

# THE VILLAGE OF THE LIVING DOLLS



An adventure for *Alone Against Fear*  
by Anna Pashchenko and Andrea Sfiligoi



# THE VILLAGE OF THE LIVING DOLLS



## AN ADVENTURE FOR ALONE AGAINST FEAR

Written by Anna Pashchenko (setting and story) and Andrea Sfiligoi (rules)

images by Andrea Sfiligoi, Fotokitas, Jakub Krechowicz, Melkor3D, 4Max

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Playtesters: Fred Matson, Dario Biancheri, Ariè Zarka

Proofreader:Gregory Tuttle

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*This story is about the little things around us. We pass by them several times a day and perhaps never pay attention to them, but sometimes **they pay attention to us.***

*Anna & Andrea*

### INTRODUCTION

It is assumed that this adventure takes place during, or right after, your attempt at closing the Hell Gates in town chronicled in the core *Alone Against Fear* book. The world around you is pretty much in the same situation: supernatural events abound, the streets are dangerous, people are missing, and most technology isn't working. Electricity comes and goes based on the efficiency of local grids and there is no mobile network, or working media. Local authorities are trying to reinstate a semblance of order and to protect the population, but law enforcement agencies and hospitals are overwhelmed, and police counts on the help of volunteers.

### STARTING CONDITIONS

To play this adventure, you'll use a character that you have created for *Alone Against Fear*. It is recommended that you use a character who has survived at least 4 missions. All the Sanity and Life losses that you suffered in your last adventure have been healed. Any permanent Injuries or Mental Scars, of course, remain with the character. You have any Food, ammo, items, weapons, XP, and Skills acquired during your previous games. You may keep any special equipment including books or enchanted items already in your possession.

There is little time to prepare for the trip. You may need food, because the trip is going to be long and in the current crisis there are almost no working stores. You will be given d6 Food if you do not have any Food remaining from your previous adventures. You also know that the area is dangerous, so if you don't have a weapon already, roll one from the Alternative Random Weapon Table reprinted on p.8.

If you lost your character in *Alone Against Fear* and do not feel like creating a new one, play this



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adventure with one of the pre-generated characters.

### THE STORY SO FAR

Three days ago, well after midnight, your uncle Phil returned home driving through the Harrowood forest.

He never arrived home. No one has seen him and there are no messages, or mobile cell tracking to establish his location. With the current situation, it will be weeks before mobile networks are back to full efficiency, and nobody has been able to recharge their devices in the last weeks due to the shortages of power.

Police found Phil's car empty and with a broken windscreen. Apparently, he braked and swerved to avoid hitting someone, hitting a tree on the side of the road.

Police found a small, pink, wool hat on the car's hood, like the hat a small child would wear, but no blood or signs that he hit anyone with his car. The windscreen was broken by the branch of a tree the car crashed into.

Police started a search through the woods, but to no avail. However, since the supernatural events that

tormented your hometown, they are swamped with emergencies, so they could use all the help that you could give. So you decide to help find your uncle.

*The text assumes that Phil is your uncle, but you may decide that he is your father, a friend, an acquaintance, or whatever fits your character. Feel free to embellish the story or leave it vague, as you prefer.*

### PHIL'S POSSESSIONS

Police hand you the belongings that were found in Phil's car. Roll 3 times on the Stuff in Phil's Car table on next page to determine what they found. Reroll any duplicates. You may carry the items with you if you wish. They might come in handy during your adventure or may be a waste of your limited carrying capacity. Each object count as 1 carried object, unless it can be worn or it has negligible weight.

### SEARCHING THE CAR

Decide if you want to search Phil's car. If you do, roll on the table on page 8. If not, read the rest of the introduction.



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### STUFF IN PHIL'S CAR TABLE (D66)

<b>11</b>	Raincoat. If worn, does not count as a carried item.
<b>12</b>	Water flask.
<b>13</b>	Knife.
<b>14</b>	Compass. Negligible weight.
<b>15</b>	Safety boots. If worn, does not count as a carried item.
<b>16-21</b>	Bag of herbs. Negligible weight.
<b>22-23</b>	Bottle of disinfectant.
<b>24-25</b>	Medallion. Negligible weight.
<b>26-31</b>	A map of the Harrowood forest. Negligible weight.
<b>32</b>	Gemstone. Negligible weight.
<b>33</b>	Bottle of rat poison.
<b>34</b>	A bag of dried mushrooms. Negligible weight.
<b>35-36</b>	First Aid kit.
<b>41-42</b>	Jar of honey.
<b>43</b>	Vial of holy water. Negligible weight.
<b>44</b>	Large steel fork. May be used as a -1 weapon.
<b>45-46</b>	Taser gun. One shot; if you hit a living target, roll d6, if you equal or beat the target's L, the target is rendered helpless.
<b>51</b>	Smoke grenade. You may use it to gain a +2 to a single Escape roll.
<b>52-53</b>	Wristwatch. If worn, does not count as a carried item.
<b>54</b>	Digital recorder with working batteries.
<b>55</b>	A pair of roller shoes (they are your size). If worn, do not count as a carried item.
<b>56</b>	Book: Legends and Tall Tales of Harrowood.
<b>61</b>	Magnifying glass. Negligible weight.
<b>62</b>	Flashlight with working batteries.
<b>63</b>	Box of matches. Negligible weight.
<b>64</b>	Nylon rope.
<b>65</b>	A warm blanket.
<b>66</b>	Roll twice, rerolling duplicates, or choose any one item above.

*Game effects of the above items will be given in the text of the adventure where they apply. Some will have no effect.*

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### ALTERNATIVE RANDOM WEAPON TABLE (D6)

1	<b>Garden shears.</b> -1 to Attack roll, but inflict 2 damage if you roll an explosive result of 8+.
2	<b>Bow</b> with 2d6+3 arrows.
3	<b>Spear gun.</b> +1 to Attack roll, 2 damage on a 6+, 3 damage on a 10+, no additional damage possible; shoots only once per combat, but the spear may be recovered as long as you do not Escape from that combat and used again in the next encounter.
4	<b>Shotgun</b> with 2d6 shells or <b>Pistol</b> with 2d6 bullets (choose).
5	<b>Bottle of acid.</b> The acid can be thrown at a target, automatically inflicting 1 damage per splash. The bottle contain 6 splashes. You may use up to two splashes per attack, inflicting a total of 2 damage. Once 6 splashes are used, the bottle is empty.
6	<b>Heavy Sledgehammer.</b> Two-handed weapon. +1 on Attack rolls if you have the Strong Skill. Damage 2 if you have the Strong (Expert) Skill.

### EVENTS

This adventure is played with the exploration of a map of the Harwood village and forest (see p. 58) with numbered references. You start in one of the hexes numbered 1 to 6 (roll d6 to determine where). Simply decide where you want to go, crossing off one box of time for every hex traveled. You must use TWO boxes whenever you cross a forest hex (pine trees icon) or a cultivated land hex (wheat icon) or for the swamp (hex 26).

When you move into a numbered hex, read the corresponding numbered reference to determine what happens. You DO NOT have

to visit the various locations in order! Do NOT READ the references in order and DO NOT READ THEM IN ADVANCE!

When you move over a numbered hex or when the text of this adventure sends you to a numbered entry, just read the corresponding numbered entry and resolve that event or encounter, and then go back to your map-based exploration.

It is recommended that you print out or photocopy the map and the timeline table before play.

### FOOD AND SLEEP

You will need to eat 1 Food every 10 hexes traveled and sleep once





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for at least 4 boxes of time every 20 hexes traveled.

### TIMELINE EVENTS

As you cross off time boxes on the Timeline (see p. 55), you will find a few numbered boxes. These are timed events that will take place, no matter where you are, when a certain amount of time has passed. When you see a number of the Timeline, read the corresponding entry in the list of numbered entries. Some of these will be obstacles. Some may be helpful and some deadly.

### CLUES

Sometimes, the text will give you the option to gain 1 or more Clues. You might be able to spend these Clues to reveal secrets during this adventure, but there is no guarantee of this happening. You may do so only when prompted by the text. You may, however, keep any Clues gained in this adventure for your future adventures.

You may NOT use Clues to hunt for a specific monster in this adventure unless the text prompts you to do so.

### SEARCHING THE CAR TABLE (D6)

1	Your hand gets stuck between the seats. Choose: either you waste 1 box of time OR you force it out but hurt your hand (in this case, you will be at -1 on all Attack rolls for your first combat in the adventure).
2	A snake slithers out of the car, startling you. Roll a L2 Save vs. Fear. If you succeed, nothing happens, If you fail, you scramble out of the car in panic and hit your head (lose 1 Life).
3,4	You don't find anything of interest.
5	You find a piece of what looks like fresh strawberry pie in the bushes next to the car. If you want to eat it, go to #48.
6	Find 1 Clue or roll once on Stuff in Phil's Car Table (your choice).

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### #2. FINDING YOUR WAY TO THE VILLAGE

To find your way through the forest, roll d6. Add +1 if you have a compass and +1 if you have a Map of Harrowood Forest, +2 if you have both. Add +1 for every failed attempt. For every attempt, cross off 1 box off the Timeline.

If you roll 6+, you manage to find a path through the forest and come in sight of Harrowood itself (**go to #3**). If you roll a 1, irrespective of modifiers, roll on the Harrowood Forest Unique Events Table on page 10. Each event may happen only once. If you roll the same event multiple times, reroll until you select something different.



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### HARROWOOD FOREST UNIQUE EVENTS TABLE (D6)

1	<b>Swarm!</b> You are attacked by a swarm of angry bees. Lose 1 Life unless you sacrifice a honey pot or have a raincoat or blanket to defend yourself.
2	<b>Hole in the ground!</b> Perform a L5 agility Save. Add +1 if you have Agile, and +2 if you have Agile (Expert). If you succeed, nothing happens. If you fail, you step into a hole in the ground and twist your leg. You will have -1 on all Escape rolls until you use 1 box of time and 1 use of a first aid kit to bandage your ankle.
3	<b>Rascally raccoon!</b> You take off your backpack/bag for a moment of rest. As you wipe sweat off you face, you hear a rustling sound. An animal that moves too fast to be identified, maybe a raccoon, has stolen 1 Food point from you. If you have no Food, the animal has stolen 1 ammo or other small object of your choice (it must be something that can be carried in a hand).
4	<b>Bear attack!</b> Sacrifice all of your Food, 1 smoke grenade, 1 taser, or 1 honey pot to avoid this encounter. If you cannot or do not want to sacrifice one of the above objects, you must fight.  <i>Hungry bear, L4 Animal, 6 Life, 2 damage. After you have inflicted 3 wounds on the bear, there is a 2 in 6 chance it will run away. Reroll this chance every time you inflict damage on the bear.</i>
5	<b>Green smoke!</b> Some sort of unnatural smoke surround you. You feel drowsy. You cover your mouth and nose and soon the smoke disappears, but the event unnerves you (-1 on your next save vs. Fear). Write the keyword SMOKE on your play sheet.
6	<b>The scream!</b> You hear a loud scream from somewhere in the forest. If you want to check, go to #38. Otherwise, just continue with your exploration.

*Roll on this table every time you roll a 1 while trying to find your way through the Harrowood forest. Reroll duplicate events - each event on this table can happen only once.*



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### #3. THE VILLAGE

Making your way through the forest, you come to a small village. It's just 15 houses, a church, and what looks like a general store.

Approaching the small, wooden buildings, it seems that no one lived here for a long time; everywhere you see spider webs, rusty pipes, and broken windows.

The buildings look unoccupied. A few front doors are open and swing in the wind.

You see a man near a well. As you move in his direction to ask him where is everyone, you realize it is not a man at all, but a realistic, man-sized rag doll in human clothes.

If you want to inspect this doll closely (for example, by touching it) go to numbered event #42 now. Otherwise, keep on reading.

You look at the other houses. At least from what you can see from a distance, there is no sign of living people, but lots of life-sized rag dolls stand, depicting people busy in their daily occupations: a rag doll man chopping wood, a rag doll lady tending to her roses in the garden, a rag doll boy with a ball in its hands...

### MOVING ON THE MAP

Roll d6 to determine on which numbered hexagon you start on the map. Move through the map at your leisure, going to the numbered entries corresponding to each numbered hex you visit.

- Whenever you explore a numbered location on the map, roll d6. On a 1, roll on the Village Encounters table and resolve the encounter BEFORE resolving the exploration of the house. If you Escape from that encounter, you may visit another location on the map but not the location from which you Escaped. If you want to visit that location, you will automatically meet the creatures from which you Escaped. Do not read the Village Encounters table in advance! On a 2-6, you meet no monsters and you may explore the house by reading the numbered entry.
- For each hex you visit, numbered or not, tick off one box from your Timeline sheet.
- Whenever an entry sends you to a numbered event, resolve that event immediately then



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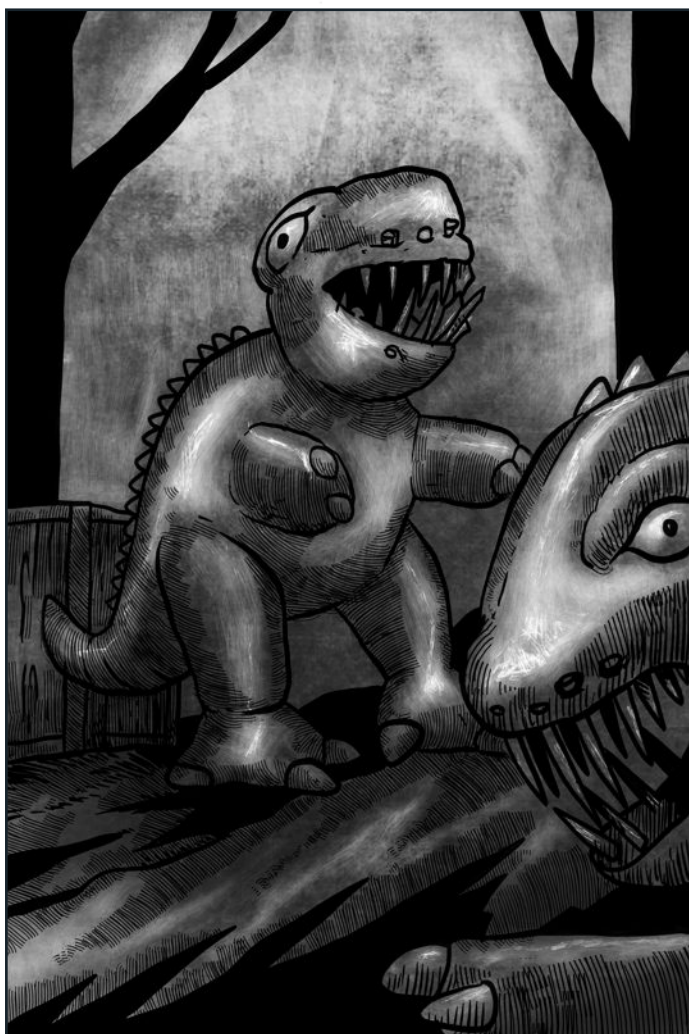
return to your exploration of the map.

### SLEEPING

When you want, you can choose a place to stay for the night on the map and advance your timeline by 4 boxes. You may sleep in one of

the numbered houses on the Harwood hex map, but you must first resolve any encounters or events that take place there.

You may also choose not to sleep at all, but you will be at -1 to all your die rolls (attack, Defense, Saves) for the rest of the adventure. If you choose a place to sleep, read #37.



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### VILLAGE ENCOUNTERS TABLE (D6)

- 1 **The Earless Hare.** An embittered, humanoid toy hare in ragged clothes. L4 animated toy, 5 Life. Its dirty saliva is infectious. If you take damage from the hare and do not treat the wound with disinfectant or 1 use of a first aid kit, you lose 1 Life every time you reach a numbered box on the Timeline. This effect stops as soon as you treat the infection.
- 2 **d6+2 Rubber frogs** surround you. L1 animated toys, 1 Life each, damage 1. If you have the CAN OF WORMS keyword, you may avoid this combat. Remove the CAN OF WORMS keyword from your sheet if you do so.
- 3 **Storyteller cat.** This fluffy wind-up toy constantly purrs stories that hypnotize you. Make a L5 Will roll (+1 if you have Will, +2 if you have Will at Expert level). If you fail, you waste d6 time boxes. When you emerge from your stupor, the cat will have disappeared. Any timed events triggered by the timeline will happen at the end of the hypnosis.
- 4 **Crazy unicorn,** L4 animated toy, 6 Life, Damage 1. It loves to scare and chase its victims, making squeaky sounds as it attempts to impale you with its sharp horn. You may try to jump out of its way (succeeding in a Defense roll, at +1 if you have the Acrobat Skill, +2 if you have it at Expert level) and then perform a Stealth roll vs. its L. If you succeed, the unicorn runs away. If you fail, you will be hit for 3 damage and must fight it to the death (you may not run away from this encounter).
- 5 **Giant Green Giraffe,** L4 animated toy, 4 Life. It spits a sticky goo that tries to bind you. If you have a knife, you can cut the threads automatically by using 1 action. If you do not have a knife, you will need a L4 Strength roll (roll at +1 if you are Strong, +2 if you have the Strong Skill at Expert level). You may try once per turn, but every time you fail, the level of the roll increases by 1. While you are bound by the goo, you automatically fail any Defense roll.
- 6 **Giant Plush Moth,** L4 animated toy, 4 Life, damage 1. The first attack of the moth is to spew frost at you. Save vs. L4 frost (+1 if you have Tough, +2 if you have Tough at expert level, +1 if you have a raincoat or a blanket) or take 1 damage and be unable to escape from this encounter. The moth then attacks by biting (damage 1).

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### VILLAGE FINDINGS TABLE (D66)

Roll on this table every time you are instructed to do so by the text. Each item on this table can be found only once. If you find an item that you have already found, even if you discarded or used it, go to the entry above it or the one below, your choice. Each of these items counts as a carried item unless the description says "Negligible weight". These objects have a few uses suggested in their description. Other uses may be found during the adventure.

- 11** A **Freeze Toy spell** written in children's handwriting on a school copybook. You may use it once to perform a Magic roll against a single animated toy. On a success, the toy stops working and "falls asleep". Used against a group of toys, it will stop only one. If you have the Occultist Skill and spend 3 XP, you may learn this spell permanently and use it once again in this adventure and then once per mission in your future games.
- 12** A **magical shiny coin**. It can be used only once: it will reflect light, magically blinding a single opponent, giving you +3 to Defense rolls against that opponent until the end of the combat.
- 13** A doll's **coat**.
- 14** A decorated **music box** with a keyhole. When the box is opened, a ballerina in a blue dress pops up. It starts to spin and sings "Turn the key, and you will see the beauty of the lights. Having defeated all evil you will bring peace to the world". There is no key.
- 15** A doll-sized, metal **crown** and a **plush toy carrot**.
- 16** **Fishing line** and hook. As a free action, you may use the fishing line to distract an opponent, gaining a +1 to your next Escape or Defense roll. One use only.
- 21** A **large metal hook**, used to hang things on walls. If you are fighting a small, short-legged creature like an animated doll, you may use this to perform an Attack roll at -1. If you succeed, you can use it to pin the short-legged creature to a wall or tree where it will be unable to move and disturb you. If you fail your Attack roll, however, you will have lowered your guard and your next Defense roll will be at -1.
- 22** A **doll's hand**. If you have Occultism Skill, you may read Secret #1.
- 23** A **can of glue**. With one action, you can pour the glue on the floor in a room (you may not use this trick outdoors). Any dolls /toys present will stick to the floor. They will need to use their next action to tear themselves off the floor and by doing so they will take 1 automatic damage. Toys /dolls will move slowly once they have been glued, and you will gain a +1 to any Escape rolls.



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### VILLAGE FINDINGS TABLE (CONTINUED, D66)

- 24 A note from Phil.** Read Handout #4.
- 25 A pink plastic bottle** containing a green liquid and labeled as "poison". Negligible weight.
- 26 Scissors.** During a fight with a doll, you can spend 1 action to cut her hair, thus causing 2 points of automatic damage. You may use scissors only once per battle per doll, and only on "girl" dolls (not on teddy bears, dinosaurs, etc). Against other opponents, they have a -1 on Attack rolls, and inflict a maximum damage of 1.
- 31 Fishing rod, line and hook.** In a situation where you should climb to reach an object, you can use the fishing rod instead.
- 32 Walkie-talkie.** You hear only static coming from this. The battery compartment has been badly glued shut, so you can't check the batteries without breaking the walkie-talkie.
- 33 Taser.** One shot weapon: if you hit a living target, roll d6, if you equal or beat the target's L, the target is rendered helpless. It has no effect on non-living targets unless they are electrically powered, like a robot, or the text of the adventure says otherwise.
- 34 Puzzle in a box.** It's an image of kittens playing with a ball of yarn.
- 35 Toy laser gun.** Batteries included. It flashes with a red light and makes an annoying buzzing sound.
- 36 d6 food points** (cranberry sauce, canned meat and potatoes).
- 41 Magnifying glass.** Negligible weight.
- 42 A bottle of toy "joke" perfume.** It smells like rotten vegetables. Sprinkling it on yourself, you will lose the human smell. If you are surprised by an animal encounter, such as a bear or a dog, you may negate that surprise. The effect of the perfume wears off after 6 boxes of time. Negligible weight.
- 43 Heart-shaped box.** It's metal and locked. You may not open it unless you have a heart-shaped key.
- 44 Toy robot charger.** It's a rechargeable battery for a toy robot.
- 45 Camouflage blanket.** It gives +1 to 1 Stealth roll while in the woods.





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### VILLAGE FINDINGS TABLE (CONTINUED, D66)

- 46 A brick with a magic inscription.** You may perform a L6 save, with +1 if you have Occultism and +2 if you have Occultism (Expert). On a success read Secret #2. On a failure, you may keep or discard the brick, but you do not know how to use it.
- 51 A map** of the Harrowood forest.
- 52 A live chicken.** You may sacrifice it to automatically Escape an encounter with Hell hounds or use it as a sacrifice for a ritual that requires a life. Carrying a live chicken with you, however, gives a -1 to your Stealth rolls. If you have a source of fire, you may at any moment turn the chicken into 3 Food points.
- 53 Metal tongs.** They may be used as a weapon with -1 on Attack rolls.
- 54 Book: "Magic Poppets and Dolls".** By reading this book and spending 2 XP, you may learn the Create Magic Doll ritual (see p.49). Reading the book takes 4 boxes of time.
- 55 Bag of marbles.** If thrown on the ground, they grant you a +1 to an Escape roll from any creature that walks. They may not be used outdoors. One use only.
- 56 Book: "Natural Antidotes and Herbal Remedies".** By spending 3 boxes of time and 2 XP, you may learn the Herbalism Skill. See the Appendix.
- 61 Black and white photo** of a skinny young woman with very long hair and nails. Someone wrote "Marjorie McAllister" on the back of the photo. Negligible weight.
- 62 d6+1 candles.**
- 63 Hammer** and box of nails.
- 64 d6+3 shotgun shells.**
- 65 Susannah Martin's Diary.** If you spend 2 boxes of time reading it, go to Secret #2.
- 66 d6 candy sticks.** Two of them count as 1 Food point.





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### NUMBERED ENTRIES

#### #1, 2, 3, 4, 5, 6

Hexes numbered 1 to 6 are the starting locations for your exploration. Roll d6 to determine where you begin on the map. If you roll a 4 or 5, go to #41.

#### #7

As you move closer to this house, a horde of animated rubber toy spiders swarms over you. Before the combat, you must save vs. L3 Fear (add +1 for Will, +2 for Will Expert) or lose 1 Sanity.

Rubber spiders swarm, L4, Life 6, damage 1. Treat the swarm as a single creature. Molotov cocktails and other fire-based attacks automatically destroy the swarm. If you have a source of fire and a can of gasoline, you may also use that to destroy them automatically.

Other attacks hit the spiders at -1 and may not explode, so you may inflict a maximum of 1 damage per attack against the swarm.

The creatures cover your body: you must inflict a minimum of 2 damage on them before you can attempt an Escape roll. Escape rolls are at -1.

If you lose more than 4 Life points to the spiders, one of your limbs (your choice) will turn into rubber and you will lose the ability to use it until you perform any action that removes a curse. You must either lose the ability to use an arm (you may no longer use it to hold weapons or objects) or a leg (you will gain the Limping injury).

If you defeat the rubber spiders, you may explore the house. Gain 1 roll on the Village Findings table, and you may alter the roll by +1 or -1 if you want. Reroll any object that you already possess.

#### #8

You enter the house but you can't see anything, and find it hard to breathe because a multi-colored smoke fills the rooms. The acrid smell hurts your throat and burns your eyes. You hear a sound similar to wood shoes clapping on the wooden floor. If you want, you



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may exit the house now (go back to your exploration of the map), or continue exploring this house by going to #36.

### #9

This house is empty. It has large cattle pens in its front yard, that you may investigate by going to #24 and #25 and a thick forest of pines at its back. It looks like the ideal place to rest. If you sleep here, you automatically recover up to 2 points of Life or Sanity in any desired combination (you may recover 1 Sanity and 1 life, or 2 Life, or 2 Sanity).

### #10

There is a well just outside this house. If you want, you can take some water. Write the WATER key-word on your play sheet.

On a fence around this house, something flutters in the wind. It's a piece of an old newspaper that catches your attention. If you choose to pick it up, go to Hand-out 1 (p.51).

If you ignore the newspaper or choose to move towards the house after reading it, go to #52. Otherwise, you can return to your map exploration.

### #11

This house looks like it was freshly painted with garish, almost unnatural colors that make it look like a giant, candy-wrapping paper. You hear moans of pain coming from the house. If you want to investigate, go to 43. Otherwise, continue with your exploration of the map.

### #12

This house is empty. Besides a 1 in 6 chance of a random encounter when you move into this hex, you will be safe here. You may recover up to 3 points of Sanity or Life in any combination the first time only that you visit this house. You may also roll on the Village Findings table to see if you find something of interest here the first time that you visit this house.

### #13

As you get closer to this house, a giant plush hare with bow and arrows leaps in the air and lands in front of you. There is a malicious smile on its face. "I will rip your heart out and incinerate it" it says, and looses an arrow at you.



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Giant Plush Hare, L4 animated toy, 4 Life, 1 damage. If you have a toy carrot, you may distract it and Escape automatically. Otherwise, your Escape rolls against the Hare are at -1.

Make a Defense roll to avoid the arrow. If you defeat the hare, you may take its bow and arrows. If you want to investigate the house, go to #51.

### #14

This house belonged to someone who designed and built dolls as a hobby or as a profession. There are doll heads, bodies, clothes everywhere, samples of fabric, and sketches of doll costumes of various materials. You can find bits of leather, plastic, boxes of glass eyes, and wigs.

As you enter, you hear the creak of a chair, but you see no one. A wisp of smoke rises from a lit cigarette in an ashtray on the table. After a while, the transparent silhouette of a woman in a hat appears. This is the ghost of Lilu, the owner of the doll store. In her calm, kind voice, she tells that she was killed by a witch. Then her voice turns into a loud scream.

Roll on the Dollmaker's House table to determine if you find something of interest. If you want, you may spend 1 Clue to reroll. You may reroll as many times as desired until you find what you want or run out of Clues to spend.

### DOLLMAKER'S HOUSE TABLE (D6)

1	A copy of " <b>Protection from Witchcraft</b> ". If you read this book, you may spend 3XP to gain the Talisman Against Witches (this is a new Arcane Skill described in this book).
2	<b>Poison antidote.</b> If you eat or drink any poison, this liquid will automatically save you - once - preventing all damage and effects. It has no effect against poison that is injected.
3	<b>Bandages</b> - may be used to heal up to 2 Life.
4	<b>D3 Invisibility beans.</b> These are dried beans. You may swallow one to become unnoticeable, automatically escaping from an encounter. The effect ends as soon as you have another encounter.
5	<b>Master Compass.</b> This is a magic golden compass. When you need to spend Clues to find a location, if you have this compass, you can reduce your Clue cost by 1.
6	<b>The Leather Whiplash.</b> This short whiplash can be used as a weapon against animated toys. It attacks them at +1 and inflicts 2 damage on them. It has no effect, save pain, on other creatures.



## VILLAGE OF THE LIVING DOLLS

### #15

As you enter this house, you are surrounded by weeping animated dolls. They all represents little girls of various ages, hairstyles, and complexions, but all have flaws: a missing eye, a badly screwed-on head, broken fingers, half-burnt hair, and so on. They tug at your clothes, asking you to take them with you.

"Take me!"

"They left me alone; I want a new daddy/mommy!"

"Have you come for me?"

"No, take me, I'm better!"

"Will you be my mommy/daddy?"

If you want to escape, go to #55.

If you want to choose a doll and take her with you, go to #56.

If you want to attack the dolls, go to # 61.

### #16

Six hungry hell hounds appear in front of you as you set foot into this house. They look like black Alsatians with red eyes. Loud, rumbling sounds come from their bellies. They look hungry. Saliva drips from their fangs as they stare at you.

If you have food, you can drop it to distract them. If you want to escape, you gain a +1 to your Escape roll for every Food point dropped, up to a maximum bonus of +4. Decide if you want to drop Food and then go to #44.

### #17

Suddenly, you hear the cry of a child. You follow the sounds and meet two red-haired children, a boy and a girl. They look like twin sister and brother, about 5 years old. They are fighting and just tore a teddy bear in half.

You ask them why they are fighting. The girl angrily stares at you, and a sly grin appears on her face. The boy doesn't even look at you, and at that moment the girl throws him to the ground, shouting "Soon you will answer for that bear you broke! He will not forget it!"

You turn around and see that all the dolls that look like people have changed their positions and are now busy with other things. Save vs. Level 3 Fear or lose 1 Sanity.

The children run into the house. Continue to read if you want to follow them, or continue your map exploration by moving onto another hex.



## VILLAGE OF THE LIVING DOLLS

You come to the house and the owners, two seemingly normal folks, welcome you. Martha and Evan look friendly. Martha nods a welcome to you, while Evan steps out to shake your hand. You notice that his fingers are dark and bruised, and he quickly retracts his hand, hiding it behind his back when he notices you staring at his fingers.

They seem oblivious to the strange events happening in the village and avoid your questions replying with small talk. You ask them about your uncle Phil and show his photo. They say that they don't know anything about him. They tell you that they are very busy and cannot pay more attention to you. Martha hastens to the kitchen, explaining that she has an apricot pie in the oven... Evan hurries to his workshop: apparently needing to complete a doll's house for his daughter.

You leave the house. Why did Martha react so briskly to your uncle's photo? And why did Evan try so hard to hide his bruised fingers?

If you decide to stay and find out what is happening here, go to #57. If you do not want to mess around this seemingly dangerous location,

go back to exploring the village map.

### #18

As you enter this house, a thousand rubber caterpillars and snakes try to entwine your body, forming a rubber cocoon around you. As you struggle to get rid of them, you see other human bodies wrapped in cocoons.

If you have a lighter or matches you can inflict an automatic 2 points of damage to the rubber critters. You cannot attempt to escape until you have inflicted at least 4 points of damage to the mass of rubber critters.

Rubber caterpillars and snakes,  
level 4 animated toy, 6 Life, 1  
damage.

If you destroy the rubber caterpillars, you may roll once on the Village Findings table to see what you find.

### #19

As you explore what it looks like a shed near this unremarkable house, soccer balls roll out of a large basket. They bounce on walls, pick up speed, and try to hit you. As one zooms close to,



## VILLAGE OF THE LIVING DOLLS

you, you hear a weeping sound coming from it.

2d6 Crying soccer balls, level 2 animated toys, 1 Life each, damage 1.

If you have a knife or other edged weapon, you attack them at +2. At the end of every turn in which one or more balls are destroyed, the remaining balls will scream. Save vs. level 3 sound (at +1 if you have the Tough Skill, and +2 if you have it at Expert Level). If you fail, you become deaf for the next 4 encounters (if you are deaf, any enemy encountered has a 3 in 6 chance of surprising you, and if you are asked to roll to hear something, you automatically fail that roll).

If you want, after 2 turns you may automatically escape this encounter. If you decide to stay and defeat all the balls, you can explore the house and gain 2 random items from the Village Findings table.

### #20

This otherwise unremarkable house has huge book shelves filled

with beautifully illustrated children's books about dolls. There are also books about magic and the history of the Harrowood forest. There are also books about witches and how to defeat them. You think of studying this, but as you try to touch a book the walls start to emit sinister laughter, and try to distract you.

Decide how many boxes of time you will try to stay in the library and perform a Will Save (at +1 if you have Will, and +2 if you have Will Expert), against a Level equal to 3 plus the number of boxes you chose. If you succeed, choose an effect from the list below. If you fail, you just waste your time. If you roll a 1, you will have to repeat the save again or remain here forever as the library walls will sap your energy. If this happens, your adventure ends here.

Library effect (choose one):

- Spend XP to learn the Occultism Skill or bring it to Occultism (Expert) if you already have it.
- Find a copy of the *Necronomicon* (described in *Alone Against Fear*).
- Find a copy of "**Magic Puppets and Dolls**". By reading this book and spending 2 XP, you





## VILLAGE OF THE LIVING DOLLS

may learn the Create Magic Doll ritual (see p.54).

- Find **Susannah Martin's Diary**. If you read it, go to Secret #2. You may NOT read Secret #2 before taking this option.

### #21

This is a broken down toy store. The main window was crashed. The sign says "Lilu's Handmade Dolls". You find no one here. There are still a few dolls, of the non-animated variety, on the shelves.

### #22

As soon as you enter this house your head begins to spin... actually, it's not your head, it's the whole house that is spinning and trying to confuse you. You hear wild cries everywhere and laughter of clowns. The walls rotate around you at roller-coaster speed. Flying objects zoom by you, missing your face by a mere inch.

Do you try to find the door as quickly as possible and get out? Go to #58.

Do you try to close your eyes, focus on your inner strength and fight off what you believe is just an illusion? Go to #59.

### #23

As you enter this house, you feel a strong smell of strawberries. Your feet get stuck to the floor, and you realize that it is covered by a moving, writhing mass of pink chewing gum. Hundreds of human teeth float in the pink mass. The annoying music of an old chewing-gum TV ad rings through your ears.

You may sacrifice a knife or other sharp weapon or a tank of gasoline or disinfectant to break free of this trap. If you do not have any of these, getting rid of the chewing-gum trap will use up 3 boxes of time. Alternatively, you may just leave your shoes in the chewing-gum and walk away, but until you find a different couple of shoes or boots, you will be at -2 to any escape rolls.

### #24

This is a pig pen. You may spend 4 boxes of time here to create d6 Food points by slaughtering a pig and cooking it. However, there is a 1 in 6 chance that this will attract some attention (roll on the Village Encounters table).



## VILLAGE OF THE LIVING DOLLS

### #25

This used to be a pig pen, but all the animals have escaped.

Damage every turn. Loot: 1 in 6 chance of d3 Food. It is armed with a scythe.

### #26

This is a swamp. Exploring this hex takes 2 boxes of time. You may search the swamp: roll d6. On a 1, you attract the attention of something (roll on the Park/Woods table in Alone Against Fear). On a 2 to 4, nothing happens. On a 5 or 6, choose: you discover 1 Clue or find something useful (roll on the Village Findings table).

On a 2 to 4, nothing happens. On a 5 or 6, choose: you discover 1 Clue or find something useful (roll on the Village Findings table). In any case, you find 1 Food per hex.

### #29

You find a large beehive. You may collect 1 Food point. If you do, add the HONEY keyword to your play sheet.

### #27 AND #28

These two hexes are a large corn field. Exploring each of these hexes takes 2 boxes of time. You may search them: roll d6. On a 1, you attract the attention of a Master Scarecrow that attacks you, with a 4 in 6 chance of gaining surprise and striking first.

### #30, #31, AND #32

These three hexes are a large field of pumpkins and water melons. You may search them: roll d6. On a 1, you attract the attention of a Master Scarecrow that attacks you, with a 4 in 6 chance of gaining surprise and striking first.

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

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



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may also automatically inflict 1 Damage every turn. Loot: 1 in 6 chance of d3 Food. It is armed with a scythe.

On a 2 to 4, nothing happens. On a 5 or 6, choose: you discover 1 Clue or find something useful (roll on the Village Findings table). In any case, you may pick up 1 Food point in each of these hexes, if you want.

### #33

There is a well here. If you want to take some water, you can. Write the WATER keyword on your play sheet.

### #34

This is a large, unoccupied barn. It seems possible to defend this place and, if you want, you can sleep here. If you do, roll on the Sleep table on p. 46 to determine the effects of your rest.

### #35

This church is an old building made of wood. Most of it was damaged in a fire recently, it seems. However, you find a moment of inner peace here. The first time you visit this church, you may recover 1 point of Sanity.

### #36

The clapping sound intensifies and a couple of pony-sized plush toy unicorn emerge from the multi-colored mist. The unicorns have metal horns that have been crudely driven through their foreheads. These end in a sharp point and are covered in gore.

One of the unicorn licks the blood that flows from its horn into its mouth, then charges at you. You will have to fight. Due to the smoke, however, all ranged weapons are at -1 on their Attack rolls here. If you have the SMOKE keyword on your sheet, however, you may ignore this penalty. The smoke you inhaled before has somehow immunized you against the effects of the multi-colored mist.

2 Vampire Plush Unicorns, L4, 5 Life each. The unicorn's first attack inflicts 3 damage if it hits. Following attacks inflict only 1 damage. Every time a unicorn damages you, roll d6. On a 1-3, nothing happens. On a 4-6, the unicorn gains 1 Life point. Due to the unicorns' great speed, your Escape rolls are at -2.



## VILLAGE OF THE LIVING DOLLS

If you defeat the unicorns, you find something of interest in the house. Roll once on the Village findings table.

If you have holy water you can use it, automatically inflicting 2 damage to an unicorn. Fire (like a tank of gasoline or a molotov cocktail) would also destroy the unicorns AND the house. If you use fire, you automatically destroy the unicorns' loot: roll on the Village Findings table. The object you roll is destroyed, UNLESS it is a spell or a music box, which can be picked up if you want.

### #37

You sleep in this place. Roll on the Sleep table on p.46 to determine how much you manage to rest.

### #38

The scream did not come from a person but from a Mynah bird, a sort of talking blackbird, perched on what looks like a twisted branch. As you get closer, you realize that it's not a branch but a desiccated human hand sticking out of the ground. The bird caws something that sounds like "I waited for you" and flies away.

If you want, you can dig the body out of the ground. If you do not

have a shovel, however, it's going to take a lot of time and effort. Roll a L6 save, crossing 1 time box each time you roll. Add +1 for the Strong Skill and +2 for Strong (Expert). Add +2 if you have a shovel. As soon as you roll a success, you manage to dig the body out. If you roll a 1, however, you must choose: either you are exhausted (you lose 1 Life and have -1 on further saves to dig until you have a good night's rest) or your activity attracts the attention of creatures in the forest (roll on the Village Monsters table).

When you manage to dig the body out, go to Secret #3.

### #39

You hear a sound like hailstones falling on the ground, only it's not hailstones, but clumps of rubber worms wriggling in an ooze-like jelly. It's some kind of toy used to scare squeamish kids. The rain of rubber worms lasts for a few seconds and then abruptly stops. Save vs. L2 Fear, at +1 if you have Will. On a failure, you lose 1 Sanity. You may collect a few rubber worms if you wish. Write the CAN OF WORMS keyword on your play sheet.



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### #40

Something on the floor catches your attention. A lucky find! Roll on the Village Findings table to determine what it is. However, as you step closer you realize that this object is guarded by a small, animated, plush, Pekingese dog. The creature growls at you as you inspect the item. If you want to take the object, roll d6 on the Doggie Table on p.43. Subtract -1 from the roll if you offer the dog a can of dog food or a bone (decide if you are going to offer food before looking at the table).

### #41

You see spires of multi-colored smoke rise from the house in #8. Go to #8 if you want to investigate.

### #42

You touch the rag doll, poking a finger inside a loose seam, and you feel the doll squirm and stir under your touch, as if it reacted with pain to your touch. It looks like something alive is inside of it. Save vs. Level 1 Fear (you fail only if you roll a 1). If you fail, lose 1 Sanity. You understand that this doll was once a living human being and that a spell is responsible for its transformation into an object. Gain

1 Clue and go back to your exploration of the map.

### #43

A giant, obese doll that is apparently made of sugar and candies keeps three people in a cage hanging from the ceiling on a thick iron chain. They look drugged or simply so exhausted that they barely protest as her long nails (actually, pointed lollipops) prickle their faces. She uses a sharp carnage cleaver to flay a piece of skin off the arm of an old man. Maybe she didn't notice you yet. You have three options:

- Run away, leaving the people to their fate. Make a Stealth roll against the doll's Level 5. If you succeed, you may go back to your exploration of the map. If you fail, she will catch you and you will have to fight (go to #49), but you will gain no XP from this fight if you win. You may free the prisoners if you win.
- Fight the giant sugar-doll, attacking first. Go to #49.
- Try to talk to her, to see if there is something you can do to persuade her to free the prisoners. Go to #50.



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### #44

6 Hell Hounds, Level 4 demons, 3 Life each, Damage 1. They count as Level 7 for purposes of Escape rolls.

If you defeat them, you gain 1 XP and go to #45.

### #45

After defeating the hounds, you find a beautiful music box decorated with moonstones and emeralds. Inside the music box is a small mirror, with silver trim on the sides. When the box is opened a ballerina in a blue dress appears. It starts to spin and sing "Insert the key and turn it, and you will see the beauty of the lights. Defeat all evil, you will bring peace to the world".

There is indeed a keyhole in the music box.

The ballerina is an exquisite carving made from bone. Her dress is made from desiccated butterfly wings.

You may carry the music box with you. It will count as 1 carried item.

### #46

Two large, misshapen animals attack you. As they try to bite you,

you realize they are a couple of animated toys: rubber dinosaurs, each about 3 feet tall with long rusty nails and dirty razor blades in their mouths as fangs.

2 level 4 animated toy dinosaur, Life 4 each, damage 1. If you have a source of fire (lighter or matches) and a tank of gasoline, you can sacrifice those items to automatically destroy the dinosaurs. If you have a toy laser gun, you may use it to distract the dinosaurs and gain a +2 to an Escape roll, or +1 to your Defense rolls throughout this encounter. If you take any damage from the dinosaurs, roll a 1 in 6 chance to develop infection. If you get infection, you will lose 1 Life point for every 4 boxes of time until you use a dose from a first aid kit or a bottle of disinfectant to clean the wound.

If you escape, the dinosaurs will try to follow you. Make a L4 Stealth roll to lose them in the forest. Add +1 if you have the Stealth Skill and +2 if you have Stealth (Expert).



## VILLAGE OF THE LIVING DOLLS

If you defeat the dinosaurs, you gain 1 XP and continue your exploration of the map.

### #47

If you have a walkie-talkie, go to #48. If you have no walkie-talkie, just ignore this event.

### #48

You began to hear some noise from the walkie-talkie. Turning up the volume a little, you hear a childlike voice squeak. "This is Deborah talking! Listen, bears: quickly bake as many cupcakes as possible. People are coming and they will get lost in the forest. We can give them a bite of sweet cupcakes so that they lose their memory! Bake pies, cakes, pastries, bake fast, as fast as possible! Let me know as soon as they are ready!" Then the walkie-talkie dies off.

### #49

Do you have the WATER keyword? If so, go to #53.

If not, the giant doll made of sugar will attack you.

Kaya, the Sugar Doll. Sugar elemental/animated object, Level 5, 6 Life points. Roll d6 each

turn to determine what she will do, but once she starts to suffocate you, she will drop her cleaver and just continue to suffocate:

1-2 suffocation attack

3-6 cleaver attack for 2 damage

Suffocation attack: You must save vs. Level 5 grappling. Roll at +1 if you are Strong and +2 if you are Very Strong. If you successfully save, you may attack her at +1 on your next attack as she opened up her guard when she tried to catch you. If you fail the save, you will automatically lose 1 Life every turn until you manage to break free by succeeding in the save, you may try again every turn after taking damage. You may either attack her or try to break free, not both, and if you attack while she is strangling you, you will do so at -1.

If you defeat her, gain 2 XP and 1 roll on the Village Findings table. If you decide to free her human captives, go to #54.



## VILLAGE OF THE LIVING DOLLS

### #50

Do you have any candies or candy sticks? If you do, you may give them all to Kaya and the doll will be distracted for long enough that you may search the house (roll on the Village Finding table) OR free the prisoners (go to #54).

You may also choose to fight with Kaya, and if you do so, your first attack will be at +2 while she is distracted by the candies. Go to #49 to fight her.

### #51

In the house you found several old black and white photos. On some of them, someone wrote the name of a skinny young woman with very long hair, Marjorie McAllister. In a photo, she is shown playing with a Ouija board and smiling coyly for the camera. In another picture, behind her, you notice a bunch of black candles and what looks like a human skull on a shelf. The handwriting on the photo seems modern, and done with a ballpoint pen. It is difficult to understand how old are the photos, but from the attire of the woman, you guess it could be as far as the early Sixties. You may take the photos if you want (they have negligible weight) and return to your exploration of

the map. If this is the first time that you find photos and mention of this woman, gain 1 Clue.

### #52

Upon entering this house, you hear malicious laughter and incomprehensible, squeaky voices coming from man-sized, malfunctioning toy robots. Their internal wires hang out of their bodies. You can see that the robots have throbbing human hearts and livers in their torsos, from which blood is dripping. As you realize this, perform a Save vs level 3 Fear. Add +1 if you have Will, +2 if you have Will (Expert). If you fail, lose 1 Sanity.

The robots move with creaky sounds of broken, rusty springs. The stench of blood, machine oil, and decomposing human flesh is overbearing. If you didn't fail your Save vs. fear, you may run away before they reach you. Otherwise, you will have to fight them for a minimum of 3 turns before you can attempt an Escape roll.

3 Toy Robots, L4 animated toys,  
3 Life each, damage 1. If you have  
a Taser, you may automatically  
destroy one robot. If you roll a 6





## VILLAGE OF THE LIVING DOLLS

on a Defense roll, the robot that failed to hit you malfunctions, and it will not attack for one turn. If all the robots malfunction at the same time, you may automatically Escape.

If you run away, keep a note of any damage you inflicted on the robots, in case you decide to return to this house later.

If you defeat the robots, you may pick up their blades and use them as large knives. You also gain 1 roll on the Village Findings table.

### #53

The giant doll reacts with horror when she realizes that you are carrying a large quantity of water. Understanding her weakness, you throw the water at her. She melts in a pool of sugar lumps and food color.

You gain 2 XP from this fight. Roll on the Village Findings table to see if you find something of interest in her house. You also pick up some sweets, but you realize they all contain acid or poisonous chemicals and immediately drop them as your skin starts to burn on contact.

If you want to free her human prisoners, go to #54. Otherwise, you can continue your exploration of the map.

### #54

You free the three prisoners. They are barely able to stand. They have been drugged and tortured by the monstrous sugar doll. They will be of no help to you and just want to move out of the forest as soon as possible. You hear their confused stories: they were all caught by the doll while visiting the village, looking for friends and relatives.

If you want, you can escort them out of the village. To lead them to safety, you should move to one of the hexes numbered 1 to 6 on the map. Once you get there, they bid you farewell and leave the forest through the same path you took, and you gain 1 Clue by putting together their stories.

### #55

The dolls won't let you run away easily. Make a Level 2 escape, rolling against each of them separately. There are 2d6 dolls. If you fail even a single roll, you either lose 1 Life or the dolls tear away one of the objects you carry (you



## VILLAGE OF THE LIVING DOLLS

choose) and destroy it. If you do not have objects to sacrifice, you must "pay" with Life points. You may escape only if you succeed in Escape rolls against all the dolls. You may at any moment decide to fight them. Gain 1 XP ONLY if you destroy them all.

2d6 animated dolls, L2, 1 Life, 1 damage.

### #56

You choose a doll, and the others run away, sobbing and calling you names. The doll will follow you everywhere, but it will not take part in any combat. If you escape from an encounter, she will escape with you.

If at any moment your life point total goes down to 1, go to #60.

### #57

Skulking around the house, you look through Martha's kitchen window. You see Martha cutting a huge pie. Living, animated dolls, plush hares, and teddy bears sit at the table and squeak "More poison! Add more poison! And sprinkle it with sugar!" The whole scene is out of a nightmare. Save vs. level 3 Fear (add +1 if you have

Will, +2 if you have Will at expert level) or lose 1 Sanity.

As you recoil in shock at the unnatural scene, Martha stares in your direction, as if she caught something with the corner of her eye. She rushes to the window. As she does so, she pulls out a folded paper from her sleeve and lets it slip out of the window. She then closes the window and draws the curtains.

If you choose to pick up the paper, see Handout 2.

The unnatural creatures in the room continue to chat and yell orders, but even in this racket, you hear some muffled screams coming from below you, possibly from the basement of Martha's house. It sounds like a gagged child crying for help.

You may now move away and continue your exploration of the map or burst in the house to confront the creatures and save whoever is calling for help in the basement. Choose the weapon you are holding in your hands, if you have one, and go to # 62.

### #58

You try to move out of the spinning house, but the objects rotating



## VILLAGE OF THE LIVING DOLLS

around you might hit you as you move out. Perform a Level 5 save, at +1 if you have the Agile Skill, and at +2 if you have the Agile Skill at Expert level. If you succeed, you move out of the house unhurt. If you fail, you take 1 point of damage and must roll again until you succeed or die in the attempt, mauled by the flying objects.

### #59

You focus on your inner strength and try to break the house's spell. Save vs. Level 6 magic. Add +1 if you have the Will Skill and +2 if you have Will (Expert). Add another +1 if you have the Occultist (Expert) Skill and another +1 if you have a Talisman against Witches.

If you succeed, the house stops spinning and you search it. Roll on the Village Findings table or gain 1 Clue (your choice). If you fail, you realize your only way out is to try to jump out of the spinning house: go to #58.

### #60

You realize that taking an animated doll with you was a mistake. The doll pulls out a straight razor from her dress and goes for your throat!

Martha, Level 2 animated doll, 1 Life, 1 damage.

### #61

You push away the dolls and start to attack them. They call you names and draw long knitting needles, scissors and other improvised weapons to hurt you.

You gain 1 XP if you defeat all the dolls. If at any moment you try to Escape, go to #55.

2d6 animated dolls, L2, 1 Life, 1 damage.

### 62

As you burst through the door, the living dolls, hares, and teddy bears rise from their chairs and confront you, wielding their weird weapons. You can act first as you took them by surprise as they were baking cakes and adding poison to biscuits.

A large plush hare leaps in the air and lands in front of the door, blocking your way. If you kill this hare, the other one will do the same. You may not attempt to Escape from this encounter until you kill at least the two hares.

You will have to fight all the creatures at the same time.



## VILLAGE OF THE LIVING DOLLS

#63

2 living dolls, L3 animated toys, 4 Life each, 1 damage.

2 teddy bears, L4 animated toys, 3 Life each, 1 damage. If you have the HONEY keyword, you may delete it to automatically distract them (they do not fight you).

2 manic hares, L3 animated toys, 4 Life each, 1 damage.

If you defeat all the creatures, you may pick up up to 6 Food points from the cakes and biscuit in this room. You also find 1 dose of ingestive poison and 1 does of poison antidote.

On the window sill under a pot, you find a tiny piece of paper with something written so small that you don't manage to read. If you have a magnifying glass, go to handout #3. You may also carry the small paper with you and read it if you find a magnifying glass later.

You may also visit the basement from where you can hear cries of help (go to #63) or return to your exploration of the map.

You enter the basement and find that the crying comes from yet another living doll, who has been chained to a heater. The doll sobs and shakes.

"It's so cold in here," she says, looking at you with tearful eyes.

If you have a doll-sized coat, you can give to her if you wish, or you can give her one of the blankets that you can see in a corner of the basement. If you do so, go to #64.

If you just want to free her without giving her a coat or a blanket, go to #66.

You may also just leave her in the basement and return to your investigation.

#64

You give the coat to the doll. Her name is Sandra. Sandra tells you that she is being kept here because she was against the idea of poisoning cakes and she always warned people before they crossed the threshold.

"Also here was another doll, Lisa, who also tried to stop Marjorie the witch and her helpers. But they put poured ink on her beautiful pink



## VILLAGE OF THE LIVING DOLLS

dress and scoffed at her. At the end she managed to escape."

You try to understand what it is happening and mention your Uncle Phil.

"I saw your uncle also. They told he killed Lisa with his car, but I do not believe them. They judged him and fed him with poisoned strawberry pie as a punishment. The poison in the pie put him to sleep. After that, the rubber dinosaurs put him in a wooden chest and took him with them to the forest. You should be careful; the witch expects your coming. Your uncle is a bait."

### #65

1) You help to free Sandra. In return, the living doll says she will help you in your search for uncle and at the same time show you the witch's house.

Sandra is eager to reply to your questions and you start to piece together all the story.

Marjorie McAllister is a witch who wants to create a world of living dolls and animated toys under her control. The animated toys perform evil actions and increase the magic energy at her disposal. Humans are slowly transformed into living dolls

and, after some time, they completely lose their human conscience and become just playthings in the hands of the witch.

Marjorie went crazy when her lovely daughter Deborah died in car accident. Deborah was destined to become a witch, but she hadn't revealed her abilities yet at the moment of her death. Marjorie created a living doll as a receptacle for Deborah's soul and trapped her into it. Then Marjorie noticed changes in the doll's behavior. The girl's soul didn't find peace. She was very unhappy inhabiting the body of a doll. Deborah hates her mother now, but she can't do anything about this because her mother controls the doll by magic.

Sometimes Marjorie is so furious about this situation that she flies around, burning innocent victims or inflicting pain on random targets just to vent off her frustration.

Marjorie's family was known for their evil deeds since centuries ago. All the women in the family were witches. All the time they did something terrible, but the last and the worst of their evil actions was the kidnapping of Danny, Susannah Martin's child. Danny was playing



## VILLAGE OF THE LIVING DOLLS

in the yard when they came to take him. They took him and sacrificed him to evil forces.

Susannah was also a witch who protected the forest around Harrowood. Her husband Thomas Martin was well-known as a good sorcerer who helped people with white magic. But after the abduction and death of their son, he changed and chose to walk the path of dark magic. Susannah and Thomas decided to punish the McAllisters. They spent a lot of time creating a special key that could destroy their enemies. This key was small in size but heavy because it was made of lead and other metals. It had an amethyst stone on its head.

A beautiful music box was created to keep the key. It was decorated with moonstones and emeralds. Inside the music box is a small mirror with silver trims. When the box is opened, a ballerina in a blue dress pops up. It starts to spin and sings "Turn the key, and you will see the beauty of the lights. Having defeated all evil you will bring peace to the world".

The ballerina is made from human bones. Her dress is made from dried butterfly wings.

Throwing this box with the key into the yard of the McAllisters, the Martins destroyed them. They all died except little Marjorie, who was in the forest collecting grasshoppers at that time.

The music box with the key opens a portal from whence a fire spirit comes out to incinerate all evil.

There are many spells on the key and the music box:

- 1) The witch or other members of her family cannot destroy the box and key (she will die if she tries)
- 2) The witch or other members of her family cannot find the box if it is hidden from their sight.

Sandra explains that to defeat Marjorie, you need to find the music box. She can find it for you with a spell, but in order to do so, you must sacrifice something that is dear to you.

If you already have a music box, you can show it to Sandra: casting the spell will not be necessary.

If you do not have a music box, you must choose an item from your list of possessions and give it to Sandra.



## VILLAGE OF THE LIVING DOLLS

### #66

You walk for a long distance in the depths of the forest (to a location not shown on the map). Cross 4 boxes of time on your time sheet. Sandra leads you to a huge beautiful mansion. This is where Marjorie McAllister, the witch, lives. Sandra cannot go any further.

"If she sees me, she will instantly turn me into ashes. I can't take that risk. If you manage to defeat the witch, I can return to the toy store and be a regular doll, and the girl's soul which is now in me can return home. Thank you very much for helping me, for this I will give you a gift. Goodbye."

Sandra opens a box half-buried under a tree and gives you an object. Choose an object from the following list, or roll d6 if you prefer:

### SANDRA'S GIFTS

1. A vial of holy water.
2. A small leather whiplash (it works as a hand weapon at +1 to Attack rolls against any animated toy or doll, but it will inflict no damage against other targets).
3. A tank of gasoline. If you have matches, a lighter, or any other source of fire, you may use this to set fire to something or to

automatically destroy a target that is described as vulnerable to fire.

4. A toy shield. This is a plastic replica of the shield of a well-known comic book superhero, but it has been covered with magic inscriptions with a marker. It gives +2 to Defense rolls against any animated toy, but it is bulky and counts as 2 carried items. The +2 to Defense is not cumulative with the bonus from the Acrobat Skill and does not apply against foes that are NOT animated toys.

5. A pair of silver handcuffs. You may use them, with a successful Attack roll, to subdue a creature that is vulnerable to silver, like a werewolf. They may be used only once, but they will keep the creature prisoner until you choose to release it.

6. Toy Bow with 12 suction-cup arrows. These attack at +1 and inflict 2 damage against any animated toy, but have no effect against targets that are NOT animated toys.

When you have chosen your gift, go to #70.

### #67

You free the doll. She thanks you for your kindness and runs away.



## VILLAGE OF THE LIVING DOLLS

You chase her, but she quickly disappears in the forest.

You may return to your exploration of the map.

### #68

To free Sandra, you need wire cutters or a hammer. If you do not have wire cutters or a hammer, you can try to break the chain by passing a Level 6 Save (at +1 if you are Strong and +2 if you are Strong at Expert level). You may try as many times as you want, but each time you roll a 1, you must roll a random encounter on the Village Encounter table.

At any moment, you may decide to give up and go back to your exploration of the map.

If you free Sandra and did not give her a coat or blanket, go to #67.

If you free Sandra and gave her a coat or blanket, go to #65.

### #69

You notice a leaf flying in the wind and, suddenly, you see this leaf disappear, as if it entered another dimension. Then you realize there is a spell that is hiding something on a path in front of you.

You go where the leaf disappeared, and reality shifts around you as if you drew open a curtain on a different world. Behind the curtain, you see a huge, old wooden house. Heads of dolls litter the path to this house. As you start walking on the path, their eyes follow every step you make. Go to #70.

### #70

You enter Marjorie McAllister's house. A sense of dread pours over you like a dark rain.

Your uncle Phil is here, together with other people. They all have grayed-out eyes and seem not to notice you at all. They all are immersed in an activity of sorts. Someone fashions candies out of a mold; another puts the candies in their multi-colored wrappings. Phil is stirring a huge pot of caramel that fills the air with its sweet, sticky smell. Spectral creatures, barely visible, hover among the human beings as if checking their work.

The human slaves and their ghostly supervisors ignore you, but there is another presence in the house. It's another living doll. A beautiful decorated key hangs from her







## VILLAGE OF THE LIVING DOLLS

neck. As she notices you, she starts to move towards you. Thin, sharp blades pop out of her fingertips and a greenish liquid oozes from her mouth and eyes as she moves to attack you. The ghosts move away, whispering her name: Deborah.

The ghosts slams shut the door behind you. You may not escape from this combat.

Deborah, level 6 animated toy, 8 life, Damage 1. Every time she attacks, there is a 2 in 6 chance she will spit poison from her mouth and eyes. If she does and you fail your Defense roll, you take 1 Damage and you must save vs. level 5 poison (+1 if you are Resilient, +2 if you are Very Resilient) or get a -1 to all Attack rolls until the end of the combat. If you have a talisman against witches, you will be immune to this poison.

During the fight, you may attempt to take away the key from her neck by performing a successful Attack roll. If you succeed, you inflict no damage but you take the key. If you take the key and have an object that requires the use of a key, go to #72.

If you defeat Deborah, go to #71.

### #71

As the doll slumps to the ground, you see the soul of a young girl leaving its plastic body, her face now at peace. You collect the shiny key that hanged from the doll's neck.

A large window bursts into pieces. In the cascade of glass shards, a thin, black-haired woman jumps into the room with cat-like agility and hisses at you. This is Marjorie McAllister, and you have killed the living doll that she considered her daughter, Deborah.

If you have an item where you could fit the key, go to #72. Otherwise, you will have to defend from Marjorie's assault. If you want, after 2 turns you may attempt to escape through the cracked window. It might be dangerous as there are plenty of glass shards. If you want to escape, fight Marjorie for two turns and then go to #73.

Marjorie McAllister, Level 6 witch, 6 Life points, damage 1. Every turn, Marjorie will (roll d6):

1-2 cast a curse on you; or



## VILLAGE OF THE LIVING DOLLS

3-6 attack you with her razor-sharp nails (damage 1).

If she casts a spell on you, you must perform a Level 6 Save, at +1 if you are Resilient and +2 if you are Resilient (Expert), and at +1 if you have Will, at +2 if you have Will (Expert). The bonuses are cumulative. On a failure, you lose half of your current Life points. On another failure, you are turned into a living doll and your adventure ends here.

If you defeat Majorie, go to #73.

### #72

As you insert the key in the music box, a flaming circle appears in mid air. With a crackle of burning embers, a giant hand sweeps through the room. You then see the remains of the living doll Deborah and the witch Marjorie being grasped by a giant, burning claw. Marjorie tries to scream a curse, but she is powerless against the gigantic fire being.

Seeing the creature causes a level 6 save vs. fear. Add +1 if you have Will and +2 if you have Will Expert, and a further +1 if you know any ritual that summons a fire creature.

If you fail the save, you lose 1 Sanity.

The witch and the doll both burn to ashes. The flames are so powerful that you must also perform a Level 6 save versus the heat (roll at +1 if you have the Resilient Skill and at +2 if you have the Resilient Expert Skill) or lose 1 Life. The house is on fire. You and the human slaves, now freed from the spell, rush out of the collapsing building.

If you survive, go to #73.

### #73

You realize that with the witch's death, the spell has been lifted and everything returns to normality. The living dolls and animated toys are now just toys, and the villagers who were turned into dolls return to their human bodies.

You saved Phil from the curse. He is confused and has little memories of what just happened, but he thanks you and you can lead him home.

You gain 3 XP for rescuing Phil and saving the villagers and you can keep the music box. It is a powerful item that will require further study and experimentation, but it could be a powerful weapon against the



## VILLAGE OF THE LIVING DOLLS

evil things that have emerged from the Seven Gates of Hell.

### THE MARTINS' MUSIC BOX AND KEY

#### Unique magic items

Once per mission, you may automatically destroy one animated toy or witch with one action. Inserting the key into the music box causes a fire creature from another dimension to step briefly into our world and burn the witch to death. However, seeing the creature causes a level 6 save vs. fear. Add +1 if you have Will and +2 if you have Will Expert, and a further +1 if you know any ritual that summons a fire creature. If you fail the save, you lose 1 Sanity.

You and any other creatures present must also perform a Level 6 save vs. Fire due to the intense heat. Roll at +1 if you have the Resilient Skill and at +2 if you have the Resilient Expert Skill or lose 1 Life. If you have a Living Doll accompanying you when the key is inserted, that Living Doll is automatically destroyed as well.

The box and the key count as 1 carried item.

#74

Boomer attacks you! If you have vial of holy water, you may sacrifice it to destroy the ghost dog. Otherwise, treat the ghost as level 5 undead with 4 Life points. The dog's chilling bite inflicts 1 damage every time it hits you.

#75

You break some biscuits in the bowl, and the ghost dog calms down. He motions his transparent head over the bowl as if he is eating, and the biscuits disappear. The dog points at a pile of books in a corner of the room. You find some old photo albums. In the album, you see pictures of the dog with a happy family of three. The photos seem recent, and from the timestamps, you can see that they were taken not more than 7 years ago. When you lift your eyes from the album, Boomer has disappeared, and you continue looking through the old albums in search of information. Gain 1 Clue.

#76

You hide behind the old oak and wait for the bears to come and deliver the components. Roll d6 every time you cross a box off your time table. On a 5 or 6, the bears



## VILLAGE OF THE LIVING DOLLS

come. Two teddy bears meet with a living doll, greeting her as Pinky She, indeed, wears a pink dress, has pink hair and eyes, and pink ribbons through her hair, and has a large carnage cleaver, also painted in pink. Pinky takes a small package from the two teddy bears who then bid her farewell and start to walk back towards the center of the map.

You may:

Attack the bears and Pinky (go to #77);

Follow Pinky (go to #78).

### #77

You jump out of the shadow, surprising the three creatures. You get to perform three attacks at +1 before they manage to react. You may divide the attacks as you see fit or concentrate them on a single opponent.

2 Teddy Bears, Level 4 Animated Toys, 4 Life each, Damage 1

Pinky, Level 5 Animated Doll, 6 Life, Damage 1

If you defeat the three creatures, you gain 2 XP.

### #78

You remain hidden until Pinky goes away. Perform a Level 5 Stealth save. Add +1 if you have Stealth and +2 if you have Stealth at expert level. If you fail, Pinky will notice you and you will have to fight her, gaining 1 XP if you defeat her.

Pinky, Level 5 Animated Doll, 6 Life, Damage 1

If you succeed, you follow Pinky until a spot in the woods (choose the forest hex closest to where you are now, and move there, spending the appropriate amount of time boxes). Here you see a large mansion built out of wood. If you enter, go to #70.



## VILLAGE OF THE LIVING DOLLS

### DOGGIE TABLE (D6)

1-2	The dog lets you take the item and ignores you.
3-4	The dog starts barking. Roll a 2 in 6 chance of a random encounter (roll on the Village Encounters table).
5-6	The dog tries to bite you. You must kill it to take the item.  Angry Plush Pekingese, L4 animated toy. 4 Life, Damage 1. If you roll a 1 on a Defense roll, the dog bites your leg and you will have -1 to all Escape rolls until you heal yourself back to full Life points.

### SLEEP TABLE (D6)

1	A translucent, ghost-like dog appears at your door, growling. He steps in, moving towards a metal bowl with the name BOOMER printed on it. If you want to feed the dog, sacrifice 1 Food or 1 can of dog food and go to #75. If you do not want to feed the dog or do not have any food to do so, go to #74.
2	A black shadow runs along the wall. It extends its dark arms to grab your neck. Save vs. L3 Fear (+1 if you have Will, +2 if you have Will at Expert level) or lose 1 Sanity.
3	You hear a child's cry from the attic. If you decide to explore it, go to Secret #4.
4	You sleep, but nightmares torment you all night. You recover 1 Life point, but you will have -1 to the first save vs. Fear that you will perform from this point.
5-6	You sleep soundly. Recover 1 Sanity and 1 Life, or 2 Life, your choice.



## VILLAGE OF THE LIVING DOLLS

### SECRETS

**IMPORTANT:** Read the following ONLY when instructed to do so by the text of the adventure!

#### #1 - THE DOLL'S HAND

This hand is connected with the life force that animates a living doll. If you find the doll who is the "owner" of the hand, and you have a source of fire, you may burn this hand and automatically destroy the doll. However, the process will cause you to perform a L6 save. Add +1 if you have Will and +2 if you have Will (Expert). If you succeed, nothing happens. If you fail, you lose 1 Sanity.

Every time you meet a living doll that does not have a given name in the adventure, you may spend 2 Clues to reveal that she is the owner of the hand; alternatively, if you do not have any Clues to spend or do not want to spend them, you may roll a 1 in 6 chance for every encountered doll until you encounter the owner of the doll's hand.

#### #2 SUSANNAH MARTIN'S DIARY

Reading her diary, you learn the story of Susannah Martin. She was a good witch who protected the forest around Harrowood. Her husband Thomas Martin was also a good practitioner of magic, who helped people with white magic spells and medicine. But after the abduction of their son by the evil McAllister family, he changed and chose to walk the path of dark magic. Susannah and Thomas decided to punish the McAllisters. They spent a lot of time creating a special key that could destroy their enemies. This key was small in size but heavy because it was made of lead and other metals. It had an amethyst set on its head.

A beautiful music box was created together with the key. The box was decorated with moonstones and emeralds. These stones are not just for decoration, but are batteries of magic power. If the stones are removed, the box will not work. Inside the music box is a small mirror with silver trims. When the box is opened, a ballerina pops up. The ballerina is made from human bones. Her dress is made from blue butterfly wings. It starts to spin and sings "Turn the key, and you will see



## VILLAGE OF THE LIVING DOLLS

the beauty of the lights. Having defeated all evil you will bring peace to the world”.

Throwing this box and the key into the yard of the McAllisters, the Martins destroyed them. They all died in a giant fire, except little Marjorie who was in the forest collecting grasshoppers at that time. Susannah and her husband chose not to retrieve the box because they were afraid of not being able to control the power they had summoned.

The music box with the key opens a portal from whence a fire spirit comes out to incinerate all evil.

There are many spells on the key and the music box:

1) The witch or other members of her family cannot destroy the box and key (she will die if she tries).

2) The witch or other members of her family cannot find the box if it is hidden from their sight. They may, however, force someone to look for the key and the music box, and instruct others to hide them (but not destroy them). For example, a familiar of a witch or a controlled animated object may be instructed to search for and pick up the key and the music box.

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### #3 - THE BURIED MAN

You found the body of a man who somehow managed to resist a spell that was being cast on him by committing suicide. Half of his body has been turned into a straw doll, but he probably understood this and chose to take his own life with a sawn-off shotgun. You gain 1 Shotgun and d6 shotgun shells. In addition, choose: you either gain 1 Clue or 1 roll on the Village Findings table.

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### #4 - THE CRYING CHILD

Perform a save vs. Level 6 Fear. Add +1 if you have Will and +2 if you have Will at Expert level. If you fail, lose 2 Sanity. If you succeed, you lose no Sanity. In any case, you manage to speak with the ghost of a child. He explains you he was killed when he tried to rebel against his toys which had taken control of his parents. He tells that a giant doll made of sugar, named Kaya, lives in the house marked as 11 on the map. Kaya is very powerful but can be terrified by water. A simple splash is enough to destroy her. After this explanation, the ghost disappears.





## VILLAGE OF THE LIVING DOLLS

### SECRET #5

Maybe you know where the old oak is. It's not marked on the map, but it is near the house marked as 16 on the map. You may visit any hex adjacent to that house and spend 2 Clues to find the old oak. If you do so, you may ambush two animated teddy bears as they go to deliver the required components to a living doll named Pinky. If this is your desired course of action, reach the location of the oak and then go to #76. If you do not want to do this or do not have the required amount of Clues, you should just continue your exploration of the map.





## VILLAGE OF THE LIVING DOLLS

### HANDOUT #1: NEWSPAPER CLIP

# THE HARROWOOD HERALD

## **Local Celebrity Lillu Townshend missing**

Harrowood celebrity Lillu Townshend (32), who found lots of her dolls stolen over the course of seven days, has disappeared. Most of the porcelain, rag, and wooden dolls created and sold by Lillu, who in a few years had managed to build a thriving market for her dolls online and kept the old store as a warehouse, were stolen. The woman also found some of her other toys damaged. There were no signs of breaking and entering, but someone was getting in her store every night. Lillu started to sleep in her store, hoping to catch the thieves. Police have been unable to find the culprit, but they said they had a few suspects. Not all dolls were



stolen. Some had torn clothes; some plush hares had their eyes and tails torn off. Paws were torn off from teddy bears, and wings and heads were torn off from wooden grasshoppers.

A couple of days after the last theft, Lillu disappeared. She didn't speak with anyone, and her house was found in disarray. Police are asking anyone with information to report as soon as possible.



## VILLAGE OF THE LIVING DOLLS

### HANDOUT #2: HANDWRITTEN NOTE

Our family has become a hostage to dolls and toys; we don't know why they came to life and what controls them. They have a leader, Pinky, who makes all the rules. Help us escape! They put all the people of this village inside of dolls. People inside dolls can hear you but cannot answer. Their mouths are sewn shut. They keep us as servants.



# VILLAGE OF THE LIVING DOLLS

## HANDOUT #3 MICROSCOPIC NOTE

ewdeen ai ero mramunth eedna as smargfos raet gnirb  
methsano ossael bissop tathgin dimd naevael methred  
nuagralka oeer traen eth ktap

If you manage to decipher this note, you may go to Secret #5. Don't cheat!



## VILLAGE OF THE LIVING DOLLS

### NEW SKILL

Saves against curses and spells cast by witches.

#### HERBALISM (2 XP)

If you have this Skill, you may sacrifice 1 "dose" of rare herbs to heal 1 Life of damage every time you rest (sleep or visit a safe house). Any time you find food in a farm or in any outdoor setting, including parks and forests, you may rule that you found some rare herbs instead (discard 1 Food that you just found and gain 1 dose of rare herbs instead). If you have this skill at Expert level, you may sacrifice 2 doses of rare herbs to heal 2 Life when you rest.

#### CREATE MAGIC DOLL (2 XP)

Component: 1 doll.

Sacrifice: 1 permanent point of Sanity or 4 temporary points of Sanity. The permanent loss may not be healed. The temporary loss can be healed as normal.

To learn this ritual, you must read the following book:

- Magic Puppets and Dolls

With this ritual, you create a living doll that follows you everywhere. You need a plastic or wooden doll. Completing the ritual requires 1 box of time. You may run the living doll as an additional character. The doll has 4 life points and attacks and defends at +1. The doll is immune to poison, gases, diseases, hunger, and to any effect that would affect only a living organism. If you give the doll a weapon, like a small knife, the doll will inflict 1 damage in combat. Whenever you are attacked by a single opponent, you may decide that the doll puts herself between you and your attacker and is attacked instead of

### NEW ARCANES SKILLS

#### TALISMAN AGAINST WITCHES (3 XP)

Components: 1 dose of salt.

Sacrifice: 5 candles.

To learn this ritual, you must read the following book:

- Protection Against Witchcraft

After performing this ritual, you gain a +1 to Defense rolls against all witches until the end of the current mission and a +1 to all



## VILLAGE OF THE LIVING DOLLS

you. When you are attacked by multiple attackers, divide them as fairly as possible between you and the doll.

The doll may carry up to 5 items and can do anything a human child could do, including opening doors, climbing trees and using simple tools. If you evade from a fight, the doll will evade with you (do not roll for the doll separately). Likewise, if you perform a Stealth roll, use your own Stealth modifiers: the doll will automatically pass her Stealth roll if you succeed, and will fail her Stealth roll if you fail it.

In future missions, you may decide to leave the doll at home. The doll does not learn any new skills and does not gain any XP. The doll heals any damage suffered between missions: you may not heal the doll with bandages or other forms of natural, medical or magical healing.

You may not create another doll until the former one is alive. As soon as the doll dies, you may repeat the ritual, but you will need to pay for the components and sacrifice again.

If you defeat an animated doll in the game, you may use its body as component material for this spell.



# VILLAGE OF THE LIVING DOLLS

## TIMELINE

Use these boxes to keep track of the passage of time. Cross 1 square every time you move 1 hex on the map (2 squares for forest, swamp or cultivated fields). Cross 4 squares every time you sleep. Every time you cross a numbered square, immediately read and play the corresponding event from the event list.

				#39	
					#40
			#41		
			#46		
	#47				
#45				#46	
					#69





## WEAPON SUMMARY TABLE

**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.

**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 park, forest or country village.

**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.** 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).** 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

INSANITIES



KEYWORDS



SKILLS

WEAPONS



AMMO



ARCANE SKILLS

FOOD



EQUIPMENT



CANDLES



BOOKS READ



In this adventure for *Alone Against Fear*, you must enter a mysterious village. Your uncle Phil is missing after a strange car accident, and you step in to help the police. Soon you will be thrown into a vortex of horror, and you'll face your weirdest enemies in the Village of the Living Dolls.

