

ANDREA SFILIGOI

# ALONE AGAINST FEAR



A SURVIVAL HORROR SOLO GAME



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## A SURVIVAL HORROR SOLO GAME

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### ALL HELL BREAKS LOOSE

No one knows for sure how it started. Maybe some occultists played with forces they could not control; or maybe, the end times are really upon us. All you know is that there are monsters and madness in the streets, all communication systems and media have broken down – no Internet, no mobile phones, no TV. Some people say there is a community of survivors just out of town. Other says these communities are just traps, and are as infested by demons and zombies as the city streets.

You need weapons, food, water. Driving is not safe – moving in the streets attracts the attention of the horrors, and there are gremlins who apparently can control vehicles and cause them to crash. So you'll have to walk.

All you have is your wits, a weapon, and a desire to stay alive.

### OVERVIEW OF PLAY

You create a character and then explore an urban area, represented by a series of "boxes". You move from one location to the next with a combination of choices and dice rolls. Depending on your mission,

you may be looking for a way to stop the forces of evil from taking over the world, or just keep yourself or some loved ones safe. Every game you play is a **mission**. Multiple connected missions played by the same character form a **campaign**. You can imagine that every mission is like an episode of a TV series, and the campaign is a whole season.

### MAPPING

Your journey through the nightmare town is mapped in a series of "boxes". Each box represents a different location. When you step into a box, you number the box (1, 2, 3, etc.) and roll on a table to generate events and potential opponents for that area. You fight monsters by rolling dice and taking tactical decisions, and keep a tally of the resources you use. Certain locations are safe areas and give you the opportunity to rest and lick your wounds. But don't get too comfortable, because no location is safe forever.

### EVENTS

In some cases, some rules will let you move to specific events. These events are on a numbered list at the end of the book. DO NOT READ



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THESE IN ADVANCE, as doing so would just spoil your enjoyment of the game.

### CHARACTER DEATH OR INSANITY

If your character is killed (goes to 0 Life) or becomes insane (goes to 0 Sanity), you lose the game and must start over with a new character. Do not feel bad if this happens — it takes a combination of luck and sound decisions to win.

### LENGTH OF THE GAME

You will not complete the game in a single session. The game is meant to be played as a CAMPAIGN - a series of connected missions. Your character will grow and change during these games.

### IF YOU PLAY FOUR AGAINST DARKNESS

If you play our fantasy game *Four Against Darkness*, you will recognize some mechanics in this game. Be careful because there are important differences:

- 1) No levels or classes. A character is created by allocating points and rolling up random equipment;
- 2) Healing is more difficult;
- 3) You have only one character, and you must keep track of ammunition for all weapons;

4) To perform a Defense roll, you must roll equal to or higher than the opponent's L (not just higher as it is in *Four Against Darkness*);

5) Spells are not memorized, but cast as rituals; each spell has its own rules and requirements;

6) There is no distinction between Ranged and melee combat;

7) Only d6s are used;

8) There is no "dungeon" mapping but you create a map of a town using "boxes". Each box represents an area, landmark or event. Over a campaign, you continue exploring the town, adding more sheets next to the previous ones.

9) There are no XP rolls. XP are points that are accumulated and spent to gain Skills.

### WHAT YOU NEED TO PLAY

To play *Alone Against Fear* you need this book, two standard six-sided dice and a copy of the play sheet. You need pencil and paper to keep track of killed monsters, story elements and other things that happen in the game. You may keep notes as you see fit.



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### DICE CODES

The game uses regular six-sided dice. We use the following dice codes and formulas:

D3: roll a six-sided die and halve it, counting 1-2 as 1, 3-4 as 2, and 5-6 as 3, thus generating a number from 1 to 3.

D6: roll a six-sided die.

D6 +1: roll a six-sided die and add 1 to the result.

2d6: roll two six-sided dice and add them, generating a number 2 to 12.

2d6 +1: roll two six-sided dice, add them together, and add 1 to the total, generating a number 3 to 13.

D6 x d6: roll two six-sided dice and multiply the result of one die by the other, generating a number from 1 to 36.

D6-1: roll a six-sided die and subtract 1 from the result, generating a number from 0 to 5.

D66: roll two dice of different color, reading the first as "tens" and the second as "units", generating a number from 11 to 66.

### MONSTERS ROLL NO DICE

All the dice rolls in the game are performed by you, the player, from the point of view of your character.

The power of a monster is indicated by a number, the monster's "level", abbreviated as L. When you attack, you roll a die and compare it to the monster's L to determine if the monster is killed. When it is the monster's turn to attack, you perform a defense roll versus the monster's L, taking wounds if the defense roll fails.

### SAVES

Obstacles and other dangers will also have a L, and you will be asked to "save" vs. that L. This simply means that you must roll that number or higher on d6 to avoid the danger. For example, the book may ask you to save vs. L 3 falling object to avoid being hit by a heavy beam. In some cases, your save roll will be modified by skills, equipment or other situational modifiers.

**Rolling a 1 is always a failure and rolling a 6 is always a success, no matter what modifiers are involved.**

There is **no list of saves** in the book: every situation may have different modifiers. If the description of the Save roll mentions no modifiers, do not apply any modifiers.



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### OTHER ROLLS

Performing an action that has a chance of failure requires a die roll. There are many types of rolls in the game: Charisma rolls, Strength rolls, Stealth rolls, and so on. **These are just names that describe the type of action being attempted.**

A roll is always versus a difficulty level (the target number you must roll on a d6) and you may apply any modifiers from Skills or equipment. For example, a Charisma roll is modified by the Charisma Skill.

*Example: You try to lift the heavy lid of a vampire's sarcophagus. The book tells you that this requires a L5 Strength roll, and you add +1 if you have the Strong Skill and +2 if you have the Strong Skill at Expert level. So, if you do not have the Strong Skill, you will need to roll a 5+ to lift the lid. If you are Strong, you will need a 4+. If you are Strong at Expert level, you will need to roll a 3+.*

### ATTACK AND DEFENSE ROLLS

Combat rolls follow the same procedure. The target number that you must roll to hit or defend from an opponent is the opponent's L.

*Example: You fight an L3 zombie. On your turn, you can hit the zombie by rolling a 3+ on d6. On the zombie's turn, you dodge its attacks by rolling a 3+ on d6.*

### YOUR CHARACTER

Give your character a name and create a mental image of him or her. If nothing comes to your mind, just think of a character from your favorite TV series or movie.

Character creation is simple, but if you want to jump straight into the action, you can use one of the ready character at the end of the book.

Your character begins with:

- Two statistics (Sanity and Life).
- 2 Skills of your choice (NOT Arcane Skills).
- 1 weapon from the Random Weapon table (p.20) and 1 knife.
- 1 item from the Random Objects table (p.22) and 1 from the Useful Stuff table (p.25). Reroll duplicates.

Life and Sanity are set at 8 each. You have 3 additional points to distribute to either stats as you see fit.







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*For example, you could have Life 8 and Sanity 11, or Life 10 and Sanity 9, or Life 11 and Sanity 8.*

You may also use the extra 3 points to gain an additional Skill or an additional roll on the Random Weapon table, the Random Object table, or the Useful Stuff table, your choice.

### SANITY

Sanity is a measure of how mentally sound you are. You lose Sanity by meeting supernatural menaces and failing to help other humans. You gain Sanity by resting in calm places. If your Sanity goes to 0, you are overcome by insanity and your game ends.

You may at any moment prevent the loss of 1 or 2 Sanity points by rolling on the Insanity table. This will give you a **lasting Mental Scar** but will let you continue on playing. When you have 3 Mental Scars, you may no longer roll on the Insanity table and must accept any Sanity loss you receive.

Between games, Sanity is restored to its maximum, but Mental Scars remain until the character's death.

### LIFE

Life is a measure of the physical punishment you can take. You take wounds when you are hit in combat or when you are hurt by falls, disease, or any other natural and supernatural sources of damage. **If your Life total reaches zero, you die and your game ends.**

During the game, you may prevent the loss of 1 or 2 Life points by rolling on the Injury table. This will inflict some sort of **lasting Injury** on your character. Once you have received three lasting Injuries in the lifetime of a character, you may no longer prevent the loss of Life by rolling on the Injury table.

Between games, all your wounds heal and your Life total goes back to its starting maximum value, but Injuries remain. In a few cases, miracles or healing powers may remove your Injuries, but that's a rare event -- don't count on it.

### FOOD

You start the game with d6 Food points (crackers, canned beans, fruit, bottles of water and so on). **Every 5 boxes you cross, you must consume 1 Food point.** If you do not have Food, you lose 1 Life instead. In some cases, Food



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points may also be traded with people you meet or given to beasts to avoid their attacks. You will certainly find more Food as you adventure through the demon-infested town.

**Carrying Food:** You may carry up to a maximum of 10 Food points with you, or up to 15 if you have a backpack. The count of carried Food is separate from carried items. If you want to carry fewer items and more Food, 1 Food point will take the same space as 1 item.

### EXPERIENCE

You gain experience points (XP) when you destroy monsters and in other situations described in the text. In general, **you receive 1 XP every time you win a combat encounter.** Winning means defeating the opponent through combat, magic, or exorcism. If you run away, you do not get any XP for that encounter. Some encounters with more powerful enemies are worth 2 XP. You may also gain XP in other situations, for example when completing a mission.

**You may keep the XP or spend them as soon as you have enough to buy new Skills.** Each Skill has an XP cost in parentheses, showing how many XP you must

spend to gain that Skill. You may also spend XP to bring a Skill you already have to Expert level.

You may keep some unspent XP to learn **Arcane Skills** when the chance to do so appears. You may learn Arcane Skills only when you comply with their prerequisites, such as reading certain books or performing a ritual.

### EQUIPMENT

Having the right tools will make a difference between failure and success. You can carry up to 10 items in the game. Initially you will have 4: 1 weapon from the Random Weapon table, 1 knife, 1 item from the Random Objects table, 1 item from the Useful Stuff table. If you find more items than you can carry, you will have to discard one or more objects. Decide what is essential for you!

**Light items:** Some objects have negligible weight. You can carry as many of them as you want. They do not count against the limit of 10 items you can carry.

**Leaving stuff at home:** When you visit a Safe House (a special box where you can heal), you may leave any number of items there. You will find those items there if you visit that box again. If your Safe House



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area is no longer a Safe House, roll d6. On a 1-3, all your items in that Safe House have been stolen. If they are not stolen and there is an encounter in that area (since it's no longer a Safe House, you might meet monsters there now), you may not access your deposited items until you have dealt with the encounter.

**Backpack:** If you have a backpack, the number of objects and Food points you can carry increases by +5. The backpack itself does not count as a carried object. If your backpack is stolen or destroyed, however, you lose all objects except those carried in your hands.

**Strong people carry more weight:** If you have the Strong Skill, your carrying limit increases by 3. If you have Strong (Expert), it increases by 5.

*Example: A Strong (Expert) character with a backpack will be able to carry a maximum of  $(10+5+5)=20$  items. This is the absolute maximum you can carry in the game.*

## SKILLS

**Initial Skills:** Your character begins with TWO Skills. Choose them from the following list. These initial Skills are free, so ignore the XP cost in parentheses after the Skill's name. The costs are used for Skills learned during the game. All Skills have a **Basic** and an **Expert** version. **You may not have Expert Skills at the beginning of the game.** You may learn the Expert version only if you already know the basic version.

Skills may be added at any moment in the game, paying their XP cost.

---

### AGILE (8 XP)

Add +1 to your Defense rolls and rolls performed to climb, jump, or avoid danger.

Expert: Add +2 to the above.

The bonus to Defense rolls does not stack with the bonus from the Dodge Skill. Use one or the other.

---

### BOW (3 XP)

Ignore the -1 to hit with a bow that an unskilled character would have. If you take this Skill at character creation, you also automatically have a bow and d6+3 arrows in addition to other equipment.

Expert: +1 to Attack rolls with a bow.



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### CHARISMA (3 XP)

You have +1 to Charisma rolls (rolls to persuade someone).

Expert: +2 to Charisma rolls.

---

### DANGER SENSE (4 XP)

Some monsters have a chance to take you by surprise. This is expressed as a number out of 6, such as "the ghost has a 3 in 6 chance of surprising you". If you have Danger Sense, you reduce this chance by 1. For example, a monster with a 3 in 6 chance will have only a 2 in 6 chance of surprising you. Monsters with a 1 in 6 chance of surprise have no chance to surprise you if you have Danger Sense.

Expert: reduce the chance of surprise by 2.

---

### DODGE (4 XP)

You have +1 to Defense rolls. However, if you roll a 1 on a Defense roll, you lose your balance and have -1 to your next Attack roll in the current combat.

Expert: You have +2 to Defense rolls, but you still lose your balance when you roll a 1 on a Defense roll.

The bonus from Dodge does not stack with the bonus from the Agile Skill. Use one or the other.

---

### FAITH (2 XP)

You may attempt to turn vampires with a holy symbol. It works like the Exorcism Arcane Skill (see p.17). You automatically begin the game with a holy symbol if you take this Skill at character creation. If you learn it during the game, you must find a holy symbol BEFORE you can use this Skill.

Expert: Your attempt is at +1.

---

### FIGHTER (6 XP)

Add +1 to Attack rolls when using hand-to-hand weapons. This is in addition to any bonuses the weapon itself might have.

Expert: Your attacks are at +2.

---

### GOOD SHOT (8 XP)

Add +1 to Attack rolls with ranged weapons. This is in addition to any bonuses the weapon itself might have.

Expert: Your ranged Attacks are at +2.



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### INVESTIGATOR (6 XP)

Add +1 to your Search rolls. Reduce by 1 the Clue cost of any game effect that is paid in Clues, to a minimum of 1. A result of 1 on a Search roll remains a 1.

Expert: Add +2 to your Search rolls. Reduce Clue costs by 2 to a minimum of 1. A result of 1 on a Search roll remains a 1.

---

### MEDIC (3 XP)

After any encounter, you may use up to 3 points from a first aid kit to heal up to 3 Life points. A character with a first aid kit and no Medic Skill may heal a single Life point.

Expert: As above, but you may heal up to 4 Life.

---

### OCCULTIST (4 XP)

You have +1 to any Magic roll.

Expert: You have +2 to Magic rolls.

---

### RESILIENT (3 XP)

Add +1 to saves versus poison, infection, or disease.

Expert: You have +2 on such saves.

---

### RESISTANT TO HUNGER (2 XP)

You need to consume 1 Food every 6 boxes instead of 1 Food every 5 boxes.

Expert: You need to consume 1 Food every 7 boxes.

---

### STRONG GRIP ON REALITY (6 XP)

Add +1 to your maximum and current Sanity total.

Expert: Add +2 to your maximum and current Sanity total.

---

### SLIPPERY (3 XP)

You have +1 on Escape rolls.

Expert: +2 on Escape rolls.

---

### STEALTH (4 XP)

You have +1 to Stealth rolls.

Expert: you have +2 to Stealth rolls.

---

### STRONG (5 XP)

Add +1 to all Strength rolls and +3 to the number of items you can carry (so you can carry 13 items, or 18 if you have a backpack).

Expert: Add +2 to Strength rolls and +5 to the number of items you can carry.



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### TOUGH (8 XP)

Add +2 to your Life points total. If you gain this Skill during play, both your maximum number of Life points and your current number of Life points are increased.

Expert: Add +3 to your Life points total.

---

### VAMPIRE HUNTER (3 XP)

Add +1 to your Attack rolls against vampires.

Expert: add +2.

---

### WILL (6 XP)

Add +1 to your will rolls and saves vs. Fear, Magic or Psionics.

Expert: Add +2 to your will rolls and saves vs. Fear, Magic or Psionics.

---

### ZOMBIE HUNTER (2 XP)

Add +1 to your Attack rolls against zombies.

Expert: Add +2.

### ARCANE SKILLS

You cannot learn Arcane Skills at the beginning of play, but only when certain conditions apply, such as reading specific occult books (an activity that uses d3 "boxes" of time) AND spending a number of XP to learn the Arcane Skill. Some Arcane Skills may be learned twice (they have an Expert level).

Some require certain tools. These are listed under components. You must find these tools during your adventure.

Some may be cast only by spending certain materials. These are listed under Sacrifices. At the end of the Arcane Skill use, sacrificed materials are lost, even if the roll fails.

---

### ALIEN FIGHTER (3 XP)

You may learn this Arcane Skill by reading the book *They Are Among Us*. You gain +1 to Attack and Defense rolls against Aliens.

Expert: the bonus becomes +2.

---

### CURSE (2 XP)

Components: lighter or box of matches.



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Sacrifice: 1 candle, 1 dose of bone powder.

You may learn this ritual from one of the following books:

- The Necronomicon
- The Diabolical Deal

You can perform this ritual to prepare a curse that you will “cast” in combat later. The target of the curse must be decided at the moment of performing the ritual. It may be a specific creature with a given name, or a generic category like “zombie”.

The effect of a “generic” curse is to reduce the target’s L by 1 for the duration of a whole encounter. A specific curse reduces the target’s L by 2 for the duration of a whole encounter.

“Firing” the curse happens at will in combat and it does not require the expenditure of an action.

*Example: You cast the curse against zombies. The first time you meet zombies after performing the ritual, those zombies will be L2 instead of L3.*

*Example 2: You perform the curse ritual against the Polka-Dot Maniac, a known*

*slasher. When you meet him, his L will be reduced by 2.*

You may have only one curse going on at any given time. You may decide not to fire it when you encounter the cursed creature and keep it for later. Once the curse has been used, you may perform the curse ritual again, using another candle and another dose of bone powder.

---

### DEMON SLAYER (3 XP)

You have +1 to saves and Defense rolls vs. any creature from the Demonic Horrors table.

Expert: the bonus becomes +2.

---

### ENERGY OF THE MACROCOSMOS (3 XP)

Components: incense

Sacrifice: 1 candle or 2 Food

To learn this ritual, you must have the Occultist Skill at basic or expert level and read one of the following books:

- Necronomicon
- Occult Guide

Performing the ritual takes 2 boxes of time. At the end of the ritual, you gain d6 Luck points. During the game, you may expend 1 Luck point to avoid 1 damage or





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gain +1 on an Attack or Defense roll. You may not apply more than 1 Luck point at a time. You may perform this ritual only once per mission.

---

### EXORCISM (2 XP)

Components: 1 of the following:

- Holy water
- Incense
- Essential oils

You may learn this Arcane Skill from one of the following books:

- Holy Book
- The Occult Guide
- The Diabolical Deal

You may expel a demon or spirit from a possessed item, locale, animal or person. Doing so requires a roll against the spirit's L. Add +1 with the Will Skill, +2 with Will (Expert). If the roll succeeds, the creature must leave the area. If the roll fails, you may try again later, but you will not be able to defend against the demon's next attack.

Expert: add +1 to your roll.

---

### FORETELL (2 XP)

Components: Black mirror

Sacrifice: 1 candle

To learn this ritual, you must read one of the following books:

- Necronomicon
- Occult Guide

Once per mission, you may roll on the Town Exploration table BEFORE entering an area. You may change your mind and go somewhere else if you do not like the result.

---

### GATE (2 XP)

Components: none

To learn this Arcane Skill, you need to do one of the following:

- Read the Necronomicon;
- Read the Holy Book;
- Read the Occult Guide and the Occultist Skill at Expert level;
- Read the Diabolical Deal and lose 1 Sanity point (temporary loss);
- Have the Occultist Skill at basic or Expert level and spend 5 Clues in a box with a Hell Gate.

Using this Arcane Skill, you close the gate. You must perform a L6 Will roll. Roll at +1 if you have Will, and +2 if you have Will (Expert). A failed attempt costs 1 Life and 1 Sanity as the energies of the hell



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gate course through you. You may try as many times as you want, until you run out of Life or Sanity points.

---

### HEALING (4 XP)

Components: Food, Holy Book

Sacrifice: 1 Food, 1 Candle

Once per mission, you perform a ritual that heals up to 4 Life. You may learn this from the Holy Book.

---

### MUTANT HUNTER (2 XP)

You may learn this Arcane Skill from a computer printout about mutants.

You gain +1 to Attack and Defense rolls against any mutants.

Expert: the bonus becomes +2.

---

### PENTAGRAM (4 XP)

Components: art materials, ritual dagger

Sacrifice: 7 candles.

To learn the Pentagram ritual, you must read one of the following books:

- The Diabolic Deal
- The Necronomicon
- The Occult Guide

After performing this ritual, you gain a +1 to Defense rolls against

all demons until the end of the current mission. If you have a Pentagram cast upon yourself, you may not use the Summon Servitor Arcane Skill. You may however "break" the pentagram at any moment. You may then cast it again by sacrificing another 7 candles.

---

### SUMMON SERVITOR (2 XP)

Components: bell, ritual dagger

Sacrifices: 5 candles or 2 Life points (your choice).

To learn the Summon Servitor Arcane Skill, you must fulfill one of the following conditions:

- Read the Necronomicon and lose 1 permanent point of Sanity;
- Read the Occult guide and have the Occultist Skill at expert level;
- Read the Diabolical Deal and have the Occultist Skill at basic or expert level.

You spend 1 box of time preparing the ritual and casting it. Choose the L of the Servitor you want to summon. The more powerful the servitor, the more difficult to summon it and control it. Its L can be 2, 4, or 6. Then perform a Magic Roll against that L, adding +1 if you



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have Occultism and +2 with Occultism (Expert). On a failure, you lose 1 Sanity and the servitor does not appear. You can try again as many times you want, but each failed attempt will cost you 1 Sanity.

If you succeed, you must now control the creature. Perform a Will roll at +1 if you have Will, +2 if you have Will (Expert) against the creature's L. If you fail the roll, the creature will attack you! You must fight a creature with its L, as many Life points as its L and damage 1. You may not Escape from this fight.

Once you control the Servitor, it will move with you. It can become invisible at will, so its presence will not affect your interactions with people or your Charisma rolls.

You can use it to fight as if it were another character. It will have a bonus to Attack and Defense rolls equal to half its L, and a number of Life points equal to its L. The creature will always fight in your place until it reaches 0 Life and disappears. When you encounter multiple foes, you must split their attacks as equally as possible between yourself and the Servitor.

You may attempt to summon another servitor, repeating the same procedure described above, only when the previous one dies. You may not have two servitors at the same time. You may at any moment dismiss a controlled Servitor. It will just disappear if you so wish.



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### RANDOM WEAPON TABLE (D6)

1	<b>Baseball bat</b> or <b>hammer</b> .
2	<b>Chainsaw</b> or <b>authentic samurai sword</b> (choose)
3	<b>1 Grenade</b> or <b>bow</b> with 2d6+3 arrows (choose).
4	<b>Shotgun</b> with 2d6 shells.
5	<b>Pistol</b> with 2d6 bullets.
6	<b>Rifle</b> with 2d6 bullets.

*Roll on this table at character creation to determine what weapon you have managed to find. You automatically have a knife or club/stick in addition to the weapon rolled.*

### WEAPON RULES

All weapon rules are found in the Weapon Summary Table at the end of the book.

There is no difference between a ranged or melee weapon, except for specific cases where you are given special rules.

You may pick up a stick every time you visit a park, or a kitchen knife every time you visit a house.

You may pick up weapons from your slain foes. If they do not match up perfectly with the weapons on the Weapon Summary Table, use the closest equivalent. Additional weapons may be found during the game.

If you have more than one weapon, you may freely exchange them before the combat. Changing a weapon during combat requires 1 Action.

If you run out of ammo during a combat, you must use 1 turn to draw another weapon (or, if you have a rifle, use it as a club).

When you throw a grenade, you may hold another weapon in the other hand and use it on the following turn, without having to spend a turn to draw it.

Ammo for the various ranged weapons is NOT interchangeable. You must keep track of ammo use for each weapon. In most cases, you will have only one, so it's not a big deal.

Ammo does not count as a carried item. Grenades count as a carried item. If you have more than one grenade, you carry them on a bandolier, and all your grenades count as a single carried item.

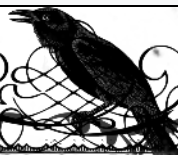




## ALONE AGAINST FEAR

### RANDOM OBJECTS TABLE (D66)

- 11 Rope.** May be used to climb down a height or to tie up a prisoner.
- 12 Religious symbol.** A symbol of any religion of your choice may be required for certain rituals or used to focus your will and “turn” (repel) vampires if you have the Faith Skill. You may pick up a religious symbol every time you visit a place of worship. Negligible weight.
- 13 First Aid Kit.** Contains 1d6+2 first aid points. Each point may be used to heal a single Life point after each encounter in which you lost at least 1 Life. If you have the Medic Skill, you may use up to 3 first aid points per encounter, or 4 if you have the Medic Skill (expert) level.
- 14 Axe.** See weapon summary table for rules.
- 15 d6 Garlic heads.** You may sacrifice 1 head to avoid an encounter with a vampire on a roll against the vampire’s level. If you are surprised by the vampire, you may NOT use garlic. Negligible weight.
- 16 Salt (6 doses).** 1 dose be sacrificed to avoid an attack when you are Escaping an encounter with a demon. May be thrown at monsters that are vulnerable to salt to inflict 2 damage. When you find Food points, you may decide that 1 such Food point is 1 dose of salt. Negligible weight.
- 21 Baseball bat.** See weapons table.
- 22 Lighter.** May be used to light a candle, a torch or a molotov cocktail. May also be useful in some rituals requiring fire. Negligible weight.
- 23 Bundle of d6 wooden stakes.** May be used to slay vampires stopping their regeneration power. You need a hammer to use a stake effectively.
- 24 Hammer.** Used to nail down doors and windows and to drive stakes through the hearts of vampires. It may also be used as a weapon.
- 25 Exorcism ritual (book).** Allows you to learn the Exorcism Arcane Skill if you have the Faith Skill.
- 26 Backpack.** Increases by 5 your limit of carried items and Food points.
- 31 Flashlight.** This is a source of light; it may be used as a ranged weapon to attack shadow creatures at +2, damage 1. After each encounter with shadow creatures, there is a 1 in 6 chance of the batteries running out.
- 32 Silver necklace.** Negligible weight. You may turn it into d3 silver bullets if you find smelting equipment.



## ALONE AGAINST FEAR

- 33 d6 Food points.** You may decide that 1 Food is 1 dose of salt instead.
- 34 d3 vials of holy water.** This may be sacrificed and thrown against any demon or non-zombie Undead, automatically hitting for 2 points of damage.
- 35 Spray Can.** If you have a lighter, you may use this as an improvised flamethrower, automatically inflicting 2 points of damage against any target or 3 points of damage against any target that is vulnerable to fire.
- 36 Shovel.** Useful to dig graves or as a two-handed melee weapon.
- 41 Flute.** May be used to play music and perform certain rituals.
- 42 Rubber Mask.** Roll a die, on a 1-3 it is the face of a politician, on a 4-6 a classic Halloween monster. They say certain monsters may not attack you if they cannot see your face. Negligible weight.
- 43 Train ticket.** Negligible weight.
- 44 d6+3 candles.** Used for many rituals. You need a lighter or other source of fire to light them.
- 45 Random book.** Roll 2d6 on the Book Table. If you begin the game with a book, you already read it but you still cannot begin the game with any Arcane Skills (but you may learn any Arcane Skill taught by the book as soon as you have enough XP to pay its cost).
- 46 d6 shotgun shells.** Ammo for a shotgun. You may turn one into a silver shell if you load it with a silver ring or silver necklace.
- 51 Rat poison.** Useful if you venture in the sewers.
- 52 Leather jacket** with a flaming skull motif printed on the back. Negligible weight if worn, counts as 1 carried object otherwise.
- 53 Insecticide.** Useful against bug-like creatures.
- 54 Samurai sword.** Roll d6, on a 1 or 2 it is an authentic antique weapon, on a 3-6 is a cheap replica. See weapon summary table.
- 55 d6 cans of dog food.** May be used as 1 Food point each (yuck!) or sacrificed to avoid an encounter with any canine creature (not werewolves).
- 56 Creepy looking doll.**
- 61 Computer print-out.** Somebody printed out a whole book. Roll on the Random Book table, rerolling any result of 2 or 12.



## ALONE AGAINST FEAR

**62 Journal.** Keeping a journal will help you focus and learn from your experience. If you have a journal, every time you accumulate 5 XP, you gain 1 extra XP.

**63 Crescent shaped silver amulet.** May be used to create 2 silver bullets if you have smelting equipment. If worn, it gives you +1 to Escape rolls against werewolves.

**64 Box of nails.** May be useful to nail shut a coffin and also for some spells.

**65 Black mirror.** Useful for some rituals.

**66 Smelting equipment.** Counts as 2 carried items. You may create silver bullets if you have any silver item.





## ALONE AGAINST FEAR

### USEFUL STUFF TABLE (D66)

- |    |  |
|----|--|
| 11 | <b>d6 jars of cat food</b> (all jars count as 1 carried item). They may be used as 1 Food each or to avoid one encounter with a cat-like monster.  |
| 12 | <b>Flower bunch/present.</b> Use once to gain a +1 on a Charisma roll.   |
| 13 | <b>Small bell.</b> Useful for some spells. Negligible weight.  |
| 14 | <b>Backpack.</b> You may carry 15 objects instead of 10.<br><b>Body armor.</b> The body armor has 4 Life points. Every time you take damage, roll d6. On a 1-3, you take damage normally. On a 4 or 5, you take the damage off the body armor. On a 6, the damage bounces off the body armor and is ignored. When the body armor loses its last Life, it is rendered useless. Wearing body armor counts as carrying 2 objects. |
| 15 |  |
| 16 | <b>Butterfly collection.</b>   |
| 21 | <b>Martial arts handbook.</b> Reduce by 1 XP the cost for learning the Fighter Skill, but not the Fighter Skill at expert level.   |
| 22 | <b>Antique flail weapon.</b> If you roll a 6, it inflicts Damage 2 instead of 1. If you roll a 1 when attacking, however, you hit yourself for 1 damage. You may spend 2 XP to train with the flail and remove the chance of hitting yourself.   |
| 23 | <b>Cheap holy symbol/beads.</b> You may use it against creatures that are susceptible to holy symbols, but if you roll a 1 it breaks and must be discarded. Negligible weight.   |
| 24 | <b>Toy.</b> You may sacrifice it to gain a +1 on an Escape roll or Charisma roll with any encounter described as a "child" or "kid".   |
| 25 | <b>Box of essential oils.</b> Useful for some rituals.   |
| 26 | <b>Book of Inspirational Quotes.</b> If you spend 1 XP and read this, you gain +1 to your next 3 rolls to avoid Sanity loss. After you have used this bonus 3 times, even if the rolls fail, the bonus is lost and you do not gain any other benefits from reading this book.  |
| 31 | <b>Egyptian scarab.</b> You gain +1 to Defense rolls against mummies. After an encounter with a mummy, the scarab loses its powers and the bonus is lost. Negligible weight.   |
| 32 | <b>Dog toy.</b> You may sacrifice it to gain a +1 on an Escape roll to flee from an encounter with any dog or hound creature.  |



## ALONE AGAINST FEAR

### USEFUL STUFF TABLE (CONTINUED, D66)

- 33 Stuffed bird.** If you meet a bird-shaped demon, its first attack will be directed at the Stuffed bird, that will be destroyed.
- Helmet.** This full biker's helmet has 3 Life points and can protect your head. Every time you take damage, roll d6. On a 1-5, you take damage normally. On a 6, the helmet takes the damage instead. When the helmet loses its last Life, it is rendered useless. If worn, the weight of the helmet is negligible. If carried, it counts as 1 object. If the helmet and the body armor are worn in conjunction, on a 3, 5 or 5 you take damage off the body armor and on a 6 you take damage off the helmet.
- 34**
- 35 d3 bottles of liquor.** If you drink a whole bottle before an encounter, you will fight at -1 on Attack and Defense rolls, but you may ignore the first point of Sanity lost in that encounter. While drunk, you may not perform Exorcism or any ritual, and you may not learn anything from books. The effect lasts for d6 boxes. You may shorten its duration by 1 box by drinking coffee.
- 36 Strong coffee.** Drink to reduce the effect of liquor, above. This is enough for drinking 6 times.
- 41 2d6 candles.** Useful for many spells.
- 42 Flashlight.** This is a source of light; it may be used as a ranged weapon to attack shadow creatures at +2, damage 1. After each encounter with shadow creatures, there is a 1 in 6 chance of the batteries running out.
- 43 Box of matches.** Useful to start a fire or to use a Molotov cocktail.
- 44 Grooming/beauty products** as appropriate to your gender. When you use this, you get a +1 to your single next Charisma roll.
- 45 Bag of marbles.** You may sacrifice them to gain a +1 to an Escape roll against any creature that walks. Does not work with slithering, flying or immaterial creatures (ghosts), or creatures like giant bugs, tentacled horrors, giant slugs, and so on.
- 46 Bandages, plasters, disinfectant.** Sacrifice them to heal 1 Life.
- 51 Protein bars.** This count as 1 Food point, negligible weight.
- 52 d6 Energy drinks.** These count as 1 Food point each. However they should be used together with regular Food points. If you use them twice in a row, you get a -1 on all Magic rolls.
- 53 Kitchen knife.** Damage 1, -1 on Attack rolls. It breaks if you roll a 1 on the Attack roll.



## ALONE AGAINST FEAR

### USEFUL STUFF TABLE (CONTINUED, D66)

- 54 **Cell phone.** There is no reception or electricity to recharge it. Negligible weight.
- 55 **d6 plastic jars.** May be used to collect samples.
- 56 **Dark clothes.** Once per game, you can claim a +1 bonus to a Stealth roll if you wear these clothes. You may wear only one set of clothes at a time. Worn clothes have negligible weight. Carried clothes count as 1 carried object.
- 61 **Stylish clothes.** Once per game, you can claim a +1 bonus to a Charisma roll if you wear these clothes. You may wear only one set of clothes at a time. Worn clothes have negligible weight. Carried clothes count as 1 carried object.
- 62 **Sport clothes.** Once per game, you may claim a +1 bonus to an Escape roll if you wear these clothes. You may wear only one set of clothes at a time. Worn clothes have negligible weight. Carried clothes count as 1 carried object.
- 63 **Hockey stick/ golf club.** This may be used as a two-handed weapon. Damage 1, or Damage 2 on an explosive die roll (6 on the Attack roll).
- 64 **Molotov cocktail.** This can be thrown as a one use weapon. It allows you to automatically destroy 1 zombie or perform an Attack roll at +2 against any other opponent. You need a lighter or a box of matches to use this. This is considered fire damage so it can destroy vampires permanently.
- 65 **Silver ring.** May be turned into a single silver bullet if you have smelting equipment, or just used in a shotgun shell. Negligible weight.
- 66 **Gas Mask.** If you wear it, it does not count as a carried item and you are immune to the effect of any gas or respiratory agent. If you carry it, it counts as a carried object and it can be worn in 1 Action.





## ALONE AGAINST FEAR

### SPELLS

In general, spells are Arcane Skills and may be found in books or libraries, or be taught by friendly witches. Some spells require a Magic roll. For example, a spell may require a L3 Magic roll, meaning you must roll 3+ on d6 to successfully perform the ritual. If you have the Occultist Skill, you have +1 to Magic rolls. If you have the Occultist Skill (Expert), roll at +2.

### COMBAT

When you encounter monsters, note down their number and level (L). A monster's L is a measure of how dangerous it is.

You and the monster/s will take turns attacking each other. You go first, unless the monster surprised you (some monsters have a chance of surprising you; it's written in their description).

To attack, roll d6, adding any modifiers that apply for Skills and weapons, and divide the total by the monster's L, rounding down. The result is the number of damage points you inflict.

*Example: You attack a L3 monster. Your die roll is a 4, and you add +2 due to the*

*weapon you are using. Your total is 6.  $6/3=2$ . You inflict 2 damage upon the creature.*

**If you attack a group of monsters with 1 Life point each, each Damage point kills one of them.**

*Example: You attack a group of six L3 Zombies with 1 Life each. Your Attack total is 7.  $7/3=2$ . You kill 2 zombies.*

**If the monster has more than 1 Life, each Damage point will deplete one of its Life points. A monster dies if reduced to 0 or fewer Life points.**

*Example: You attack an L4 Vampire with 8 Life. You roll a total of 8, inflicting 2 damage. The vampire now has 6 Life points.*

When it's the monsters' turn to attack, only the monsters that survived your attack have a chance to hurt you.

*Example: If you face 6 zombies and kill 2, you will have to defend only against the 4 remaining zombies. The 2 zombies you killed do not get a chance to strike you.*

Some weapons inflict more than 1 point of damage. In that case, every hit inflicts the weapon's damage.





## ALONE AGAINST FEAR

*Example: you shoot at a group of L3 zombies with a shotgun (2 damage per hit). Your total roll is a 7. You inflict a total of 4 damage on the zombies, because you rolled twice their level.*

### KEEP TRACK OF AMMO

You must keep track of how many bullets/arrows/shotgun shells you have with each ranged weapon. You may NOT use a weapon's ammo with another weapon, unless the weapons are exactly the same. Here are the different ammo types paired with their weapons. Note: these are **game terms only** and do not reflect the reality of firearms.

- Pistols use bullets
- Rifles use rifle bullets
- Crossbows use bolts
- Bows use arrows
- Shotguns use shells
- Thrown knives use knives

To keep track of ammo, use differently colored counters (dice, glass beads, etc.) for each weapon. It sounds complicated, but in reality you will be using just one weapon most of the time. If you do not have

any appropriate tokens, just cross off squares on a piece of paper.

*You may feel that it is unrealistic that a single bullet or arrow can cause the death of multiple enemies. This happens especially when you roll a 6 (an "explosion"). Did the single bullet go through the head of 4 zombies that were just standing in line? Certainly not. We are not counting each single bullet used but a "finite amount of bullets in game terms". So, for example, when an assault rifle performs 2 attacks in a turn and uses up 3 ammo, the rifle didn't fire exactly 3 bullets. That number is just an abstract way to keep track of a consumable resource.*

### ROLLING SIXES - EXPLOSIONS

When you roll a natural 6 on an Attack die (ignore any modifiers: if the die shows a 6, that's a natural 6), roll another d6 and add it to the total. If you roll another natural 6, add another d6, and so on. You could roll ANY number on a die if you are lucky enough. This is called "exploding dice roll" or simply "explosion".



## ALONE AGAINST FEAR

### ROLLING ONES

When you roll a 1 on a Defense roll, roll again, and if the second result is a 1, you must either take one additional point of damage, skip your next attack, or destroy your main weapon (your choice; obviously, you cannot choose to destroy a weapon if you are fighting unarmed).

### SURPRISE

When you fight, you always act first, unless the monster has a chance to surprise you. This is expressed as a 1 in 6, 2 in 6 etc. chance of surprise.

*Example: You meet a demon with a 2 in 6 chance of surprise. Roll d6. On a 1 or 2, the monster takes you by surprise and acts first. On a 3+, you go first.*

If you have the Danger Sense Skill, the monster's chance of surprise, if any, is reduced by 1. So a monster with 1 in 6 chance of surprise has no chance to surprise you, and a monster with a 2 in 6 chance has only a 1 in 6 chance of surprising you.

### CHARISMA ROLLS

Sometimes, you will be able to use diplomacy and make a deal with intelligent monsters. If this is possible, the monster's description will say so. This is called a Charisma roll.

To perform a Charisma roll, roll d6 and add +1 if you have the Charisma Skill, or +2 if you have the Charisma (Expert). If you do not have the Skill, you may still roll, but with no bonus. If you roll the target number or better, the monster will react well and the encounter will be favorable to you (in the way described in the text). However, if you fail a Charisma roll and the situation escalates into a combat, you will have a -1 to your first Attack roll against that creature.

### ESCAPE ROLLS

Sometimes, you will want to run away from a monster that is too powerful for you to fight. To do so, perform an Escape roll. Roll d6 against the monster's L. Add +1 if you have the Slippery Skill, or +2 if you have Slippery (Expert). It makes no difference whether you are running away from a single opponent or a group of monsters.





## ALONE AGAINST FEAR

If you fail an Escape roll, you do not manage to run away and you automatically take the monster's damage. You also suffer any effects associated with it (poisoning, infection, etc.). You may try again in the following turn. You may try as many times as you want, until you die or you manage to Escape.

The Escape roll is unnecessary if the monster is Slow. You may always run away from a Slow monster, unless the encounter tells you otherwise (for example, because you are trapped in a room with no exit).

Some monsters may have modifiers to the Escape roll because they are good at catching fleeing prey!

Escaping is not allowed if the encounter description states so.

If the Escape roll is successful, you move back to any neighboring box that you have already visited. You must immediately roll a 1 in 6 chance of a random encounter there, unless the box you moved to is a Safe House.

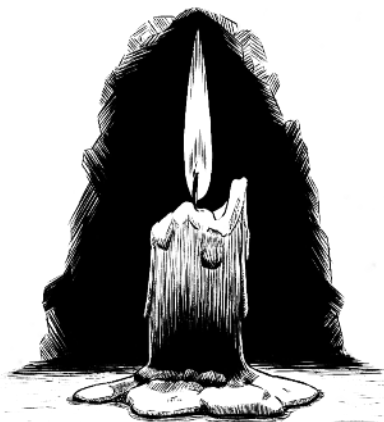
The monsters remain in the box from which you escaped. If you visit that box later, you may attempt a Stealth roll (see below) to avoid that monsters, but if you fail they will attack you with +1 on their L.

## MENTAL SCARS AND INJURIES

When you lose Sanity points in any event or encounter, you may prevent that Sanity loss by rolling on the Insanity table. You may do so up to 3 times in the lifetime of your character. These Mental Scars are permanent.

Likewise, you may do the same with Life points, negating all damage from a single attack by rolling on the Injury table. You may do so up to 3 times in the lifetime of your character. These physical impairments are permanent.

When you roll a Mental Scar or Injury that you already have, reroll until you select one you do not have.



## ALONE AGAINST FEAR

### INSANITY TABLE (D6)

- 1 Paranoia.** When you meet helpful people, you may not accept their Food or healing.
- 2 Eating Disorder.** You require 1 Food every 3 boxes.  
**Absent Mindedness.** Every time you need a material component for a ritual or a tool for a task, excluding weapons, roll d6. On a 1, that tool or object is unavailable. If you have a Safe House in play, you left that item at the Safe House. If you have no Safe House in play, the item is lost.
- 3 Phobic.** You have -1 on all rolls made to avoid losing Sanity or to resist Fear effects of any kind.
- 4 Overconfidence.** You may not make an Escape roll unless you are down to just 1 or 2 Life points.
- 5 Shaky.** Your maximum Sanity is permanently lowered by 1.

### INJURY TABLE (D6)

- 1 Facial scar.** You have a permanent -1 to your Charisma rolls.
- 2 Impaired arm.** You have a permanent -1 to your Attack rolls with hand-to-hand weapons.
- 3 Eye damage.** You have a permanent -1 to your ranged Attack rolls.
- 4 Limping.** You have a permanent -1 on all Escape rolls.
- 5 Brain damage.** You have a permanent -1 to all Will and Magic rolls.
- 6 Crippled arm.** You lose the use of one arm. You may no longer use weapons that require two hands. You may still use rifles and shotguns with a -1 penalty.



## ALONE AGAINST FEAR

### STEALTH ROLLS

Sometime, you are given the option to act unnoticed by an opponent, or to slip past a guard. This requires a Stealth save vs. the target's L. Roll at +1 if you have the Stealth Skill and at +2 if you have Stealth (Expert). If you succeed, you can either attack that opponent at +2 on your first attack (due to surprise) or slip past that enemy unnoticed (you may move through the box as if the opponent did not exist). If you fail, the enemy will attack and gain the initiative, acting before you, and will have +1 to its L for the duration of the combat.

### MONSTER DESCRIPTIONS

Monsters have the following information in their profiles:

**Number encountered**, like d6 or d6+3; if number is not shown, you meet just ONE creature.

**Name:** the name of the creature, such as "zombie squirrel horde" or "flaming skeletons".

**Level:** Abbreviated as L, this is the target number that you must roll to perform Attack or Defense rolls against that creature. If a monster is L4, it means you will hit the

monster on a 4+ on your Attack roll and will successfully defend against that monster with a Defense roll of 4+.

**Life:** The number of Life points that the creature has.

**Damage:** The number of Life points that the monster inflicts when you fail a Defense roll against it.

**Chance of Surprise** if any. This is always expressed as a chance in 6, such as 2 in 6, 3 in 6, etc. If no chance of surprise is shown, the monster has no chance of surprising you and you act first.

The description then lists any **Special rules** that apply to that creature, such as effects of its attacks, Saves that you must perform upon seeing the creature or being hit by its attacks, chances to interact in other ways than combat, and so on.

**Loot:** Any items or other rewards you gain by defeating the creature. Sometimes it's a specific item, and sometimes it's a random object or a variable quantity of Food or ammunition. If no Loot information is given, you gain nothing.



## ALONE AGAINST FEAR

### VULNERABILITIES

A monster who is vulnerable to a substance loses 2 Life if exposed to it. The effect is automatic unless the monster's description says otherwise. You spend 1 action to use the object or substance that triggers the creature's vulnerability. Some undead and demons, for example, are vulnerable to holy water. You spend 1 action and use one vial of holy water to inflict 2 damage to the target.

### SUSCEPTIBLE TO EXORCISM

If a creature is said to be susceptible to exorcism, you may use the Exorcism Arcane Skill against it. If you successfully use the Exorcism Arcane Skill against the creature's L, the creature is forced to leave the box immediately. If the creature is guarding some item, you will gain access to that item as the creature runs away.

### XP VALUE

Normally all violent encounters are worth 1

XP, but some monsters may be worth more. Remember that you claim a monster's XP value you must **defeat it**. If you run away, you gain no XP. Defeating some monsters may give you rewards other than XP to choose from, for example a monster may give you the option to choose between gaining 2 XP or gaining 1 Clue when you defeat it.



## ALONE AGAINST FEAR

### HOW THE GAME WORKS

After creating your character, select a mission by rolling d6 on the Mission Table. This will give you a general goal to accomplish. When you complete that mission, you will receive the listed rewards. If your character survives, you will continue to play this character in future missions. If s/he dies, you will have to create a new one. The final Campaign goal is to close 7 hell gates. Once that is done (this will happen over the course of multiple missions), you win the game.

### MOVEMENT AND MAPPING

You move through a town represented by a chart with 30 boxes, each representing a part of town. You start in a box of your choice and each turn may move from any box to any neighboring box. This represents roughly 2 hours of walking. You do not have to roll for content for the first box.

Every time you move in a new box, number it (1, 2, 3 etc) in the small white circle at the bottom right of the box. This helps to keep track of time, food consumption (normally, 1 Food every 5 boxes) and the

duration of game effects that last for a limited number of boxes.

**When you enter a new box, roll on the Town Exploration table to determine what is in that box.**

Each result lets you roll on the appropriate table to determine what you encounter. For example, if the Town Exploration table gives you a House result, you roll on the House table. In some cases, you are given a choice: just follow your gut instinct. Annotate in the box what is there (house, place of worship, any encounters, etc.). The layout of the town will thus be discovered a little at a time as you move through its landmarks and neighborhoods. Rolls on sub tables will give you side quests, goals, or ask you to make choices.

If you visit all the boxes on a paper sheet and you haven't completed your mission yet, just attach a new paper sheet and continue there. Generally, a single sheet is enough to complete a mission, but there is no limit to the number of sheets that you can use in a campaign (a series of connected missions).

If you are an artist, you may sketch outlines of houses, parks and other features in the boxes, but this is not required.



## ALONE AGAINST FEAR

### MOVING THROUGH VISITED AREAS

You may move through boxes that you already visited, and you may Search them (see below) if you didn't do it already. **Every time you move through a box that you already visited, do NOT roll on the Exploration table. Roll a 1 in 6 chance of a Random Encounter instead.** If you move through an area that is occupied (you encountered some creature there and fled) you must perform a Stealth roll to avoid the creature or have to face it again.

### SEARCH ROLLS

You will often look for creatures or items, or general information about the mysteries around you. Whenever you enter a box and you play an encounter, or there is nothing in the box, you may perform a Search roll. Write an S in the box as a reminder that you

searched it. **You have only one chance of searching each box.**

Exceptions: you may NOT Search a Safe House. You may Search a library multiple times, but the only thing you can find is a book or 1 Clue. To perform a Search, roll d6 on the Search table below. Add +1 if you have the Investigator Skill, or +2 if you have Investigator (Expert). A roll of 1 remains a 1: do not add modifiers if you roll a 1.

### HUNTING

If you are looking for a specific creature (for example, a serial killer), you may encounter that creature in your next box if you spend a number of Clues equal to the creature's L. Possessing the Investigator Skill will reduce by 1 the number of Clues needed (reduce the number by 2 if you have it at Expert level).

### SEARCH ROLLS TABLE (D6)

**1** Roll on the **random encounter** table, p.39.

**2-5** Nothing found.

**6** **Success!** Roll 4 times on the Useful Items table or on the Random Object table, and pick a single result; OR gain 1 Clue.

*Roll at +1 if you have the Investigator Skill, +2 if you have Investigator (Expert). A roll of 1 remains a 1.*



## ALONE AGAINST FEAR

### RANDOM ENCOUNTER TABLE (ROLL D6, THEN ANOTHER D6)

1	1,2) Roll on the <b>Slashers</b> table. Reroll any slasher that you have already defeated in the campaign. If all slashers have been defeated, treat as no encounter. 3-6) Roll on the <b>Witch Children</b> table.
2	1-3) Roll on the <b>Demonic Horror</b> table. 4-6) Roll on the <b>Beasts</b> table.
3	1,2) Roll on the <b>Lab Horror</b> table. 3-5) Roll on the <b>Undead</b> table. 6) Roll on the <b>Unique Vampire</b> table.
4	1-4) Roll on the <b>Possessed</b> table. 5,6) Roll on the <b>Living Dolls</b> table.
5	1-5) Roll on the <b>Ghosts</b> table. 6) Roll on the <b>Aliens</b> table.
6	1-3) Roll on the <b>Unique Vampire</b> table. 4-6) Roll on the <b>Unique Zombie</b> table. When rolling on tables of Unique creatures, reroll any monster that was already killed. If all unique monsters have been killed, treat as no encounter.



## ALONE AGAINST FEAR

### MISSION

At the start of a play session, roll on the Mission table below to determine what you must do to win this session of the game. If

you roll the same Mission that you played last time, you may reroll until you select a different one. To win the campaign, you must close seven Hell Gates in any number of games.

### MISSION TABLE (D6)

**1 Medical Supplies.** A loved one is in need for specific medicines. You gain 3 XP as soon as you return to your starting box with 3 doses of the required medicines. You have a 1 in 6 of finding 1 “dose” every time you roll on a House or Lab box, and a 3 in 6 every time you visit a Clinic box. If you have visited all boxes and didn't find any, you will automatically find 3 doses in the last box you visit.

**2 Predator and Prey.** You must defeat a random slasher from the slasher table. You must spend a number of Clues equal to the slasher's level to locate your target in the next box you enter. If you meet ANY slasher through a random roll, there is a 4 in 6 chance that you encounter exactly the one you are hunting. Once you have defeated the slasher and returned to your starting location OR to any Safe House, you gain 5 XP or 2 rolls on the Useful Stuff table.

**3 Bring Home the Bacon.** You must bring back to your starting location a large quantity ( $2d6+12$ ) of Food. This is IN ADDITION to any Food points currently on your character's sheet. You automatically are given a backpack if desired, and you may leave any of your items in your starting box (or in any Safe House) in order to have more space to carry Food. You have a 3 in 6 chance of finding  $d6$  Food points every time you visit a location from the Street, Store or Farm tables. Once you return to your starting box with the Food, the Food is given to the local survivors and you gain 3 XP OR 3 rolls on the Useful Stuff table, your choice. You may also keep the backpack.





## ALONE AGAINST FEAR

### MISSION TABLE (D6, CONTINUED)

**4 We Need Weapons.** You must explore the town and bring back to your starting box firearms (pistols, rifles, shotguns). When you do so, you gain 1 XP per every firearm with at least 6 ammo, with a maximum gain of 5 XP. You may alter the Town Exploration roll by +1 or -1 if this lets you reach a Military Installation or a Store.

**5 Destroy the Coven.** You must defeat 5 witches hiding in town. To find a witch, when you enter a new box you must spend 3 Clues. Spend just 2 Clues if you have the Investigator Skill, and 1 Clue if you have Investigator (Expert). If you do not have enough Clues, roll for the random content of that box as usual. You will automatically meet a witch in any of the last 5 locations that you visit on your town map, but if you did not discover them by spending Clues, they will have a 5 in 6 chance of surprising you. If you want, you may spend 1 or more Clues to reduce this chance of surprise by 1 for every Clue spent. Also your Danger Sense Skill will reduce their chance of surprising you.

If you take a witch alive (attacking her in hand-to-hand combat at -2 inflicting non-lethal damage, or defeating her with the book of Hypnos or the Hand of Glory), you gain 1 Clue that you may use ONLY to find the next witch.

Witches are L4 humans, 4 Life. Each turn you are in combat with a witch, you must perform a L5 Will save (lose 1 Sanity if you fail). You gain 1 XP every time you defeat a witch and 2 XP and 1 item from the Useful Stuff table (roll three times and pick the best result) when you defeat the last one.

**6 Close a Hell Gate.** This is the default activity of the campaign. You may always attempt this even during other missions, because closing 7 gates over the course of a campaign completes the campaign and ends the game in a victory. When you play this mission, if you do not find any hell gate through random rolls, you will find one automatically after  $12+d6$  boxes, and another one in the 30<sup>th</sup> box that you visit.



## ALONE AGAINST FEAR

### TOWN EXPLORATION TABLE (2D6)

- |    |  |
|----|--|
| 2  | Roll on the Random Event table.  |
| 3  | Roll on the Military Installation table or on the Clinic table, your choice.         |
| 4  | Roll on Farm table or on the Cemetery table, your choice.                            |
| 5  | Roll on the Place of Worship table.  |
| 6  | Roll on Street table.  |
| 7  | Roll d6. On a 1-5, roll on the House table. On a 6, roll on the Special Event table. |
| 8  | Roll on the Store or the Street table, your choice.                                  |
| 9  | Roll on the Sewers table.  |
| 10 | Roll on the Railways or Woods/Park table, your choice.                               |
| 11 | Roll on the School table or the Woods/Park table, your choice.                       |
| 12 | Roll on the Woods/Park table.  |

*Roll on this table every time you move into an unexplored area. Then roll on the sub-table indicated by the result. Whenever possible, do NOT read the content of the tables in advance. Read them only when they apply to you.*

*You may Search an area ONLY after dealing with whatever encounter, danger or situation you encounter in that area. If you flee from an encounter, you may NOT Search that area.*



## ALONE AGAINST FEAR

### STREET TABLE (D6)

- You spot a nice place to hide. You may create a Safe House and heal 1 Life and 1 Sanity. If you create a Safe House and it is the third Safe House in play, the Safe House closest to you is no longer a Safe House. To determine which is closest, just count the number of boxes on the town map that you should cross to reach that location. If there are 2 Safe Houses at the same distance, choose randomly.
- 1 is no longer a Safe House. To determine which is closest, just count the number of boxes on the town map that you should cross to reach that location. If there are 2 Safe Houses at the same distance, choose randomly.
  - 2 All clear. No encounter.
  - 3 Random encounter: roll on the **Undead** table.
  - 4 Random encounter: roll on the **Demonic Horror** table.
  - 5 Random encounter: roll on the **Slashers** table.
  - 6 Play unique event #3. If you already played that, roll on the random encounter table.

### CEMETERY TABLE (D6)

- 1 Roll on the **Undead** table.
- 2 You meet **helpful people**. Heal 1 Life.
- 3 Roll on the Unique Zombie table.
- 4 **Safe House**. You find an area that is easy to defend. You may heal up to 2 Sanity and 4 Life every time you visit this place. You do not have to roll for random encounters every time you visit this Safe House. If there are already 3 Safe Houses in play when you roll this result, you create a new Safe House but the Safe House closest to your current location is no longer a Safe House. To determine which is closest, count the number of boxes on the town map that you should cross to reach that location. If there are two Safe Houses at the same distance, choose randomly.
- 5 Roll on the **Unique Vampire** table.
- 6 Roll on the **Ghost** table.



## ALONE AGAINST FEAR

### HOUSE TABLE (D6)

- 1 Roll on the **Haunted House** table.
- 2 You meet **helpful people** living in the area. Heal 1 Life and gain 1 Food point.
- 3 The house is attacked by **2d6 L2 Zombies** (Slow Undead). You may ignore them or fight them. If you defeat them, roll on the rewards table.
- 4 **Safe House.** You find an area that is easy to defend. You may heal up to 2 Sanity and 4 Life every time you visit this place. You do not have to roll for random encounters every time you visit this Safe House. If there are already 3 Safe Houses in play when you roll this result, you create a new Safe House but the Safe House closest to your current location is no longer a Safe House. To determine which is closest, just count the number of boxes on the town map that you should cross to reach that location. If there are two Safe Houses at the same distance, choose randomly. When you visit the location that is no longer a Safe House, you must roll a 1 in 6 chance of a random encounter, just like for any already visited area.
- 5 **Dilapidated house.** You may explore it or move along. If you explore it, roll 4+ (+1 if you have the Agile Skill, +2 if you have it at Expert level) to avoid being hit by falling debris and losing 1 Life. You may perform a Search roll at +1 to find (choose) 1 Clue or 1 random item from the Random Item or Useful Stuff tables (your choice).
- 6 **Play event #1** from the list of events at the end of this book. If you have already played it, roll a die: on a 1-2, treat as no encounter; on a 3-4, roll on the **Living Dolls** table; on a 5-6, roll on the **Haunted House** table instead.



## ALONE AGAINST FEAR

### CLINIC TABLE (D6)

- 1 Roll on the **Haunted House** table.
- 2 You meet **helpful paramedic**. Heal 2 Life and gain 1 first aid kit from the random object table.
- 3 A small medical studio is attacked by **3d6 L3 Zombies** (Slow Undead). You may ignore them or fight them. If you defeat them, you may collect 1 first aid kit from the random object table and d6 doses of painkillers from the Useful Stuff table.
- 4 **Safe House**. You find an area that is easy to defend. You may heal up to 2 Sanity and 4 Life every time you visit this place. You do not have to roll for random encounters every time you visit this Safe House. If there are already 3 Safe Houses in play when you roll this result, you create a new Safe House but the Safe House closest to your current location is no longer a Safe House. To determine which is closest, just count the number of boxes on the town map that you should cross to reach that location. If there are two Safe Houses at the same distance, choose randomly. When you visit the location that is no longer a Safe House, you must roll a 1 in 6 chance of a random encounter, just like for any already visited area.
- 5 **Psychiatric Ward**. You may explore it or move along. If you explore it, you may perform TWO Search rolls. However, as soon as you apply the result of your second Search roll, you must also pass a L6 Stealth roll. If you fail, roll on the **Slasher** table. If the Search rolls triggers an encounter, also roll on the Slasher table. If you collect any Clues in the psychiatric ward, you must perform a Save vs. L3 Fear for each Clue gained or lose 1 Sanity.
- 6 **Play event #29** from the list of events at the end of this book.



## ALONE AGAINST FEAR

### PLACE OF WORSHIP TABLE (D6)

This **peaceful place** gives you a moment of respite. Recover 1 Sanity or 1 Life, your choice. You may create a Safe House here. If you do so, you may heal up to 2 Sanity and 4 Life every time you visit this box. You do not have to roll for random encounters when you visit a Safe House. If there are already 3 Safe houses in play, when you create a new Safe House the Safe House closest to your current location is no longer a Safe House. To determine which is closest, just count the number of boxes on the town map that you should cross to reach that location. If there are two Safe Houses at the same distance, choose randomly. When you visit the location that is no longer a Safe House, you must roll a 1 in 6 chance of a random encounter, just like for any already visited area.

1

**Monsters attack!** Play a random encounter inside this place of worship. Roll d6 to determine on which table to roll: 1 Witch Children, 2 Undead (reroll any vampires - they won't appear in a place of worship), 3 Slasher, 4 Possessed, 5 Demonic Horror, 6 Lab Horror. If you do not defeat the creature, this location counts as a deconsecrated church.

2

Choose: you either find a **silver crucifix** (you can keep it or turn it into 2d6 silver bullets or 1 silver knife if you have smelting equipment), OR you find **2 vials of holy water**.

3

**Under siege.** The church is besieged by 2d6 L3 zombies, Slow Undead, damage 1, 1 Life point each. You may ignore the encounter. If you destroy them all, you recover 1 Sanity or find a random item from the Random Item or from the Useful Stuff table (your choice).

4

**A priest with a mission.** A priest gives you a mission (roll on the Mission table to determine what). Do not roll on the rewards table. The reward for the quest, if completed, will be d6 vials of holy water and 1 holy symbol, that you will receive when you return here.

5

**Play Event #2.** This is not a unique event. You may play this multiple times during the game.

6

*Feel free to add details about the place of worship based on any real world religion of your choice. You may pick up an appropriate religious symbol every time you visit a place of worship. Negligible weight.*



## ALONE AGAINST FEAR

### MILITARY INSTALLATION/LAB TABLE (D6)

1 Experimental weapon site. Roll on the **Lab Horror** table. 2 in 6 chance of finding a random weapon (roll twice and choose the best result).

2 A respiratory **toxin** was released here. Save vs. L4 Poison. Roll at +1 if you have the Resilient Skill, +2 if you have Resilient (Expert) or lose 2 Life. If you are wearing a gas mask, you are immune to this damage.

3 You find **computer printouts about mutants**. If you spend 2XP studying them, you gain the Mutant Hunter Arcane Skill. You may study the papers right here or, if you do not have the XP right now, carry them with you (they count as a carried object) and study them later. You may roll a 2 in 6 chance of finding a random weapon here, but if you do so, you must also roll a 2 in 6 chance of an encounter from the **Lab Horror** table.

4 Here a crate containing **d3 grenades on a bandolier** is guarded by 2d6 L2 zombies, Slow Undead, damage 1, 1 Life point each. You may take the grenades if you destroy all zombies. You may choose to ignore the encounter and run away. The zombies (and the grenades) remain in the area if you leave.

5 This was a military lab. You find a single hypodermic needle containing a **fluorescent fluid**. You can keep it in your inventory (as an item of negligible weight) or inject it (go to Event #4 if you do so). This is a unique event. Reroll if you get this again.

6 As you step into the installation, there is an **explosion**. Save vs. L4 explosion, at +1 if you have Danger Sense and/or Agile, or lose 2 Life. There is a 2 in 6 chance that the explosion attracts d3 L2 Zombies (Slow Undead) that will attack you.



## ALONE AGAINST FEAR

### FARM TABLE (D6)

- Creepy abandoned farm.** If you investigate, play unique event #5.
- 1** If you already played #5 or do not want to investigate, keep moving through town.
- Abandoned farm.** There is a 2 in 6 chance of a random encounter from the Undead, Possessed or Witch Children table (your choice).
- 2** In any case, you find d6 Food OR you may perform a Search roll (your choice), gaining one of the following on a success: 1 pitchfork, 1 axe, d6 doses of salt, 1 holy book, d3 shotgun shells, 1 Clue.
- Friendly farmers.** You may heal up to 2 Life and 1 Sanity. You also gain 2 or d3 (your choice) Food OR 1 roll on the Random Objects or on the Useful Stuff tables (your choice). As you leave, the farm is attacked by an unknown foe. You may choose to defend the farmers and fight the creatures, or leave. If you remain and defeat the creature/s, gain 1 XP. If you leave, lose 1 Sanity. If you remain to fight, roll d6 to determine the nature of the attackers: 1-2 Undead, 3 Slasher, 4 Possessed, 5 Beast, 6 Demonic horror, then roll on the appropriate sub-table.
- 3**
- Cries for help from a farm.** If you want to help, play Unique event #9. If you have already played it in this mission or do not want to intervene, keep moving through town.
- 4**
- The **farm is besieged** by 2d6 L3 Zombies, Slow Undead, 1 Life point each, damage 1. If you defeat the zombies, the farmers will give you d6 Food points or d6 shotgun shells (choose) as a thank you.
- 5**
- Play **unique event #10.** If you already played that event during this mission, roll on the Beasts table. You may avoid this encounter by performing a successful Stealth roll against the creature's L. Add +1 if you have the Stealth Skill, and +2 if you have Stealth (Expert). If the roll fails, you must fight the creature. If you defeat the creature, choose: 1) you gain d3 Food points; or 2) roll once on the Useful Stuff table.
- 6**







## ALONE AGAINST FEAR

### HAUNTED HOUSE TABLE (D6)

- Poltergeist.** As you step inside, d6 objects fly at you. Defend against
- 1 each as if it were a level 3 attack. Find 1 random object from the Useful Stuff table.

- The house is possessed by an **evil entity**. If you have the Faith Skill and the Exorcism ritual, you may try to exorcise the house as an L5
- 2 Demon. If you fail the Exorcism attempt, lose 1 Sanity and 1 Life. If you succeed, gain 1 XP. Loot: 1 random book (reroll if it is a book you already possess).

- This house had an **impressive occult library**. Roll twice on the Random Book table. You may take one or both books (reroll
- 3 duplicates). When you leave, you are attacked by a random creature from the Demonic Horrors table. If you took two books, the creature will have +1 to its L.

- The Rosen House (UNIQUE LOCATION).** The Rosens were rumored to be devil worshippers who kidnapped children for sacrifices. The walls are covered with newspaper clippings and outside the house
- 4 there is a huge, ancient walnut tree where the Rosens were rumored to hang their victims. If you want to investigate, go to unique event #17. In any case, mark the location of the Rosen house on your exploration map. It will remain the same for the whole campaign. Reroll if you already found the Rosen House.

- This building is a small **puppet theatre**. You are surrounded by many, evil-looking puppets that have somehow taken a life of their own. "Tell us a funny joke or we will kill you and use your bones to make more of us!". If you have a book of jokes with you, you automatically appease them. Otherwise, make a L5 Charisma roll to improvise a
- 5 joke. Add +1 if you have the Charisma Skill, +2 if you have Charisma (Expert). If they are not entertained, you will have to fight them. *Haunted Puppets, L4 animated object, immune to poison, vulnerable to fire. Treat as a single L4 creature with 4 Life, inflicting 1 damage on a successful hit.* You are surrounded and you may NOT use a grenade here. If you use a Molotov cocktail here, you will lose 1 Life.

- 6 **Amusement park.** If you have a train ticket, you may pay for a ride and go to event #24. Otherwise, nothing happens.



## ALONE AGAINST FEAR

### STORE TABLE (D6)

**A shot in the dark.** You try to loot a store but, as you enter, someone fires a warning shot. Make a L3 Charisma roll to persuade the shooter you mean no harm. Add +1 for Charisma, +2 for Charisma (Expert). If you succeed, the shooter will let you loot the store. If you fail, he will

- 1 shoot again (defend against L4 or lose 2 Life) and then flee in the shadows. Once he goes, you may loot the store. You may: 1) roll once on the Random Objects table; 2) roll twice on the Useful Stuff table; 3) roll a 2 in 6 chance of finding a specific non-magical item of your choice from any of the tables.

**Food store.** You may pick up d6 Food points. However, if you do so, there's a 3 in 6 chance of an encounter with a random monster. Roll d6

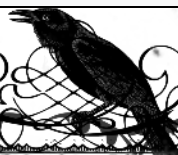
2 to determine on which table to roll: 1 Undead, 2 Beast, 3 Slasher, 4 Possessed, 5 Demonic horror, 6 Lab Horror. If you do not pick up any Food, you avoid the chance of an encounter.

- Armory.** There's a 4 in 6 chance of an encounter with a random monster. Roll d6 to determine on which table to roll: 1-2 Slasher, 3-4 Undead, 5-6 Possessed. You automatically find d6 ammo for a ranged
- 3 weapon of your choice. In addition, you may roll a 1 in 6 chance of finding any weapon on the weapon summary (p. 99) except antique weapons, scythes, and chainsaws. Roll once per weapon. If you find a weapon that uses ammo, you find 2d6 ammo for it as well.

- 4 **Picked clean.** You find nothing here.

- Bookstore.** Roll a 1 in 6 chance of finding an occult guide, 3 in 6 of finding a holy book. If neither are found, there is a 2 in 6 chance of finding a random book from the Random Books table. If you roll to find
- 5 any books, you must also roll a 3 in 6 chance of random encounter. Roll d6, 1-3 Possessed, 4-5 Witch children, 6 Demonic horror, then roll on the appropriate table to determine monster type.

- Hardware Store.** This store was raided, but there is still a chance of finding something useful. Roll a d6 for each item on this list: 3 in 6 chance of finding a hammer, 4 in 6 of shotgun with d6 shells, 5 in 6 of knife, 1 in 6 insecticide, 3 in 6 axe. No matter what you find, if you
- 6 search the store you must also roll a 2 in 6 chance of a random encounter that will happen as soon as you pick up any objects. Roll d6 to determine on which table to roll: 1 Undead, 2-3 Slasher, 4 Possessed, 5 Demonic horror, 6 Witch Children.



## ALONE AGAINST FEAR

### SEWERS TABLE (D6)

- 1** You find an **entrance to the sewers**. You may ignore this or enter (play event #11 if you do).

As you walk close to the sewers, you are attacked by a giant rat thing. It fears fire: if you have a lit torch, a lighter, or use a Molotov cocktail, ignore this encounter.

- 2** **Giant Rat Thing:** L3 Animal, 4 Life, damage 1. If you have a dose of rat poison and 1 Food point, you may automatically inflict 2 damage to the creature. If you roll a 1 on a Defense roll, you must save vs L5 Infection (add +1 if you have the Resilient Skill, +2 if you have it at Expert level) or be infected. If you are infected, you lose 1 Life every time you cross a box until you reach a Safe House or you use a dose from a first aid kit to clean the infected wound.

- 3** **You find something.** Roll on the Random Objects or on the Useful Stuff table (your choice).

You see shadows of people moving through the sewers.

- 4** **Gain 1 Clue.** If you want to follow them and investigate, play event #12.

- 5** You find a section of the sewers that can become a **Safe House** if you first clean it up from the 2d6 zombies (L3, Slow, Undead, 1 Life each, damage 1) occupying it.

- 6** **You have found a hell gate!** You may attempt a ritual to close it if you have the necessary spell components and book describing the ritual. In any case, there is a 3 in 6 chance that the gate is guarded by a random monster from the demonic horror table.



## ALONE AGAINST FEAR

### RAILWAYS TABLE (D6)

As you walk down the tracks, you are chased by a **demonic creature in a clown mask**. Save vs. L4 to Escape (add +1 for Slippery Skill, +2 if you have it at Expert level). If you fail, you take 1 damage and must fight. If you have the CLOWNFACE keyword, you may avoid this encounter with a successful L4 Charisma roll (the -1 modifier from a clown mask or a scarred face do not apply to this specific roll).

1

Demonic Clown, L5 demon, 4 Life, Damage 1. The Demonic Clown has a 2 in 6 chance of ignoring any hit you inflict on him unless you are using a magic weapon (roll d6 for every hit you inflict, and on a 1 or 2 the wound is ignored).

If you defeat the clown, you gain 1 XP. You may move away from this area or unmask him by playing event #13.

You notice something interesting next to an abandoned train.

2

Roll on the Random Objects table. You may take this object if you want.

3

**Random encounter.** Roll d6 to determine which table to use : 1 Undead, 2 Beast, 3-4 Slasher, 5 Possessed, 6 Demonic Horrors.

4

You enter an **abandoned train** to explore it. The inside is scrawled with ominous graffiti. Someone named WALRUS has signed the graffiti in red paint. **Gain 1 Clue.**

5

You enter a **train** to explore it. A few seconds later, the train starts to move. If you rush out, play event #14 from the list of events at the end of this book. If you remain on the train, play event #16 instead.

6

You explore a train. As you sit down to rest, a **ghastly train steward** appears and asks to see your ticket. If you have a train ticket, all is good and you move out as soon as the creature disappears. If you do not have a ticket, the ghost yells in your face (save vs. L4 Fear or lose 1 Sanity). The ghost then disappears. If you lose your final point of Sanity here, you die of fright becoming a ghost on this train.



## ALONE AGAINST FEAR

### SCHOOL TABLE (D6)

**1 Ancient Egypt exhibit.** Fight with a Mummy! L4 Undead, 8 Life, Slow, Vulnerable to fire. Loot: 2 in 6 chance of 1 roll on the Random Magic Item or 3 in 6 chance of 1 Clue (choose before rolling).

**2 Abandoned primary school.** Roll on the Children's Stuff table on p.55. Roll a 2 in 6 chance of an encounter with Witch Children (Roll on the Witch Children table).

**3** This school had a **small horticultural garden**, or a still working vending machine. Gain 1 Food point. Roll a 1 in 6 chance of a random encounter from the Possessed table.

**4 School library.** Roll a 2 in 6 chance of a random book, and a 2 in 6 chance of an encounter with d6 zombie children (L2 Undead, Slow, damage 1). You may perform a Search roll here after defeating the zombie children, if there are any, gaining 1 roll on the Children's Stuff table (see p. 55) on a success.

**5 Art school.** You find art materials (colors, brushes, etc.; they count as a single item if carried). There is a 1 in 6 chance of an encounter with a random monster. Roll d6 to determine on which table to roll: 1-2 Witch Children, 3 Possessed, 4 Unique Vampire, 5-6 Demonic Horrors. After rolling for encounters, you have a 2 in 6 chance of finding a sketchbook. You may ignore it or play event #35 if you pick it up. If you do not find the sketchbook, you may perform a Search roll and find 1 Clue on a success.

**6 Library.** You find d3 random books. There's a 3 in 6 chance of an encounter with a witch librarian. Make a L4 Charisma roll. Add +1 if you have the Charisma Skill, +2 if you have Charisma (Expert). On a success, the Witch Librarian lets you trade one of your objects or 2 Food per book desired (from the d3 books above). On a failure, you must fight. Her first attack is a spell (save vs. L5 magic or lose 2 Sanity), then she will draw a knife (damage 1). She is L4, 5 Life. If you choose to Escape from this encounter, the Witch Librarian will cast another spell at you (same rules as above) as you flee.



## ALONE AGAINST FEAR

### CHILDREN'S STUFF TABLE (D6)

- 1 You find a creepy doll with a blood spattered dress. You may take it if you wish (counts as 1 carried object).
- 2 You find a box of plastic construction bricks. You may take them if you wish (they count as 1 carried object).
- 3 You find a sketchbook signed by a child aged 9. It contains disturbingly realistic paintings of parents wearing goat horns on their heads. You realize that the brown color used in the art is dried blood. Save vs. L2 Fear or lose 1 Sanity. Gain 1 Clue.
- 4 You find a length of cord with several knots. If you have an occult guide, play event #36. You may keep the cord and go to event #36 as soon as you find an occult guide. The cord's weight is negligible.
- 5 You find a rubber mask. It looks like a clown's face. Weight is negligible. You may wear it if you want (add the keyword CLOWNFACE to your play sheet), but your Charisma rolls will be at -1 if you do.
- 6 You find a pumpkin carved into a jack o' lantern. If you have a candle, you may light it and put it inside. Play event #40 if you do so. The pumpkin counts as 1 carried object.

*All of these findings are unique. If you roll a result that you already rolled before, reroll until you select something different. If you have already found or discarded all the above items and are required to roll on this table, roll on the Useful Stuff or on the Random Object table (your choice) instead.*







## ALONE AGAINST FEAR

### WOODS/PARK TABLE (D6)

- 1 Werewolf attack!** Werewolf, L4 Were, 8 Life, Damage 2. Silver weapons hit the were at +2. It has a 2 in 6 chance of surprise. At the beginning of the encounter, you must save vs. L3 Fear or (choose): lose 1 Sanity, or be at -1 on Defense rolls for the duration of the encounter. Any Escape roll against the werewolf is at -1. After you have played this encounter twice in a game, ignore it and roll on the Beasts table instead.
- 2 Safe area.** As soon as you step into this area, you heal either 1 Life or 1 Sanity (your choice). This zone counts as a Safe House.
- 3 Slasher!** Roll on the Slashers table. The encounter happens in the woods: the slasher gets a +1 to his/her chance of surprise but you get +1 to your Escape rolls.
- 4 Eerie area.** There is a 2 in 6 chance that this place is a hell gate. If so, you must also roll a 2 in 6 chance of a random encounter with a foe from the Demonic Horrors table. You may attempt to close the hell gate if you know the ritual and you have all the required equipment.
- 5 Werewolf Pack!** You are chased by  $d3+1$  werewolves. They have a 2 in 6 chance of surprising you. They are L3 Weres, 1 Life point each, Damage 1. At the beginning of the encounter, save vs. L3 Fear or (choose) lose 1 Sanity or be at -1 on Defense rolls until the end of this encounter.
- 6 Hangman's Tree.** You find  $d6$  corpses hanging from a tree. There is nothing you can do for them: they are dead. There is a 1 in 6 chance of finding a random object (roll on the Random Object or Useful Stuff table, your choice) for each corpse you take down from the tree. Every time you do so, you must save vs. L4 Fear (add +1 for Will, +2 for Will Expert) or lose 1 Sanity. After you have played this encounter twice in a game, ignore it and roll on the Beasts table instead.



## ALONE AGAINST FEAR

### SPECIAL EVENTS TABLE (D6)

*Each of these events may happen only once in the game. As you play it, cross it off the table. If you get an event that has already occurred, reroll until you select a new one. Once all special events have happened, treat any additional roll of 7 on the Exploration Table as a "House" result.*

1 **The Kid.** You meet Mark, a scrawny, wide-eyed kid who wants to join you for protection. If you refuse, he will go away. If you allow him to be with you, roll d6. On a 1-3, play event #26. On a 4-6, play event #37 instead.

2 You find a **blood spattered random object** from either the Random Objects table or the Useful Stuff table. You may ignore it or pick it up and play event #31.

3 You spot a **random object that is precariously balanced** on some dangerous place. Feel free to invent the details, based on your location and the object type. Reaching the object requires a L4 climbing roll. Add +1 if you have the Agile skill, and +2 if you have it at Expert level. On a failure, you fall down and lose 1 Life. On a success, you gain the object and climb down to safety. You may try as many times as you want.

4 As you walk in front of a house, **a ghastly face appears at a window.** Save vs. L3 Fear or lose 1 Sanity. If you choose to enter the building and investigate, play event #34 from the event list at the end of this book. If you ignore the apparition, just carry on with your exploration.

5 **A chilly wind starts to blow.** Until your next encounter is over, you may not use a torch, a candle, light any fire, or use a Molotov cocktail.

6 You stumble upon **a pool of yellow goo** in the middle of the road. If you have a jar, you may pick up some.



## ALONE AGAINST FEAR

### BEASTS TABLE (D6) 1 XP

1 **Giant Albino Alligator**, L4 Animal, Life 6, damage 2, 1 in 6 chance of surprise (3 in 6 if encountered in the sewers). Every attack hitting the alligator has a 2 in 6 chance of bouncing off its hard skin.

2 **Zombie Dog**, L3 Undead, Life 3, damage 2. Escape rolls from the zombie dog are at -1. If you have dog food or a dog toy, you may sacrifice it to distract the zombie dog and gain a +1 to your Escape roll.

3 **Large Rabid Dog**, L5 Animal, Life 4, damage 1, 2 in 6 chance of surprise. You may sacrifice 2 Food, 1 can of dog food or 1 dog toy to distract it, gaining +2 to your Escape roll. A bite from the dog has a 1 in 6 chance of infection. If you have an infection, you must use 1 point from a first aid kit within 3 boxes or lose 2 additional Life.

4 **Swarm of Large Vampire Bats**, L5 Animal, Life 2, damage 1, Flying (you may not Escape from this encounter). If you take any damage from the bats, roll a 1 in 6 chance of infection at the end of the encounter. If you have an infection, you must use 1 point from a first aid kit within 3 boxes or lose 1 additional Life.

5 **Bone Monster**, L4 Undead, Life 5, damage 1. Baseball bats and hammers hit at +1. Bullets and projectiles of all types, including arrows and crossbow bolts, strike it at -1. If you defeat the Bone Monster and have read the Occult Guide (see Random Books table) you may collect d3 doses of bone powder.

6 **Giant Wolf**, L6 Animal, Life 4, damage 2. 1 in 6 chance of surprise if encountered in a park or a forest. Silver weapons hit it at +2. Escape rolls from this monster are at -1.



## ALONE AGAINST FEAR

### UNDEAD TABLE (D6) 1 XP

1 **2d6 Zombies**, L2 Undead, 1 Life each, damage 1. Zombies are Slow: you may Escape with no ill effect. You gain no XP if you flee. Zombies remain in the area. If you are killed by zombies, you become a zombie and remain in this area.

2 **d6 Twitchers**, L4 Undead, 1 Life each, damage 1. Twitchers are faster, smarter zombies that lay ambushes. They have a 2 in 6 chance of surprise. If you are killed by twitchers, you become a twitcher and remain in this area.

3 **d6 Flaming Skeletons**, L3 Undead, 1 Life each, damage 2. These are walking corpses whose flesh is perpetually on fire. They attack by touching with their fiery hands. Hammers and baseball bats strike them at +1. Molotov cocktails do no damage against them. If you hit them with an unarmed attack, even with Martial Arts, you automatically take 1 damage.

4 **d6 Howlers**, L3 Undead, 2 Life each, damage 2. Howlers are walking dead with distorted faces who yell loudly as they claw at you. At the beginning of the combat you must save vs. L3 Fear (add +1 if you have Will or +2 if you have it at Expert level) or lose 1 Sanity. At the end of the combat, there is a 2 in 6 chance that their howls will attract something (roll on this table again).

5 **Pumpkin Head**, L4 Undead, 5 Life, damage 1. Vulnerable to holy water. Before the combat, save vs. L4 Fear (add +1 if you have Will or +2 if you have it at Expert level) or lose 1 Sanity.

6 **Vampire**, L5 Undead, 8 Life, damage 2. Vulnerable to holy water. It will not appear in a place of worship (reroll). If confronted with a religious symbol or garlic, roll d6. On a 3 or less, the vampire flees. Roll once per encounter. Roll twice if both religious symbols and garlic are used. A slain vampire will come back to life and attack you again (roll a 2 in 6 chance per every box traveled to meet the vampire BEFORE rolling for exploration of that box) unless you use a stake or destroy its body with holy water or fire (to destroy it with holy water, the last Life point must be taken by holy water; to destroy it by fire, you need matches and a can of fuel).



## ALONE AGAINST FEAR

### POSSESSED TABLE (D6) 1 XP

**1** **d6+1 Cultists**, L2 Humans, 1 Life each, armed with knives (damage 1). They are trying to capture sacrifices. You may avoid this encounter succeeding in an L5 Charisma roll and giving them one of the following items: book, candle, 1 Food point each, 1 magic item. Add +1 if you have Charisma and +2 if you have Charisma (Expert).

**2** **Possessed Doll**, L3 Artificial creature, 4 Life. Save vs. L4 Fear (add +1 if you have Will or +2 if you have it at Expert level) or lose 1 Sanity when you first meet a doll in the campaign. Susceptible to exorcism.

**3** **d6 Possessed Objects** L2 Artificial creatures, 1 Life. They have a 2 in 6 chance of surprise. Susceptible to exorcism.

**4** **Demon Cat**, L4 Animal, 4 Life. Has a 2 in 6 chance of surprise. Every turn, you must save vs. L1 Magic or lose 1 Sanity and 1 Life. This is its only attack. Susceptible to exorcism. Once the cat has taken 2 or 3 points of damage, roll a 4 in 6 chance that it will flee. You may distract the cat, gaining a +2 to your Escape roll, if you use 1 can of cat food.

**5** **Demon Dog**, L5, 6 Life. Susceptible to exorcism. Vulnerable to holy water. If the encounter happens in a place of worship or in an area neighboring a place of worship, as soon as the Demon Dog loses 3 Life, roll d6. On a 1 to 3, it flees. On a 4+, it continues to fight to the death. You may distract the dog, gaining a +2 to your Escape roll, using 1 can of dog food or 1 dog toy.

**6** **d6 Possessed People**, L3 Humans, 2 Life each. When the last one is killed, roll d6. If you roll a 1, play unique event #3. If you roll 2-6, ignore the roll.

*Possessed are demon-worshippers, or people, animals and objects powered by evil spirits.*





## ALONE AGAINST FEAR

### DEMONIC HORRORS TABLE (D6) 1 XP

**Demon child**, L3 Demon, 3 Life. Each turn, you must save vs. L3 Magic at +1 if you have Will, +2 if you have Will (Expert) or be cursed (-1 on all rolls until you perform 1 action that increases your Sanity or you remove the curse). After cursing you, s/he will attack physically, clawing for 1 damage. Susceptible to exorcism and vulnerable to holy water. You may distract the demon child, offering any one object from the Children's Stuff table ( see p. 55) gaining a +2 to your Escape roll.

**Succubus/Incubus**, L4 Demon, 4 Life. Save vs. L5 seduction (add +1 if you have Will or +2 if you have it at Expert level) to avoid being seduced. If you are seduced, lose permanently 1 Life. If you resist the seduction, you have to fight. Susceptible to exorcism and vulnerable to holy water. The demon will appear as the gender of your preference.

**Demonic goat**, L3 Demon, 4 Life, damage 1. If the goat inflicts any damage, you are knocked down and must spend 1 action to stand up or Defend at -2. Susceptible to exorcism and vulnerable to holy water. If you have the keyword SNOWY on your play sheet, play event #42.

**Night shadow**, L2 Demonic Undead, 2 Life, damage 1. The night shadow may be damaged only by attacks that roll 6, holy water, or magic weapons. Susceptible to exorcism and light-based attacks (flashlights hit at +2 for 1 Damage). Each hit inflicted by its chilly touch is either subtracted from (roll d6): Life points (on a 1-3) or Sanity (on a 4-6).

**Horned Demon**, L5 Demon, 4 Life, damage 2. At the beginning of the combat, save vs. L6 Fear (add +1 if you have Will or +2 if you have it at Expert level) or lose 1 Sanity. Flying (you may not run away from this encounter). Susceptible to exorcism and vulnerable to holy water.

**Hell Hound**, L4 Demon, 3 Life, damage 1. Its baying may attract monsters. Roll a 1 on 6 chance of this happening at the end of combat. If monsters appear, roll again on this table, on the Possessed or on the Undead table (your choice) to determine which monsters attack you. Susceptible to exorcism and vulnerable to holy water. You gain a +1 to your Escape roll if you sacrifice 1 can of dog food or 1 dog toy. Even if you Escape, you must still roll a 1 in 6 chance of being attacked by a random monster attracted by the hell hound's baying.



## ALONE AGAINST FEAR

### SLASHERS TABLE (D6) 1 XP

- 1 **Rabbit-face**, L4 Slasher in a rabbit mask, 6 Life, armed with a sledgehammer (damage 1, damage 2 if your Defense roll is a 1).
- 2 **The Polka-Dot-Dress Maniac**, L5 Slasher, a large man in an old fashioned polka dot woman's dress, 4 Life, armed with a large kitchen knife (damage 1). Has a 2 in 6 chance of surprising you.
- 3 **The Butcher**, L3 Slasher, 8 Life, a huge man armed with a chainsaw (damage 2).
- 4 **Sarah the Mad**, L4 Slasher, 5 Life, armed with a whip and a knife. If you roll a 1 on a Defense roll, in addition to taking 1 damage to her knife you drop your weapon. If her Life is 2 or less, roll d6. On a 1-3 she flees, on a 4-6 she continues to fight.
- 5 **The Blood drinking lady**, L4 Slasher, 5 Life, attacks by biting (damage 1). If she inflicts any damage, roll d6. On a 1 or 2, her Level goes up by 1, up to a maximum of 7. She has no weapons.
- 6 **The Boogeyman**, L6 Slasher, 4 Life. Armed with a golf club (damage 1). Has a 3 in 6 chance of surprising you. If he surprises you, you must also Save vs. L4 Fear or lose 1 Sanity.

***Slashers** are human serial killers. There are six unique slashers in the game. When you kill one, gain 1 XP and remove the slasher from the table. If you meet again a slasher that you crossed off the table, count it as a no encounter. If you wound a slasher and he flees, and later you meet the slasher again, the slasher comes back fully healed.*

*If you defeat a slasher, you may take his/her weapon. Treat the weapon as its equivalent from the weapons table. You will not be able to use the disarming effect of Sarah's whip but you can use it as a rope.*

*Remember that you may hunt them by spending a number of Clues equal to their L. See Hunting, p.38.*





## ALONE AGAINST FEAR

### LAB HORRORS TABLE (D6) 1 XP

**1 Blob.** L4, 8 Life, attacks by pseudopod trying to eat you on contact (damage 1). If you found a book called *The Blob Experiment*, you will know that the creature takes 2 damage from salt. The blob is Slow and Artificial. You may run away from the encounter and ignore it. If you return to the area later, the blob will still be there. However, its L will have increased to 5 and its Life to 10, and it is no longer Slow.

**2 Murdering Robot.** L3 Artificial creature, 5 Life, damage 1. The robot is immune to poison and magic (you may not even use curses against it). Any attack inflicted must roll d6. On a 1 to 3, the attack bounces off inflicting no damage. Damage from grenades will not bounce off. You may attempt a L4 save (+1 if you are Agile, +2 if you are Agile at Expert level) to turn off the robot by disabling some cables but if you fail, the robot's next attack will hit you automatically.

**3 Mutant.** L4 humanoid, 6 Life, damage 1. The mutant has a 1 in 6 chance of surprising you. He has a 2 in 6 chance of possessing psionic powers. If it is so, at the beginning of every turn save vs. L4 psionics (add +1 if you have Will, +2 if you have it at Expert level) or lose 1 Sanity each turn until it is killed or you Escape. If you have the Mutant Hunter Skill, you have +1 to your Attack and Defense rolls against this foe.

**4 Doppelganger.** A L3 humanoid that appears exactly like you, but has no equipment, and attacks with its stone-hard fingers. It has a number of Life points equal to your maximum. Damage 1.

**5 Tentacled horror.** L3, 5 Life, 2 attacks, damage 1. If it hits you with both attacks, you may not Escape from this encounter until the horror is reduced to 1 Life. The first time you see the tentacled horror in the campaign, save vs. L3 Fear (+1 if you have Will, +2 if you have Will Expert level) or lose 1 Sanity.

**6 Giant bug.** L4 Animal, 6 Life, damage 1. Any attack inflicted must roll d6; on a 1, it bounces off the bug's exoskeleton and inflicts no damage. The bug has a 2 in 6 chance of belonging to a flying species. In that case, you may not Escape from this encounter. Sacrifice a can of Insecticide to automatically inflict 2 damage upon the giant bug. Damage from insecticide has no chance of bouncing off.



## ALONE AGAINST FEAR

### WITCH CHILDREN TABLE (D6) 1 XP

**1 Witch Child.** L4, 3 Life, no damage. Each attack from the witch child causes a save vs. L4 Fear. If you fail the save, you must either lose 1 Sanity or leave the area (treat like a successful Escape roll). Loot: 2 in 6 chance of a book (roll on the random book table) and a 3 in 6 of a roll on the Children's Stuff table.

**2 d3+1 Children in Pumpkin Masks.** L2, 1 Life each, armed with damage 1 kitchen knives. Save vs. L3 Fear (add +1 if you have Will or +2 if you have it at Expert level) or lose 1 Sanity every time you kill a child. Loot: 2 in 6 chance of (choose) d3 Food or a random item from the Useful Stuff or Random Item table, your choice, + 1 knife per child defeated.

**3 Schax.** L5 unique demon, 4 Life, damage 1. He is a large humanoid crane, attacking with his long, pointed beak. Vulnerable to exorcism and holy water. Schax may not be killed: if you bring his Life to 0, he disappears in a pool of rotting flesh. You may encounter him again later, with all wounds healed, if you roll again this result. Each time you meet Schax, save vs. L5 Fear (add +1 if you have Will or +2 if you have it at Expert level) or lose 1 Sanity.

**4 d6 Children in Rabbit Masks.** L2, 1 Life each, armed with damage 1 sticks. Save vs. L3 Fear (+1 if you have Will, +2 if you have it at Expert level) or lose 1 Sanity each time you kill a child. If you do not want to kill them, you may attack them with bare hands (-2 on Attack rolls). Loot: Roll a 3 in 6 chance of d3 Food or 1 roll on the Children's Stuff table.

**5 Pied Piper.** L3 apparition, unlimited Life. He plays his magic flute. Save vs. L4 Magic each turn (add +1 if you have Will or +2 if you have it at Expert level) or be compelled to dance, unable to attack. Every time you dance, roll a 2 in 6 chance of losing either 1 Life point or 1 item (your choice). The piper has an unlimited number of Life points. Roll d6 every time you wound him. If the result is equal to or lower than the Life points you inflicted so far in this encounter, he disappears. Loot: 2 in 6 chance of d3 doses of bone powder.

**6 Master Scarecrow.** L5 demon, 6 Life, 1 Damage, 2 Damage if you roll a 1 on a Defense roll. A molotov cocktail thrown at it will destroy it automatically. If you have a lighter and a torch, you may also automatically inflict 1 damage every turn. Loot: 1 in 6 chance of d3 Food. It is armed with a scythe.



## ALONE AGAINST FEAR

### LIVING DOLLS TABLE (D6) 1 XP

**1 Vivina, porcelain doll.** L5 Artificial creature, 4 Life, no damage. This doll cries and screams so loudly that you feel a sharp pain in your ears. You can try to calm her down by offering an object and passing a L3 Charisma roll. To see what object she craves, roll d6: 1) a candle, 2) a book, 3) a doll, 4) a knife, 5) 1 Food, 6) a bell. If you do not have the required item or do not want to give it to Vivina or if you fail the roll, you will have to fight her. For every turn in which she is still crying, roll a 1 in 6 chance of a random encounter. If any other creature arrives, you must decide whether to attack that creature or Vivina each turn.

**2 Muama, metal and leather doll.** L6 Artificial creature, 6 Life, 1 damage. Muama looks for fragments of a black mirror. If you have any, you can give them to her to avoid this encounter. If you have no black mirror, she will attack you, clawing at you with her coil-like arms.

**3 Mirina, rag doll.** Level 6 Artificial creature. You may not fight her. Perform a L6 Will save to resist her evil influence. If you fail, you will have to kill the next human you meet (Slashers count as humans; if you meet a human that has no combat statistics, such as some friendly person who gives you Food or help, you automatically kill that person and lose 1 Sanity). If you save, you move away and leave Mirina where she is. You will however encounter her again if you roll this result again OR if you visit again the box where you left her. Mirina is susceptible to exorcism, but you may try to exorcise her ONLY if you are not under her influence. If you exorcise her, remove her from the campaign.

**4 Maraya, wooden doll.** L4 Artificial creature, 12 Life, 1 damage. Maraya attacks you with a long rusty nail. If you roll a 1 on any Defense roll, she has stabbed you in an eye. You will be at -1 on all Attack rolls until the wound is healed (you must reach a clinic or a Safe House and heal 1 Life there). If she stabs both of your eyes, your adventure ends here. If you roll any explosive 6 when attacking her, you will knock her head off her body. This will not kill her, but as she scrambles to find her head and put it back on, you may automatically escape the encounter. If you meet Maraya again later, she will have healed all damage you inflicted on her UNLESS it was inflicted by fire.

**5 Azolina, fabric doll.** L5 Artificial creature, 6 Life, 1 damage. Roll a L5 Will save at the start of the encounter. If you pass it, you may move out of this box. If you fail, you will be drawn to hug her and she will attack you. If you fail any Defense roll, Azolina will automatically choke you for 1 Life point of damage every turn until you destroy her. If you pass the first Defense roll, you may try to Escape at -1.

**6 Kalina and Her Toy Dinosaur.** L4 Artificial creature, 5 Life, damage 1, and L4 toy dinosaur, 6 Life, 2 damage. Kalina and her toy dinosaur will attack you at the same time, both by biting. Both are hit at +1 by fire-based attacks. Every turn, you must choose whom you attack, but if you attack Kalina, your Defense rolls against her dinosaur are at -1. If you destroy Kalina, her toy dinosaur will collapse to the ground. Loot: 3 in 6 chance of finding an item from the Useful Stuff table OR d6 candles (your choice) if you defeat Kalina.



## ALONE AGAINST FEAR

### GHOSTS TABLE (D6)

**1 The Bright Apparition.** L3 Ghost. Save vs. L3 light or be partially blinded until the end of your next encounter (-1 on all Attack, Defense and magic rolls. Will rolls and saves are unaffected). The ghost disappears after 1 turn, but you have a chance to exorcise it, and gain 1 XP or 1 Clue from its words (your choice) if you successfully do so.

**2 Cold Air spirit.** L4 Ghost, 4 Life, damage 1. The ghost will blow freezing cold air at you. You must save versus L4 cold (save at +1 if you are wearing winter clothes) or lose 1 Life and have a -1 on all Attack rolls for the duration of the encounter. Susceptible to exorcism.

**3 The Whispering Presence.** L5 Ghost. Pass a L5 Will roll (add +1 if you have Will or +2 if you have it at Expert level) or the ghost's whispers will lead you astray (move to a box that you already visited, rolling a 2 in 6 chance of a random encounter; if you cannot move to any boxes that you already visited, just move to a random neighboring box and roll for a random encounter AFTER resolving the encounter in that box). If you pass the Will roll, you may perform a L5 Charisma roll to ask him a question (if successful, you gain 1 Clue).

**4 The Face in the Mist.** L4 Ghost. A thick fog surrounds you, and a grotesque face appears multiple times, trying to scare you. Roll three L4 saves. Add +1 if you have Will or +2 if you have it at Expert level. Lose 1 Sanity with each failure.

**5 The Tickling Ghost.** L4 Ghost. It tickles you with its cold ectoplasm fingers. On every failed Defense roll, you take no damage but you lose 1 carried item. If you carry no items, the ghost will freeze your blood, inflicting 1 Damage with every touch. You may attack it only with magic weapons. Susceptible to exorcism.

**6 The Ghost Librarian.** L6 Ghost. You may try to exorcise him, or ask him a question with a successful L4 Charisma roll (gain 1 Clue on a success). You may continue asking questions until you have gained 3 Clues or you fail. If you fail, the Librarian will take away one of your books, if you have any (choose one and delete it from your inventory). If you do not have any books, the next book you find in the campaign will vanish before you have any chance to read it.

*All ghosts without Life points may not be hit by Attack rolls. All ghosts with Life points take a maximum of 1 Life damage by any attack not performed with a magic weapon. Ghosts are Undead but they are NOT susceptible to holy water.*



## ALONE AGAINST FEAR

### ALIENS TABLE (D6) 1 XP

**1 d6 Grays.** L4 aliens, 1 Life, damage 1. Armed with alien rayguns. In your hands, they have +1 to Attack rolls, damage 1, damage 2 vs. shadow creatures; on any Attack roll of 1 the gun stops working and there is nothing you can do to repair it. Loot: 1 raygun per alien.

**2 Alien Hunter.** L6 alien, 8 Life, damage 2, 4 in 6 chance of surprise. If you are not surprised, you may avoid this encounter with a L6 Stealth roll. Escape rolls against the Hunter are at -1. Loot: 1 grenade.

**3 Alien beast.** L6 alien, 6 Life, damage 2, 3 in 6 chance of surprise. Every time you wound the alien, there is a 2 in 6 chance that a splash from its acid blood will hit you, inflicting 1 damage if you fail a Defense roll.

**4 d6 Reptilians.** L4 aliens, 2 Life each, damage 1. Each blow that hits a reptilian has a 1 in 6 chance of bouncing off its scaly skin. Loot: 1 sword per alien.

**5 d3 Mi-Go.** L5 alien fungi, 1 Life each, damage 2. Upon seeing these creatures, Save vs. L5 Fear or lose 1 Sanity. Each blow that hits a mi-go has a 2 in 6 chance of having no effect. Loot: 1 mysterious black stone covered in hieroglyphs. If you pick it up, read unique event #30.

**6 Tentacled Beast.** L4 alien, 4 Life, damage 1. The beast attacks each turn with 4 tentacles. You must defend separately from each tentacle. As long as the beast has 3 or 4 tentacles, you may not Escape from this encounter. For each point of damage inflicted on the beast, it loses 1 tentacle.

*Various alien civilizations have been studying Earth since ancient times. Some use alien beasts as watchdogs. Aliens are very interested in understanding the reasons for the supernatural disaster that has opened up the Gates of Hell.*



## ALONE AGAINST FEAR

### UNIQUE VAMPIRES TABLE (D6) 1 XP

- 1 **Upyr.** L5 Undead, vampire, 8 Life, damage 1. When you encounter the Upyr, d6 Food points that you carry will rot. If more Food will rot than you carry, Save vs. L5 disease (add +1 if you have the Resilient Skill, +2 if at expert level). If you fail, you must save again on every box until you reach a Safe House, where the disease stops. Vulnerable to holy symbols. Loot: 1 random item.
- 2 **Wurdalak.** L5 Undead, vampire, 8 Life, damage 1. There is a 3 in 6 chance that this shapeshifting vampire will be in wolf form when encountered. In wolf form, its damage is 2 and you have -1 on any Escape roll. Vulnerable to holy symbols. Loot: 1 random item.
- 3 **Kempir.** L6 Undead, vampire, 6 Life, damage 1. Every time she attacks, roll a 4 in 6 chance that she tries to suck blood from your knees. In this case, you defend at +2 but if you are hit, you automatically receive the Limping injury until you heal ALL damage (see the Injury table). Vulnerable to holy symbols. Loot: 1 rope.
- 4 **Vehn.** L6 Undead, vampire, 5 Life, damage 1. If you roll a 1 on any Defense roll, the Vehn tears away one large slice of your skin, giving you a -1 on Charisma rolls. The modifier remains until you heal all damage. The Vehn takes 3 damage (not 2) from holy water.
- 5 **Vetala.** L4 Undead, vampire, 6 Life, damage 1. The Vetala can foretell the future: if you offer 6 Food (or 2 Life points in your blood) and pass a L5 Charisma roll, you may use the equivalent of one use of the Foretell Arcane Skill and the Vetala will let you move through her area. If you fail or do not attempt this, you must fight. The Vetala recovers 1 Life every time she damages you, up to her maximum Life. Loot: 2 random items.
- 6 **The Midnight Man.** L6 Undead, vampire, 8 Life, damage 2. 4 in 6 chance of surprise. If this dark-clad predator surprises you, he grabs your arms. You may not attack until you perform a L6 Strength roll. Roll at +1 if you have the Strong Skill, +2 if you have Strong (Expert). Until you are held, you take automatic damage every turn.

*These encounters will happen only once per game. Reroll if you encounter again a vampire that you destroyed. Vampires are vulnerable to holy water, taking 2 damage from a vial. In addition, they all use rules for a vampire returning from the dead (see vampire in the Undead table, p.60).*



## ALONE AGAINST FEAR

### UNIQUE ZOMBIES TABLE (D6) 1 XP

- 1 **Zombie Tiger.** L5 Undead, 6 Life, Damage 2. If you roll a 1 on a Defense roll, the zombie tiger savages your body and you MUST roll on the Injury table. If you already have 3 Injuries, lose 3 Life instead.
- 2 **Horde of Zombie Squirrels.** L4 Undead, 8 Life, Damage 1. The whole horde is treated as a single creature. Every turn, roll a 2 in 6 chance of losing one carried item of your choice or 2 Food points (choose) until the horde is defeated.
- 3 **Your Zombie Pet.** L3 Undead, 3 Life, Damage 1. Every turn, you must pass a L3 Will roll (add bonuses from the Will Skill) or you will be unable to attack your pet that has returned from the Pet Cemetery.
- 4 **Your Zombie Friend.** L5 Undead, 4 Life, Damage 1, Slow. Every turn, you must pass a L3 Will roll. Add +1 if you have the Will Skill, and +2 if you have Will (Expert). If you fail, you will be unable to attack your recently deceased friend (spouse, relative, etc: you can embellish as desired) who returned from the grave to eat you.
- 5 **d6 Brain Eaters.** L5 Undead, 1 Life, Damage 1. If you roll a 1 on a Defense roll when you are in combat with 3 or more brain eaters, you will be grabbed and will be unable to Escape until you reduce their number to 2 or below.
- 6 **Zombie Abomination.** L7 Undead, 12 Life, Damage 2, Slow. If you Escape, the abomination will pursue you. Roll a 2 in 6 chance of encountering it again with ALL wounds healed in the next three boxes you cross. If you have an encounter in that box, you will have to resolve that encounter first and then meet the zombie abomination. If you manage to Escape three times in a row, the Zombie Abomination will not pursue you anymore.

*These encounters will happen only once per game. If you roll an encounter that you already had, reroll until you select a different encounter.*



## ALONE AGAINST FEAR

### RANDOM BOOK TABLE (2D6)

2	<b>Necronomicon.</b> Upon reading this book, you lose 1 Sanity, but you may spend XP to learn any one Arcane Skill of your choice.
3	<b>Holy Book.</b> Reading this book, you either recover 2 Sanity or may spend 2 XP to gain the Demon Slayer or the Gate Arcane Skills.
4	<b>Pigface, an urban legend.</b> After reading this book, if you meet Pigface, you have +1 to your Defense rolls vs. him. You know he has been cursed by Eliza Dunforth, a girl he has kidnapped. Pigface used to keep her in a farm just outside of town.
5	<b>Walrus the Clown's Joke Book.</b> Walrus was a clown. He self-published books with his jokes and sold them at his shows. He used to wear a rubber clown mask because he was allergic to makeup.
6	<b>They Are Among Us.</b> This book reveals factual information about aliens. You may learn the Alien Fighter Arcane Skill.
7	<b>The Exorcism Ritual.</b> By reading this book you may learn the Exorcism Skill. You must have the Faith Skill or this won't work. You can keep the book and read it when you have the Faith Skill.
8	<b>Serial Killers Casebook.</b> Reading this book allows you to Escape from a slasher even if the encounter's description forbids it.
9	<b>Occult Guide.</b> By reading this book, you learn some basic information on a variety of rituals and spells. The guide is a prerequisite for many game effects.
10	<b>De Masticatione Mortuorum In Tumulis.</b> By reading this book, you gain a permanent +1 Attack bonus against any non-ghost Undead but you must Save vs. L3 Fear or lose 1 Sanity.
11	<b>The Diabolical Deal.</b> By reading this book you may learn several rituals. See the Arcane Skills section for details.
12	<b>The Blob Experiment.</b> You learn that the monster known as a blob is vulnerable to salt. If you ever encounter it, you can cause 2 automatic damage by tossing salt at it. You have salt with you if you have at least 1 Food point, or if you find a bag of salt.

*Each book may be found only once per game. If you roll a book that you already have, select the next or previous book on the table. For example, if you roll an 8 and you already have the Serial Killers Casebook, you may pick either The Exorcism Ritual or The Blob Experiment instead.*





## ALONE AGAINST FEAR



### REWARDS TABLE (D6)

- |   |  |
|---|--|
| 1 | Recover 1 Life and 1 Sanity. Gain 1 XP.  |
| 2 | Recover 2 Life or gain 2 XP, your choice.  |
| 3 | Recover 2 Life and 1 Sanity or gain 1 XP, your choice.   |
| 4 | Gain 2 Food, and in addition recover 1 Sanity or gain 2 XP, your choice, or gain two random items from the Random Items table and/or the Useful Stuff table, your choice.              |
| 5 | Gain d6 Food, recover 1 Sanity and 1 Life. If you are already carrying the maximum Food allowed and your Sanity and Life are at their full value, you may choose to gain 2 XP instead. |
| 6 | Heal all Life and Sanity up to your starting values or gain 1 XP, your choice.   |



## ALONE AGAINST FEAR

### SIDE MISSION TABLE (D6)

- 1 Bring in this box the head of a vampire or demon to claim the reward.
- 2 Take a person from this box to a Safe House that has already been revealed. If no safe houses are in play, you must take this person to the most distant unrevealed box on the map (there is no guarantee that it will be a Safe House. And you will have to deal with any encounter in that box).
- 3 Give 4 Food points to the next House encounter with helpful people to claim the reward.
- 4 Defeat a random enemy from the Beast table to claim the reward. The combat happens in your current location.
- 5 Perform a ritual to re-consecrate a church. The next church you discover in town will be a deconsecrated church, unless you ALREADY have a deconsecrated church on the map. You must have the Faith Skill and the Holy book, and use 3 candles in the ritual. As soon as this is accomplished, come back to this location to claim your reward.
- 6 Bring here the mask of Walrus the Clown to claim the reward. This side mission may happen only once in the campaign. Once it has happened, reroll this result until you select a different side mission.

*When you accept a side mission, you may alter your roll on the Town Exploration table by +1 or -1 IF this lets you reach a location that is required to complete your mission. Likewise, you may alter an encounter table by +1 or -1 if this lets you encounter a specific creature that you have to kill. For example, if you are trying to complete Side Mission 1 and you roll on the Undead table, you may count a roll of 5 as a 6 so that you can encounter a vampire and kill it.*



## ALONE AGAINST FEAR

### RANDOM MAGIC ITEM TABLE (D6)

- 1 **Ghost Blade.** This knife may hit immaterial targets and targets hit only by magic weapons such as ghosts. The blade strikes them at +1 and inflicts 2 damage. Against other targets, it counts as a regular, damage 1 knife. It counts as 1 carried item.
- 2 **Hell Chain.** This length of rusty chain is imbued with the pain and suffering of tortured souls. Each use costs you a L5 Will save (lose 1 Sanity if you fail) but inflicts 1 automatic damage against any target including spirits and demons. Once the chain has inflicted a total of 6 hits, it turns into a heap of rust and dried blood. It counts as 1 carried item.
- 3 **The Book of Hypnos.** If you spend 1 XP, with this grimoire you learn to cast a spell that makes a single, living target (not Undead or Artificial, not an animated doll) fall asleep if you perform a Magic roll against the target's L. You may try to use the spell as many times as you want until you succeed. Once you succeed, you may not use the spell again for the rest of the current game. The book counts as 1 carried item.
- 4 **Holy Bullets.** These 2d6 bullets with holy inscriptions may be used with a pistol only. They inflict 2 damage against demons and vampires. When you wound a demon or vampire with these bullets, roll d6. If you roll higher than their L, the wounded creature will flee.
- 5 **Blessed Candle.** You may burn this candle to recover 1 Sanity or remove a curse. You may also use it in any ritual requiring candles. Negligible weight.
- 6 **Amulet.** Wearing this amulet gives you +1 to all saves vs. magic. Negligible weight.





## ALONE AGAINST FEAR

### UNIQUE EVENTS

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#### #1 - CREEPY OLD MANSION

You end up in a creepy old mansion. There is a 1 in 6 chance of an encounter with a creature from the Possessed table. If this does not happen, there is a 3 in 6 chance of an encounter from the Ghosts Table. In any case, you have found a **hell gate** and the name of the demon FLAUROS written on a wall. If you have the Gate Arcane Skill, you may perform a L6 Magic roll to close it. If you close it, you may ignore the next 3 encounters that happen to you, and you recover 2 Sanity. If you fail to close it, you are cursed and your chance of meeting wandering monsters increases by 1 (so 2 in 6 every time you visit an already visited box) until you find another hell gate and manage to close it, or find a magic item or ritual that dispels the curse. You may just ignore the hell gate if you prefer.

---

#### #2 - DESECRATED CHURCH

This place of worship has been turned into its opposite. Roll d6 to determine what is going on:

**1-3)** Human sacrifice! There are 2d6 L2 cultists. You may choose to

Escape but if you do, you lose 2 Sanity and there is a 2 in 6 chance of a cultist chasing you to fight. Every time you come back to the church, roll a 2 in 6 chance that they are still there.

**4-5)** There is no one in the church right now. If you know an exorcism, you may re-consecrate the church with a L5 Magic roll. Add +1 if you have the Occultism and +2 if you have Occultism at Expert level. If the Save fails, a random monster from the Demonic Horrors Table will attack you. If you re-consecrate the church, increase permanently your Sanity by 1 (this is a permanent increase), gain 1 XP and find 2 vials of holy water.

**6)** Save vs. L4 curse (add +1 if you have the Will Skill, +2 if you have it at Expert level). If you fail, you are Cursed. You will be at -1 on all saves until you perform any action that increases your Sanity (like 4-5 above). When that happens, the curse will be broken. You may also find rituals or magic item letting you remove a curse.

---

#### #3 - POSSESSED CAR

As you walk down the street, an ominous-looking black car revs up and charges at you. Make a L4 Save,



## ALONE AGAINST FEAR

at +1 if you are Agile, +2 if Agile at Expert level. If you fail, lose 2 Life. If you pass the first save, you may move out of the street and avoid further attacks. If the car hits you, you are knocked down and the car will try to run over you (make another Save as above, with the same consequences).

If you have a grenade, you may use it to destroy the car and recover 1 Sanity as you do so. If you destroy the car, that is a 1 in 6 chance of a demon appearing and attacking you.

**Demon, L6, 8 Life, flying (you may not escape from this fight). Susceptible to holy water and exorcism.** When the demon first appears, save vs. L4 Fear or lose 1 Sanity.

If you destroy the car, you find 1 random enchanted item in the wrecked vehicle (roll on the Enchanted Item table).

---

### #4 - THE FLUID

You inject the mysterious fluid and feel its power coursing through your veins. Roll d6 on the Fluid table.

---

### FLUID TABLE (D6)

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The fluid gives you a **strong allergic reaction**. Lose 1 Life. Save vs. L3 poison or lose 1 additional Life every 1 time you move to a new area. As soon as you successfully save, the allergic reaction ends and you stop taking damage.

---

2 The fluid has **no effect** on you.

---

The fluid gives you **supernatural reflexes**. Add +1 to all Defense rolls and ignore surprise attacks from monsters for the next 3 encounters, after which the effect ends.

---

3 The fluid gives you **superhuman strength**. Your melee attacks all inflict +1 damage. The effect wears off after your next 3 combat encounters.

---

The fluid **heals all damage** you have taken, bringing you back to your maximum Life point total.

---

The fluid gives you superior aim. **Gain +1 to hit with ranged weapons** for your next 3 combat encounters.

---



## ALONE AGAINST FEAR

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### #5 - PIGHEAD

As you step into the farm, you are surrounded by lean, evil looking pigs and a farmer wearing the bloodied skin of a pig's head as a grisly mask. The man is a giant and he is armed with a dirty pitchfork. He asks if you have brought food for his pigs. You may sacrifice 3 Food points, or 1 dose of Bone powder and avoid this encounter. Otherwise, you must fight the man and his pigs.

**Pighead, Level 5 slasher, 3 Life, damage 2.**

**6 Pigs, Level 3, 2 Life each, damage 1.**

The pigs surround you. You may try to Escape only after you have killed at least 3 pigs. If you slay Pighead and all the pigs, you may further investigate the farm by going to **unique event #6**.

Once you have killed Pighead, ignore this event if it happens again.

If you survive this encounter, you may butcher each pig into d6 Food points. All required ingredients and tools are easily found in the area.

---

### #6 - PIGHEAD'S FARM

You explore Pighead's farm. You find 1 large knife, 1 rope, 3 Food points, and 1 shotgun (but no shotgun shells). Pighead has also a collection of human victims (Save vs. L2 Fear 2 or lose 1 Sanity).

You find a little girl chained to a wall. Her eyes are blank and you shudder at the thought of the horrors she must have experienced.

Why didn't the maniac feed her to his demonic pigs? And why did Pighead draw a rough pentacle with blood on the floor around her? You try to talk to the girl but she won't respond. You may free her by going **to unique event #8** or leave her to her fate. This however will cause you to automatically lose 1 Sanity.

---

### #7 - STAR OF ILL OMEN

A shooting star flares up in the sky. You try to make a wish but your thoughts are ominous. Save vs. L2 Fear. If you fail, lose 1 Sanity and have -1 to Attack and Defense rolls for your next combat. If you succeed, carry on as normal.







## ALONE AGAINST FEAR

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### #8 - ELIZA'S CURSE

You know there is something wrong with the girl but the thought of leaving her here chained to the wall of a madman's lair is too abhorrent to you. As soon as you break her chain, she stares up at you and mutters a spell. All she needed was to have her hands free to wave at you. Save vs. L4 magic, at +1 if you have the Will Skill and at +2 if you have it at Expert level. If you succeed, you lose 1 Sanity but you manage to escape from the room, with the girl's cackling laughter ringing in your ears. If you fail, lose d6 Sanity as the young witch tries to take control of your mind. If after this you are still sane, you must fight her to make it out of here alive.

**Eliza, L3 witch, 3 Life**, attacks by spell (Save vs. L3 Magic or lose 1 Sanity). You may not escape from this fight.

If you kill Eliza, you find a parchment with a curse spell crumpled in her pockets. You may use this to learn the Curse ritual (see Arcane Skills).

---

### #9 - OLD MAN

You find an old man threatened by a single zombie. You easily

dispatch the undead and save the man. He explains that all hell broke loose "after the kids found that witchery book. Books of the devil, I tell you." He tells you that a bunch of children started to mess with black magic almost one year ago. "I warned their parents. Warned their teachers. They did not listen. First, cats started to disappear, and then other children too. There was one blonde child, Eliza, she was the leader of that gang of little witches. She had a big, creepy doll that looked a bit like her. It was like she was nodding to the doll all the time, as if the doll talked to her and give her directions. There was another girl, a black girl, named Josephine. I think she wanted out and they killed her."

After his story, the man walks away. Gain 1 Clue.

---

### #10 - GIANT EARTHWORM

As torrential rains pour from the sky, you seek shelter from the weather in a ramshackle hut. As you get close, the ground shakes and a giant earthworm lunges at you.

*Giant Worm, L4 animal, 8 Life, on any Defense roll of 1, it inflicts 2 damage. 1 damage otherwise. Once reduced to 4 or fewer Life, roll d6. On*



## ALONE AGAINST FEAR

*a 1 to 3 it will flee, retreating underground; on a 4 to 6, it will continue to fight to the death.*

If you survive the fight, you find a random item in the hut. You also gain 1 XP if you kill the giant worm.

---

### RANDOM ITEM IN THE HUT

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- |     |                             |
|-----|-----------------------------|
| 1   | Chainsaw.                   |
| 2-3 | Hammer, nails, insecticide. |
| 4   | Knife, d6 Food points.      |
| 5   | Rope, d6 Food points.       |
| 6   | Shotgun with 2d6 shells.    |
- 



---

### #11 - INTO THE SEWERS

This section of the sewers is used by survivors as a shelter. There is rudimentary comfort and defenses. If you want to convince the survivors to let you in, you must give them one of your items or 2 Food points and succeed a L4 Charisma roll. Roll at +1 if you have Charisma, at +2 if you Charisma (Expert). If you fail, they will not let you in and there is a 2 in 6 chance that you will be attacked by a horde of sewer rats.

**Sewer rat horde, L2 animal, 5 Life, damage 1.** Treat as a single creature. Once the horde is reduced to 2 Life or lower, you get +1 to your Defense rolls until the end of the combat. If you have a dose of rat poison, you may discard 1 Food and the rat poison to automatically inflict 2 damage to the horde.

You get a -1 on Attack rolls if you attack the horde with ranged weapons, except for a shotgun which hits them at an additional +1 instead.

If the survivor lets you in, you may consider this area a Safe House as long as you "pay" at least 1 Food point every time you enter it. If you do not pay, roll again a 2 in 6 chance of an encounter with the rats, and the area will no longer count as a Safe House.

---

### #12 - THE SEWER PEOPLE

You follow the shadows to spy on them. Make a L5 Stealth roll. If you succeed, you are not seen and you may steal d6 Food point from the sewer people. If you fail, you are caught in the act and the sewer dwelling sub-humans will try to kill you.



## ALONE AGAINST FEAR

**d6+3 sewer people, L2, 1 Life, damage 1. Loot: 6 Food points.**

You may bribe your way out of this fight by succeeding an L5 Charisma roll (roll at +1 if you have Charisma, and +2 if you have it at Expert level) and giving them all of your Food, as long as you have at least 1 Food point. If you give 6 or more Food points, gain a +1 modifier to the Charisma roll.

---

### #13 - THE CLOWN'S MASK

The clown is wearing a rubber mask. He is not anyone you know. As you unmask him, you realize that the mask is alive. Its mind is in your head, and is trying to force you to wear the mask. You may throw away the mask and return to your activities, or put it on by going to #15.

---

### #14 - SPEEDING TRAIN

You rush to the door and force it open. The train is already picking up speed. Save vs. L5 (add +1 if you have the Agile Skill, or +2 if you have it at the Expert level) to land safely. If you fail, you lose 1 Life and 1 item of your choice (but not a cursed item or a Clown mask). If you pass the roll, you land with nothing more than a few bruises.

The train zooms away, engulfed in a cloud of blackness. Probably, jumping off was a good choice.

---

### #15 - WEARING THE MASK

You put on the mask. It fits snugly on your face. You feel an evil presence trying to take control of you. Save vs. L5 Magic (roll at +1 if you have the Will Skill, at +2 if you have it at Expert level). If you make it, you lose 1 Sanity and will have -2 on all Charisma rolls until you find a way to break the curse. If your Sanity reaches 0 or lower, you will haunt this area until someone kills you and takes the mask for themselves.

---

### #16 - TRAIN TO NOWHERE

You sit down as the train reaches full speed. Soon the rhythmic motion of the train lulls you to sleep.

You wake up after a couple of stops. You feel refreshed. Heal 2 Life.

You get off the train and continue your exploration of the town, but you now have traveled 1 or 2 boxes from your previous location (you choose where).



## ALONE AGAINST FEAR

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### #17 - THE ROSEN HOUSE

The large walnut tree that looks over the dilapidated Rosen mansion seems to move its branches towards you. Do you want to:

Climb the tree? Go to #19

Explore the house? Go to #20

Dig the ground around the tree (if you have a shovel)? Go to #21, or if you think that this area is too dangerous, you may go back to your exploration of the town.

---

### #18 - A STRANGE BLADE

You find a large dagger with an ornate hilt and elaborate etchings on its blade. You may use it in combat if you wish. Write down "event #25 " but do not read it now. As soon as your blade hits in combat, read #25.

---

### #19 - CLIMBING THE TREE

The Rosen family used this tree to hang the children. It looks like they sacrificed them to some unnamable entity. You climb the tree and find a tree house that the Rosens had built to attract their victims.

As you enter the tree house, you disturb a large owl that flies past you, startling you. Make a L3 agility Save, at +1 if you are Agile. If you fail, you fall from the tree and take 2 damage or the Limping injury from the Injuries table (your choice, but if you already have the Limping Injury, you must take the Life damage).

If you fall, you may climb back again.

Inside the tree house, you find stacks of old magazines and a journal. It seems the Rosens had discovered a cult of children witches. The Rosens apparently belonged to a rival cult and sacrificed seven of the young witches by hanging them from this walnut tree. A girl was given to a certain "Pigface". Gain 1 Clue.

---

### #20 - EXPLORING THE ROSEN HOUSE

The house is filled with religious paraphernalia. Pages from holy books are posted over the doors. Quite unusual for a family of alleged devil-worshippers! You step into a bedroom and see a middle-aged couple, Seth and Tabitha Rosen, looking at you from a large dark mirror. Roll a Save vs. L3 Fear or lose 1 Sanity.



## ALONE AGAINST FEAR

If you didn't go insane, you stagger towards the mirror.

"Free us. A great evil is coming. We can help you against the the witch children. But we can do so only if you break the mirror."

If you want to take the mirror with you, just add it to your belongings. It is large and will count as 2 carried objects.

If you want to break the mirror, go to #22.

If you are cursed and you think you can break the curse by bringing the mirror to a certain location you have visited, go to #23.

---

### #21 - DIGGING AROUND THE TREE

As your shovel breaks through the soft ground, seven moaning, ghostly children emerge from the ground and stare at you with accusing eyes. Dark blood drips from their mouths. Their necks have bruises and abrasions, probably the signs of the ropes with which someone hanged them.

"Find those who killed us. Bury them with us. Until you do so, a curse will be on you".

You are now cursed by the Seven Sacrifices. Every time you play through a numbered event, you

lose 1 Sanity. The only way to break the curse is to capture the Rosen family and bring them here (to the location where the Rosen House is).

If you didn't do so already, you may climb the walnut tree (#19) or explore the Rosen mansion (#20). Remember to subtract 1 Sanity per every numbered event you visit. Apply the loss at the end of the event.

---

### #22 - SHATTERING THE DARK MIRROR

You throw an old, heavy vase at the mirror, shattering it. The ghosts of Seth and Tabitha Rosen appear in front of you.

"Thank you. You are a good soul", says Tabitha, and hands you a folded piece of parchment. You shiver at the touch of the ghost's cold, semi-immaterial fingers.

You unfold the parchment. There is some sort of magical symbol drawn in dark brown ink. If you were cursed, the curse is lifted, and the protection offered by this amulet lets you recover 3 Sanity points.

Seth explains to you that there was an occult war between their coven of good witches and a dark coven of children who worshipped



## ALONE AGAINST FEAR

Snowy Samuel, a white goat with red eyes. The only way to stop the Snowy Samuel cult was to kill the children in a ritual.

"Our souls will scream for all eternity for what we have done... but there was no other way". Seth explains that the seven children were hanged from the tree and buried next to its roots.

"Do not dig their graves, because they are powerful even in death and may return to haunt the world."

Before you can ask any additional questions, the ghosts of Seth and Tabitha disappear in a black mist. Return to your exploration.

---

### #23 - THE FATE OF THE ROSENS

You bring the mirror to the the walnut tree and shatter it. Immediately, the ghosts of the Rosens materialize from the shattered mirror. Seven ghosts of children emerge from the ground and assault them. As the nine figures engage each other in a ghostly melee, you feel the curse being lifted from you, and you run away. You turn your head one last time as Seth Rosen screams: "You do not understand what you have done! Snowy Samuel! Snowy

Samuel will come and the witch children will take your soul!"

The cries fade in the distance as you return to your exploration. Write the keyword SNOWY on your play sheet.

---

### #24 - AMUSEMENT PARK RIDE

You show your ticket and a ghost lets you climb into a funfair ride leading into a cave. Everything is made of plastic. Fake spider webs and skeletons hang from the walls. The ride brings back nice childhood memories and you recover 1 Sanity.

On the seat next to you, you find a note, probably left by another customer. "Walrus the Clown haunts the old railway station. He used to be a good soul but he is controlled by the demonic rubber mask he is wearing."

You leave the ride and go back to your exploration.

---

### #25 - THE BLOODTHIRSTY BLADE.

The blade is cursed. You may not get rid of it until you find a ritual or an artifact that lets you remove a curse. The blade lets you attack at +1 but you may not discard it in favor of other weapons. You may



## ALONE AGAINST FEAR

not perform ranged attacks (not even throwing the knife) until you hold the knife.

---

### #26 - THE KID DISAPPEARS

The kid disappears out of thin air after emitting a blood curdling scream. Save vs. L5 Fear or lose 1 Sanity.

---

### #27 - THE KID GETS IN TROUBLE

The kid walks into a dark alley, a few steps from you, and does not return. You either ignore his disappearance (lose 1 Sanity if you do so) or go after him (go to event #30).

---

### #28 - BLACK MIRROR RITUAL

You wait until midnight then you stare into your black mirror and repeat the demon's name three times. Lose 2 Sanity if you fail a L6 Magic roll (add +1 if you have the Occultist Skill and +2 if you have it at Expert level). Depending on the demon whose name you have spoken, your fate will differ.

#### **Walrus the Clown.**

The Clown's mask appears before you. You may decide to leave it here, carry it with you, or wear it

(go to event #15). If you already have the mask, ignore this event.

#### **Pigface.**

You fall into the black mirror, carrying all your equipment with you. You are now in front of a farm. Go to #5.

#### **Shax.**

A demon with a crane's head appears in the mirror and agrees to fulfill one wish. You may find any one object of your choice from the Random Object table, Useful Stuff table or from the Random Magic Item table. After this, Shax disappears. You may not summon him again.

#### **Flauros.**

A leopard-faced man appears in the mirror and proposes a deal. If you reveal the location of two Safe Houses and at least one church (you must have visited them), Flauros will teach you the Good Shot and Fighter Skills for free (you do not have to pay any XP) and heal up to 6 Life. Delete the Safe Houses and church from your





map. Roll on the Haunted Houses table if you visit those areas.

### **The demon of Hunger.**

If you sacrifice at least 6 Food points to him, he will heal all Sanity and wounds losses you suffered. He will give you a book of your choice from the Random Book table.

If you do not have enough Food, the demon will attack you. If you defeat him, you will gain 1 XP and a +1 to all saves vs. Fear until the end of the campaign.

**Demon of Hunger, L5 Demon, 8 Life, damage 2. Vulnerable to Exorcism and holy water.**

If you are severely wounded (you have lost more than 5 Life) when you meet this demon, he will also strike first in the ensuing combat.

### **Other names**

The ritual has no effect.

Every ritual may be repeated only once in the campaign.







## ALONE AGAINST FEAR

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### #29 - THE GOOD DOCTOR

A gaunt figure in a doctor's garb stands before you. As he stretches his bony fingers at you, you feel your skin crawl. At the corner of your eyes, long shadows creep on the green walls and move closer. Choose one of the following:

- You lose 1 Life for every Injury you have and 1 Sanity for every Mental Scar you have. If you have no Injury or Mental Scar, gain 1 Mental Scar and 1 Injury; the Good Doctor will disappear as soon as you apply the damage; or
- Lose any medical equipment (drugs or first aid kits) you carry; if you have no medical equipment, take 4 damage instead; the Good Doctor will disappear as soon as you sacrifice your medical equipment or take damage; or
- Fight the good doctor. He is a **L6 unique Undead, 8 Life, damage 1**. No weapon may inflict more than 1 damage to him. Your attacks against him do not inflict additional damage for exploding dice rolls. If you defeat him, you gain 1 first aid kit and d6 doses of painkillers. In addition, if

you are playing a mission that requires to find prescription drugs, you immediately find a dose of what you need. The Good Doctor is a unique creature. If you defeat him and meet him again in the campaign, roll on the Unique Zombie table instead.

---

### #30 - ONE OF US

You follow the kid into the alley. He is being harassed by a group of mean looking teens wearing creepy Halloween masks. They circle him and shove him off balance. As you intervene to stop the bullies, they turn to you, hissing "He was one of us and he went away. Now he has to pay!"

You may leave the kid to this company of delinquent youths (go back to your exploration of the town) or ask that they leave him alone (go to #32).

---

### #31 - GRABBED!

As you lean to pick up the object, a couple of dirty, clawed hands rise from the ground. Roll d6.

- 1) The hands catch your neck and begin to strangle you. Make a L4 strength save to break free. Add +1 if you have the Strong



## ALONE AGAINST FEAR

Skill and +2 if you have Strong (Expert). Roll until you break free. Every unsuccessful attempt costs you 1 Life. You manage to pick up the object if you survive.

- 2) The hands grab a carried object and then disappear. Cross 1 object of your choice off your play sheet.
- 3) The hands claw at you, inflicting 1 Life on a failed Defense roll against a L5 attack, and then disappear.
- 4) The hands wave in front of your eyes and disappear.
- 5) The hands miss you and disappear.
- 6) The hands grab your clothes but you manage to cut away the right hand. The hand falls to the ground as the rest of the arms disappear. If you have an occult guide and a candle, you may build a Hand of Glory (go to #33).

---

### #32 - THE HALLOWEEN GANG

Make a L4 Charisma roll. Add +1 if you have Charisma Skill and +2 if you have Charisma (Expert). If you succeed, the youth will let the kid

go. If you fail, the teenagers try to kill you. You'll have to use deadly force.

**The Halloween gang, 6 L3 criminals, 1 Life each, damage 1 (knives and sticks).**

If you defeat them, the kid will explain what happened.

He was once part of that gang. He used to wear a rubber clown mask, like the clown, Walrus, who used to set up clown shows next to the railway station. "They said the mask talked to them and made them stronger, but that never happened to me," he explains.

"They were afraid of the other kids – the witches... A group of younger children who used magic books to cast spells. I think it's been them who caused all this mess with the zombies and the monsters. They messed up with magic, they called demons by saying their names seven times at midnight, in front of a black mirror. I thought these were only scary stories, but now I know they are real."

From now, if at any point in the game you want to look for Walrus The Clown, you can automatically get result 1 on the Railways table.



## ALONE AGAINST FEAR

If at any point you have a black mirror, know the true name of a demon, and want to perform the black mirror ritual, go to event #28.

---

### #33 - THE HAND OF GLORY

Using a severed hand that holds a candle, you assemble a magic item called a Hand of Glory. If you light the candle, you may use this to automatically avoid any one encounter (except encounters with undead, zombies, unique zombies, demons or a monster from the Lab Horrors table - these are all immune), as the Hand of Glory gives you the power to paralyze any one mortal staring at the flickering candle. After one use, the hand will wither and the candle will be used up. You may create another Hand of Glory if you happen on this event again. Each use of the candle forces you to pass a L5 Will roll or lose 1 Sanity.

---

### #34 - THE AXE

As you enter the building, a young woman stands before you. She is translucent, her hair buffeted by an eerie wind that you cannot feel. The woman speaks. Her voice sends shivers down your spine. She has a visible wound on neck.

"He killed me with that axe and i cannot rest until the same happens to him." She points at a large blood spattered axe in a dark corner of the room.

You may pick up the axe. The axe will give you a +1 to attacks against the Polka-Dot-Dress Maniac if you meet him.

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### #35 - THE SKETCHBOOK

The sketchbook contains disturbing drawings. Save vs. L4 Fear or lose 1 Sanity. The drawings portray a clown named Walrus, blood dripping from his clawed hands. Another sketch depicts a man with a pig's head and a carnage cleaver in his hands. "This is Pighead who likes to feed children to his pigs. He was touched by the demon of hunger," says a note scribbled in brown crayon.

Another sketch is the picture of a fat clown with green hair and grotesque facial features. A note says "Walrus the Clown, likes trains and to eat children. He is not a real clown, he wears a rubber mask."

On another page, kids with a magic book are pictured as they cast a spell on Pighead.



## ALONE AGAINST FEAR

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### #36 - WITCH'S KNOTS

The cord has  $d6+1$  knots. You may undo one knot to reroll one die at any point of the game, as a free action. However, every time to do so, roll  $d6$ . If the total is lower than the number of knots you have undone so far, you lose 1 Sanity. When the last knot is undone, you roll for the last time and the cord loses its powers.

---

### #37. MARK TELLS A STORY

Mark tells you that there are two groups of children and teens in town. They used fight each other. They call themselves the Witch children and the Halloween gang. The members of the Halloween Gang were older. The Witch children were a group of bullied children assembled and led by a girl called Eliza Dunforth. Eliza got Mirina, a talking doll, as a present from Marjorie McAllister, a very old lady from out of town. Everybody said that this old lady was a witch. Following instructions from Mirina, Eliza found a book of magic spells in a forest. She then used these spells to punish the Halloween Gang. But something went wrong. The magic she used was too powerful for her to

handle. Strange, dangerous doors started to open into *other places*. The Halloween Gang got in contact with some creatures who came out of these doors, and started to do what they asked.

If you want, you could go in the forest and check the place where, according to Mark's story, Eliza found her spell book. If you want to do so, go to #41. If you do not want to do so, continue with your exploration of the town.

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### #38- MYSTERIOUS ALIEN STONE

If at any point in the campaign you have read the Necronomicon, you recognize unholy signs from an alien culture. You lose 1 Sanity but gain 3 Clues. If you did not read the Necronomicon, the stone turns to dust in your hands.

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### #39 - THE KID TELLS A STORY

The kid explains that there are two gangs of children and teens at war in the city: the Witch Children, who use black magic, and the Halloween Gang who used to bully the witch children until they were scared off by their magic. Then he leaves.



## ALONE AGAINST FEAR

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### #40 - THE CARVED PUMPKIN

As you light the candle, the Jack o' Lantern spews a mass of black tendrils from its mouth. These form limbs and a body as the pumpkin rolls out of your hands.

In a few seconds, a pumpkinhead demon stands before you, an evil grin on its face.

"Serve me and I will give you great power" he tells you.

If you want to humor the creature, perform an L5 Charisma roll. Add +1 for the Charisma Skill, +2 if you have it at Expert level, and +1 if you have a cursed knife.

If the roll is successful, the pumpkin demon will sign a contract with you. You will lose 1 permanent point of Sanity, but you will gain 2 permanent Life points (this also increases your current Life point total if you are wounded) and you may learn a single Arcane Skill of your choice. If you do not have enough XP to pay for it right now, you will learn the Skill later, as soon as you spend the XP.

If the roll is unsuccessful or you do not want to roll, you will have to fight the pumpkin demon.

**Pumpkin Head Demon**, L6 demon, 6 Life, damage 2. Vulnerable to holy water.

You may not escape from this combat.

If you defeat the demon, you will find an item from the Random Magic Items table.

---

### #41 - ELIZA'S FOREST

Now you know Eliza's story, at least in part. You need to gather 4 Clues to find the exact location of the forest where she found her book. Prepare a separate map diagram. This will represent a forest just out of town. You may search every box until you have gathered 4 clues. If you already have 4 Clues, you will find the location in the first box you visit. In the unlikely event that you fail all the Search rolls, you will automatically find the location in the last box on the map.

On each roll of a 1 on any Search roll, you will have an encounter. Roll d6. On a 1-4, roll on the Beast table. On a 5-6, roll on the Witch Children table.

When you find the location, you find a clearing with a tree stump turned into an unholy altar. There are remains of wax candles, magic



## ALONE AGAINST FEAR

symbols and unidentifiable bones scattered around. If you did not have any encounter during your trip in the forest, a random encounter from the Demonic Horror table will be waiting for you here. If you had any encounter, no demon will wait for you.

After the battle, if any, you may make a L6 Magic roll. Add +1 if you have Occultism, +2 if you have Occultism (Expert). If you fail, nothing happens. If you succeed, you gain a permanent +1 to all rolls against Witch Children, Witches or Demons until the end of the campaign. This bonus applies to all Attack, Defense rolls and to all saves, and also to all attempts to close hell gates.

Armed with your newly acquired occult knowledge, you may now return to the exploration of the town.



ELIZA DUNFORTH



## ALONE AGAINST FEAR

### #42- SNOWY SAMUEL

A white ram with fiery red eyes and huge horns appears before you. It is surrounded by an aura of wickedness that terrifies you. Save vs. L6 Fear, adding +1 if you have the Will Skill at Expert level (add no bonus for the Will Skill at basic level). If you fail, you lose 2 Sanity AND you must run from this encounter. As you move to a neighboring area, roll on the Witch Children table to determine who will attack you.

If you succeed, you have to fight Snowy Samuel. Treat it as a L6 Demon with 8 Life. He inflicts 2 Damage with his horns, and is vulnerable to holy water (a splashed vial will inflict 2 damage).

You may not escape from this encounter. In addition, if you have a firearm, you will be able to use it only on your first attack (or two attacks if you have an assault rifle and choose to shoot twice at the charging goat, using 3 bullets to do so). After the first attack, Snowy Samuel will automatically disarm you and you will have to spend 1 action to draw a melee weapon like a knife, or fight unarmed at -2.

If you defeat Snowy Samuel, you gain 2 XP and all creatures from the Witch Children table that you will encounter in the rest of the campaign will have -1 to their L. This is a permanent effect. In addition, at the end of the battle you will find an item from the Random Magic Items table.





## ALONE AGAINST FEAR

### RANDOM EVENTS TABLE (D6)

- 1 You meet a kid who wants to follow you. If you refuse, he will go away. If you let him join your exploration, roll d6. On a 1-3, go to event #26, on a 4-6 go to event #37.
- 2 You find something (roll on the Random Objects or the Useful Stuff table, your choice) spattered in blood. You may decide to ignore the object or pick it up (go to event #31).
- 3 You spot a random object on a dangerous place. Roll on the Random Object or on the Useful Stuff table (your choice) to determine what it is. Climbing the obstacle will require a L4 climbing roll, at +1 if you have the Agile Skill, +2 if you have it at Expert level. On a failure, you fall and lose 1 Life. On a success, you gain the object. You may try to climb the obstacle as many times as you want.
- 4 A ghastly face appears at a window. Save vs. L3 Fear (+1 if you have Will, +2 if you have Will at Expert level) or lose 1 Sanity. If you want to enter the building and investigate, go to event #34. You may ignore this apparition, carrying on with your investigation.
- 5 A chilly wind blows. If you have a torch or candle, the wind will blow it out until the end of your next encounter.
- 6 You stumble upon a pool of yellow goo in the middle of the road. If you have a jar or bottle, you may pick up some, in case it may be useful later.

*Each of these events may happen only once. As it happens cross it off the table. Roll on the Special Events table if you roll an event that already happened. If all Random events have occurred, treat any result of 7 on the exploration table as "House".*





ALONE AGAINST FEAR

PLAY AIDS AND SUMMARIES

## WEAPON SUMMARY TABLE

**Antique flail weapon.** If you roll a 6, it inflicts Damage 2 instead of 1. If you roll a 1 when attacking, however, you hit yourself for 1 damage. You may spend 2 XP to train with the flail and remove the chance of hitting yourself.

**Axe.** Two-handed. Damage 2. If you are Strong (Expert), you may use it one-handed.

**Baseball bat or hammer.** +1 to hit zombies and flaming skeletons. Damage 1.

**Bow.** Requires two hands to use. Damage 1. Comes with 2d6+3 arrows. If unskilled, you attack at -1. With the Bow Skill you attack without modifier, or at +1 with Bow (Expert).

**Chainsaw.** Two handed. +1 to Attack rolls. Damage 2. At the end of any combat, roll a 1 in 6 chance that the noise attracts d6 zombies (L3 Slow Undead).

**Chair.** Two handed. -1 to Attack rolls. Damage 1. If the Attack roll is a 1 or 2, it breaks.

**Crossbow.** 2 handed. No bonus. Damage 1. Comes with 2d6 bolts.

**Flashlight.** It may be used as a ranged weapon to attack shadow creatures at +2, damage 1. After each encounter with shadow creatures, there is a 1 in 6 chance of the batteries running out.

**Grenade.** One use. One turn to use. Automatically inflicts 4 damage, divided in any desired way among available opponents. If there are not enough opponents to soak all damage (for example, there are only 3 foes with 1 Life each), you take the extra damage. At the end of the combat, because of the noise of the explosion, roll a 3 in 6 chance of a random encounter (roll only once, no matter how many grenades you used in this encounter).

**Hockey Stick/golf club.** Two handed. Damage 1, but damage 2 on a roll of 6.

**Kitchen knife/ritual dagger:** -1 to Attack. If the Attack roll is a 1, it breaks. You may pick up a kitchen knife every time you visit a house.

**Knife or stick.** -1 to Attack rolls. You may pick up a stick every time you visit a stick.

**Molotov cocktail.** One use. Allows you to automatically destroy 1 zombie or perform an Attack roll at +2 against any other opponent. You need a lighter or matches to use this. No effect against flaming skeletons.

**Nunchaku.** -1 to Attack rolls, no modifier if you have Martial Arts Skill. Damage 1. If you roll a 6 on a Defense roll against a foe armed with a one handed weapon, you disarm the foe (gain +2 to Defend against that foe unless he has another weapon).

**Pistol .** +1 to Attack rolls, damage 1. Comes with 2d6 bullets.

**Pitchfork.** Two handed, damage 1. If your opponent surprises you and his first attack misses and then your first attack hits, you have impaled the opponent for 3 damage.

**Rifle.** Two handed. +2 to Attack rolls. Damage 2. May attack twice per turn but doing so uses 3 bullets. May be used as a club (-1 to hit, 1 damage). Comes with 2d6 bullets.

**Scythe/showel.** Two handed. -1 to Attack rolls because of its unwieldiness. Damage 1. If you roll a natural 6, you decapitate the target, regardless of how many Life points it has.

**Shotgun .** +2 to Attack rolls. Damage 2. Comes with 2d6 shells.

**Samurai sword (authentic).** May be used two handed (+1 to Attack rolls) or one handed (no bonus). Damage 1.

**Samurai sword (cheap replica).** May be used two handed (+1 to Attack rolls) or one handed (no bonus). Damage 1. Breaks on an Attack roll of 1.

**Unarmed attack.** -2 to Attack rolls, -1 with Martial Arts, no modifier with Martial Arts (Expert). Damage 1. May inflict non-lethal damage if desired.

# ALONE AGAINST FEAR CHARACTER SHEET

NAME	XP	SANITY	LIFE	CLUES
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INJURIES

MENTAL SCARS



KEYWORDS



SKILLS

WEAPONS



AMMO



ARCANE SKILLS

FOOD



EQUIPMENT

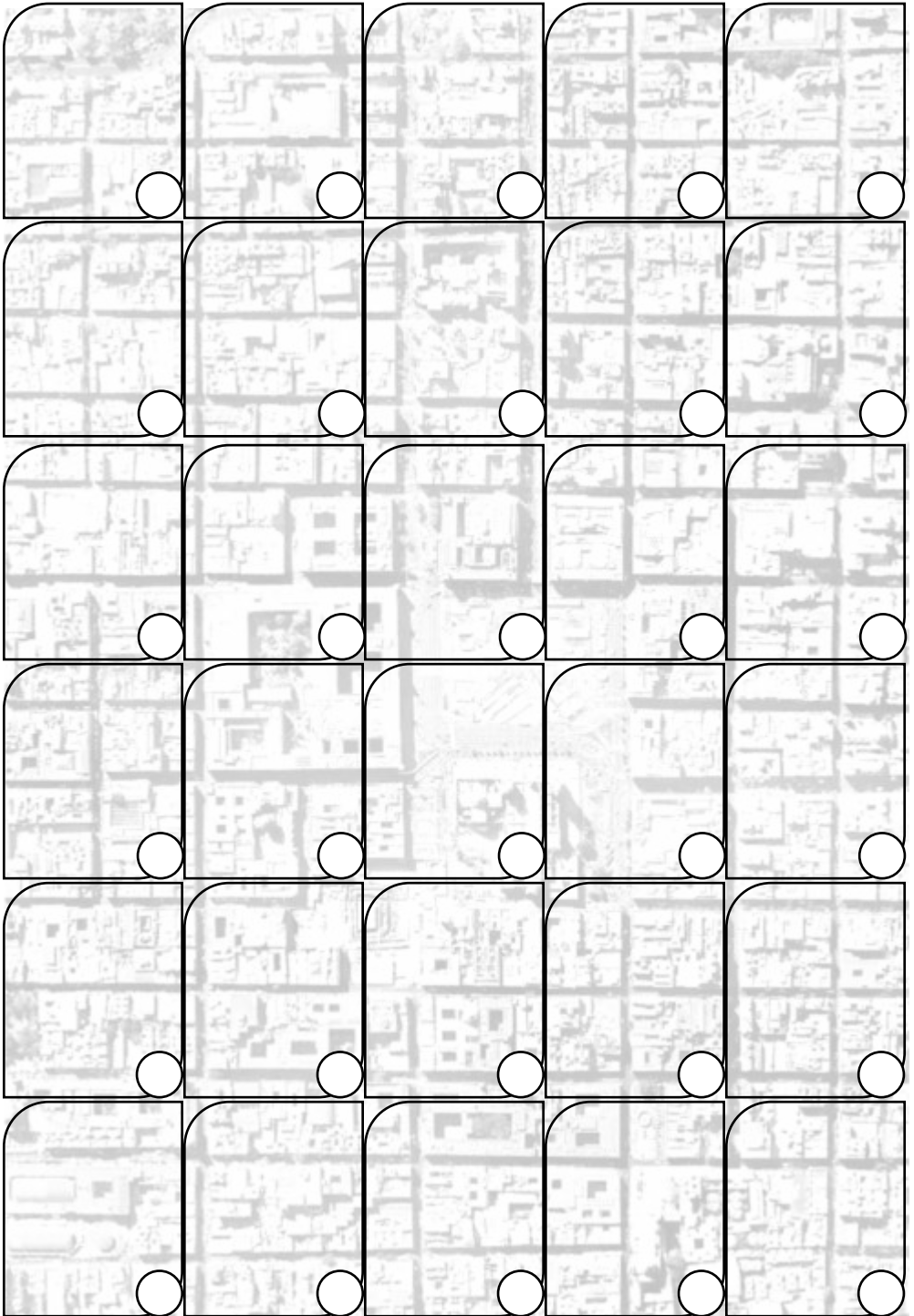


CANDLES



BOOKS READ

# ALONE AGAINST FEAR TOWN MAP



Permission granted to reproduce this sheet for personal use © Ganesha Games, 2020. Enlarge this page so there is more space for notes in the boxes.

## GAME OVERVIEW

- Create a character. Choose 2 Skills. You have 2 items from the Useful Stuff table (p.22) or the Random Objects table (p.20) and 1 random weapon (p.20). If you play an already existing character, keep all equipment, skills and XP accumulated in play. All Life and Sanity points lost are fully healed between games.
- Roll on the Mission table, p.40 to determine your goal for the current game.
- Move through the boxes on the town map sheet, numbering every box you move into to keep track of the passage of time. Roll on the Town Exploration table, p.42, every time you travel to a new box.
- If there is an encounter, roll on the appropriate sub-table to determine who or what you encounter. Resolve the encounter. You may pick up any Loot found. You may discard objects or leave them in a Safe House.
- If there is no encounter, or if you solved an encounter without escaping, you may Search that box looking for Clues or useful stuff. Mark the box as Searched ("S") as each box may be Searched only once per game.
- If you move through a box that you already visited, roll a 1 in 6 chance of a random encounter. If that happens, roll on the Random Encounter table, p.39, to determine what you encounter, then roll on the appropriate sub-table. If you move into a Safe House box, do not roll for encounters.
- Once you have completed your mission and returned Home, the game ends.

**Dice rolls:** Rolling a 1 is always a failure and rolling a 6 is always a success, no matter what the modifiers.

**Explosion on 6:** On any d6 roll except tables, if you roll a 6 you add another d6 to the result. Continue doing this until you keep rolling 6.

**Attack roll:** Roll d6+ weapon and Skill modifiers. Equal or beat target's L to inflict the attack's Damage. If you surpass L multiple times, apply Damage multiple times.

**Defense roll:** Roll d6+ Skill modifiers. Equal or beat target's L to avoid target's Attack.

**Save:** roll d6 + any modifiers that apply vs. the L of the danger. On a success, you avoid the danger. On a failure, you suffer its effects.

**Food:** Eat 1 Food every 5 boxes, or take 1 Damage.

**Life:** You may prevent damage by rolling on the Injuries table. Injuries are permanent. If your Life goes to 0, you die and lose the game.

**Sanity:** You may prevent a Sanity loss by rolling on the Insanity table. Mental Scars are permanent. If your Sanity goes to 0, you become insane and lose the game.



# RANDOM INITIAL SKILL GENERATION

If you prefer, instead of picking them, you can generate your character's Skills randomly. Roll d6 for each Skill. On a 1-2, roll on table 1; on a 3-4, roll on table 2; and on a 5-6, roll on table 3. Then roll on the appropriate table.

## RANDOM INITIAL SKILL TABLE 1 (D6)

- |   |                        |
|---|------------------------|
| 1 | Agile                  |
| 2 | Bow                    |
| 3 | Charisma               |
| 4 | Danger sense           |
| 5 | Dodge or Will (choose) |
| 6 | Faith or Will (choose) |

## RANDOM INITIAL SKILL TABLE 2 (D6)

- |   |                                      |
|---|--------------------------------------|
| 1 | Fighter                              |
| 2 | Good Shot                            |
| 3 | Investigator                         |
| 4 | Medic                                |
| 5 | Occultist                            |
| 6 | Resilient or Vampire Hunter (choose) |

## RANDOM INITIAL SKILL TABLE 3 (D6)

- |   |                                 |
|---|---------------------------------|
| 1 | Resistant to Hunger             |
| 2 | Strong Grip on Reality          |
| 3 | Slippery                        |
| 4 | Stealth                         |
| 5 | Strong                          |
| 6 | Tough or Zombie Hunter (choose) |



## ENCUMBRANCE SUMMARY

You may carry 1 object in each hand or 1 two-handed weapon using 2 hands; you may also carry:

- 10 objects;
- 10 Food points; Extra Food count as 1 object each.
- Any number of objects with negligible weight;
- Add +3 items if you are Strong, or +5 if you are Strong (Expert);
- Add +5 items if you have a backpack; if the backpack is stolen or destroyed, you lose ALL objects carried, except those in your hands.

# ALONE AGAINST FEAR PREGENERATED CHARACTER

<b>NAME</b> Anna Miller	<b>XP</b>	<b>SANITY</b> 9	<b>LIFE</b> 10	<b>CLUES</b>
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## INJURIES

## MENTAL SCARS



## KEYWORDS



### SKILLS

Will (basic) +1 to Will-based rolls

Occultist (basic) +1 to Magic rolls

### WEAPONS

Pistol, +1



Hammer, +1 vs. zombies and flaming skeletons



### AMMO

6



## ARCANE SKILLS

### FOOD



4

### CANDLES



## BOOKS READ

### EQUIPMENT



Hammer, 3 stakes, first aid kit with 3 points



# ALONE AGAINST FEAR PREGENERATED CHARACTER

NAME	XP	SANITY	LIFE	CLUES
Douglas Harrison		8	11	

## INJURIES

## MENTAL SCARS



## KEYWORDS



### SKILLS

Slippery (+1 to Escape rolls)  
 Strong +2 to Strength rolls, +3 carried items

### WEAPONS

Knife -1



Chainsaw 2 hands.  
 +1 to Attack, Damage 2.



### AMMO



## ARCANE SKILLS



### FOOD

Chainsaw: Two handed. +1 to Attack rolls. Damage 2. At the end of any combat, roll a 1 in 6 chance that the noise attracts d6 zombies (L3 Slow Undead).

### EQUIPMENT



Bag of salt (6 doses)  
 Knife (-1 to Attack rolls)



4

### CANDLES



## BOOKS READ

Computer printout of "They Are Among Us".



**THERE ARE MONSTERS OUT THERE, AND YOU WALK ALONE.**



**ALONE AGAINST THE WALKING DEAD. ALONE AGAINST THE DEMONS,  
ALONE AGAINST VAMPIRES AND WEREWOLVES. ALONE AGAINST  
SHAPELESS MONSTROSITIES AND DEVIL WORSHIPPERS AND  
WITCHES AND MANIACS AND EVIL CLOWNS.**

# **ALONE AGAINST FEAR**

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