

# Quick Hits!

## OpenD6 supplements



A quick adventure setting for use in OpenD6. This adventure takes place in the haunted moors of England in the 17th century.

## The ghosts of Allendown Moor

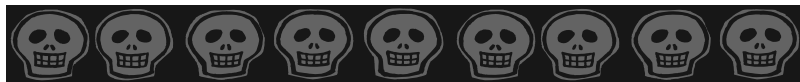
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## Introduction:

This is a classic horror adventure set in the 18th century in England. The players will take the role of a group of members belonging to a society that finds and defeats creatures of the unknown.

It will be up to the game masters to determine what, of the offered creatures, they want to use as the "ghosts" of this adventure. The descriptions of the towns and the townspeople have been left off so that the GM can choose to have whatever feel they want in their game. If they want a more light-hearted adventure then the townspeople will be more open and talkative, and if they want a more sinister game the townspeople can be spooked and wary of outsiders and afraid of the unknown.

The towns in this adventure are small, with only a couple of constables present. The number of shops or actual people present will be up to the GM.

Since the time period is the 1700's, some items and weapons are provided for a sense of what is available in that time.

The creatures of the unknown are provided, so that the GM can determine which type and how many to use.

This isn't a fully fleshed out adventure. It is meant to be an idea generator that gives a glimpse of what can be done using the OpenD6 system.



From the journal of Albert Wiltshire, Esq.

*The moors have always been dark, dreary, never a place to travel casually. Of late, they have become more sinister, with the mists hanging low and the air containing an abnormal chill.*

*O'er the years, some have gone missing in the moors. Nothing has ever been found of them. Most assume they stole off to other parts of the country, but the whispers of the townsfolk say that something sinister is afoot.*

*A fortnight ago, more have gone missing, as many as six. Some have been taken on their lonesome in the mid of the day. The constabulary has gone looking, but only found shredded garments.*

*Something is out there in the moors, and more are becoming afraid to venture out. Word has been dispatched for help from the larger towns, but we haven't a hope that cityfolk will be of assistance.*

*A wicked moon is nearing, and some say the evil in the moors may venture out and infest our town. We wait...*

*Simply wait.*

*For the darkness to invade.*

Albert Wiltshire, ESQ

1749



### Setup:

The little town of Ipshire lies 48 kilometers from the equally small town of Landingham. Between the two towns lies Al-lendown Moor.

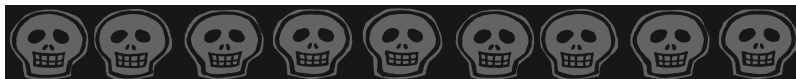
The moors are not settled, but they are used as pasture for livestock. A single road runs through the moors, connecting the two towns. The road rounds the Breedouth Hills and then winds its ways through the gullies and depressions in the moors. Then it climbs out between the Pearlsham Heights and a few kilometers further you arrive at Landingham.

Fog collects in the gullies and depressions of the moors, mainly in the morning but also in the late evening. Little in the way of any breeze ever moves through the moors, so only the midday sun is strong enough to burn off the fog for a couple hours each day. On particularly cloudy days, the fog may never lift and the moors becoming quite dreary indeed.

### Strange Happenings:

Most travel through the moors happen during the daylight hours. Over the years, half a dozen people have gone missing if they travelled the moors at night. No signs of foul play have ever been uncovered, so it was always assumed the people ran off.

Even so, no one ever voluntarily travels the moors at night. In the last two weeks, however, people travelling in the late afternoon have gone missing. Six people in total in the last



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fourteen days has caused quite a bit of concern. The local constables, two of them, investigated and during one of the searches they turned up some shreds of clothing that belonged to one of the missing individuals.

Lacking any other leads, and unwilling to investigate beyond the mid-afternoon, the constables have sent word to the bigger cities for assistance in the matter.

### The Players:

The group is part of a "society" of individuals that specializes in the supernatural. They know the Allendown Moor has a history of unexplained activity and it is suspected that the unknown is at work there. When they learned of the constables of Ipshire requesting assistance, they opt to gather a group and go investigate first hand.

### The Goal:

Your group catches a coach to the small town. On your way, you discuss your mission. You must go into the moors and find what is causing these disappearances. If it is a natural foe, your duty is bring that person or persons to justice. If it is of the supernatural, your society is there to deal with the threat and send it back to the netherworld it came from.



## Monsters:

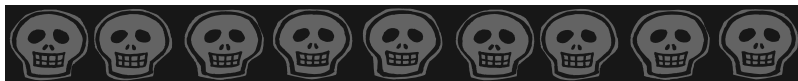
The game master will have to decide what is the best type of "ghosts" for there to be in the moors. True ghosts are difficult to defeat, so perhaps the GM may want to use some other creature of the unknown. Offered are 3 other creatures that can be used, besides ghosts.

- \* Zombies
- \* Ghouls
- \* Werewolf

Zombies and Ghouls can lead to a more adventurous game where combat is much more likely. The GM can also choose to use more than just a solitary creature with zombies or ghouls. Typically between 3 and 5 zombies would be a decent enough challenge per player character. One ghoul per player character will be a sufficient enough challenge.

If a werewolf is used, usually one is sufficient due to its strength, speed and abilities. If the player defeat one too quickly, a GM could choose to have a second one be present.

Only one ghost should be used if an actual ghost is chosen by the GM, as they are quite difficult to defeat.



## Zombie (non-contagious)

**Strength:** 2D

*Brawl:* +2D

**Dexterity:** 1D

**Intelligence:** 0D

*Sense living:* +2D



Move: 4

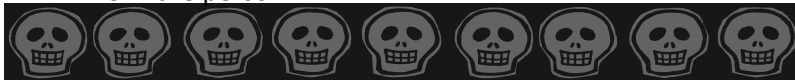
Fear rating: 6

Attacks:	Scratch x 2	STR+1D
	Bite	STR+2D
	Bash	STR+2 (or by weapon type)

### About:

The sole purpose of a zombie is to attack the living in order to make it dead. To this end, they will attack even animals (but not plants). They are mindless and gruesome. They can be in various stages of decomposition, and some may seem freshly killed, though all of them have been in the ground and were animated by some unforeseen event or power.

These zombies are *not* the type that spread the "undead" germ to those they bite or attack. They were not created by a disease so they cannot spread infections. They also don't have a particular craving for brains. They simply want to attack and kill the living and the primary means that they accomplish this by is by scratching and biting their prey. As most people won't die from a few bites, usually the zombie must consume enough of the person to cause traumatic shock and death or enough blood loss to die. The zombie does not eat to satiate a craving for flesh, it only chews on a person until it no longer can smell the life in the person.



Defeat:

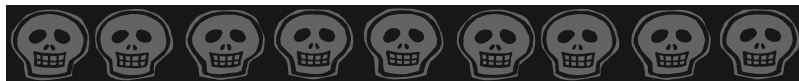
There are only a couple ways to "defeat" a zombie. Since they are already dead, it is not appropriate to use the terminology "kill" for them. To defeat a zombie, severe damage must be done to the head of the zombie. Severing it from the body or inflicting enough damage to get a "kill" result (16+) will defeat the zombie.

In order to make a called shot on the head of a zombie, the difficulty becomes 15 +3 for every 5 meters distant the zombie is. A called shot that misses the difficulty number can either miss completely or do only minor "cosmetic" damage to the zombie's head (blow off an ear, the jaw, lose an eye, etc.) depending on the GM's decision.

If a normal "attack" is made against the zombie and a called shot is not made, after determining if the blow/shot successfully hits, roll 1D. On the result of a 1, the head is the location being damaged. Any other number results in some other part of the zombie being struck by the attack. If the damage is enough to "kill" (16+) then an appendage will be removed from the zombie. Any amount less than a "kill" result will mean that only mild to moderate damage was done to the zombie, causing flesh and guts to be removed but no substantial damage being done to the zombie.

If a "kill" (16+) result is made on any other appendage, it removes the appendage. Removing a leg reduces the movement of the zombie by half. Removing both legs reduces the zombie's movement to 1 (it crawls at the living). Even with just one arm a zombie can crawl at a person. If the zombie loses an arm, it lessens the number of attacks it can make. Losing both arms means it can only just perform a bite attack.

If damage ever exceeds the body roll by 40 or more, it is assumed that the zombie has suffered catastrophic damage and is blown apart or mutilated to such an extent as to be destroyed.



## Ghoul

**Strength:** 3D

*Brawl:* +1D

**Dexterity:** 2D

*Leap:* +1D

*Run:* +1D

**Intelligence:** 1D

*Intimidate:* +2D



Move: 10

Fear rating: 7

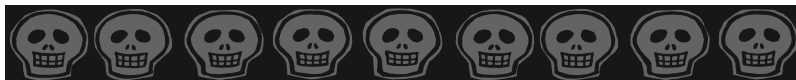
Attacks:	Claws x 2	STR+1D+1 (plus disease on 1 on 1D)
	Bite	STR+2D+2 (plus disease on 1-4 on 1D)

### About:

Ghouls are the twisted, undead bodies of wicked people that have died. The evil of the person has twisted and snarled the bodies and the hunger of evil causes the creature to hunt for the living. Ghouls look similar to a person, though upon closer inspection a human can see their gruesomeness. All of their hair has fallen out. Their ears have shriveled and become pointed, giving them a slightly inhuman look. Their jaw extends slightly and their teeth extend, with the canine teeth becoming rather pronounced. The skin pulls tight on their body and turns ashen grey. The digits on their hands and feet melt together to form only two or three digits on the hands and three or four on the feet. Their fingernails and toenails grow long and sharp.

Ghouls hate the living, taking the hatred of the previous owner and amplifying it dramatically. They despise things made by the living. Ghouls shred clothing and want to kill humans.

Ghouls are different than zombies in that they are brought about by evil and hatred. This allows them to be destroyed by means



other than blows to the head.

Ghouls are disgusting and diseased creatures and a person that gets scratched or bitten by them has a chance of catching a terrible illness from them.

Ghouls stand hunched over and walk in a crouched manner, sometimes moving on all fours. This sometimes gives them the appearance of being small, only about 3 to 4 feet tall, even though they are actually the same size as a human.

**Defeat:**

Ghouls, while more intelligent than zombies (and thus capable of making some slightly educated decisions) are still undead. As such, any damage done to them doesn't hinder them like it does a normal person. Wounds done cause no ill effects. They will never be knocked unconscious. Only a "kill" result (16+) will result in the defeat of a ghoul. If an "incapacitated" is rolled, the ghoul gets knocked down and may lose an appendage, but it will still be able to act and move the next round with no penalties. If a ghoul loses an arm, it loses a claw attack. If it loses a leg the movement is reduced to 6. Losing both legs reduces the movement to 3.

**Disease:**

If a person is scratched or bitten by a ghoul, roll to see if they become infected with the disease. This disease does not change them into a ghoul. The disease will make the person very sick (and thus able to be killed easier by the ghoul) within one (1) hour of becoming infected. The diseased person suffers the following effects:

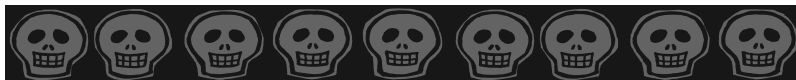
-2D to Strength

Move becomes 4

-1D to Dexterity

Suffers double damage from all injuries/attacks

The disease is part natural and part supernatural. Only with a special herbal remedy and 16 hours of rest (after ingesting the



Ghoul continued:

remedy) will the person begin to recover. After that time period, one of the negative effects (starting with the bottom one listed) is removed every 8 hours.

## Werewolf

**Strength:** 5D

*Brawl:* +3D

**Dexterity:** 4D

*Jump:* +2D

*Sneak:* +1D

*Climb:* +1D

**Intelligence:** 2D

*Stalk*

*(Intimidate):* +2D

*Track:* +4D



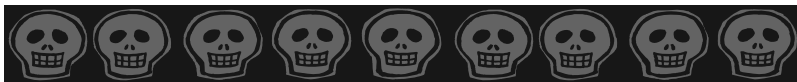
Move: 16

Fear rating: 24

Attacks:	Claws x 2	STR+2D
	Bite	STR+3D

About:

These are cursed individuals who are tormented with the deeds of evil the grip them every full moon. As the werewolf, they must kill. The werewolf always yearns to kill the people the cursed person loves. Since the werewolf cannot discern relations, it kills those that it can. It must kill someone each night of its curse. The full moon lasts a total of 3 days and usually only happens once a month.



Werewolves track and hunt people, getting a sense of delight at terrorizing a person for a few minutes before killing them. Once they kill a person, a werewolf begins to eat the person. If the person isn't someone the cursed person loves, the werewolf will find the person unpalatable and stop eating, moving on to find another person. If the person is someone the cursed person loves, the werewolf will devour the killed individual entirely (bones and all).

If a person is attacked by a werewolf and survives the attack, they gain the curse of the werewolf and will become affected during the next full moon. If a person is killed by the werewolf but not devoured entirely, they will become a non-contagious zombie once they are put into the ground. The zombie will claw its way out of the ground and will roam the land searching for the werewolf that killed them in an attempt to kill it and become free from the bounds of the earth. Until they find the werewolf, however, they behave like any other zombie.

Werewolves have the appearance of an unholy mixture of man and wolf. Typically they have a wolf head and the body of a man. The body is covered in fur. The legs usually become wolf-like but the arms stay humanoid in shape and the hands grow sharp claws. Werewolves do not grow tails.

**Defeat:**

The only way to actually cause any lasting damage to a werewolf is with a silver weapon (bullet or blade). Only with a silver weapon can a werewolf be killed. Any other type of weapon used against a werewolf may deter the werewolf, causing brief pain to it, but the creature cannot be killed and will not suffer any wound penalties from the damage. Damage that inflicts a "Wounded" result will deter the werewolf for 1 round. Damage that inflicts an "Incapacitated" result will deter the werewolf for 3 rounds.



Werewolf continued:

Damage that inflicts a "Killed" result will deter the werewolf for 5 rounds. If a werewolf is literally blown up or mutilated, it will reform as whole in 1D minutes.

Any damage done with a silver weapon is treated as normal damage, with all penalties associated with it.

While in human form, the cursed person can be killed like any other human can be.

## Ghost (formed apparition)

**Strength:** 0D

*Move object:* +3D

**Dexterity:** 0D

**Intelligence:** 1D+1

*Project feeling:* +3D

Move: 6

Fear rating: "Lost" 8

"Forlorn" 5

"Obsessed" 12

"Angry" 20



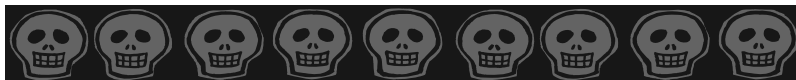
About:

A formed apparition is one that can be seen and may even be partially corporeal. This means that they can sometimes move things.

Some ghosts appear as shadowing figures, others a wisps of vapor. Still others may look human, either in whole or in part.

Sometimes they may only look human from the waist up, with the rest of the body being invisible to give the impression of the ghost "floating".

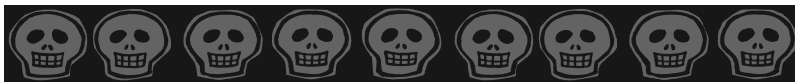
Ghosts haunt an area, most times, looking to find their freedom from this world so that they can move on to the next. Ghosts fall into one of four categories: lost, forlorn, obsessed, or angry.



Lost = These ghosts always seem to be looking for someone or something, or going someplace. They may only peripherally interact with the living, but never in a bad way. These are your typical "hitchhiker" ghosts or "elevator riding" ghosts or ghosts that roam a hallway.

Forlorn = A forlorn ghost are immensely sad and project this feeling to people around them. Being around a forlorn ghost will make a person feel saddened or sullen, sometimes lethargic, and possibly lacking in hope. If a person spends more than 2 weeks in the area where a forlorn ghost haunts, they will begin to suffer in mood and become reclusive, introvert and despondent. To be around a forlorn ghost for over a month, a person might be driven to a point of sadness that they may even commit suicide. Forlorn ghosts are typically seen as "crying" ghosts, or sometimes only appear and look sad. "Beckoning" ghosts are also typically of the forlorn variety. Ghosts seen walking on shores or "attempting suicide" are also examples of forlorn ghosts.

Obsessed = These ghosts want something. It may be justice, revenge, to see the completion of a task, or the duty to protect something. Obsessed ghosts can take limited action against the living if a person attempts to interfere with the ghost's obsession. Obsessed ghosts might appear to a person in the state of their death, such as a "hanging ghost" or the "bloody ghost". They may even be a "beckoning" ghost, but they are attempting to draw a person to something in order to show them something that might accomplish the ghost's task. If the ghost's obsession is the protection of something, they may appear as a "fearsome ghost" in an attempt to scare off the living and protect their objective. They can also throw things at people who persist against the obsession of the ghost.



Ghost continued:

Most obsessed ghosts will not take overt action against the living unless they are forced to by a person's inadvertent conflict with the ghost's obsession. Some examples of obsessions of ghosts are: solving their murder, showing the guilt of someone else, finishing a task that the person wanted to do while alive, get to a location they were traveling to while alive.

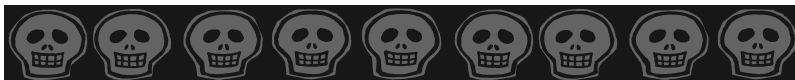
Angry = Angry ghosts are lashing out for some reason. They could have been an evil person or an angry person that died from unnatural causes. These ghosts tend to exert the most on the living and can actually injure or kill people. These ghosts can appear as "dark shapes" or even the "terrifying ghost". Also the "stoic ghost" can be an angry ghost that tries to lead a living person to their doom.

Ghosts cannot be "damaged" by normal means. People with strong religious faith may be able to cause a ghost to retreat or stay away for a day or two. A person would have to roll their "Religion" skill against the Fear rating + Intelligence roll of the ghost. If the person achieves the higher amount the ghost is repelled and disappears for 2D hours. If the ghost achieves the higher amount, it is unaffected by the person and can never be affected by that person's faith in religion.

Defeat:

Ghosts can only be "defeated" by finding out what the ghost wants and accomplishing that. Weapons do absolutely no damage to a ghost. No physical items will ever hinder or hurt a ghost.

Each type of ghost is "defeated" a particular way.



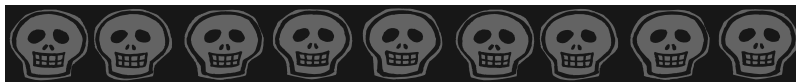
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Lost = To defeat a lost ghost they need to be shown the person or item they are looking for. Once shown the person or item, they will move on to the next world. Ghosts looking for a place or looking to go someplace can never be "defeated" as they can never move more than a mile from their origination point.

Forlorn = These ghosts can be "defeated" by reuniting them with whomever or whatever they are missing that makes them so sad. When that happens they will move on to the next world. If that item is the love of a person, it is possible that the ghost can never be defeated.

Obsessed = The obsession needs to be satiated in order to "defeat" this ghost. You must find their killer, attain revenge on a person or persons, finish the task, or secure the item that they guard in order to get this ghost to move on. If it can be proven to an obsessed ghost that the killer or person that revenge is wanted on are dead, then the ghost will accept that. These ghosts can sense when an obsession is resolved or truthfully proven to them as being resolved.

Angry = These ghosts are the most difficult to "defeat". You must find the location of the body (or bones) of the person the ghost is from, exhume it, and bury it with a genuine funeral in sacred ground (any church acknowledge graveyard will suffice) in order to "defeat" this ghost. The entire time the ghost will do what it can to stop this from occurring until the body is moved on to the cemetery grounds. At that time the ghost cannot take action anymore but hasn't moved on until the funeral ceremony has actually been performed.



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Ghost continued:

### Of Note:

If a person is in close proximity of a forlorn ghost for a period of 2 weeks, they must make a "Willpower" skill check against the difficulty of 12. Success means they feel sad, but no other negative effects occur. Failure means they suffer a -1D to Intelligence as long as they stay near the ghost and for a period of 1 week after they leave the area of the ghost. If they stay near the ghost for 2 more weeks, the difficulty increases to 24. Failure in this roll means that the person suffers a -2D to Intelligence. The person will be depressed and sad they will never voluntarily leave the area of the ghost. They will suffer an additional -1D to Intelligence for each week beyond this point (no roll needed, it is an automatic loss). If the person's Intelligence is ever reduced to 0, they commit suicide due to sadness.

### Equipment:

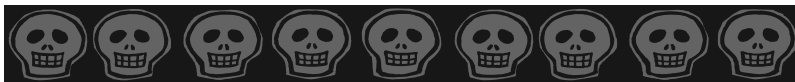
The time period for this adventure is in the 1700's, so travel is done by horse or horse drawn carriage. For shorter distances, it is even done by foot. Electricity is not in use, but they do have oil fueled lanterns and candles to provide light at night.

Pocket watches are the primary time piece, or grandfather style or mantle clocks.

Currency: 12 pence (d) to 1 shilling (s)

5 shillings to 1 crown (c)

20 shillings or 4 crowns to 1 pound (£)



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Clothing:

Men's long travel coat

About knee length and protects from cold and rain

Costs: 8s

Men's hat (bicorne style)

Flat front and back with protrusions to either side.

Cost: 1c

Men's hat (tricorn style)

A peak forward, and one to each side with a flat back.

Cost: 5s 6d

Men's silver buckle shoes

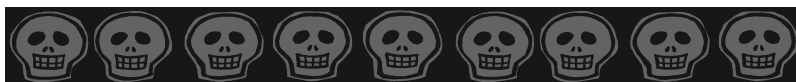
Typically black, with a heel, and silver buckle on the front.

Cost: 2s 8d

Men's boots (with tassle)

Shin high boots with tassle, suitable for riding or walking.

Cost: 8s



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Accoutrements:

### Pocketwatch

A nice time piece that must be wound ever 24 hours.

Cost: 6s

### Hooded lantern

Holds a candle that can remain lit even in mildly windy conditions. Casts light out to 10 meters

Cost: 2s 9d

### Oil lantern

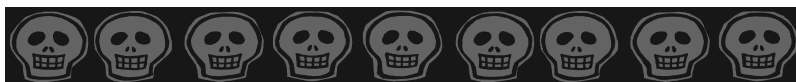
Upon lighting, burns oil that lasts up to 8 hours of continuous light, even in windy conditions. Casts light out to 10 meters.

Cost: 1c 10d

### Torch

A treated torch that must be lit. Remains lit for up to 1 hour, even in mildly windy or damp conditions. Casts light out to 6 meters.

Cost: 8d



Weapons:

Saber

Straight blade used for both stabbing and slashing attacks

Cost: 1£ 4s

Pocket Pistol (flintlock)

Type: Ballistic

Scale: 0 (Character)

Ammunition: lead shot

Capacity: single shot

Rate of Fire: 1 shot every 4 rounds

Range: 1-5 / 12 / 20

Damage: 2D+2 Close / 2D Medium & Long

Cost: 3£



Blunderbuss Pistol (flintlock)

Type: Ballistic

Scale: 0 (Character)

Ammunition: lead shot

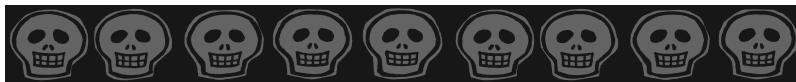
Capacity: single shot

Rate of Fire: 1 shot every 4 rounds

Range: 1-5 / 15 / 25

Damage: 4D Close & Medium / 3D Long

Cost: 4£ 6s



Long Land Pattern Service Musket "Brown Bess" (flintlock)



Type: Ballistic  
Scale: 0 (Character)  
Ammunition: .75 inch lead ball  
Capacity: single shot  
Rate of Fire: 1 shot every 4 rounds  
Range: 1-30 / 60 / 120  
Damage: 4D+2 - Close and Medium / 3D+2 - Long  
Cost: 10£ 12s

Room and Board:

Carriage ride (one way)

Cost is per person.

Cost: 2s

One night stay at an inn

For one room, one bed, includes a bath.

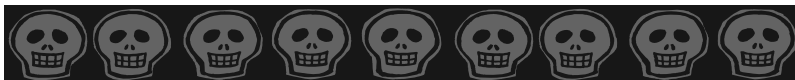
Cost: 3s

Morning meal

Cost: 4d

Evening meal

Cost: 6d



## Fear:

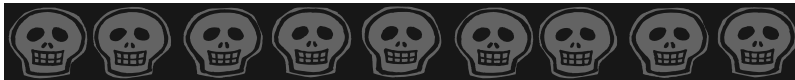
The creatures of the unknown are possessed of an evil that is foreign to most people. For some, the mere thought of such evil or horrible creatures being real is enough to cause a person to tremble. When a person actually meets a creature of the unknown, they may find that their will to act may be lessened.

This is what the "fear rating" on creatures are there to indicate. The number given for a creature is the difficulty that must be rolled using the character's "Willpower" skill or Intelligence score.

- Skill/Attribute roll equal or greater than Fear = may act normally against the creature.
- Skill/Attribute roll **1-5 below** Fear = PC is mildly unnerved by the creature and suffers -1D to Dexterity skills against the creature for the first 3 rounds.
- Skill/Attribute roll **6-10 below** Fear = PC is frightened and suffers -1D to all skills against the creature for the battle.
- Skill/Attribute roll **11-14 below** Fear = PC is very frightened and suffers -2D to all skills against the creature for the battle.
- Skill/Attribute roll **15 or more below** Fear = PC is terrified by the creature and suffers -3D to all skills against the creature for the battle.

The player is still free to have the character engage the creature, it will simply be more difficult for the character to perform well against something it is afraid of.

An alternative could be to have the -3D penalty apply to a failure of 15-20 and any roll that fails by more than 20 is so horrified by the creature that the character flees. This isn't included in the normal list as some game masters do not like the idea of dictating actions to the player characters. If you do not want to force a PC to retreat, just use the chart listed above.



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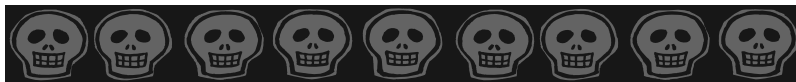
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