

The Haunting of Hobble

A **Wizard Pals** Adventure by Tadhg Lyons



[Information in brackets is for the GM. Paragraphs which are not in brackets can be read aloud to set the scene for your Wizards, or ignored and changed however you see fit. Make it your own!]

At times, the wanderings of a wizard are not dramatic or impressive ventures into great and ancient places, or the culmination of their worldly task. Sometimes, a wizard must simply get from point A to point B, and little comes of the process. **So it is with you wizards**, who have been traveling together for some time now, on your way to the next Wizardly adventure, and pausing for a rest in the next halfway-comfortable place.

However, it is well-known that a **Wizard will often find excitement**, even in those times when they did not seek or expect it...

[Scene 1- The Village and the Horse]

Today, that place of comfort and rest is the Village of Randwallow, which at least some of you have likely passed through at least once before. **Randwallow is primarily inhabited by farmers and craftsfolk**, who are usually friendly enough with visitors. Those of you who have been here previously recall warm, comfortable rooms at the inn, and the sounds of village children laughing as you performed tricks, and blew beautiful smoke rings for their amusement.

Immediately you notice, as the road leading into the town widens, a simple, sturdy wooden fence has been built all the way around the perimeter of the village. Not only was this fence not present when last you saw this place, but **you also have trouble imagining from what a place like this would need to defend itself...**

[Players approach **RANDWALLOW**. They are met by a lightly armored guard, named **TAVIN**, who opens a small door the size of their face as the wizards approach, and wants to know the Wizards' business. They are **not quick to admit the wizards**, who are outsiders by their very nature, but they are simple and honest, volunteering to protect the front gate of their home, and will **put up little to no real resistance**.

If any of the denizens are asked about the new wall, they will say that the nearby

river valley is haunted, and that there are rumors of strange **moving plants, rocks, and other normally stationary things**.

While walking around, at some point a **tiny horse with wide, haunted, hollow eyes named HOBBLE** will charge past the party, with a thin, balding man named **GIL DREBBIN** running after it breathlessly. He will ask for help catching the miniature horse, while breathlessly and ineffectively chasing it. If players engage with Gil directly, he is **shifty and evasive**, and insists that the horse is **his, is totally normal, and not at all a strange horse**, despite its haunted look.

[Scene 2- The Haunting of Hobble the Miniature Horse]

[**Hobble the miniature horse IS in fact haunted**, by the spirit of a young man named **DENNY RAHL** who Gil murdered over a card game a week earlier. **Gil was being haunted by the ghost of Denny**, so he fled the town, and found a giant birch tree in the river valley which spoke to him in his mind, and gave him a **wand from its branches** which would allow him to put unattached ghosts into things or creatures.

The wand has since been swallowed by Denny/Hobble the haunted miniature horse. **Purple OR Green Wizards can talk to Denny**, but Purple will get the ghost and Green will get the horse.

Denny speaks cryptically about his murder, and is single minded, speaking with a wavering and high-pitched ghostly voice. His only concern is that his murder be avenged, or at least that it feels worthwhile, and he doesn't remember that

they swallowed the wand. **Hobble is frightened**, very hungry, and like half-minded at best. He doesn't know why he can only sort of move his own body, but he does not like it. **Gil insists he just wants his horse back** and is not interested in answering questions from the Wizards.

How the Wizards handle this situation is **entirely up to them**. Townsfolk will want to be helpful if they, but are mostly just bystanders who know little about what's happening. **If the players find out about the tree and decide to investigate, continue to Scene 3.]**

[Scene 3- The Dead Tree]



You set out from Randwallow, to find the secrets of the haunted river valley. The townsfolk avert their eyes from your gaze as you pass, evidently fearful of what fate awaits even wizards in that place. It does not take long for you to reach the wilder treeline which marks the way into the valley, and **the moment you**

cross that threshold, the very air is different. You feel the land begin to slope downwards, inwards, and the undeniable pull towards the heart of this place feels like more than merely gravity.

Now and then, just out of the corner of your eyes, you could swear now and then that you see **rocks and trees stirring**. Every time you spot an animal, it is completely still, and watching your group silently, only bolting and disappearing into the woods if approached in any way.

The deeper you go, you see that the **plant life in the area seems more and more sickly**. You can hear the river in the distance now, water softly rushing against rocks, and until that moment, you had not realized exactly how **quiet** it is...

After some time, you reach a clearing, surrounded on all sides by dead and skeletal trees. In the center of the clearing, there is a single tall, strong, lively looking **white birch with brilliant red leaves**.

If approached, **the tree speaks to the wizards in their minds**. It tries to tempt them, and makes them promises, calls them by name, and **references their Wizardly Tasks specifically**, all while summoning up ghost bushes to ambush them. From a distance, the bushes look natural and lively, and the tree almost seems to grow them as if to demonstrate that its power can be of use to the Wizards. Up close, the bushes are vaguely transparent, almost appearing to be made of semi-solid mist.

The tree will try to talk to the Wizards as long as possible, stalling to create more Ghost Bushes, and trying to get them to come **closer so that it can grab them with its roots**.

If the tree is destroyed or otherwise **stopped** (be encouraging of weird solutions here), the valley instantly begins healing, and the soul of Denny is released and **laid to rest**. Hobble, now a normal horse, **coughs up the necromancy wand**. It allows any user to seal ghosts into objects or creatures, and allows a Purple Wizard to know the exact whereabouts of any nearby spirit.]



The Dead Tree

VP- 20

Defense- 10

Attack- n/a (cannot make regular attacks)

Ability- Create Ghost Bush, **OR** uses roots to grab a Wizard (who rolls Wizardly Prowess to avoid). A Wizard who is held this way immediately loses 1VP, and another each turn they are unable to escape. Any VP lost this way is given to the tree, even if it is unharmed.

Ghost bushes

VP- 3

Defense- 4

Attack- +2