

The Hoffman Horror

Happy Halloween! From thirteen year old me by way of forty three year old me. Last month I was going through some old game boxes and came upon this adventure which I had written way back in 1984 for the newly released CHILL table-top role playing game. I have boxes full of old stories and adventures dating back decades, but this – The Hoffman Horror – is the earliest complete thing I ever wrote.

Let me warn you up front, it is heart-breakingly bad. It was written by a kid who knew more about how to play Donkey Kong than how to write English. It was written down in the basement on an ancient Smith Corona typewriter with no eraser ribbon. About half-way through the A key breaks on me. It is littered with magnificently halloweenie cliches such as a witch who was born on Oct. 31 1666, an attempt to do CHILL's Raven thing but this time with a cat named Blackie, and flavor text such as “Thunderheads loom over head a crack of lightning strikes the night skie before you stands a tree twenty feet tall a old and gnarled maple 1/2way leafless from behind it walks a mangled corpse....”

Did we play it?

Yes and it was a riot! I didn't play it with my normal group of gamers but with a group of friends who lived in the neighborhood which is the setting of the adventure, something that made it all the better since we already knew where everything was. Hoffman Farms, Red Hook Estates, I did take some liberties with the map of the farmland but that junction between the two fields was known to us, especially since there was both a mysterious tombstone set back in the forest as well as the foundation of what may have once been a house or possibly a barn that burned down. It was probably nothing, but to us kids it was most definitely haunted.

Good Times!

So now, without further ado I'll let Blackie take over and introduce you to the frightening excursion into blood curdling terror which is The Hoffman Horror!!!!

JD McDonnell

www.jdmcdonnell.com

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MODULE B1 : THE HOFFMAN HORROR

INTRODUCTION

Hello again, youve probably met my freind Raven

,he started you off ,well i'm running this module

.Oh sorry I'm Blackie ,im well sort of acat .

Just wait till you meet my freinds thell

excuse the expression,knock you dead,in tonights

module THE HOFFMAN HORROR.

PLAYING THE ADVENTURE:

Not like TERROR IN THE WARAWICK HOUSE you arent

suppost to show the player the maps of the farm

or the old burned down ,give them players aid

#1.Please read the players whats between the

(-----) then,just ask the players "what do you

want to do?" Let them tell you what there

character is going to do insted of givingthem

anep option unless it sayes so.What is not in

the quaotes is you're informationa and should

not be told to the players .Oh ,and if your a

player and is playing this module please

remove your self ,meow,(sorry old habit)

This module is divided into three parts

is (OUR should I say are) part I THE HOFFMAN

FARM, II THE OLD CHURCH,andIII THE FINAL

CONFRONTATION.

PART I : THE HOFFMAN FARM

LETS stop all this mumbo - jumbo and get on with the game.

encouter number; this is what and where it is on the map. Part I uses map H1

en. #	description
players introduction:	

(Troubles brewing again S.A.V.E. has contacted you Hoff-mans farms in Red Hook New York . A housing development starting to clear the land when they were attacked by supernatural creatures five men disappeared solve ~~myestry~~- mystry

S.A.V.E.

1. OLD DIRT ROAD (dark clouds loom low over the corn feild as you travel along the dirt road to small and bumpy for vehcicals) There is nothing special about this road or does anything happen untill encounter 8

2. TOMBSTONE (THE chilly auttumn wind turns your blood to ice as it blows some leaves off a old weather-beaten tombstone all you can make out is Beatrice Torence born 1666 Oct.31,died Mar.30 17-- ,hung for wi,suddenly a three fingered hand pulles the rest of its horrifying decaying body its face has been transmuted to a long

encounter

description

2 /continued/

-fanged muzzle with pointed ears)

THIS omnious creature is a ghoul /str.75,dex.75,agl.75
 ,wpr.30,per.0,pnc.75,sta.45,ews.135,fear.7,att.3175%
 mov.L,225' discip.:wave of fog,evil eye,darken,flight
 quiet,terrorive ,I.P.750p./

3 DEATH INTHE POND

(As you clear away some reeds you stumble upon a
 canoe about 20 years old suddenly an angelic form
 appears in the middle of the pond she sayes "Iam from
 the organization please get in the canoe and come to
 me I will tell you how do defeat the evil over
 taking this farm ")this is actually a trick played
 the odic (anew monster) of the black arts ghostly lights
 and throw voice if the players go into the swampy pond
 the canoe will be ambushed by two zombies it is about
 seven feet deep the zombies will try to drown the
 players (/ see swimming skill) they are true zombies
 as in horrors from the unknownexcept STA=40,Att=1/40%
 (you have to give the players a chance after all they
 are only human)if this happens read them this (as you
 go into the murky deapths of the water it disappears
 anda slowly decaying hand flips the boat)due to the
 murcky water characters will have to fight invisible

4

objects if they dont go into the watertell them this
(as you walk away two huminiods stagger out of the water
raises ablackened hand "wait " looks like trouble)if
the characters wait for the zombies they will attack
they are the corpses oftwo of the workers that dissappeared
onland they are IP=500 in water IP=750

4 The Odic if players havent visited encounter 6
[/part II]tell them that its just a plain meadow if
they have visited the church goto part III

5DESTRUCTION SITE: (this is where the monsters sc red o
off the workers) it is almost impossible tocross the
corn feild a person cross ing it would 50% get lost
nd if they get lost in the corn feild for will die
nd turn into zombie s long s the tree st nds.
checks should be m de every 2 hours

6 OLD BURNED DOWN CHURCH : SEE p rt II

7 THE OLD BRIDGE (Through the fog nd d rkness you stum
ble upon - n old bridge crossing - five foot deep stre-m
to deep to w-de -cross your feet is gr-bed by peices of
wood! -s two corroding corpses cr-wl to the shore)

7 continued

(Its the odic -gain up to its dirty ,it h-s c-st - gn-rl
spell on the bridge/ to hold the pl-yers while - zombie
finises them off (see zombie HORRORS FROM THE UNKNOWN)/
this zombie is the third worker th-t diss-ppe-red

8 -MBUSH!!

(The twilight to-llly gone now -nd the thick -uttumn
clouds slowly blocks out the moon light from the waxing
moon when an une-rthly growl flows to your e-rs in the
fall wind)slowly crouching behind them is two zombies
(see zombie in HORRORS FROM THE UNKNOWN) they -re the
fourth -nd fifth workers th-t dis-ppe-red

PART II

Hello so how -re your ch-r-cters doing h-ve your pl-yers
met the de-th in the pond ?Fun pl-ce isnt it . Welcome
to the old burned down church/ believe me its a scream
,meow.

en#

description

THE UPPER LEVEL

1 (moonlight shows throught the the thick clouds
for a breif second upon a cle-ring in some bushes is
wh-t seems to be st-irs) there is nothing of interest
in this pl-ce but pl-yers must go into the b-sement of
the old church to succesfully complete the a-1- adventure
so use your im-gin-tion to try to get them down there

PART II

en#	description
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	lower level
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- | | |
|---|---|
| 1 | st-irs :There's nothing re-lly speci-l -bout these st-irs except TH-t if they m-ke a c-rtogr-phy role they c-n tell th-t it w-s built around 1690 to 1700 |
| 2 | (A D- rk -nd musty oder fills this room ,a r-t scurries -cross the floor w-ll h-ngings are now torn -nd strawn -cross the pl-ce close inspection shows they -re of holy type) there isnt -nything speci-l untill they come b-ck from room five then re-d them this (AS you open the door a sm-ll w-ve of fog enters the room A HORRIBLE cre-ture st-nds in the middle of the room A Breeze of wind freezes your feet to the floor "Not thinking of going -ny where my preetyes"throwing aside his c-pe he lounges to -tt-ck with his three fingered t-lon with r-vor sh-rp cl-ws) in the center of the room is a ghoul (see ghouls in HORROR'S FROM THE UNKNOWN) his disciplines :D-cken, quiet,wave of fog,sleep,evil eye,blur vision,andits IP= 800 |
| 3 | CLOSET:(various religiouss itemsh have been strewn all over this closet)nothing in this closet is worth anything because it has been destroyed and to sell these objects would be considered sae saralidgous. |
| 4 | PRIVATE ROOM:(THIS room doesnt seem to be touched ont top of at ^{table} table is a diary opened to a pge that says |

en.# description

3 part II continued

It is the tree I know it ti's evil I knew since thou finished the church was finished it must be the tree people have been disappearing Josph has gone to chop it down his father sayes it is a odic an evil spirit in the form of a maple it can cast evil spells they had one in scotland and it was there seemingly from the beginning of time nobody ever really thought about it just everybody avoided it untill the druids started using the towns women folk as human sacrafice to it when

a knight took his battle axe then the sage told him to take his axe and chop it down just before the dawn Joseph has disappeared. I have my axe I will leave soon , OH MY GOD ,(I didnt say that ,please) BUT THE CHURCH IS ON FIRE!!! It knows I going to destroy it has control over this land and it hates us it will do anything to destroy us now it knows I'm going to destroy it so it will try to destroy me bu... /looks like the Odic

succeeded, be side the table is a old ,dusty but sharp axe) the tree tat en#4 is an Odic see part II

4(an unclean filthy smell fills the air old rotting furniture caked with dust,a droop of blood falls on your head A-s shine your light up to see what is it you see !

8

a message scrawled in blood on the ceiling " I KNOW WHO YOU ARE AND WHAT YOU KNOW AND I ALSO KNOW YOU WILL NEVER LEAVE THIS ,MY LAND ALIVE) THERE is nothing of value in this room it is another one of the odic's black arts

this is the end of part II, tell me was this the end of the characters end? meow.

PART II THE FINAL CONFRONTATION

EN# description

en4 hoff.f. map

(Thunderheads loom over head a crack of lightning strikes lighting the night sky before you stands atree twenty feet tall a old and gnarled maple $\frac{1}{2}$ way leafless from behind it walks a mangled corpse though warn by age it tightly grips a double edged axe Looks like you found Joseph)the tree is what the players main goal is to be destroy it the odic is(STR,N/A DEX,N/A,AGL,N/A,WPR,79.PER,30,PCN,80,STA,155,EWS,225,FEAR,4,AAT SPELLS,MOVE7MANI.=N7AA

DISCIPLINES:Animate dead,blind,change temp.,change the we.

ghostly lights,gnarl,hound,halt,influence,lighting call, quiet,raise wind,second light,telekinese,write ,wound time stop,throwvoice,terrorize,combustion,fire ball

the tree will cast a spell every time it can the zombie is a normal zombie see horrors fromthe unknown except it

PART III CONTINUED

WEILDS AN AXE!! In the center of the tree is a DIAMOND!!
 THE gem is worth \$5500 dollars.

Well thats a fitting end to this module and your
 players ~~re~~ are lucky it wasnt a end to there ~~eh~~
 characters. I hope you like the module wait for my next
 module it should be a howling good time .Oh and Vincent
 Price eat your heart out ,reow-w-w-w-w-w

NEW SPELLS

COMBUSTION: Ignites -ny thing p-r-shible within twelve
 feet.

FIRE BALL: Creates 5' dia~~b~~ ball of flame with range of 250'
 doing CK Damage from explosion & fire.

NEW MONSTERS

Odic/str:none,pcn:80,d~~a~~x:none

/sta:225 /agl:none/ews:variables

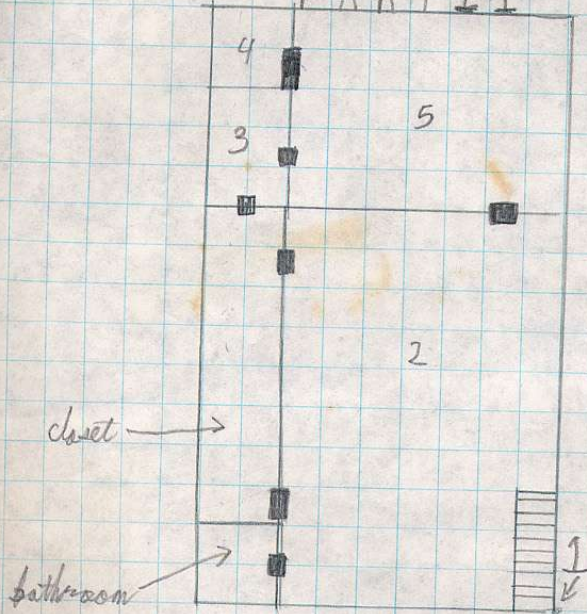
//wpr:79 /fear:4 /per:50

att:spells disc: var. mov.none,man.none I.P.+ 2135

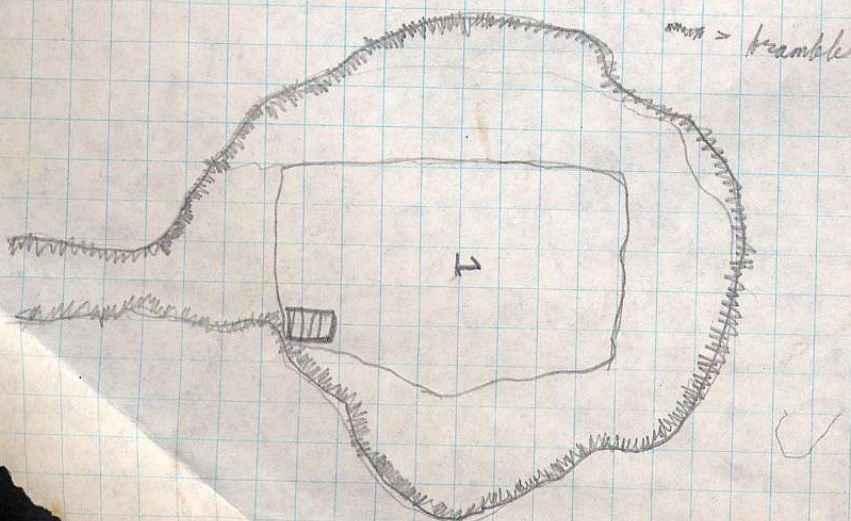
A ODIC is Ancient tree with intelligence And a evil
 haterd for living things easily over taken by the evil
 way it is now a dangerous foe of ~~SAVE~~ & HUMand kind.

Lower level

PART II



Upper level



5

- |||| = dirt road
- ~~~~ = stream
- 8 = pond
- ~~~~ = beaten path
- ⊙ = house
- = clearing
- ⊙ = giant tree

