



THINGS TO FIND AND PEOPLE TO MEET

D20	CLUE LOCATION	CLUE MEDIUM	INTERESTING TOME	TITLE	FIRST NAME (MALE/FEMALE)
1	On or near a body	Obscure book	Demonology (scanned copy of hand- written notes)	Lord/Lady or other hereditary peerage	Biblical Names (Abraham, Matthew, Mark, Luke, John/ Ava, Gabrielle, Grace, Jael, Maria)
2	In the boot of a car or similar storage	Delivery docket	The Triangular Book of St Germain (an original manuscript worth a fortune)	Sir/OBE or another simi- lar honorific	US SSA Names (Liam, Noah, William, James, Oliver, Benjamin/ Emma, Olivia, Ava, Isabella, Sophia)
3	In a tool chest, gun safe, or lockable box	Sales invoice, deed, or lease	The Volkisch Tome (German-printed book circa 1930)	Mayor/Senator or other senior political title	1920s Names (Robert, Charles, George, Joseph, Edward/ Dorothy, Helen, Margaret, Ruth, Mildred)
4	In an expensive puzzle box	Partially destroyed letter (burnt/sodden)	The Book of Lies (heavily annotated 1990s edition from a failed publisher)	Colonel/Major or other officers title	Don't Mention the War! (Hans, Gunther, Karl, Werner, Gerhard/ Ursula, Ilse, Helga, Edith, Erica)
5	In a display box of some- what worrying medals or trinkets (CCCP, Nazi, etc)	Still fresh chalk markings	The Circuitous Journey (manuscript printed on a dot matrix bound in a ring binder)	Corporal/Sergeant or other NCO rank	A God? (Cletus, Don, Lou, Odin, Paris/Astrid, Bronwyn, Bridget, Freya, Maeve)
6	In a bag (plastic, tote, camera bag)	Semi-erased chalk markings	The Book of the Names of the Dead (a cassette tape audiobook)	Reverend, Imam, Preacher, Vicar, or simi- lar religious title	Common Chinese (Li Jun, Li Qiang, Liu Wei, Wang Wei, Zhang Wei/ Li Jing, Li Xiu Ying, Wang Li, Wang Yan, Zhang Min)
7	Under a squeaky floorboard	Tidy piece of lined paper	The Dark Cycle (photocopied with a dozen missing pages)	Doctor (legitimate title, either MD or PHD)	African Names (Abayomi, Issa, Jahi, Kasim, Mosi/ Imani, Mandisa, Nailah, Omari, Sarama)
8	In an otherwise empty room	Note on scrap paper	The Lesser Key of Solomon (braille edition)	Coach, Councillor, or other school-based title	Afrocentric Names (Abdalah, Fariji, Githinji, Kamali, Molefi/ Adah, Bisa, Fajah, Jendayi, Kalifa)
9	On a table	Human blood or DNA sample	De Praestigiis Daemonum (PDF stored on a scratched CD-ROM)	Reverend (affectation or internet ministry)	Polynesian Names (Fetu, Manu, Sione, Tane, Vaea/ Leinani, Oliana, Palila, Sefina, Teuila)
10	In a bowl with assorted foreign coins	Other blood or DNA sample	The Ninth Book of Moses (comic book)	Doctor (affectation)	Common Indian Names (Ajay, Deepak, Kirin, Rahi/ Anushka, Hiya, Mehar, Saloni, Taara)
11	On a shelf	Bullet casings or a weapon	The Clavicule of Solomon (with substan- tial translator notes)	Mr/Mrs	The Boomers (James, Michael, Robert, David/ Mary, Linda, Patricia, Susan, Deborah)
12	In a wall safe or behind a painting	Strange relic or shrine	The Devil Rides Out (paperback novel with ominous notes in pen and blood)	Ma'am's just fine	Nature (Birch, Elwood, Flint, Linwood, Shadow/ Mary, Linda, Patricia, Susan, Deborah)
13	In a book, fake book, or dust jacket	Foodstuff from a rec- ognisable local source	The Testament of Judas (handwritten on papyrus by undatable ink)	Miss/Ms	Heroic Names (Achilles, Garrick, Hadrian, Killian/ Adria, Genevieve, Hannah, Lourdes)
14	Burning or partially burnt in a trash can	Painted icon, graffiti, or subcultural marking	The Secret Doctrine (scrawled on napkins/receipts)	Sensei or other appro- priation (Swami, Guru)	Rockstar Names (Elvis, Bowie, Ray, Jimi, Paul/ Aretha, Joan, Pat, Tina, Madonna)
15	On a makeshift altar	Rosary, prayer beads, or other religious item	Vril, The Power of the Coming Race (graf- fitied on a wall in tiny handwriting)	Just <first Name> Please</first 	They Wrote It (William, Leo, Ernest, Herman, Edgar/ Agatha, Jane, Anne, Ursula, Harper)
16	Lying openly in the mud	Engraved metal jewellery	The Mithras Liturgy (hidden on a disused website's archive.org site)	People call me <surname></surname>	Scientific Names (Albert, Isaac, Nikola, Niels, Galileo/ Ada, Marie, Hypatia, Sophie, Henrietta)
17	Partially submerged in sand or mud	Bone, stone, or gem- stone carving	The Secret Fire (obscure forum post)	People call me <derisive nickname=""></derisive>	Artistic Names (Vincent, Pablo, Claude, Salvador, Gustav/ Frida, Georgia, Yayoi, Kara, Augusta)
18	Hidden in hay bales or similar agricul- tural products	Artefact from prehistory	Book of Shadows (in a spiral notebook with unicorns and rainbows on the cover)	People call me <positive nickname=""></positive>	Athletic Names (Roger, Kevin, Kobe, Rory, Floyd/ Serena, Mia, Danica, Simone, Ronda)
19	Safely wrapped and sub- merged in liquid	Body of a dead animal	The Great Book of Magical Art (written on the back of blue faux sheepskin)	"Just call me Smith, and don't write this down."	Hacker/Gamer Names (4VA74R, Z10N, 6H0UL, 0V3RR1D3/ LYNX, BL4Z3, 570RM, 4QU4)
20	Broken into pieces and scattered	Dead human bodies (whole or parts)	The Fourth Book of Occult Philosophy (self-published in faux leather)	"Don't worry about my name"	Cosmic Name (Oberon, Mars, Cygnus, Rigel, Altair/ Aura, Io, Dawn, Calypso, Phoebe)

STR DEX CON 6 (-2) 17 (+3) 13 (+1) AC HP Spd 10 20 ft passive Perception 11 darkvision 120 ft fly 30 ft

ATTACKS

(1d4 + 3) piercing damage plus 10 (3d6) infernal damage.

GOBLIN (CR 1 SMALL FAE)

STR	DEX	CON	INT	WIS	CHA	
8 (-1)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	
AC	HP	Spd		r. Appears		
12	15	30 ft	unless glamour is dispelled by itself, contact with iron,			
paccivo	Dereentie	n 10		from any	,	

passive Perception 12 or by paying 1 Doom. Those able to see Fae illusions darkvision 80 ft detect a faint glow with a successful DC 13 (Wisdom) Resistance. poison, charmed Perception check. They Bane. Damage or touch by don't see past the illusion, iron reverts the goblin to true only that there is Fae magic form and negates glamour. affecting the creature. Damage from iron explodes.

Nimble Escape. Disengage or hide as a bonus action.

ATTACKS

Stone Hatchet. *Melee Weapon Attack:* +4 to hit. reach 5 ft. one target. *Hit*: (1d6 + 2) slashing damage.

Elfshot. Ranged Attack: +4 to hit, reach 80/320 ft, one target. *Hit*: (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 ATTACKS minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THINGS TO PUNCH IN THE FACE

IMP (CR I SMALL FIEND - DEMON)

INT	WIS	СНА
15 (+2)	12 (+1)	14 (+2)
	nce. bludg enchantec	eoning, 1 weapons.
Immune	e. fire, infer	nal, poison.
	. Invisibility ng (free da	y, Really sh action).

FROG MONSTER (CR 2 MEDIUM HUMANOID)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	8 (-1)	6 (-2)	4(-3)
AC	HP	Spd	Multiat	tack. 2 Cla	WS.
11	38	30 ft	DR. 4.		
Denseties 10			Resista	nce. acid.	
passive Perception 10 darkvision 15 ft swim 45 ft			Immun	ne. fire, pois	son, sleep,
				. Brutal (A	dd 1d6
				e to 1 mele	

Sting. Melee Attack: +5 to hit, reach 5 ft., one target. Hit: 5 Saving Throws: Con +4. Skills: Acro. +4, Ath. +5, Stealth +5. ZOMBIE (CR 1/4 MEDIUM UNDEAD)

ATTACKS

Claw. Melee Attack: +5 to hit, reach 5 ft, one target. Hit: 10 2d6+3 slashing damage.

FROG SWARM

Frog swarms lack statistics, instead using the following rules:

Portent of Doom. Each Doom is generated by an agent. the GM gains 1 Doom for each frog swarm active in an area that has been searched or discovered. Agents can spend an action and 1 Ingenuity to disperse a frog swarm for the chapter. Frog swarms have a movement speed of 15 ft, can occupy the same space as another creature, and will actively ATTACKS move away from agents if they approach or cause loud noise.

EL DIABLO (CR 1/8 MEDIUM HUMANOID)

STR	DEX	CON	INT	WIS	СНА
9 (-1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	8 (-2)
AC	HP	Spd	Minions		
9	22	20 ft	1-2:10 Sk	eletons	
passive Perception 10			3-4:10 Zombies		
El Diablo! Each turn it's alive, roll 1d6 to determine which minions arrive at the start of its next turn.			5-6: 1 Var	mpire	

2d6+3 slashing damage.

SKELETON (CR 1/4 MEDIUM UNDEAD)

STR	DEX	CON	INT	WIS	CHA	
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)	
AC	HP	Spd	Vulnerab			
13	13	30 ft	bludgeoning.			
passive F	Perception	9	exhaustion.			
darkvisio	n 60 ft					

ATTACKS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6 + 2) piercing damage.

STR	DEX	CON	INT	WIS	СНА	
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)	
AC	HP	Spd	Undead Fortitude. If			
8	22	20 ft	damage reduces it to 0 HP, it can make a CON saving			
passive Perception 9			throw to drop to 1 HP. DC of 5 + damage. A critical or			
darkvisio	n 60 ft		radiant da	amage stop	os this.	

Slam. *Melee Weapon Attack*: +3 to hit, reach 5 ft, one target. Hit: 4 (1d6 + 1) bludgeoning damage.

NAZI MINION - SOLDIER (CR 1/8 MEDIUM HUMAN)

STR	DEX	CON	INT	WIS	CHA	
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)	
AC	HP	Spd	We Didn't Sign Up For Th Suffer disadvantage on all fear checks against super-			
12	11	30 ft				
passive F	Perceptior	า 12	natural c	reatures.		

ATTACKS

Bavonet. Melee Attack: +3 to hit. reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage, two-handed.

MG42. Ranged Attack: Firearm (Advanced), Noise, Reload Claw. Melee Attack: +5 to hit, reach 5 ft, one target. Hit: 10 (20), Semi-Automatic, Rifle Butt, Spray & Pray, Range 50/150 ft, Small (20). Hit: 7 (2d6) piercing damage.

INJURY

When an agent suffers more damage than their Constitution **DIM LIGHT** score, they must immediately make a Constitution saving Disadvantage on ability checks that rely on sight, such as Perception throw. The DC is either 10 plus the ability modifier applied and Investigation, plus ranged attack rolls at GM's discretion. to the damage or half the total damage, whichever is higher. DARKNESS Only a single injury can be suffered per attack.

INJURY LEVELS

LEVEL	EFFECT
Minor	-1 to skill checks, which doesn't sta
Moderate	Do not add ability modifiers to ab checks or attack rolls.
Serious	Do not add ability modifiers to saving throws.
Severe	Disadvantage on ability checks, at rolls, and saving throws.
Critical	Your speed is halved. You cannot o

EXHAUSTION

An agent who becomes exhausted immediately suffers a minor injury. If they don't rest, after thirty minutes, they suffer 🕴 You can't hear and fail all checks that require hearing. a moderate injury and another exhaustion level. For each thirty minutes after this, the agent's exhaustion and injury **FRIGHTENED** advance by one severity. The effects of these injuries stack.

ADDITIONAL SAMPLE DOOM SPENDS

DOOM	I EFFECT
1	Short-term equipment failure (requi bonus action to fix).
1	Add 1d6 to a creature's attack roll.
1	A creature makes I additional attack bonus action.
2	An ability check or attack roll is mad disadvantage.
2	A successful attack deals 1 additiona damage dice of damage.
3	Equipment failure lasting 1 chapter.
3	All attacks by a creature gain advant
4	Cause a minion at 0 HP to regain 1 H
4	A creature reduced to 0 HP can imm ately attack before falling to 0 HP.

THINGS TO KEEP HANDY

Creatures affected by darkness are treated as being blinded.

CONDITIONS

- You can't see and fail any checks that require vision.
- All attack rolls against you have advantage.
- Your attack rolls have disadvantage.

CHARMED

- While charmed, you can't attack the creature that charmed you or target the charmer with harmful abilities.
- The charmer has advantage on social interactions with you.

DEAFENED

- while you can see the source of your fear. You can't willingly move closer to the source of your fear.
- Your speed drops to 0, with no added bonuses.
- Grappled ends if incapacitated or if an effect removes you from the reach of the grappler or grappling effect.

You have disadvantage on all ability check and attack rolls

INCAPACITATED

You are unable to take any actions or reactions.

INVISIBLE

- Impossible to see without the aid of a feature, trait, or device.
 You fail all Strength and Dexterity saving throws.
- For the purposes of hiding, the creature is heavily obscured.All attack rolls against you have advantage.
- with the environment.

PARALYZED

- You are incapacitated. (See above.)
- You are unable to move or speak.
- You fail all Strength and Dexterity saving throws.
- All attack rolls against you have advantage.
- All attacks are criticals if your attacker is within 5 ft of you.

POISONED

In addition to any recurring damage from the poison, you have disadvantage on all attack rolls and ability checks.

PRONE

- When prone, you may only crawl for your movement action.
- You can stand from prone by expending half your movement or your action. You can choose to drop prone by using half your movement or your action.
- Ranged attacks on you are made at disadvantage unless made from 5 ft away, in which case they gain advantage.
- Melee attacks gain advantage against you whilst prone.

RESTRAINED

- Your speed drops to 0, with no added bonuses.
- All attack rolls against you have advantage.
- While restrained, your attack rolls have disadvantage.
- You have disadvantage on all Dexterity saving throws.

STUNNED

- You are incapacitated. (See opposite.)
- You cannot move and may only speak a few words at a time.
- All attack rolls against you have advantage.

UNCONSCIOUS

- You are incapacitated. (See opposite).
- You are unable to move or speak.
- You are unaware of your surroundings. You also drop items and fall prone. (See opposite.)

- Location can be sensed by sound or tracks and interaction 🔮 All attacks are critical hits if your attacker is within 5 ft of you.

D20	REGION OF ORIGIN	COSMETICS	ENTITY GOALS	MORTAL SUBMITS TO	ENTITY AGREES TO
1	Great Britain	Skin of stone, wood, or iron	I will become Rex Mundi!	Providing a sacrifice of property.	Reveal the location of a hidden treasure.
2	Celtic Europe (Spain, France, Portugal, etc)	Skin studded with rivets and spikes	My heirs will be kings with a thou- sand legions each!	Providing an animal sacrifice.	Serve for a time (1-3 a day, 4-7 a month, 8-10 a year).
3	Germanic Europe (Austria, Germany, etc)	Wearing a heavy iron collar and chain	I will be inducted into the order of the fly!	Providing a human sacrifice.	Tutor the mortal in the occult sciences.
4	Slavic Europe (Poland, Czech Republic, etc)	1d6 extra horns, spikes, or nails on their head	It is not enough that my enemies are destroyed; they must be forgotten!	When commanded, walk in a stipu- lated direction for 20 minutes.	Tutor the mortal in mathematics and science.
5	Russian Federation	Wearing a facemask	End the hierarchy! Seize Pandemonium!	Provide a discrete service (1-6 days).	Teach invisibility.
6	North America	Body or head of a lion or other savage beast	Pandemonium will never be ours. Better it be destroyed!	Provide an extended service (1-6 months).	Trades question for question.
7	Central America	Chimeric body made of 3-4 creatures	I will have revenge over my rivals.	Provide fealty on earth (1-6 years).	Tutors in arts philosophies and secret things.
8	Caribbean	Covered in short dense or long shaggy hair	I will have my own legions!	Serve on earth for the rest of their days.	Grants good familiars.
9	South America	Dressed in ancient armour	I will collect more souls than my rival and win our wager.	Provide a substantial artefact.	Tell the future.
10	Mediterranean Africa	With sharp spines on back and shoulders	l will see the world end and watch the new world emerge.	Grant rights in perpetuity to their soul.	Discover witches.
11	Sub-Saharan Africa	With long insect-like limbs	None shall know of my humiliations.	Provide a year's service in Hell.	Grant wisdom.
12	China, Hong Kong, and Taiwan	Extra set of limbs (1-5 arms, 6-10 legs)	I will take the dregs and form them into weapons of chaos.	Tempt 1d6 other mortals to make pacts.	Grant wealth.
13	Indochina (Laos, Thailand, Vietnam, etc)	Massive powerful wings	I will take their children and return them as beasts.	Release their firstborn upon birth to the entity's care.	Bend trees with great storms.
14	Indian Subcontinent	Long sinuous body (with or without limbs)	None I meet shall ever find rest again.	Release the firstborn of each gender to the entity.	Teach astral travel.
15	Central Asia	Squat toad or spid- erlike frame	l will punish all hubris I encounter.	Grant the use of their body and form for a day and a night, taking care that the body is only minimally harmed.	Set great blazes.
16	Middle East	Long, multi-pronged tail	My jests will shake them more than even the most diabolical scheme.	Grant use of your form once a year for a full hour, as and when the entity sees fit.	Inflict pestilence.
17	Indonesia	Gigantic apelike body (10 ft tall and larger)	I will enjoy the majesty of this world.	Grant the use of their body and form for a single hour.	Take vengeance on the mor- tal's behalf.
18	Australasia	1d6 heads on a tiny body (heads may be uni- form or vary)	Let me sleep unmolested for a thou- sand years.	Introduce the entity to each of their descendants on their thir- teenth birthday.	Cause love between two mortals.
19	Polar (North or South)	Riding a fellbeast (camel, dragon)	Let me watch the world burn, come what may.	A tough deal (two services).	Procure feuds between two mortals.
20	Deep below the Sea	Adorned in majestic robes	I will be beautiful again!	A terrible deal (1d6+1 services).	Teach all languages.

THINGS THAT SHOULD SCARE YOU