game design until placing Top 8 in the 2011 Paizo sponsored RPG Superstar Contest. Since then, he has written for companies such as Fat Goblin Games, Rite Publishing, Raging Swan Press, Zombie Sky Press, and Paizo. John serves as the line developer for Fat Goblin Game's "Shadows over Vathak" campaign setting. A perpetual night creature, John begins writing in the gloaming hours until the rising sun cakes the sky in lurid layers of red, pink, and orange.

John's Best known products include:

Paizo Publishing - **Occult Adventures** - [Paizo](#)

Raging Swan Press - **Cult of the Bat God** - [DriveThruRPG](#) - [The Open Gaming Store](#)

Zombie Sky Press - **It Came from the Stars** - [DriveThruRPG](#) - [The Open Gaming Store](#)

has the following rooms, most of which are 15 ft. to 20 ft. in width and length with 8 ft. ceilings:

Foyer
Dining Room
Kitchen with Pantry
Parlor Room
Library
Guest Bedrooms (3) - 2nd floor
Master Bedroom - 2nd floor
Privies (4- 2 on each floor)
Study - 2nd floor
Attic - 3rd floor

Unless you dictate it, there are no encounters in the house so allow the players to dictate the rooms they wish to explore. Unless the room has a clue, the rooms are mostly empty except for rotted bits of furniture, dust, and cobwebs.

There is no apparent entrance into a basement. PCs exploring the house for 1d4+1 hours may make a DC 25 Perception check to realize despite the arrangement of the rooms, there appears to be a small, unexplored central room on the first floor. If the PCs start smashing through the walls

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(hardness 5, hp 60, Break DC 20), they find a thick, stone wall (hardness 8, hp 180, Break DC 45).

Players exploring the house can find a number of clues. Insert these as you feel necessary with the pacing of your game:

- An old piece of paper written in fresh blood that says, "Everyone in this house dies."
- A portrait of a stern looking man- the eyes have been cut out and there are dried, bloody hand prints on it.
- A scrap of paper with names on it followed by question marks. A DC 20 Knowledge (arcana) or (local) check reveals them as names of researchers of immortality.
- A set of rusted surgical instruments.
- Claw marks on the floor made from the fingernails of a person being dragged away, stopping just short of an inside wall.
- A woman's locket containing two portraits- one of a stern faced man (the same as in the painting) and a younger man with similar features.
- A page from a book detailing binding and trapping evil spirits.

If the PCs seem like they need a little action or if they are acting especially destructive in the house, three advanced shadows, appearing as servants, descend from the ceilings and attack them.

No One Wants to Die

The first night that the PCs sleep after exploring the Dratho House, they all experience the same nightmare- two servants are dragging them through the Dratho House. They pass through a secret door into a small stone chamber with a stairway leading down. The servants take them to a large room with a tiled floor and alchemy equipment on numerous tables. A figure, covered in blood, rises out of a small pool in the middle of the room. It whispers, "No one wants to die" and then the PCs feel the servants place a knife on their throat. After that the PCs wake up and may attempt a DC 17 Will save. On a failure, the PC suffers the effect of a nightmare spell.

Each PC experiencing the nightmare knows where there is a secret door in the Dratho House. Strangely, the door was not there the day before but the PCs can find it easily enough in one of the rooms. The door, just like in the nightmare, leads to a central stone chamber carved with intricate diagrams and runes. A DC 20 Knowledge (arcana) or (religion) check identifies the symbols as relating to entrapping and sealing magic to keep spirits within the stone chamber.

SIR ERASMUS DRATHO

CR 8

An emaciated, naked man covered in blood appears, whispering "No one wants to die" over and over.

XP 4,800

CE haunt (15 ft. radius within the entire room)

Caster Level 8th

Notice Perception DC 29 (to hear a voice whispering, "No one wants to die").

hp 36; **Trigger** proximity; **Reset** 1 week

Effect When this haunt manifests, the spirit of Sir Erasmus Dratho rises up out of the pool, taking the form of an emaciated man covered in blood. On its turn, it reaches out a ghostly hand and may do one of the following:

Enervation (DC 16)

Vampiric touch (2 targets)

Chill touch (DC 11; 3 targets)

Destruction A *consecrate* spell must be cast on the pool in his chamber and then the Dratho House must be burned down while another *consecrate* spell is cast.

A stairway leads down into a circular room with a 30 ft. diameter. Various tables and benches line the walls fixed with alchemical and surgical equipment. One wall contains small niches holding skulls (all of Sir Erasmus Dratho's victims). A small pool, 5 ft. in diameter, rests in the middle of the room.

Encounter Trigger: When anyone approaches within 5 ft. of the pool, it triggers the haunt of Sir Erasmus Dratho (see sidebar).

Laid to Rest

If the PCs defeat Sir Erasmus Dratho, he collapses back into the pool of blood which begins to bubble. The presence of his spirit still hangs heavy in the air. Searching the room thoroughly, the PCs discover copious journals detailing the grim experiments Sir Erasmus Dratho and his servants performed on helpless victims in an effort to find the key to immortality. Sir Erasmus strongly believed that such a key lay in blood and constantly replenishing one's blood would allow one to live forever.

Unfortunately, Sir Erasmus's spirit will regenerate unless he's destroyed for good. This requires a *consecrate* spell on the pool and then the house must be cleansed with fire while

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another *consecrate* spell is cast. This can be learned with a DC 23 Knowledge (religion) check. If the PCs relay the information they discovered to the merchant who hired them, the following night a cleric from out of town shows up and conducts the house burning.

Treasure: A chest in the corner contains money Sir Erasmus Dratho kept on hand to pay for his research- 25 pp, 312 gp, 1,234 sp and three gems worth 100 gp each. The alchemical equipment is worn with age and mostly worthless at this point.

Conclusion

Sir Dratho defeated, the PCs can talk to the mayor and inform him of the outcome of the battle. Nervous that a spirit as powerful as Drath's was defeated by outsiders but realizing the importance of powerful allies, he offers the PCs the house of Drath as a reward.

Regardless of accepting the offer for the house, the PCs will be hailed as heroes (again!) and welcomed to many revels in their honor. Should they take the mayor up on the offer of the house it will cost approximately 5,000 gp to get the place in liveable condition.



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APPENDIX 1

MONSTERS AND NPCs

ADVENTURE ONE

MONSTERS FROM WELCOME TO HOLLOWFIELD

Lichlytes

These fey, when young, resemble caterpillars or worms 1/2 in. long with miniscule skeletal faces. Once they mature they resemble tiny corpses no larger than a hummingbird, with moth-like wings on their backs. They emit a eerie pastel glow, and when doing so at night they appear to be no more than bobbing globes of soft luminescence.

LICHLYTES

CR 1/4

XP 100

N Fine fey

Init +4; Senses low-light vision; Perception +4

DEFENSE

AC 21, touch 21, flat-footed 18 (+3 Dex, +8 size)

hp 4 (1d6–2)

Fort –2; Ref +5; Will +3

OFFENSE

Speed fly 30 ft. (perfect)

Melee none

Spell-Like Abilities (CL 1st)

2/day—*daze* (DC 11), *ghost sound* (DC 11), *virtue*

1/day—*dancing lights*, *flare* (DC 11), *purify food and drink* (1/hour)

STATISTICS

Str 1, Dex 16, Con 6, Int 3, Wis 13, Cha 12

Base Atk +0; CMB –5; CMD 0

Feats Skill Focus (Perception)

Skills Acrobatics +7, Fly +19, Perception +8, Stealth +19

Languages Sylvan (limited)

SPECIAL ABILITIES

Glimmer (Su) Lichlytes produce a luminance in their larval stage equal to a candle in brightness. In their adult stage the light is up to half torchlight intensity (bright light in a 10 ft. radius). They can change the intensity or extinguish this light as a free action. The glimmer is a steady, soft glow, and may be just about any color, though the creatures that raise them can influence their color by exposure to specific hues. Each lichlyte has its own unique color, which it cannot change.

ECOLOGY

Environment temperate forest

Organization solitary, pair or cloud (4–20), summer swarm (20–100)

Treasure standard

Redcap

An angry looking fairy, just about 20 inches tall, shrieks and waves a long, wool hat soaked entirely in blood. His wrinkled gray skin, silvered hair, and gray blue eyes give him the appearance of a miniature old man. His snarling mouth reveals small sharp teeth, and large metal boots.

REDCAP

CR 3

XP 600

CE Tiny fey

Init +8; Senses low-light vision; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size)

hp 12 (2d6+1)

Fort +2, Ref +8, Will +3

DR 5/cold iron; SR 16

OFFENSE

Speed 20 ft.

Melee tiny short sword +6 (1d3-1 plus poison) or 2 claws +6 (1d3-1)

Ranged dagger +6 (1d2-1 plus poison)

Space 2-1/2 ft.; Reach 0 ft.

Spell-like Abilities (CL 7th):

At will—*invisibility*

1/day—*dancing lights*, *detect good*, *glitterdust* (DC 14), *mirror image*, *ventriloquism* (DC 13)

STATISTICS

Str 7, Dex 19, Con 12, Int 15, Wis 14, Cha 14

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Base Atk +0; **CMB** -5; **CMD** 9

Feats Dodge^B, Improved Initiative^B, Weapon Finesse

Skills Bluff +6, Craft (poisonmaking) +6, Craft (alchemy) +6, Escape Artist +8, Perception +8, Stealth +8 (+12 in forests)

Racial Modifiers +2 Perception, +4 Stealth in forests

Languages Common, Elven, Sylvan

SQ poison use

Combat Gear 4 doses of aconite poison; Other Gear dagger

SPECIAL ABILITIES

Poison Use (Ex) A redcap is never at risk of poisoning itself when handling poison. They usually use aconite poison on their daggers.

Aconite Poison

Type injury; **save** DC 15; **frequency** 1/round for 6 rounds; **effect** 1d2 Constitution damage; **cure** 2 consecutive saves.

ECOLOGY

Environment temperate and warm forest and underground

Organization gang (2-4) or band (5-12)

ADVENTURE THREE MONSTERS FROM APPRENTICE OF THE WITCH

GHOST OF GENERAL BARAKKA

CR 4

XP 3,200

Human ghost aristocrat

CE Medium undead (augmented humanoid, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 44 (5d8+18)

Fort +7, **Ref** +5, **Will** +7

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +4 (4d6, Fort. DC 15 half)

Special Attacks frightful moan (DC 14)

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 20

Base Atk +5; **CMB** +5; **CMD** 22

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Perception +18, Sense Motive +10, Stealth +9;

Racial Modifiers +8 Perception, +8 Stealth

Languages Common

SPECIAL ABILITIES

Frightful Moan (Su) The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Malevolence (Su) The ghost's jealousy of the living is particularly potent. Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours.

ADVENTURE FOUR MONSTERS FROM TEETH DON'T LIE

Zavilda

This female tooth fairy, larger than most tooth fairies, has a particularly wicked looking pliers and glowing mustard eyes.

ZAVILDA (ADV. BROKEN SOUL TOOTH FAIRY) CR 3

XP 800

CE Tiny fey (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 24, touch 14, flat-footed 14 (+2 Dex, +4 natural, +2 size)

hp 18 (4d6 + 4);

Fort -1, **Ref** +5, **Will** +5

Defensive Abilities DR 7/-; **Resist** acid 5, cold 5, electricity

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5, fire 5, sonic 5;

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)

Melee +1 human bane pliers +10 (1d4/ 19–20/x2), bite +9 (1d4–1 plus paralysis), torturous touch (2d6+2 plus 1d6 dex)

Space 5 ft.; Reach 5 ft.

Special Attacks agonized wail (Will DC 15), baleful gaze (Fort DC 15), torturous touch (Will DC 15; 2d6+2 plus 1d6 Dex)

Spell-Like Abilities (CL 7th; concentration –1)

At will—*mage hand*, *open/close*

1/day—*invisibility* (self only), *sleep* (DC 16)

STATISTICS

Str 5, **Dex** 14, **Con** 13, **Int** 8, **Wis** 7, **Cha** 16

Base Atk +1; **CMB** –1 (+5 dirty trick, +9 steal); **CMD** 12 (14 vs. steal)

Feats Diehard, Endurance, Great Fortitude, Toughness, Weapon Finesse, Improved Steal, Greater Steal

Skills Acrobatics +9 (+5 when jumping), Escape Artist +9, Fly +18, Intimidate +8, Perception +9, Sense Motive +9, Steal +21; **Racial Modifiers** +8 Intimidate, –10 concentration, –4 Acrobatics when jumping

Languages Sylvan

ECOLOGY

Environment any urban or plains

Organization solitary

Treasure double

SPECIAL ABILITIES

Agonized Wail (Su) As a standard action, a broken soul can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a Will save or become shaken for as long as they remain within 120 feet of the broken soul. A successful save renders a creature immune to that broken soul's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

Baleful Gaze (Su) Any creature within 60 feet of a broken soul must succeed at a Fortitude save or take 1d4 points of Strength, Constitution, and Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute.

Death Throes (Su) When killed, a tooth fairy explodes into a cloud of sparkling white fairy dust that clings to creatures within 5 feet. This glittery substance has a stench

so foul that it sickens any creature coated by it for 1d4 rounds (Fortitude DC 12 negates). This is a poison effect. The save DC is Constitution-based.

Pliers (Su) Each tooth fairy owns a pair of pliers it uses to torment its victims. In the hands of a tooth fairy, the pliers deal damage as a +1 dagger wielded by a Medium creature. The pliers have hardness 10 and 3 hit points. If its pliers are destroyed, a tooth fairy is stunned for 1 round. If the tooth fairy is killed, the pliers rust away into worthless splinters 1d4 rounds later. A tooth fairy can create a new pair of pliers by spending one hour crafting (no materials required), which destroys the previous pair. The pliers grant the tooth fairy the Greater Dirty Trick feat and a +4 bonus on dirty trick and steal combat maneuvers.

Tricky Thief (Su) A tooth fairy can use a dirty trick combat maneuver with its pliers to pinch an opponent's fingers, or a steal combat maneuver to steal an opponent's tooth. A finger pinch deals 1 point of Dexterity damage. Stealing a tooth deals 1 point of Charisma damage and 1 point of bleed damage. If the stolen tooth is reattached within 10 minutes and the character receives any amount of magical healing, the tooth reattaches, the bleed damage ends, and the Charisma damage is cured.

Torturous Touch (Su) A broken soul can make a touch attack to cause hideous, painful wounds to rip open in the target's body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful Fortitude save negates the Dexterity damage and the convulsive fit.

Zavilda is a chosen lieutenant to her lurker in light master, Xoolx. She is larger than most tooth fairies, covered in a mass of scars, and her constant agony is both a source of power and weakness. Having taken control of a gang of tooth fairies to accomplish her master's mission, Zavilda rarely pulls teeth herself anymore unless she is absolutely certain she won't be caught. Due to her scarring and constant pain, Zavilda rarely casts spells herself, instead relying on her toughened skin and abilities gained from her previous torture to inflict pain on her victims.

Zavilda both longs and fears the day Xoolx comes to the Material Plane. She is her master, torturer, and she is her savior. Zavilda would gladly abandon Xoolx, but she is too terrified of what would become of her if she returned to her plane of existence without succeeding in Xoolx's plan.

THE MYSTERIES OF HOLLOWFIELD

ADVENTURE FIVE

MONSTERS FROM FALLING LEAVES

Serina

This cloven-hoofed creature is youthful in appearance despite the daemonic features that mar her soft brown flesh. A wreath of autumn-colored leaves drape around her, while endless tears of golden amber fall from her eyes.

SERINA (VARIANT LACRIDAEMON)

CR 3

XP 800

NE Medium outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *detect good*, *detect magic*;
Perception +8

Aura weeping aura 100 ft.

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +4, **Will** +5

DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 14

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+2 plus 1d4 acid and poison), 2 claws +7 (1d4+2 plus 1d4 acid)

Special Attacks poisonous tears

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*detect good*, *detect magic*

At will—*pass without trace*

3/day—*overwhelming grief* (DC 14), *teleport* (self plus 50 lbs. of objects only)

1/day—*hold person* (DC 14), *invisibility*, *snare*, *summon* (level 4, 1 lacridaemon, 50%)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 11, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 19

Feats Improved Initiative, Weapon Focus (claws)

Skills Acrobatics +10 (+14 jump), Bluff +8, Climb +9, Perception +8, Sense Motive +8, Stealth +10

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Harvest Tears (Su) Serina's tears are miasmatic to natural life cycles, cursing all they touch with the harvest sickness. As a move action that provokes an attack of

opportunity, Serina can coat both of her claws with her tears, giving her next attack the possibility of cursing its victim. Serina must attack with her claws on the same round or the round immediately after she applies her tears in order to use this ability; after that time, the tears lose their potency. Once she has attacked a creature using her tear-coated claws, Serina must reapply the tears again in order to use this ability. Serina's bite attack is always treated as having her harvest tears applies to it. This ability replaces a lacridaemon's poisonous tears.

HARVEST SICKNESS

Type curse, injury; **Save** Will DC 14

Effect target does not heal naturally and all magical healing must succeed at a DC 15 caster level check to affect the target; 1d2 points of Wis damage per day. A creature with its Wisdom lowered to 0 begins to rapidly decay and die.

Weeping Aura (Su) A lacridaemon emits an invisible aura that sounds like the whimpers of a crying child. The whimpers sound almost as if they're coming from all directions at once, or perhaps from one's own mind, disorienting those within the aura's area. Any creature that enters this area takes a –5 penalty on Survival checks to avoid becoming lost. Creatures within the aura's range need not be able to physically hear the whimpers in order to be affected by this ability (and those who try to identify its origin so they can get nearer take a –5 penalty on their Perception checks to do so). A lacridaemon can suppress or reactivate its aura as a free action, and the effects from multiple lacridaemon auras stack (up to a maximum penalty of –20). This aura is a sonic, mind-affecting effect.

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or lurk (3–6)

Treasure standard

FAT GOBLIN GAMES PRESENTS

ADVENTURE SIX MONSTERS FROM THE HUNGER IN THE WOODS

Carnivorous Mantrap

This massive, leafy green plant looks like an enormous flower. Its main bloom opens and closes its bulb like a flytrap, revealing rows of shark-like teeth.

CARNIVOROUS MANTRAP

CR 6

XP 2,400

NE Large plant

Init -1; **Senses** low-light vision; Perception +0

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 dex, +10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +2, **Will** +3

DR 5/slashing; **Immune** mind-affecting effects, paralysis, poison, polymorph, sleep, stunning;

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 5 ft., burrow 10 ft., climb 10 ft.

Melee bite +10 (3d6+7) and 2 tentacles +5 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Special Attacks blood drain (1 Constitution), enslave person

STATISTICS

Str 20, **Dex** 8, **Con** 16, **Int** —, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13, Disguise +0 (+10 Disguise appearing as a plant), Stealth -5 (+5 in heavy)

vegetation)

Special Qualities innocuous appearance

Languages Common, plantvoice

ECOLOGY

Environment temperate forest

Organization solitary

Treasure none

SPECIAL ABILITIES

Enslave Person (Su) A carnivorous mantrap can emit a musk that allows it to control a humanoid for 24 hours as if with *dominate person*. A target creature must succeed at a DC 17 Fortitude save each day it is exposed to the

creature to avoid this effect. The save DC is Constitution-based. When the effect ends, the target has no memory of any wrongdoing during this period.

Innocuous Appearance (Ex) A carnivorous mantrap is easily mistaken for a less dangerous local plant. It gains a +10 bonus on Disguise checks to appear as a harmless plant and Stealth checks in areas of heavy vegetation.

Plantvoice (Ex) Despite their lack of an intelligence score, a carnivorous mantrap can speak and understand common. Alien creatures from the stars, carnivorous mantraps are deadly predators that rely on their ability to resemble less dangerous plants to infiltrate an area with heavy animal (or humanoid) activity and prey on unsuspecting creatures.

A carnivorous mantrap, as its name suggests, feeds entirely on meat and blood. It requires a tremendous amount of this to live, often as much as twenty pounds of meat in a single day. It is capable of consuming a full-sized human in a single meal and slowly digesting its food over the course of days.

A carnivorous mantrap grows to maturity extremely rapidly, spawning from seedling to full-sized horror in just a few weeks. An immature mantrap looks much like its full grown cousin, feeding on mice, birds or other meats. A full grown carnivorous mantrap is over twelve feet tall, with a four-foot diameter mouth and weighs about 700 pounds.

EDLEMIL THE WOODSMAN

CR 4

XP 1,200

Half-elf ranger 5

NE Medium humanoid (half-elf)

Init +7; **Senses** Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)

hp 42 (5d10+10)

Fort +7, **Ref** +8, **Will** +3

Resist fire 10

OFFENSE

Speed 30 ft.

Melee mwk scimitar +8 (1d6+2/18–20) or lance +7 (1d8+2/×3)

Ranged mwk composite shortbow +10 (1d6+2/×3)

THE MYSTERIES OF HOLLOWFIELD

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—*endure elements*, *resist energy*

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 20

Feats Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Focus (composite shortbow)

Skills Handle Animal +7, Heal +9, Knowledge (geography, nature) +8, Perception +9, Ride +9, Stealth +9, Survival +9

Languages Common

SQ favored terrain (desert +2), hunter's bond (companions), track +2, wild empathy +4

Combat Gear *oil of magic weapon*, *potion of blur*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** masterwork chain shirt, masterwork heavy wooden shield, lance, masterwork composite shortbow (+2 Str) with 20 arrows, masterwork scimitar, *cloak of resistance* +1, 72 gp

Special Attacks corrupting touch (3d6, DC 14), possessed blade (+4; 1d8+1 damage, 18–20/×2 critical)

STATISTICS

Str —, **Dex** 8, **Con** —, **Int** 11, **Wis** 11, **Cha** 15

Base Atk +3; **CMB** +9; **CMD** 8

Feats Improved Initiative, Weapon Focus (slam)

Skills Intimidate +2, Knowledge (nature) +2, Perception +2, Stealth +1 (+7 in forests); Racial Modifiers +6 Stealth in forests

Languages Common, Treant

SQ double damage against objects, treespeech

SPECIAL ABILITIES

Double Damage Against Objects (Ex) Fallowroot deals double damage when it makes a full attack against an object or structure.

Possessed Blade (Su) When within 5 feet of the mill's sawblade, Fallowroot can bend it to wield it as if it were a +1 *ghost touch rhoka sword* (1d8+1 damage, 18–20/×2 critical) with proficiency.

Treespeech (Sp) Fallowroot can converse with plants as if subject to a continual *speak with plants* spell.

ADVENTURE SEVEN MONSTERS FROM THE GHOST BLADE OF KAIZERMEIN MILL

Fallowroot

The translucent form of a young tree, with vague hints of a bark-covered face, floats around a jagged sawblade. Skulls and severed heads of millhands dangle in place of fruit from the lanky branches hanging off its tall, twisted trunk.

FALLOWROOT

CR 3

CE Large undead (incorporeal)

Init +3; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 11, touch 11, flat-footed 11 (+2 deflection, –1 size)

hp 24 (4d8+6)

Fort +6, **Ref** +2, **Will** +4

Weakness vulnerable to fire; **Immune** ghost traits; Resist cold 10

OFFENSE

Speed Fly 30 ft. (perfect)

Space 10 ft.; **Reach** 10 ft.

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APPENDIX 2 ~ MAPS AND HANDOUTS



HOLLOWFIELD TOWN MAP

1	Everest Inn	13	Moss Oak Cemetery
2	Blacksmith - Marayn Smith	14	Church - Rev. Dellburrow
3	Abandoned Mansion	15	Residence - Ovalia Darling
4	Woodsman's Hut - Edlemil	16	Abandoned House
5	Residence - Johann Kaizermein	17	Winterhold Tavern
6	Kaizermein Saw Mill	18	Abandoned Business
7	Old Mining Cave	19	Abandoned Mansion
8	Jambol's Barbery	20	Apothecary - Friederick Goodwin
9	Town Guard/Jail	21	Residence - Niblan Gandry
11	Nasty Nellie's Hut	22	Hollowfield General Store
12	Mayor's Mansion		

THE MYSTERIES OF HOLLOWFIELD

KAIZERMEIN MILL MAP



- A Logs - +5ft elevation
- B Bloody Sawdust
(difficult terrain)
- C Hewn Log
(difficult terrain)
- D Ladder
- E Barrels
(difficult terrain)
- F Fallowroot
- G Water
- Z Zombies/Millworkers

FAT GOBLIN GAMES PRESENTS

APPENDIX 3

NON-PLAYER

CHARACTERS

ADVENTURE ONE

Mayor Horgrang, Archibald (LN male old half-elf expert 5) is the mayor of Hallowfield and has been so for going on 9 years since the strange disappearance of the last mayor during a freak lightning storm. Married to Hattie Horgrang, they both run the General Store (Area 22). The Horgrang fortune was built on the old silver mine (Area 7), which dried out fifty years ago. Archibald is easy to excite and always walks with a cane. (Adventure 1)

Head of the Town Guard Vastus (NG male half-orc fighter 3) has been the head of the town guard for almost 20 years and has seen lots of adventurers come and go. Despite his gruff exterior, he is a man of his word and will never back down on a promise, though it has cost him quite a few deputies in the past. He has two deputies now, Alpheia and Handerson but only trusts Alpheia as he believes the other to be a bully. Vastus can be found on patrol or in the Town Guard Building where he lives with both of his deputies. (Area 9)

Alpheia Barns (NG female human warrior 3) is a deputy with the town guard and has been doing the job three years now. She moved from a neighboring town after allegations of witchcraft surfaced and she was forced to flee or face a burning stake. Alpheia is no witch, however she carefully watches Nasty Nellie for signs that she may be one. Otherwise Alpheia can be counted on to back anything that Vastus (Head of the Town Guard) wants and can usually be counted on to be fair and just when dealing with both townsfolk as well as outsiders. (Adventure 1)

Handerson Half-hand (N male human rogue 2) is the newest deputy of Hallowfield and cannot be trusted. He has managed to ingratiate himself with Mayor Horgrang however and now has a position of authority over the people of the town that he uses when no one is looking. Several of the smaller businesses pay him protection money although they will not admit to it unless it is certain that they will be protected and that something will be done. Vastus has his suspicions, but until they are confirmed he can do nothing. Handerson

actually is missing part of his left hand (hence the name) and he lost it after being caught in a city far away with his hands in someone else's purse. He will never speak of the incident, citing a hunting accident instead. (Adventure 1)

Reverend Dellburrow (LG male human cleric 3) is a worshiper of a goodly god devoted to healing, renewal, and agriculture and has tended his flock in Hallowfield for 4 years. He replaced elder Minister Dewbrake who was found dead in the church of apparent blood loss. No clues have ever been uncovered to determine if it was a vampire or other horrible creature. He tries to tend to the needs of the town as best he can and is normally found at the church. (Area 14) (Adventure 1)

Nasty Nellie (NG female half-elf alchemist 3) does NOT run naked through the woods chasing demons even though that is the current rumor about her. Instead she and her apprentice (Sera) try to make an honest living by selling potions and medicinal herbs to the townsfolk or wandering adventurers. The whole selling thing is made more difficult by the fact that she is completely off her rocker, often singing old songs or letting her left eye wander while she is staring at the person she is talking with. If people are kind to her though she will calm enough to answer questions or maybe even make them a deal. For the most part though she is harmless. (Area 11) (Adventure 1, 3)

Johann Kaizermein (N male gnome expert 4) is the owner and current proprietor of the Kaizermein Saw Mill (Area 6), which as of late has been having some problems. This is nothing new to Johann who has seen a father and grandfather both fall to axe, sawblade, or worse in this town. He is away on business deep in the woods at the start of the Harvest Festival but is supposed to return before it ends. He takes his role as both a town leader and forester seriously, realizing that he only can remain in business as long as the woods around him will support it. (Adventure 1, 5)

ADVENTURE TWO

Mrs. Ovalia Darling (NG female human commoner 4) works at the General Store and, although she likes her job, always seems melancholy. If asked (DC 15 Diplomacy check) she will tell them the story of how her little girl Lydia was lost in the forest many years ago and how her husband, Liam, went to search for her and he never returned either. She is an honest and dependable worker and also doubles as the store's baker, bringing fresh breads and muffins in every morning. A single mother of a 11 month old boy (also named Liam) she is always on the lookout for a good husband. (Area 15) (Adventure 2)

THE MYSTERIES OF HOLLOWFIELD

ADVENTURE FOUR

Niblan Gandry (NG female gnome bard 1) was just passing through until she decided that she actually liked the little town. Occasionally she will ply her formal training for gold at the local tavern (Area 17) but normally she keeps to herself and makes candy and other goodies to sell at the General Store. During the festival she can be found in a booth of her own creation selling what she calls "Goblin Treats" which are greenish blobs of taffy shaped like goblin ears. Complete with sugar "hair" on them. Quite disgusting to look at but they actually taste pretty good. (Area

Jambol Diddae (NG male dwarf expert 2) is the dwarven barber/dentist who's stool has seen countless patrons over the years. He has been especially busy during the Harvest Fest and has a collection of freshly cleaned teeth to prove it on a table behind his favorite cutters chair. Long ago he swore off alcohol but recently due to a broken heart has started to drink again. His relationship with Friederick Goodwin has soured and he does not think that it will rekindle. Jambol's Barbery can be found at Area 8 and his rates for pulling teeth are fairly reasonable if you allow him to keep the tooth.

Friederick Goodwin (N male halfling expert 5) is currently selling a tonic that he claims stops tooth loss in both children and adults. If sorely pressed, the apothecary will admit that the potion is nothing more than mint with green algae and is little more than a mouthwash. He is rather glum as of late and if pressed will reveal that he simply wants to make enough money to leave town as he cannot bear to be in the same place that Jambol the Dwarf is. The apothecary is located in Area 20.

ADVENTURE SIX

Teora Winterhold (NG female human expert 3) is the married daughter of Johann, owner of the lumber mill. She has been cut off from her father's considerable wealth because she married "below her station" when she wed Marlon Winterhold, the owner of the Winterhold Tavern (Area 17). She has come to terms with her father's decision although her husband is still quite mad over the fuss that was made. Between the two of them they have an adorable son, Timeny who frequently finds his way into trouble. He recently was stuck in a well you see...

Edlemil The Woodsman (NE male human ranger 4) is not a pleasant man. Shunned everywhere but the tavern, where he is tolerated only because his gold is good, he makes his petty jealousies and bigotry apparent to anyone that will cross his path. The only pure race is the human race and anyone else is good for only one thing, servitude. He hates to

see other races doing well because of his belief that they are doing so at the expense of humans. Recently he has found an very interesting plant while travelling through the woods. He brought it home and fortunately for him, it has not managed to eat him yet... (Area 4)

ADVENTURE SEVEN

Marlon Winterhold (NG male human expert 5) married the lovely Teora four short years ago recently they lost their only child Timeny to a horrific monster (see Adventure Six). he and Teora have been talking seriously since then about selling the tavern (Area 17) and trying to find a safer place to live. Unfortunately with the strange goings on in Hollowfield no one is really interested in real estate at the moment.

Kerf (LN male half-orc commoner 2/fighter 3) is possibly the most steadfast of all of Kaizermein's employees. Strong, gruff and thickly bearded, he approaches everything as if there is a deadline and even talking to strangers takes up valuable time that could be used elsewhere. Since the death of Gibs Greck he is the only employee that has remained at the Kaizermein Saw Mill. He lives at the sawmill and can usually be found there or at the Winterhold Tavern (Area 17).

Marayn Smith (LG female dwarf expert 3) owns the only stone house in the entire town having built it with her own two hands from stone quarried from the stream. She is the town blacksmith and can be counted on to do decent work with most metals that she gets a hold of. She can be counted on to be at virtually any trouble in the town with a hammer in one hand and red-hot tongs in the other, trying to be of assistance. She considers herself something of an expert on "humans and their odd habits" and tends to have a good read on the comings and goings of individuals in the town. (Area 2).

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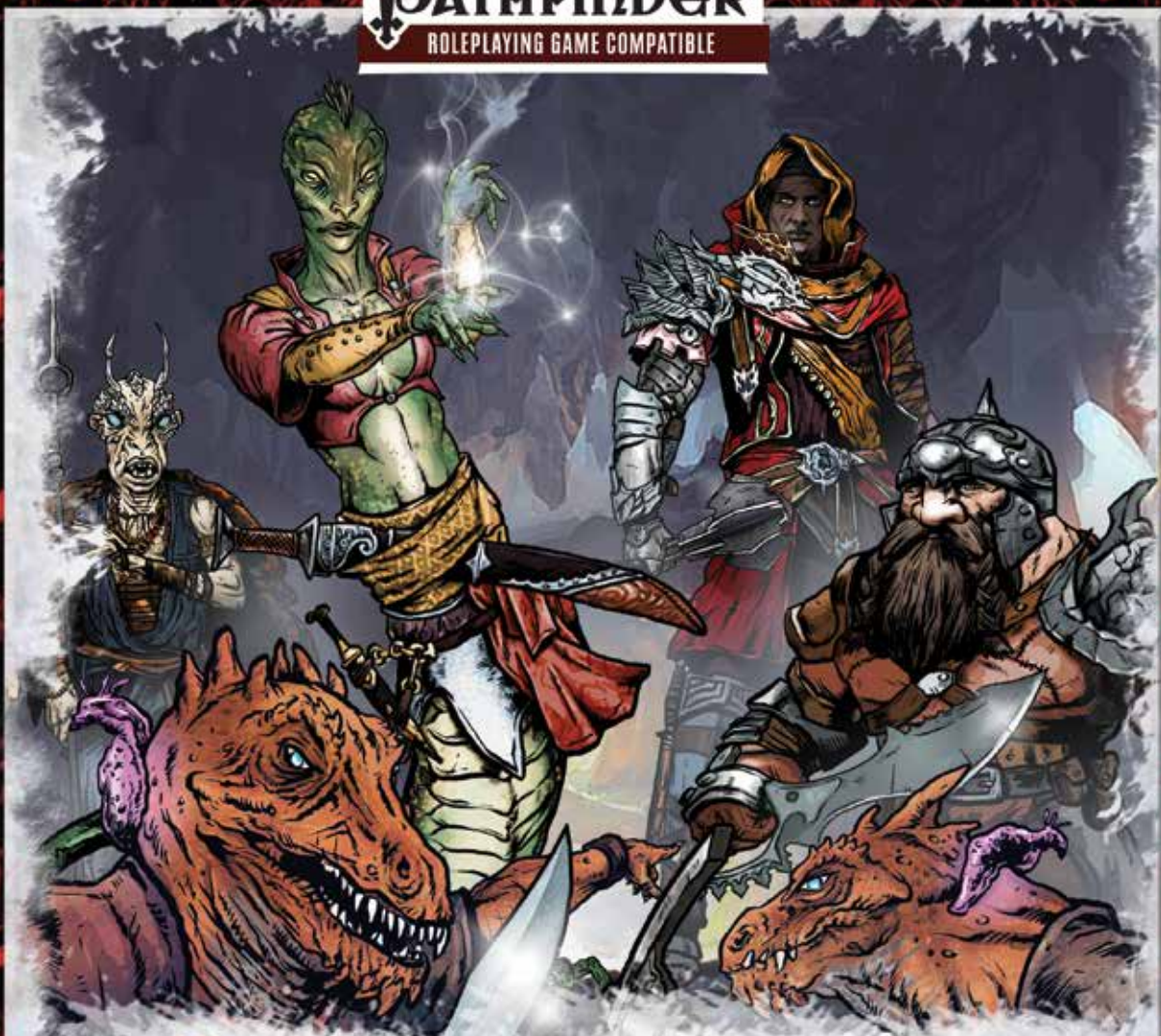
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