



HELLBOY™

THE ROLEPLAYING GAME



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 similar 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 somewhat 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 similar 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 Praestigii 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 substantial 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 recognisable 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 appropriation (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 (graffitied on a wall in tiny handwriting)	Just <First Name> Please	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>	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>	Artistic Names (Vincent, Pablo, Claude, Salvador, Gustav/ Frida, Georgina, Yayoi, Kara, Augusta)
18	Hidden in hay bales or similar agricultural products	Artefact from prehistory	Book of Shadows (in a spiral notebook with unicorns and rainbows on the cover)	People call me <Positive nickname>	Athletic Names (Roger, Kevin, Kobe, Rory, Floyd/ Serena, Mia, Danica, Simone, Ronda)
19	Safely wrapped and submerged 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, 6HOUL, 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)

THINGS TO PUNCH IN THE FACE

IMP (CR 1 SMALL FIEND - DEMON)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	14 (+2)
AC	HP	Spd	Resistance. bludgeoning, cold, unenchanted weapons. Immune. fire, infernal, poison.		
13	10	20 ft	Powers. Invisibility, Really Annoying (free dash action).		
passive Perception 11			darkvision 120 ft		
fly 30 ft					

ATTACKS
Sting. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (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	Glamour. Appears human unless glamour is dispelled by itself, contact with iron, damage from any source, or by paying 1 Doom. Those able to see Fae illusions detect a faint glow with a successful DC 13 (Wisdom) Perception check. They don't see past the illusion, only that there is Fae magic affecting the creature.		
12	15	30 ft	passive Perception 12		
darkvision 80 ft			Resistance. poison, charmed		
Bane. Damage or touch by iron reverts the goblin to true form and negates glamour. 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 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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	Multiattack. 2 Claws.		
11	38	30 ft	DR. 4.		
passive Perception 10			Resistance. acid.		
darkvision 15 ft			Immune. fire, poison, sleep, unconscious.		
swim 45 ft			Powers. Brutal (Add 1d6 damage to 1 melee attack per turn).		

Saving Throws: Con +4. **Skills:** Acro. +4, Ath. +5, Stealth +5.
ATTACKS
Claw. *Melee Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 10 (2d6+3) slashing damage.

EL DIABLO (CR 1/8 MEDIUM HUMANOID)

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

ATTACKS
Claw. *Melee Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 10 (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	Vulnerabilities. bludgeoning.		
13	13	30 ft	Immune. poison, exhaustion.		
passive Perception 9					
darkvision 60 ft					

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

ZOMBIE (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	Undead Fortitude. If damage reduces it to 0 HP, it can make a CON saving throw to drop to 1 HP. DC of 5 + damage. A critical or radiant damage stops this.		
8	22	20 ft			
passive Perception 9			darkvision 60 ft		

ATTACKS

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 This. Suffer disadvantage on all fear checks against supernatural creatures.		
12	11	30 ft			
passive Perception 12					

ATTACKS
Bayonet. *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 (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 score, they must immediately make a Constitution saving throw. The DC is either 10 plus the ability modifier applied to the damage or half the total damage, whichever is higher. Only a single injury can be suffered per attack.

INJURY LEVELS

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

EXHAUSTION

An agent who becomes exhausted immediately suffers a minor injury. If they don't rest, after thirty minutes, they suffer a moderate injury and another exhaustion level. For each thirty minutes after this, the agent's exhaustion and injury advance by one severity. The effects of these injuries stack.

ADDITIONAL SAMPLE DOOM SPENDS

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

THINGS TO KEEP HANDY

DIM LIGHT

Disadvantage on ability checks that rely on sight, such as Perception and Investigation, plus ranged attack rolls at GM's discretion.

DARKNESS

Creatures affected by darkness are treated as being blinded.

CONDITIONS

BLINDED

- 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

- You can't hear and fail all checks that require hearing.

FRIGHTENED

- You have disadvantage on all ability check and attack rolls while you can see the source of your fear.
- You can't willingly move closer to the source of your fear.

GRAPPLED

- 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.

INCAPACITATED

- You are unable to take any actions or reactions.

INVISIBLE

- Impossible to see without the aid of a feature, trait, or device.
- For the purposes of hiding, the creature is heavily obscured.
- Location can be sensed by sound or tracks and interaction with the environment.

THINGS THAT SHOULD SCARE 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 thousand 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 stipulated 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	I 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 spider-like frame	I 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 mortal's behalf.
18	Australasia	1d6 heads on a tiny body (heads may be uniform or vary)	Let me sleep unmolested for a thousand years.	Introduce the entity to each of their descendants on their thirteenth 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.