

# *HORROR ADVENTURE PACK*

Version: 3

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# **Horror Adventure Pack**

## **Setting Information**

- The setting takes place in the present day, providing a sense of familiarity and realism for the protagonist.
- The location can be a small town, a city, or a remote rural area, creating a sense of isolation and vulnerability for the characters.
- The social structure is typical of modern society, with government institutions, law enforcement, and technology all playing a significant role.
- The horror genre is heavily influenced by popular movies and books, so protagonists can expect to encounter classic horror tropes and archetypes.
- Significant historical events and legends, such as the Salem witch trials or the Loch Ness Monster, can provide a backdrop of fear and superstition to the setting.

# Character Traits

## Concepts

|   | 1                                 | 2                                 | 3                             | 4                                 | 5                                    | 6                                  |
|---|-----------------------------------|-----------------------------------|-------------------------------|-----------------------------------|--------------------------------------|------------------------------------|
| 1 | Para-<br>noid<br>Dete-<br>ctive   | Haunted<br>Healer                 | Pos-<br>sessed<br>Priest      | Suspi-<br>cious<br>Scien-<br>tist | Unsta-<br>ble Sur-<br>vivor          | Cor-<br>rupted<br>Cop              |
| 2 | Insane<br>Investi-<br>gator       | Dis-<br>turbed<br>Doctor          | Deranged<br>Dete-<br>ctive    | Fear-<br>ful Fire-<br>fighter     | Broken<br>Brave                      | Tormented<br>Teacher               |
| 3 | Sinister<br>Scien-<br>tist        | Twisted<br>Tourist                | Haunted<br>House-<br>wife     | Cursed<br>Coach                   | Trau-<br>matized<br>Teacher          | Per-<br>turbed<br>Parent           |
| 4 | Para-<br>normal<br>Profes-<br>sor | Pos-<br>sessed<br>Politi-<br>cian | Fright-<br>ened Farmer        | Man-<br>gled<br>Me-<br>chanic     | Macabre<br>Musi-<br>cian             | Tainted<br>Tour<br>Guide           |
| 5 | Spooked<br>Stu-<br>dent           | Addled<br>Athlete                 | Men-<br>acing<br>Man-<br>ager | Un-<br>hinged<br>Uncle            | Haunted<br>Host                      | Schizo-<br>phrenic<br>Sailor       |
| 6 | De-<br>ranged<br>Driver           | Agi-<br>tated<br>Artist           | Frantic<br>Fire-<br>man       | Trou-<br>bled<br>Tourist          | Venge-<br>ful Vet-<br>erinar-<br>ian | Unsta-<br>ble Un-<br>der-<br>taker |

**Skills**

|   | 1                         | 2                      | 3                        | 4                         | 5                          | 6                          |
|---|---------------------------|------------------------|--------------------------|---------------------------|----------------------------|----------------------------|
| 1 | Stealth                   | Ath-<br>letics         | Intimi-<br>dation        | First Aid                 | Lock-<br>picking           | Research                   |
| 2 | Survival                  | In-<br>sight           | Chan-<br>neling          | Me-<br>chanic             | Track-<br>ing              | Ne-<br>go-<br>tia-<br>tion |
| 3 | Percep-<br>tion           | De-<br>cep-<br>tion    | Medicine                 | Ranged Weapons            | Occultism                  | History                    |
| 4 | Investiga-<br>tion        | Drive-<br>ing          | Con-<br>tacts            | Damage<br>Resis-<br>tance | Secu-<br>rity Sys-<br>tems | Psy-<br>chol-<br>ogy       |
| 5 | Hand<br>to hand<br>combat | Fear-<br>less-<br>ness | Injury<br>Toler-<br>ance | Medium                    | Mind<br>Control            | Per-<br>sua-<br>sion       |
| 6 | Regener-<br>ation         | See<br>Invisi-<br>ble  | Shapeshift-<br>ing       | Telekine-<br>sis          | Blessed                    | Psychom-<br>etry           |

**Frailties**

|   | 1              | 2        | 3                   | 4                       | 5                     | 6                       |
|---|----------------|----------|---------------------|-------------------------|-----------------------|-------------------------|
| 1 | Cow-<br>ardice | Greed    | Arrogance           | Impul-<br>sive-<br>ness | Self-<br>ish-<br>ness | Naive-<br>ness          |
| 2 | Paranoid       | Vengeful | Dis-<br>hon-<br>est | Impov-<br>erished       | Weak-<br>Willed       | Over-<br>confi-<br>dent |

|   | 1                                  | 2                               | 3                            | 4                               | 5                             | 6                |
|---|------------------------------------|---------------------------------|------------------------------|---------------------------------|-------------------------------|------------------|
| 3 | Gullible                           | Addic-<br>tive Per-<br>sonality | Prej-<br>u-<br>diced         | Deceit-<br>ful                  | Jeal-<br>ous                  | Hoarder          |
| 4 | Para-<br>normal<br>Skepti-<br>cism | Alco-<br>holic                  | Klep-<br>to-<br>ma-<br>niac  | Com-<br>pulsive<br>Liar         | Gam-<br>bler                  | Code-<br>pendent |
| 5 | Hypochon-<br>driac                 | Narcis-<br>sistic               | Agor-<br>ra-<br>pho-<br>bic  | Schizophrenia                   | Manic<br>De-<br>pres-<br>sive | Sadistic         |
| 6 | Obses-<br>sive<br>Compul-<br>sive  | Pyroma-<br>niac                 | Para-<br>nor-<br>mal<br>Fear | Chronic<br>De-<br>pres-<br>sion | Bipo-<br>lar<br>Disor-<br>der | Schizoid         |

## Gear

|   | 1               | 2                 | 3              | 4                    | 5                    | 6                        |
|---|-----------------|-------------------|----------------|----------------------|----------------------|--------------------------|
| 1 | Hand-<br>gun    | Shotgun           | Rifle          | Taser                | Pep-<br>per<br>Spray | Baton                    |
| 2 | Flash-<br>light | Survival<br>Knife | Multi-<br>Tool | First<br>Aid Kit     | Firestarter          | Com-<br>pass             |
| 3 | Back-<br>pack   | Water<br>Bottle   | Energy<br>Bars | Sleep-<br>ing<br>Bag | Tent                 | Rope                     |
| 4 | Cell<br>Phone   | Walkie-<br>Talkie | GPS            | Cam-<br>era          | Lap-<br>top          | Ex-<br>ternal<br>Battery |

|   | 1                 | 2                    | 3                | 4                | 5               | 6         |
|---|-------------------|----------------------|------------------|------------------|-----------------|-----------|
| 5 | Binoculars        | Night Vision Goggles | Thermometer      | Crowbar          | Machete         | Ax        |
| 6 | Flashbang Grenade | Smoke Grenade        | Tear Gas Grenade | Bulletproof Vest | Tactical Helmet | Knee Pads |

## Special Rules

- **Fear:** characters will face terrifying and stressful situations that will test their bravery and mental fortitude. Fear consumes your Luck. When you face otherworldly creatures, you can't recover as in a regular conflict! You're paralyzed with terror and you must retire in a family environment to recover.
- **Insanity:** The horrors that the characters will face may take a toll on their mental stability. Keep track of your Sanity as you do for Luck. Every time you face the Supernatural, ask the Oracle how your psyche reacts. Then apply the Harm rules. If Sanity reaches zero you've lost your mind.

## Factions

### The Enforcers

- **Concept:** Lawful Protectors
- **Skills:** Marksmanship, Intimidation
- **Frailty:** Corruption
- **Gear:** Handgun, Tactical Vest
- **Goal:** To maintain order and protect the public from supernatural threats
- **Motive:** Duty and loyalty to their department and city

- **Nemesis:** Vigilante groups who take matters into their own hands

### The Researchers

- **Concept:** Determined Scientists
- **Skills:** Knowledge of the supernatural, Technology proficiency
- **Frailty:** Obsession
- **Gear:** Laptop, Camera
- **Goal:** To study and understand supernatural occurrences in order to protect humanity
- **Motive:** Curiosity and the desire to make a difference in the world
- **Nemesis:** Secrecy-obsessed government agencies who want to keep their findings under wraps

### The Hunters

- **Concept:** Resourceful Professionals
- **Skills:** Tracking, Survival skills
- **Frailty:** Recklessness
- **Gear:** Shotgun, Hunting Knife
- **Goal:** To eliminate supernatural threats and protect humanity
- **Motive:** A personal connection to a supernatural tragedy or a desire for justice
- **Nemesis:** Cultists who worship supernatural entities and see the hunters as a threat

### The Survivors

- **Concept:** Fierce Homeless
- **Skills:** Scavenging, Street smarts
- **Frailty:** Desperation

- **Gear:** Backpack, Multi-tool
- **Goal:** To stay alive in a world overrun by supernatural threats
- **Motive:** Self-preservation and the desire to protect loved ones
- **Nemesis:** Bandits who prey on vulnerable survivors

### The Cultists

- **Concept:** Fanatical Mystics
- **Skills:** Knowledge of supernatural rituals, Stealth
- **Frailty:** Blind devotion
- **Gear:** Ancient tomes, Dagger
- **Goal:** To bring forth a supernatural entity and usher in a new era of darkness
- **Motive:** A belief in the superiority of the supernatural and a desire for power and enlightenment
- **Nemesis:** Hunters and enforcers who seek to stop them

### The Vigilantes

- **Concept:** Determined Rebels
- **Skills:** Combat, Stealth
- **Frailty:** Vengeance
- **Gear:** Brass knuckles, Baton
- **Goal:** To fight against supernatural threats and corruption within the law enforcement agencies
- **Motive:** A personal connection to a supernatural tragedy or a desire for justice
- **Nemesis:** The corrupt law enforcement agencies they aim to take down

## NPCs

### Dr. Amanda Stone

- **Concept:** Cunning Scientist
- **Skills:** Knowledge of the supernatural, Manipulation
- **Frailty:** Greed
- **Gear:** Laptop, Laboratory coat
- **Goal:** To study supernatural entities and find a way to profit from their power
- **Motive:** A desire for wealth and recognition
- **Nemesis:** Hunters who see her as a threat to humanity

### Detective Jack Parker

- **Concept:** Streetwise Detective
- **Skills:** Investigation, Intimidation
- **Frailty:** Alcoholism
- **Gear:** Handgun, Badge
- **Goal:** To solve supernatural crimes and bring the perpetrators to justice
- **Motive:** A sense of duty and a desire to protect the city he loves
- **Nemesis:** Corrupt colleagues who want to keep their wrongdoings covered up

### Blake Sinclair

- **Concept:** Vengeful Survivor
- **Skills:** Survival, Combat
- **Frailty:** Trauma
- **Gear:** Shotgun, Backpack
- **Goal:** To eliminate supernatural threats in retribution for a tragedy they suffered

- **Motive:** Anger and a desire for revenge
- **Nemesis:** Cultists who see them as a threat to their plans

### **Lilith DuBois**

- **Concept:** Mystical Cultist Leader
- **Skills:** Knowledge of supernatural rituals, Persuasion
- **Frailty:** Arrogance
- **Gear:** Ancient tome, Dagger
- **Goal:** To bring forth a supernatural entity and achieve ultimate power
- **Motive:** A belief in the superiority of the supernatural and a desire for control
- **Nemesis:** Hunters who seek to stop her cult

### **Mayor Maria Ortiz**

- **Concept:** Political Corrupt
- **Skills:** Manipulation, Public speaking
- **Frailty:** Greed
- **Gear:** Smartphone, Briefcase
- **Goal:** To maintain control over the city and protect her own interests
- **Motive:** A desire for wealth and power
- **Nemesis:** Vigilante groups who want to expose her corruption

### **Marcus "The Butcher" Taylor**

- **Concept:** Sadistic Bandit
- **Skills:** Combat, Intimidation
- **Frailty:** Bloodlust
- **Gear:** Machete, Brass knuckles
- **Goal:** To terrorize and prey on vulnerable survivors

- **Motive:** A thrill for violence and a desire for wealth
- **Nemesis:** Survivors who band together to fight back against his attacks

## Creatures

### Shadow Fiend

- **Concept:** Stealthy Demon
- **Skills:** Invisibility, Intangibility
- **Frailty:** Vulnerability to holy light
- **Gear:** None
- **Goal:** To possess and corrupt the living
- **Motive:** A desire to spread chaos and destruction
- **Nemesis:** Holy warriors who seek to exorcise the fiends

### Infected

- **Concept:** Contagious Zombie
- **Skills:** Durability, Hunger
- **Frailty:** Vulnerability to headshots
- **Gear:** None
- **Goal:** To spread the virus and convert the living
- **Motive:** Instinct to spread the virus and protect the horde
- **Nemesis:** Survivors who seek to eliminate the threat

### Cultist

- **Concept:** Fanatical Human
- **Skills:** Knowledge of supernatural rituals, Persuasion
- **Frailty:** Vulnerability to physical harm
- **Gear:** Dagger, Robes
- **Goal:** To bring forth supernatural entities and achieve power

- **Motive:** Belief in the superiority of the supernatural and a desire for control
- **Nemesis:** Hunters who seek to stop their cult

### **Specter**

- **Concept:** Ethereal Ghost
- **Skills:** Intangibility, Possession
- **Frailty:** Vulnerability to spiritual artifacts
- **Gear:** None
- **Goal:** To torment and possess the living
- **Motive:** Resentment and a desire for revenge
- **Nemesis:** Mediums who can banish the specters

### **Werebeast**

- **Concept:** Brutal Lycanthrope
- **Skills:** Transformation, Strength
- **Frailty:** Vulnerability to silver
- **Gear:** None
- **Goal:** To hunt and kill the living
- **Motive:** Instinct to hunt and protect the pack
- **Nemesis:** Hunters who seek to eliminate the threat

### **Vampiric Noble**

- **Concept:** Aristocratic Vampire
- **Skills:** Manipulation, Immortality
- **Frailty:** Vulnerability to sunlight
- **Gear:** None
- **Goal:** To maintain power and control over their coven
- **Motive:** A desire for wealth and influence
- **Nemesis:** Vampire hunters who seek to eliminate their kind

## **Locations**

### **The Haunted Hotel**

- A once luxurious hotel that has fallen into disrepair.
- The rooms are filled with the remnants of the past, and the air is thick with an eerie energy.
- Possible encounters: Specter, Cultist, Reclusive Millionaire, Caretaker with a dark past, Guest with a haunted legacy, Bellhop with a sinister motive

### **The Cursed Woods**

- A dense forest known for strange occurrences and disappearances.
- The trees are twisted and the air is thick with an eerie energy.
- Possible encounters: Werebeast, Shadow Fiend, Witch, Lost Hiker, Hermit with dark knowledge, Park Ranger with a hidden agenda

### **The Old Mansion**

- A grand and sprawling estate that has fallen into disrepair.
- The rooms are filled with antique furnishings and the air is heavy with the scent of decay.
- Possible encounters: Vampiric Noble, Specter, Cultist, Reclusive Millionaire, Caretaker with a dark past, Inheritor with a haunted legacy

### **The Dilapidated Cemetery**

- A sprawling graveyard filled with crumbling headstones and overgrown with weeds.
- The air is heavy with the scent of decay and the wind whispers through the trees.

- Possible encounters: Specter, Cultist, Grave Robber, Care-taker with a dark secret, Mourner with a sinister motive, Priest with a haunted past

### **The Isolated Research Facility**

- A top-secret laboratory hidden deep in the wilderness.
- The halls are sterile and the air is thick with the smell of chemicals.
- Possible encounters: Infected, Mad Scientist, Security Guard with a hidden agenda, Janitor who knows too much, Researcher with a dark past, Technician with a haunted conscience

### **The Abandoned Asylum**

- A once grand institution that has been left to decay.
- The halls are dark and filled with the sounds of ghostly whispers.
- Possible encounters: Specter, Cultist, Mad Doctor, Nurse with a dark secret, Patient with a haunted past, Janitor who knows too much

## **Adventure Seeds**

### **D66**

### **Adventure**

- 11 The protagonist discover that the local town is being plagued by strange disappearances. They must investigate to find out what is causing them and put a stop to it.
- 12 The protagonist are hired to investigate a strange occurrence at the Abandoned Hospital, where patients are suddenly dying without explanation.
- 13 The protagonist stumble upon a cursed object in the Cursed Woods and must find a way to break the curse before it's too late.

**D66****Adventure**

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- 14 The protagonist are hired to investigate a series of mysterious murders at the Old Mansion, where all of the victims have been drained of their blood.
- 15 The protagonist discover that the Isolated Research Facility has been conducting unethical experiments on human subjects. They must stop the experiments and free the subjects.
- 16 The protagonist are hired to investigate strange occurrences at the Abandoned Asylum, where patients are reporting that they're being haunted by ghosts.
- 21 The protagonist discover that the Haunted Hotel is haunted by the ghosts of its former guests. They must uncover the truth behind the hauntings and put the spirits to rest.
- 22 The protagonist are contacted by an NPC for help in discovering the truth behind the sudden appearance of Infected in the town.
- 23 The protagonist must stop a cult from performing a ritual in the Cursed Woods that will summon a powerful evil.
- 24 The protagonist must uncover the truth behind the strange disappearances in the Old Mansion and put a stop to the culprit.
- 25 The protagonist must prevent the Specter from claiming any more victims in the Dilapidated Cemetery.
- 26 The protagonist must rescue a captive from the clutches of the Cultist in the Abandoned Asylum.
- 31 The protagonist must find and defeat the Werebeast that has been terrorizing the Cursed Woods.
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**D66****Adventure**

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- 32 The protagonist must put an end to the Shadow Fiend's reign of terror.
- 33 The protagonist are hired by a wealthy collector to retrieve a cursed painting from a haunted mansion.
- 34 A dangerous creature is loose in the city, and The protagonist must track it down before it causes more damage.
- 35 A group of survivors have taken refuge in an old church, but they are being hunted by a pack of werewolves. The protagonist must help protect the survivors and find a way to defeat the werewolves.
- 36 A mad scientist is conducting experiments on the living dead, and The protagonist must put an end to their twisted research.
- 41 The protagonist are hired by a paranormal investigation team to uncover the secrets of an abandoned insane asylum.
- 42 A powerful voodoo priest is using dark magic to control the minds of the city's residents. The protagonist must find a way to break the spell and restore order to the city.
- 43 A powerful psychic is causing mayhem in the city, and The protagonist are hired by a local crime boss to bring the individual under control.
- 44 A mysterious substance has been leaking into the city's water supply, causing strange mutations in wildlife and humans alike. The protagonist are tasked with finding the source of the contamination and stopping it.
- 45 A cult is attempting to summon a powerful demon, and The protagonist must infiltrate their stronghold and prevent the ritual from being completed.

**D66****Adventure**

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46 A mysterious stranger contacts The protagonist, claiming to have information about a long-forgotten artifact with the power to end the world.

51 The protagonist are hired to escort a group of researchers into the abandoned hospital to uncover the secrets of the patient zero.

52 An ancient and powerful ghost has been awakened and is terrorizing the city. The protagonist must find a way to lay the ghost to rest before it's too late.

53 A mysterious disease is spreading through the city, and the protagonist must find the cure before it's too late.

54 A powerful demon has taken over an abandoned prison, and the protagonist must defeat it to free the captive souls.

55 A haunted carnival has come to town, and the protagonist must uncover the dark secrets behind the attractions.

56 The protagonists are hired by a wealthy collector to retrieve a lost artifact that is said to be cursed.

61 A serial killer is on the loose, and the protagonist must track them down before they strike again.

62 A group of survivors have taken refuge in a remote cabin, but they are being stalked by a creature from the forest. The protagonists must help protect the survivors and defeat the creature.

63 An ancient tomb has been uncovered, and the protagonist must explore its dark passages to find the treasure within.

**D66****Adventure**

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64 A powerful sorcerer is using dark magic to control the minds of the city's residents. The protagonists must find a way to stop them and restore order to the city.

65 The protagonists are hired to investigate a series of strange disappearances in a remote town.

66 A haunted ship has been spotted off the coast, and the protagonist must explore its creepy halls to uncover its dark secrets.