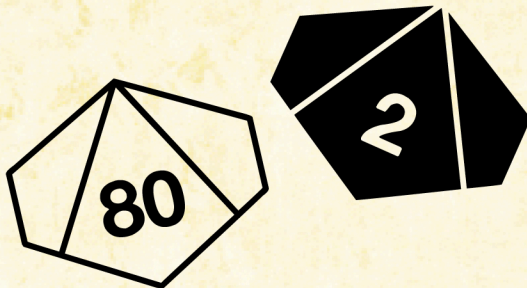




RANDOM ACTS OF...



HORROR

4WFO43



RANDOM ACTS OF... HORROR

CREDITS

Designers — Dean Keith and Cary Layton

Editor — Connie J. Thomson

Publisher — Robert W. Thomson

Logo Design — Kristen M. Collins

Interior Artwork — Joe Calkins-Cerberus Illustration, used with permission

Interior Layout — Connie J. Thomson

Random Acts of...Horror © 2012 4 Winds Fantasy Gaming. All Rights Reserved.

Product Identity — The entirety of this product is Product Identity. There is no Open Content in this product. Nothing in this product can be reproduced without express permission of 4 Winds Fantasy Gaming.

4WF043

4 Winds Fantasy Gaming
1305 14th Avenue South
Great Falls, MT 59405
USA

WELCOME TO RANDOM ACTS OF...

The *Random Acts of...* line is designed to give a GM a list of random actions that can be used to flesh out a scene or setting. The PCs may be in a tavern, walking through a market square or wandering through a sleepy village, but there is almost always something happening. Random acts work especially well for those unexpected moments, such as a PC wandering into an alehouse you haven't detailed or even thought about yet.

The random acts consist of 100 different acts, some of which affect the PCs directly while others are either witnessed by the PCs or, in some cases, only the after effects are witnessed. The acts can be used to simply add flavor to a scene or setting the PCs are already involved in, or may be used as the impetus or starting point for an all new adventure.

A GM can pick one of the acts from the list, usually picking one that will work best for the current situation, or he can roll d100 (d%) to randomly generate a true random act. Entire random encounters can be created by using the random acts table!

Random Acts of...Horror, fourth in the line, presents the GM with 100 randomly generated acts of horror suitable for a variety of RPGs, from fantasy-themed to modern day. In no case are stats for any NPCs given – indeed no names are even given – and no weapon or damage stats are included. This allows a GM to use the *Random Acts of...Horror* with many different game systems. Some of these random acts are even more vague than in previous products in this line, not specifying exactly what creature the characters encounter. Why? Because what horrible creatures or entities may terrify the characters will vary greatly from setting to setting.



RANDOM ACTS OF... HORROR

1. Night is fast approaching, and the PCs have been told that nighttime is when “it” comes out to feed. No one seems to know what exactly “it” is.
2. While visiting a small town, the PCs notice many devilish creatures trying to pass for townspeople.
3. The PCs have just entered a building when the door slams shut behind them and can't be opened.
4. Wolves howl in the distance and a chill wind swirls dried leaves along the trail in front of the PCs.
5. The PCs are approaching an inn when a man comes out screaming. He warns them not to go in before fleeing in horror.
6. One of the PCs catches a glimpse of a horrible act in a dark alley. He can't get the image out of his head.
7. The PCs enter a town and find it bereft of people. An eerie, unnatural silence permeates the entire area.
8. The PCs are traveling along a road when a man emerges from the woods screaming hysterically. His eyes are wide and he looks terrified.
9. While resting in your room late at night you feel eyes on the back of your head. You turn and look, and see no one, but the feeling of being watched remains.
10. The PCs wake up surrounded by moving shadows. As soon as someone produces a light source, they see horrors beyond imagining all around the room.
11. The door opens and the PCs stand face to face with something completely terrifying.
12. Entering the blackness of a cave, the PCs feel the cold chill them to their bones. It feels much colder than it should be in their location.
13. As a smothering darkness closes in on them, an overwhelming fear makes it difficult for the PCs to stand their ground.
14. The PCs see a shambling figure coming toward them. Its flesh appears to be rotting off.
15. A black rain begins to fall, making the daytime sky as dark as night, and covering everything with black stains.
16. One by one, the residents of a small town the PCs are visiting are being killed.
17. The pungent smell of rot greets the PCs as they enter a catacomb.

18. When the PCs enter a catacomb, they feel an oppressive fear. It is coming from further in and is hard to ignore.
19. As the party's campsite grows darker, things from out of nightmares start appearing. Slowly they encircle the PCs' camp.
20. One of the PCs looks into a mirror and sees a terrifying world. Shortly afterward, the PCs find themselves fighting to survive in that world.
21. The PCs are in a small town when a swarm of giant ants comes in and kills several villagers.
22. A cat watches you intently as you approach. Getting too close causes the feline to arch its back and hiss at you before darting away.
23. The PCs fall through a trap door into darkness. Producing light, they can see creatures out of nightmares in the shadows around them.
24. The PCs pass through a small town where people are dying in their sleep from terrifying dreams. The PCs soon start having nightmares as well.
25. A floating black entity begins to move closer to the PCs. The air starts to grow cold around them.
26. You pass by a cemetery in the afternoon. The low wall affords a view of the gravediggers slowly lifting dirt from a plot. The two men spot you and remove their hats. They look upon you with sadness.
27. Your party enters a hamlet as the sun is setting. The doors and shutters to any building the party approaches are quickly closed. The PCs can hear locks clicking and bars on doors being slid into place. The town then falls silent.
28. The PCs are hired to check out strange happenings at a local castle. There they encounter the reanimated corpses of missing townsfolk.
29. The PCs are awakened one night and see a ghostly figure. As they watch, its visage changes to one of pure evil. It reaches for them.
30. The PCs are suddenly awakened. Out of the darkness gleam several sets of glowing red eyes. They hear snorting and speaking in an unknown language.
31. A crone sits by herself in the town square, at the edge of a fountain. She speaks to herself but her mumbles can't be understood. Suddenly, she cackles wildly and fixes her gaze directly at the party.
32. The PCs are traveling through the woods when they find a dead body floating in a steaming pool. A nearby sign reads: "Have a free bath."
33. The PCs come upon a horse and rider. The rider is mutilated and headless. They advance and the rider somehow speaks: "None shall pass."
34. You can faintly hear someone struggling and then a gurgling sound, as if someone is getting their throat cut. This occurs every few minutes and the sounds seem to be getting closer.
35. The PCs are traveling through a forest when they come upon an ominous black altar with fresh blood upon it. They hear drums nearby.
36. The PCs are hired to investigate a dilapidated house. As soon as they step inside, the floor begins to move and they are swarmed by spiders.
37. A little girl plays with her doll while sitting on a crate. If time is taken to look at the doll, it is headless. If asked if the doll is her baby, the child will reply "No, it's my mommy; they couldn't find her head either."
38. A beautiful woman with fiery red hair attempts to coax one of the party into the cemetery. "It's somewhere the city watch never goes and the perfect place to not be disturbed," she smiles sweetly. Five thieves' guildsmen in dark clothes hide among the tombstones.
39. The PCs are investigating strange deaths near an old church when the ground moves and the dead arise and attack them.
40. The PCs see a man apparently kissing a woman's neck. However, blood is running down her neck.
41. The sky suddenly turns blood red and the air gets cold. The red sky grows darker as the PCs hear strange mutterings from all around them.
42. Upon entering a pair of double doors, you see a very spacious library. Books are strewn everywhere and standing in the middle of the room is a woman. She grips her head with both hands, eyes rolling back into her head, before her entire body bursts into flame.
43. A virulent disease breaks out and runs rampant through a city. The PCs must escape the city without being infected.
44. A gang of ogres are collecting a loan from a scared young man. Seeing he is unable to pay, one of the ogres chops off one of his hands with an ax.
45. The PCs are investigating an underground tunnel when it begins to fill with water. A large rock falls and blocks the way they came in.
46. Nighttime sightings of a terrifying creature are reported. The PCs discover one of their own is also having blackouts at night.

47. The PCs enter a city and discover a homicidal maniac is stalking them. Many people around them have already died and they might be next.
48. The PCs are passing by a graveyard when the dirt on the graves shifts. Rotting corpses crawl out of the ground and come toward them.
49. Dense fog rolls in while the PCs are in town. Shapes can be seen in the fog, and townsfolk begin to disappear.
50. The captain's cabin is locked. Forcing it open reveals the first mate sitting at a table with a content smile on his face. Across the table from him are the captain's clothes, placed in a chair as if he was still in them. The captain cannot be found.
51. The PCs are hired to stop a group that is taking people to be used as unwilling living donors of body parts.
52. A horse gallops wildly down the street, dragging its rider, long since dead, along behind.
53. Something horrible is lurking in the darkness. The PCs must prevent its emerging into the world without going completely insane in the process.
54. The PCs are exploring an old building when the walls begin to ooze and give off a putrid odor. Then the walls begin to close in around them.
55. Waking up in an inn, the PCs notice the walls appear to be bleeding. They can hear low moaning coming from somewhere on their floor.
56. A strange fog rolls in, and where it goes screaming soon follows. Now it is moving fairly quickly toward the PCs.
57. A rowboat is found floating in the water. The boat contains five bodies, each of which was stabbed in the back. Examination reveals poison in the wounds. Only one dagger can be found at the bottom of the craft.
58. A pretty young woman with a broad smile and vacant stare offers the party some fruit. It appears fresh but upon biting into it, it is full of maggots.
59. Exploring an abandoned house, the PCs discover a room with the walls and floor splattered with fresh blood. They can hear scratching coming from below them.
60. The PCs are walking through a tunnel when dense fog starts billowing around their legs. They see movement within the tunnel walls.
61. The PCs are in an inn when they hear strange sounds from the basement. Investigating, they discover previous customers being turned into food.
62. A large mirror falls from where it hangs and shatters to the floor as an adventurer walks by.
63. Traveling through a forest, the PCs come upon a spot where the ground seems to come to life. With each step they take, it seems to swallow them deeper.
64. Entering a large cavern, the PCs hear low whispering and the dripping of an unknown liquid. They smell something acrid as they move forward.
65. One of the party wakes to find himself in a narrow box. It won't take long to discover he is in a coffin.
66. The PCs come upon a farm house. They check inside and find the family has been killed. There are bite marks all over their bodies.
67. While walking through a corridor, one of the party will notice the walls bleeding. Tiny droplets at first, then blood gushes forth as if ready to burst the walls apart. He is the only one who sees this.
68. A home is mourning the loss of one of their family members at an open casket service. As the priest gives the final blessing, the corpse sits upright and spews green vomit among the guests.
69. Darkness descends, and with it comes a sense of foreboding which is proven true when something unholy comes out of the woods and begins killing everyone it encounters.
70. One of the local townsmen with the PCs starts acting weird and making attempts to kill them. They discover the townsman is actually dead and some other creature is wearing his skin.
71. The PCs are exploring a catacomb when they are approached by a figure wrapped in decaying linen strips.
72. You are enjoying fine wine from a carafe that's been passed around the table several times. The host begins clutching at his throat. Frothing at the mouth, he tries to stand but instead, slumps over dead.
73. In the flickering light of their torches, the party can see many eyes watching them. Watching, and waiting...
74. Exploring a dilapidated house, the PCs find a pile of fresh corpses. The pile is pulsating and a low growling is emanating from within it.
75. An executioner waits for his next "customer" when he spots a member of the party. He stares at him intently for several minutes, his eyes all that can be seen from the dark hood he wears. A jailer approaches the executioner and after a short exchange, both turn to look at the PC.

76. Shambling, rotting creatures surround the house the PCs are in. It is only a matter of time before they find a way in.
77. The PCs find a body completely drained of blood, with two small puncture wounds on its neck.
78. One of the adventurers is awakened by a heavy pressing on his body, as if someone or something is lying atop him. It disappears just before he reaches full consciousness and it happens once a night.
79. The party is staying with friends when everyone hears a scratching at the door. Thinking that it's the family dog, the youngest child opens the door. It's actually a werewolf. The creature leaps into the middle of the shocked group, its glowing red eyes focused on the youngest and tastiest morsels.
80. The PCs are in a house that seems possessed. Doors open and close by themselves, chairs move around on their own, and the walls seem to pulse.
81. In the dying light of day, shadowy figures can be seen moving among the tombstones of the town graveyard. A low whisper of "hungry" can be heard.
82. The ground cracks open at the PCs' feet. Swarms of spiders erupt and quickly cover them. Larger spiders begin moving in around them.
83. The PCs discover an old temple. Inside they find an altar covered in fresh blood...and a demonic creature next to it. It cackles hysterically and charges them.
84. You are chasing a killer. His cloak streams behind him as he races for a heavily wooded area. As the party enters the edge of the woods they see the cloak drop on top of a pile of clothes. But the killer cannot be seen.
85. Wandering down a hall at night you see a flash of shiny metal just before a razor comes flying toward your head like a dagger. All that can be found at the spot from where the razor was thrown is a pile of bloody rags.
86. A pile of leaves swirls around and up into a humanoid shape. Then they burst into flames. Out of the fire emerges a horrifying creature that comes for the PCs.
87. One PC awakens to see a horrific monster approaching him. His fear paralyzes him so severely that he cannot even cry out a warning to his companions.
88. The PCs wake up to find themselves trapped in a maze. They quickly discover that there are several maleficent entities in the maze with them.
89. The party spots a figure crouched over a body. When the figure turns around, there is flesh in its mouth and blood running down its chin.
90. The local temple is unexpectedly closed and doors barred. The unmistakable smell of burnt bodies wafts from the bell tower.
91. Tentacles rise up from the sea and surround the ship the party is on. Each tentacle is covered in tiny mouths that try to bite the PCs.
92. You stumble upon a horrific sight. A party of rival adventurers lay dead before you. Ghouls greedily munch on their remains.
93. One of the PCs (or a close NPC) is killed by a creature that assumes its form. Now it has infiltrated the group and is trying to kill them.
94. The PCs are walking through a forest when a malevolent entity causes the very trees to attack them. Now they are trapped in a clearing with the trees closing in.
95. The local innkeeper asks one of the party to retrieve a bottle of liquor from the cellar, to celebrate their latest adventure. When the PC goes downstairs for the bottle he hears lips smacking in the darkness behind him.
96. The PCs are passing through a town when they notice there are only children around, no adults. The children turn and, moaning, move toward them with haunted eyes.
97. A man is hanged and the body is burned. The next day the PCs see him walking around, appearing unhurt. He flashes them a cold smile.
98. The PCs find a child's body floating in a lake. When they fish it out, its eyes open and it begins speaking in a fiendish tongue about the coming of the end.
99. Passing through a freshly plowed field, the earth beneath the party erupts with the grasping, undead hands of zombies.
100. A ghostly figure passes through the closed door and keeps coming toward the PCs. Its wailing gets louder as it closes in on them.