

HORROR ADVENTURE PACK

Version: 3

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Horror Adventure Pack

Setting Information

- The world is our own, but it breathes with an undercurrent of dread. The familiar becomes suspect — creaking floorboards echo too long, cell reception fades in places it shouldn't, and ordinary people vanish without trace. The mundane hides the monstrous, and truth is always one page, one scream, or one door away.
- The time period is the present day, grounded in contemporary life. Technology offers connection and comfort, but rarely protection. Police reports, CCTV footage, and emergency calls hint at truths too terrible to file. Bureaucracy delays the search, and no one comes when you scream in the woods.
- The location is chosen for its sense of **isolation and tension**. It could be a dying town haunted by its own history, a city where something malevolent slips through the cracks, or a rural stretch where the dark never really lifts. Wherever it is, help is far, the nights are long, and people have started acting strangely.

- Society appears stable, but anxiety simmers beneath the surface. Institutions exist — law enforcement, hospitals, universities — but they’re overworked, underfunded, and often ineffective. Local folklore, old news clippings, and whispered warnings speak of past horrors, while government cover-ups and online conspiracy forums suggest they never truly ended.
- The horror here draws on **classic and modern influences**: haunted houses, cryptid sightings, ancient cults, and the creeping rot of something forgotten returning. Every shadow may hold a secret. Every stranger may wear a mask. Every truth may be worse than the lie that buried it.
- History bleeds into the present. Stories like the **Salem witch trials**, the **Amityville haunting**, or **urban legends gone viral** lend weight to what’s happening now. Locals speak of **the Black Hollow Church**, **the Ashfield Murders**, or **the woman who never stopped crying** — stories that the protagonist soon realizes were warnings, not tales.
- Competing forces shape the hidden war beneath reality: secret government programs suppressing knowledge, cults seeking communion with unknowable forces, lone hunters scarred by past encounters, and something old and patient, just now beginning to wake.

Character Traits

Concepts

	1	2	3	4	5	6
1	Jaded Para- psy-	Isolated Field Medic	Guilt- Ridden Exor- cist	Burned- Out Cop	Trauma- Scarred Witness	Sleep- less Jour- nalist

1	2	3	4	5	6
cholo- gist					
Disavowed Agent	Retired Cult Hunter	Night Shift Coro- ner	Ama- teur Oc- cultist	Es- tranged Psychic	Obses- sive Archivist
3 Haunted War Vet- eran	Rural EMT with a Secret	Grief-Stricken Parent	Con- spiracy Blogger	Forgot- ten Sur- vivor Eyed	Hol- low- Medium
4 Local Sheriff in De- nial	Bleed- ing- Edge Para- psych Tech	Fringe Para- normal Scholar	Back- woods Guide	Disillu- sioned Social Worker	Quiet Kid from the Woods
5 Washed- Up TV Host	Burnt- Out Para- nor- mal De- bunker	Apoc- alyptic Prep- per	Ex-Pa- tient Turned Healer	Volun- teer Grave- keeper	De- scen- dant of a Cult
6 Faith- less Preache	Hypn- agogic Dream Researcher	Fog- town Local	Psychic Hotline Opera- tor	Missing Persons Investi- gator	Chronic Tres- passer

Skills

	1	2	3	4	5	6
1	Cold Reading	Crime Scene Analysis	Quick Reflexes	Field Medicine	Fear Suppression	Broken Mind Mapping
2	Urban Tracking	Banishment Rites	Cryptid Lore	Occult Symbolism	Breath Control	Survive Alone
3	Forensic Insight	Old-School Locksmith	Parkour	Gaslight Detection	Improvised Weapons	Psychic Resistance
4	EVP Interpretation	Dream Recall	Lie De-tection	Hexbreaking	Local Lore	Dimensional Awareness
5	Calm Under Pressure	Nightmare Dissection	Signal Scrambling	Binding Circle Work	Ritual Memory	Flash-Glitch Navigation
6	Old Network Contacts	Deadpan Negotiation	Fragmented Visions	Analog Surveillance	Trauma Counseling	Tension Listening

Frailties

	1	2	3	4	5	6
1	Panic in Small Spaces	Shadow Sensitivity	Nocturnal Insomnia	Belief in Everything	Can't Stand to Be Alone	Uncontrolled Empathy
2	Sleepwalking	Hallucination-Prone	Trusts the Wrong People	Flashbacks to a Mass Event	Fear of Children	Tactile Delusions
3	Vertigo on Uneven Ground	Bound to an Old Pact	Known to Local Authorities	Disassociates Under Stress	Always Carries a Relic	High-Functioning Denial
4	Drawn to Ruins	Obsessive Note-Taking	Cannot Let Go	Hunted by a Dream Voice	Sudden Rage in Silence	Numb to Human Pain
5	Hearing the Dead	Forgot Why They're Here	Inexplicable Nosebleeds	Digital Paranoia	Visions of Alternate Lives	Stalked by Doppelgänger
6	Time-Sense Disruption	Too Calm When Afraid	Phobia: Mirrors	Audio Hallucinations	Avoids All Tech	Vague Pre-Mortem Visions

Gear

	1	2	3	4	5	6
1	Rusty Re- volver	Tat- tered Field Notes	Old Audio Cas- sette	Lead- Lined Zippo	Iron Pen- dant	Bot- tle of Lithium Pills
2	Broken Com- pass	Static- Speck- led Ra- dio	Analog Cam- era	Silvered Flash- light	Ob- sidian Dagger	Plastic-Wrapped ID Card
3	EMF Reader	Cracked Pro- tec- tive Amulet	DIY Spirit Trap	Flask of Anointed Water	Frag- mented Map	Police- Issued Walkie
4	Coil of Red String	Ritual Chalk Pouch	UV Lens Visor	Folded Survival Blanket	Minia- ture Book of Psalms	Duct- Taped Knife
5	VHS of a Lost Broad- cast	Jour- nal with Missing Pages	Whis- per- Sensi- tive Mic	Mod- ified Stun Baton	Locked Steel Case	Bag of Charred Bones
6	Ex- pired Anti- Rad Pills	Blood- Stained Scarf	Cryp- tex-En- coded Lighter	Metal Cross with Bite Marks	Chem- ical Light- sticks	Recorder with On- going Play- back

Names

Female Names

	1	2	3	4	5	6
1	Rachel	Claire	Morgan	Evelyn	Harper	Talia
2	Fiona	Naomi	Sierra	Ivy	Marissa	Quinn
3	Selene	Nora	Camille	Violet	Dana	Isobel
4	Blair	Ophelia	Hazel	Sloane	Lydia	Elise
5	Car- men	De- laney	Alice	June	Mira	Fallon
6	Daphne	Serena	Vanessa	Ivy- Rose	Celeste	Aurora

Male Names

	1	2	3	4	5	6
1	Joel	Adrian	Marcus	Julian	Silas	Elias
2	Victor	Nolan	Jasper	Ronan	Gabriel	Simon
3	Dorian	Malcolm	Theo	Xavier	Grant	Everett
4	Lucian	Holden	Felix	Raphael	Warren	Ezra
5	Isaac	Dean	Tobias	Calvin	Conrad	Rowan
6	Carter	Ellis	Jude	Bennett	Mason	Brooks

Surnames

	1	2	3	4	5	6
1	Hol- loway	Lang- ley	Mer- cer	Black- wood	Radcliffe	Beckett
2	Ash- ford	Duvall	Wake- field	Huxley	Prescott	Carring- ton
3	Thorne	Delacroix	Moreau	Whitaker	Voss	Callahan

	1	2	3	4	5	6
4	Win- ters	Suther- land	Carlisle	Lock- wood	Grayson	Sterling
5	Finch	Whit- low	Creed	Lang- ford	Hal- brook	Marlowe
6	Hol- lowell	Crow- ley	Vale	Bishop	Hemsworth	Mul- doon

Codenames / Call Signs

	1	2	3	4	5	6
1	Echo	Hollow	Lantern	Whis- per	Grave- dust	Flicker
2	No- mad	Prophet	Night- jar	Static	Cross- fade	Fade- out
3	War- den	Shade	Switch	Pale- hound	Glitch	Tinder- box
4	Ashfall	Ember	Deep- call	Thresh- old	Null	Wisp
5	Dead- pan	Quarry	Dagger	Ban- shee	Still- born	Reverb
6	Orbit	Cradle	Fogbite	Key- stone	Circuit	Umbra

Special Rules

Fear

Fear is not a feeling — it's a **Conflict**. When your character faces overwhelming terror, they don't just react — they fight to stay in control.

- When confronted by a terrifying situation — a creature, a location, an event — and your character is trying to resist panic, keep moving, or push through, **treat it as a Conflict**.
- Roll as usual and apply the **Harm rules** — but instead of taking physical damage, **Fear reduces your Luck**.
- Tags like *Composed Under Pressure* or *Panics in Silence* apply as they would in any other Conflict, granting **Advantage** or **Disadvantage**.
- The key difference: **Luck lost to Fear cannot be recovered** through resting or normal healing scenes.
- To recover Luck lost to Fear, your character must **retreat to a safe, emotionally grounded place** — somewhere that reminds them who they are. This can be a literal home, a symbolic space, or a moment of true safety with someone they trust.

Insanity

When the veil lifts and the mind glimpses what lies beyond, the damage is deeper than fear — it is existential.

- Any **direct exposure to the Supernatural** (ritual anomalies, cognitohazards, time fractures, unfiltered alien contact, or reality-warping phenomena) triggers a **Sanity check**.
- Ask the Oracle: *“Does my mind withstand the encounter?”*
- If the result is unfavorable, **apply the Harm rules**, but to **Sanity**, not Luck.
- Unlike Fear, this is not a Conflict — there is no contest. This is the mind breaking under the weight of the incomprehensible.

- **Sanity does not recover naturally.** It can only be restored through:
 - **Closure:** resolving what caused the fracture.
 - **Ritual grounding:** personal, cultural, or symbolic.
 - **Human connection:** someone believing you, helping you make sense of it.
- If Sanity reaches **zero**, the character is no longer in control. Their fate is shaped by what broke them — fugue states, delusions, possession, catatonia, or worse.

Factions

Occult Incident Response Unit

- **Concept:** Sanitizing Bureaucrats
- **Skills:** Suppression, Surveillance
- **Frailty:** Internal Mistrust
- **Gear:** Burned Credentials, Disposable Phone
- **Goal:** Erase all evidence of supernatural activity
- **Motive:** Order through secrecy
- **Nemesis:** Whistleblowers and rogue agents

The Bleached Veil

- **Concept:** Esoteric Analysts
- **Skills:** Signal Decoding, Ritual Science
- **Frailty:** Fringe Obsession
- **Gear:** EM Dowsing Kit, Neuro-Calcified Notes
- **Goal:** Translate the unexplainable
- **Motive:** Salvation through understanding
- **Nemesis:** Traditional researchers and suppressors

The Binding Faith

- **Concept:** Hidden Congregation

- **Skills:** Indoctrination, Blood Rituals
- **Frailty:** Doctrinal Conflict
- **Gear:** Annotated Scripture, Bone Key
- **Goal:** Prepare the world for assimilation
- **Motive:** Acceptance through submission
- **Nemesis:** Hunters and defectors

The Warden's Lantern

- **Concept:** Ancestral Watchers
- **Skills:** Spirit Binding, Folk Rites
- **Frailty:** Stuck in the Past
- **Gear:** Lantern Sigil Coin, Brass Ward
- **Goal:** Keep ancient horrors contained
- **Motive:** Duty beyond the grave
- **Nemesis:** Modern agencies and skeptics

The Lost Hand

- **Concept:** Vanishing Survivors
- **Skills:** Urban Camouflage, Secret Routes
- **Frailty:** Paranoia
- **Gear:** Whisper Stone, Binder of Obituaries
- **Goal:** Preserve hidden truths
- **Motive:** Survival through memory
- **Nemesis:** Cult recruiters and city sweeps

The Chimera Syndicate

- **Concept:** Corporate Predators
- **Skills:** Acquisition, Human Engineering
- **Frailty:** Fragmented Cells
- **Gear:** Black Glove Credchip, Stabilized Occulite
- **Goal:** Monetize the paranormal

- **Motive:** Power through possession
- **Nemesis:** Rebels and idealists

NPCs

Dr. Lenora Voss

- **Concept:** Calculating Biotheorist
- **Skills:** Pathological Curiosity, Threshold Analysis
- **Frailty:** Detached Morality
- **Gear:** Sealed Notebook, Ritual-Singed Lab Coat
- **Goal:** To catalog and manipulate anomaly-host interactions
- **Motive:** Legacy over lives
- **Nemesis:** Former students who saw what she became

Detective Wade Riker

- **Concept:** Burned-Out Cop
- **Skills:** Urban Intuition, Cold Read
- **Frailty:** Self-Medicating
- **Gear:** Rusted Revolver, Tattered Memo Pad
- **Goal:** To find the link between cold cases and “unexplainable patterns”
- **Motive:** Redemption or ruin — whichever comes first
- **Nemesis:** Internal Affairs, and something that knows his name

Harlow Briggs

- **Concept:** Hardened Survivor
- **Skills:** Improvised Defense, Quiet Movement
- **Frailty:** Night Terrors
- **Gear:** Crowbar, Map Marked in Blood
- **Goal:** To warn others before the next thing wakes up
- **Motive:** A promise made in a burning house

- **Nemesis:** Cultists who remember her escape

Sister Mireille

- **Concept:** Smiling Heretic
- **Skills:** Charisma, Sigil Craft
- **Frailty:** Blind Devotion
- **Gear:** Bone-Handled Knife, Prayerbook with Missing Pages
- **Goal:** To open the path to her “beautiful silence”
- **Motive:** Salvation through surrender
- **Nemesis:** Apostates who fled the final sermon

Mayor Ellis Blackthorne

- **Concept:** Compromised Official
- **Skills:** Public Dismissal, Legal Evasion
- **Frailty:** Parasitic Dealings
- **Gear:** Encrypted Device, Monogrammed Flask
- **Goal:** To keep the anomaly contract going — quietly
- **Motive:** Personal gain through denial
- **Nemesis:** Journalists and insiders who got too close

Milo “Knuckle” Carr

- **Concept:** Unstable Enforcer
- **Skills:** Brutal Strength, Fear Tactics
- **Frailty:** Uncontrolled Rage
- **Gear:** Bloodied Hammer, Surveillance Earbud
- **Goal:** To wipe out a “list” of those who crossed the wrong syndicate
- **Motive:** Obedience and ego
- **Nemesis:** An ex-target who fought back and vanished

Creatures

Hollow Man

- **Concept:** Faceless Stalker
- **Skills:** Silent Pursuit, Memory Distortion
- **Frailty:** Must be seen to be banished
- **Goal:** To erase and replace the identities of others
- **Motive:** Hunger for shape and self
- **Nemesis:** Survivors who remember the faces he stole

Bloodroot

- **Concept:** Parasitic Flora
- **Skills:** Body Invasion, Camouflage
- **Frailty:** Fire and salt
- **Goal:** To seed itself in living hosts
- **Motive:** Survival through propagation
- **Nemesis:** Herbalists who still keep old warding lore

The Murmuring

- **Concept:** Whispering Presence
- **Skills:** Psychic Overwhelm, Hallucination
- **Frailty:** Isolation and silence
- **Goal:** To drive victims into self-destruction
- **Motive:** It feeds on attention and belief
- **Nemesis:** Mediums who refuse to listen

Shamble Host

- **Concept:** Corpse Colony
- **Skills:** Regeneration, Swarm Logic
- **Frailty:** Disruption of hive core
- **Goal:** To expand territory with new bodies

- **Motive:** Collective preservation instinct
- **Nemesis:** Fire crews who salt their burn zones

The Folded

- **Concept:** Temporal Aberration
- **Skills:** Time Looping, Reality Slippage
- **Frailty:** Anchored time relics
- **Goal:** To collapse linear time around its nest
- **Motive:** Desperation to escape its own paradox
- **Nemesis:** Watchers who mark their loops in ink and scars

The Hunger

- **Concept:** Invisible Devourer
- **Skills:** Soundless Movement, Flesh Stripping
- **Frailty:** Cannot cross lines of ash
- **Goal:** To feed
- **Motive:** Pure consumption instinct
- **Nemesis:** Ritualists who burn the old thresholds

Locations

The Hollow Hotel

- A once-opulent hotel, now sagging with time and secrets.
- Hallways stretch longer than they should. Lights flicker even when the power's off.
- Some rooms are still occupied. None are checked in.
- **Possible encounters:** Specter, Cultist, Concierge who remembers too much, Hidden guest with no ID, Bellhop who's been here too long, Dripping suitcase that wasn't there before

The Grieving Woods

- A forest where the wind whispers names you know.
- Footpaths vanish. Animal calls never sound quite right.
- Sometimes, the trees bleed sap that smells like rust.
- **Possible encounters:** Werebeast, Shadow Fiend, Lost hiker who should be dead, Hermit with burned maps, Park ranger with the wrong eyes, Ritual site still warm

Ashridge Manor

- A mansion sealed by time and bad memory.
- Its wings are larger inside than out, and the mirrors don't follow your movements.
- The cellar has doors no owner ever mentioned.
- **Possible encounters:** Vampiric Noble, Specter, Cultist, Inheritor with gaps in her past, Caretaker who never aged, Portrait that changes when no one looks

Gravelight Cemetery

- A graveyard where names wear off faster than stone.
- The air always smells of turned earth, even in frost.
- Someone leaves fresh flowers on graves no one remembers.
- **Possible encounters:** Specter, Cultist, Grave robber who buries instead of stealing, Mourner with empty eyes, Caretaker who speaks to the soil, Priest who lost his faith but not his rites

The Deep Verge Facility

- An isolated lab hidden behind blank coordinates.
- Every hallway looks the same. Some lead to different years.
- The server room hums like it's thinking.

- **Possible encounters:** Infected, Mad scientist, Janitor who knows too much, Technician with missing time, Security agent who doesn't blink, Survivor kept alive by the machinery

St. Arda's Asylum (Condemned)

- Once a towering institution, now a tangle of ruin and rust.
- Files remain, but the ink fades if you read them twice.
- Some padded cells have scratch marks on the *outside*.
- **Possible encounters:** Specter, Cultist, Former nurse who still makes rounds, Patient who never left, Archivist with redacted memories, Phantom doctor calling old codes through broken speakers

Adventure Seeds

D66

Adventure

- | | |
|----|---|
| 11 | Break the curse bound to an object rooted in the heart of the Grieving Woods. |
| 12 | Infiltrate a cult compound mid-ritual and burn their summoning circle. |
| 13 | Banish the Shadow Fiend before it finds a permanent host. |
| 14 | Escort researchers to patient zero's chamber deep in the red zone. |
| 15 | Defend a church full of survivors as werewolves close in under the full moon. |
| 16 | Shut down a madman's experiments in the reanimation ward. |
| 21 | Purge the demon hiding in an abandoned prison's darkest wing. |

D66**Adventure**

- 22 Lay to rest the Specter before it claims the entire Grav-
elight Cemetery.
- 23 Trace the origin of the Infected before the outbreak
spreads beyond containment.
- 24 Hunt down a rogue cryptid before it turns the city into
a feeding ground.
- 25 Reveal what makes the traveling carnival draw only the
dead.
- 26 Investigate disappearances in a town surrounded by no
roads.
- 31 Track a serial killer with a taste for the uncanny.
- 32 Track a blood-drainer through the ash-stained corridors
of Ashridge Manor.
- 33 Retrieve a cursed painting from a locked room no one
remembers sealing.
- 34 Find the cure before a psychic plague devours the city's
mind.
- 35 Trace a mutagenic leak to its source before the water
supply spreads it further.
- 36 Assist a paranormal crew investigating an asylum no
one's entered in decades.
- 41 Uncover why patients are dying overnight in the aban-
doned hospital's sealed wing.
- 42 Break a mind-control spell binding half the city to a
shadow cult.
- 43 Explore a newly unearthed tomb sealed with seven
sigils.

D66**Adventure**

- 44 Expose human experiments buried in the files of Deep Verge Facility.
- 45 Retrieve a world-ending relic before its last guardian falls.
- 46 Protect a survivor camp stalked by something older than wolves.
- 51 Stop a cult ritual deep in the woods before the threshold opens for good.
- 52 Track and neutralize the werebeast hunting near the ranger station.
- 53 Rescue the captive before the cult completes its rites beneath the asylum.
- 54 Investigate a string of vanishings in a town that no longer appears on maps.
- 55 Board a ghost ship anchored just off the coast... and hear it breathe.
- 56 Unravel ghostly hauntings that plague the condemned halls of St. Arda's Asylum.
- 61 Capture or contain a psychic tearing holes in local reality.
- 62 Put to rest the restless guests of the Hollow Hotel before one checks into you.
- 63 Recover a cursed heirloom from a collector's last known location.
- 64 Disrupt a possession spell cast over the city's sleeping population.
- 65 Seal a vengeful ghost before it crosses into the waking world.

D66**Adventure**

66 Discover who — or what — is taking residents of the cliffside mansion.