

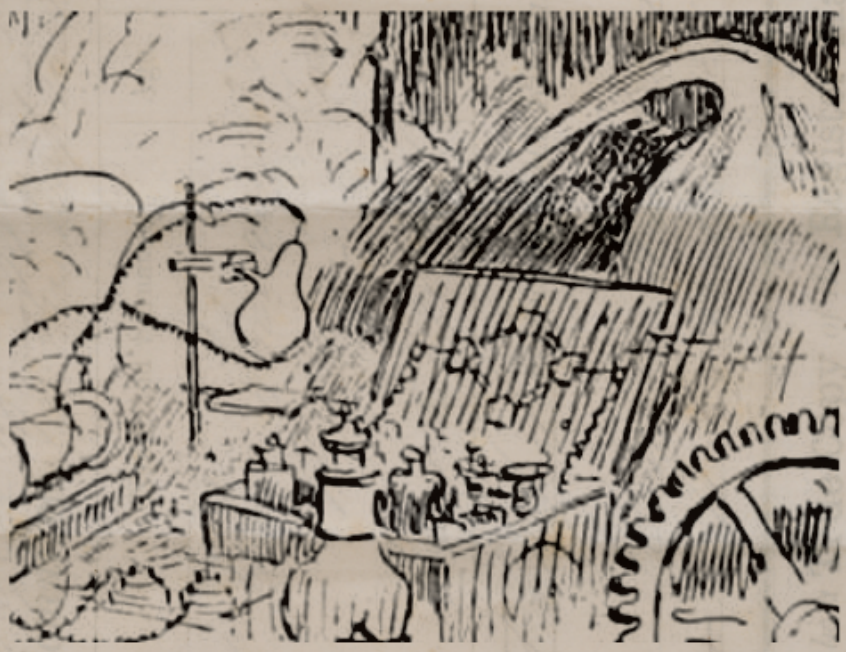
DISCOVERY

ABANDONED COMPLEX

ALCHEMICAL SUPPLIES

This room smells pungent, but strangely pleasant. Looking around, you find a crate filled with vials and alchemical ingredients!

Retrieve D4 doses of alchemical ingredients, and roll on the Potions & Tinctures table.





DISCOVERY

ABANDONED COMPLEX

ALTAR OF PERVERSION

A terrible stench is emanating from a dark shape in the middle of the room. Approaching, you see an altar covered in both human and non-human remains. What's the purpose of this?

Perform an **Occult Knowledge** check. If you succeed, gain 2 skill points in Occult Knowledge as you manage to make sense of the scene. If you fail, lose D20 Sanity at the horrible, gruesome display before you.





DISCOVERY

ABANDONED COMPLEX

CRYPTIC RESEARCH

Although it is barely lit by a few candles, you can tell this room was recently used as a study or research area. The papers here may hold some valuable information.

Perform an **Occult Knowledge** check. If you are successful, you find some loose pages describing an entity and how to contact it. Learn the name and sigil of a randomly determined entity.





DISCOVERY

ABANDONED COMPLEX

DRAINED BODY

A pale, emaciated body lies on the ground, visibly drained of blood.

Perform a **Perception** check. If you pass, you see something in its hands, clutched in a death grip. Perform a **STR** test. If you pass, roll on the Valuables table and gain 5 Chaos points. If you fail, lose 5 Sanity and gain 1 Chaos point.





DISCOVERY

ABANDONED COMPLEX

EXECUTION

You find three corpses handcuffed to a wall. Each one has been shot to death.

If you pick their pockets, roll on the Personal Effects table three times. If instead you respect the dead and pause for a minute of silence, perform a **WIL** test. If you pass, recover 10 Sanity.





DISCOVERY

ABANDONED COMPLEX

GRUESOME DISCOVERY

The stench of death assaults your senses as you enter this room. The butchered remains of several people lay all around you.

Perform a **WIL** test. If you fail, lose 10 Sanity. If you were on a mission to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.





DISCOVERY

ABANDONED COMPLEX

HIDDEN STASH

As you enter the room, you notice some markings on the floor, as if the big shelf at the back has been moved quite often. Is there anything behind it?

Perform a **Perception** check. If you pass, you find a hidden safe in a secret panel behind the shelf. Perform a **Lock Picking** check. If you pass, you open the safe and roll on the Valuables table. If you fail, you activated a trap! Pass a **DEX** test or gain the Poisoned condition.





DISCOVERY

ABANDONED COMPLEX

LAST WORDS

A figure lies in the corner of this room, in a pool of their own blood. When you approach, you see that this person is still alive! He motions for you to come closer, desperately whispers in your ear, then collapses, dead.

Perform an **Occult Knowledge** check. If you pass, next time you find part of a ritual you find the full ritual instead. If you fail, lose 10 Sanity as the horror described by the man shakes you to the core.





DISCOVERY

ABANDONED COMPLEX

LUCKY FIND

This place is full of discarded stuff, but among it you see something of value!

Roll on the Valuables table.





DISCOVERY

ABANDONED COMPLEX

NEGOTIATION

You rush into the next room, only to be greeted by a pistol's barrel. "Hello, friend," says the person holding it, "What have you got there?".

Create an NPC (page 140), who is demanding that you give them an item in your possession. You may give them an item, attack them, pay them off for 100ø, or perform a **Persuasion** check to convince them you don't have anything of value. If you can't do any of the above, they attack.





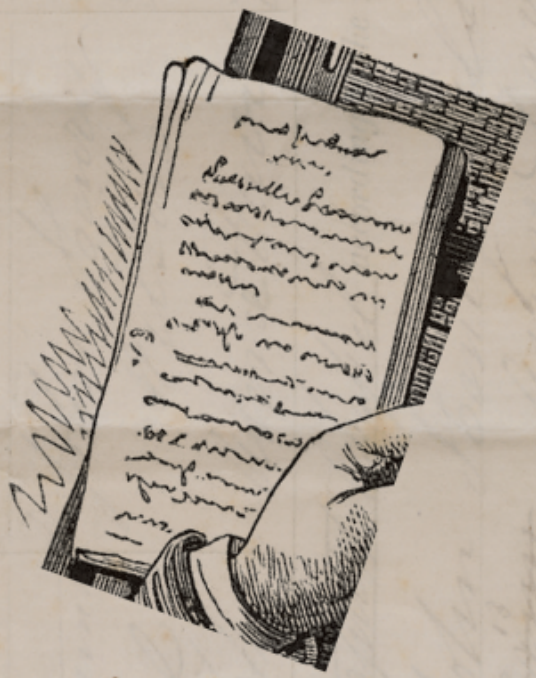
DISCOVERY

ABANDONED COMPLEX

OLD JOURNAL

At the back of the room you find a small table that has a dusty journal on it. It seems to tell a tale of travels in the desert.

Perform an **INT** (-2) test. If you pass, earn 5 Occult Knowledge points and recover 5 Sanity as the world makes more sense to you. If you fail, lose 20 Sanity as you fail to understand the insane ramblings scrawled into the pages of the journal.





DISCOVERY

ABANDONED COMPLEX

OLD VIALS

Covered in dust and half hidden by some old newspapers, you find a couple vials of golden liquid. Would it be a good idea to take a sip?

If you decide to drink from the vials, perform a **CON** test. If you pass, heal 2D6 HP. If you fail, lose 2D6 HP.





DISCOVERY

ABANDONED COMPLEX

ON HUMAN SACRIFICE

As you enter the room, your eyes are immediately drawn to an enormous book sprawled across a table. Looking at the writing, you realize it's a treatise on the benefits of human sacrifice.

Perform an **Occult Knowledge** check. If you pass, increase Occult Knowledge by 2 and gain 2 Chaos points. If you fail, perform an **INT** test. If you fail that too, lose D20 Sanity as the horrors described in the book are too much for you.





DISCOVERY

ABANDONED COMPLEX

PILE OF OLD BOOKS

Among beer bottles, spent candles and cigarette butts, there's a small pile of books. Probably worth checking these out.

Perform a **Perception** check. If you pass, you find a valuable grimoire sewn between the covers of a children's book. Acquire one Grimoire.





DISCOVERY

ABANDONED COMPLEX

PRISONER

This room is filled with cages. Almost all are empty, but you see a figure kneeling inside one of them. As you enter he immediately sits up and looks at you, "You don't look like the other guys, have you come to help me? Please, get me out of here!".

If you ignore the man, earn 5 Chaos points. To free him, pass a **Lock Picking** check. Once you release the man, gain 5 Order points and perform a **CHA** check. If you pass, he thanks you and runs towards the exit, but if you fail he suddenly attacks while yelling he won't be tricked! Create an NPC (page 140) and begin combat.



DISCOVERY

ABANDONED COMPLEX

RARE OPPORTUNITY

The only thing of note in this room is a woman, who appears to be sitting in a deep meditation. What will you do?

You may choose to simply walk away and ignore the woman. If you interrupt her, create an NPC profile (page 140), and perform a **Persuasion** check. If you pass, she tells you about who you may encounter in this place. For the next two encounters, you always catch your enemies by surprise. If you instead kill her while she is meditating, earn 10 Chaos points.





DISCOVERY

ABANDONED COMPLEX

RITUAL AREA

Sigils and arcane symbols are drawn everywhere, and the floor of this room is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an **Occult Knowledge** or **Magical Liturgy** check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.





DISCOVERY

ABANDONED COMPLEX

SECRET PASSAGE

You discover a trail of footprints in the dust, but they abruptly end at a wall. Is there something behind it?

Perform a **Perception** check. If you pass, you discover the silhouette of a door on the wall. Perform a **STR** test to open it and find D3 new Locations in this Site.





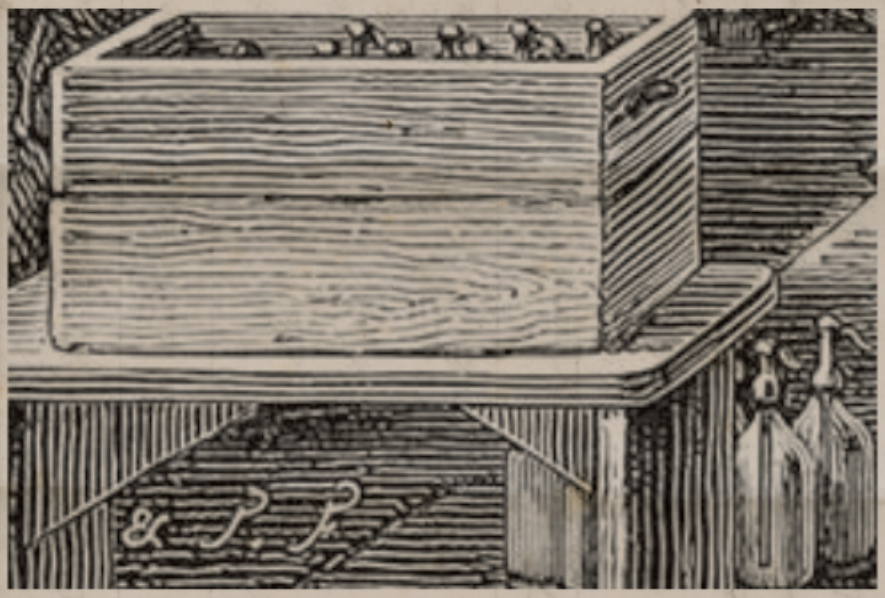
DISCOVERY

ABANDONED COMPLEX

STORAGE ROOM

This room is filled to the brim with supplies of all kinds. There must be something here you can take with you.

Perform a **Perception** check. If you pass, you find something of value among the diverse collections of items stashed here. Roll on the Valuables table.





DISCOVERY

ABANDONED COMPLEX

UNSPEAKABLE VIOLENCE

Rows of lifeless half-naked bodies hang from savage looking hooks; the stench of death is so strong that you can barely breathe. With your head spinning, about to rush to the nearest exit, the thought crosses your mind: should you leave them like this?

If you decide to do something about the gruesome scene, you unhook the corpses, line them up on the ground and cover them as much as you can. Gain 10 Order points, but lose D20 Sanity. If you ignore the gratuitous display of violence, you leave without a care for the bodies or a desire to stay there any longer. Gain 10 Chaos points and lose D6 Sanity nonetheless.



EVENT

ABANDONED COMPLEX

CURSE OF WEAKNESS

A strong psychic force assails you as you enter the room, causing your clothes to feel heavy as they drag you to the floor. Your life force is being siphoned out of you!

Perform a **WIL** test. If you fail, the spiritual forces in this room have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (page 157).





EVENT

ABANDONED COMPLEX

DEATH & DOOM

The moment you enter this room, an unshakable sense of dread invades you. Your end is near!

Pass a **WIL** test or lose D20 Sanity.





EVENT

ABANDONED COMPLEX

DRUG-FUELED GOONS

Spread all over the floor of this room you find paraphernalia and leftovers of all kinds of drugs and psychotropic substances. Whoever is in charge of this place is taking a weird approach to security!

For the duration of this mission, all enemies have -10 Defense and +20 HP.





EVENT

ABANDONED COMPLEX

FAILSAFE

As you step into the room, you realize all too late that the tug you just felt on your leg was a tripwire snapping.

Perform a **DEX** test. If you fail, debris falls from above dealing D20 HP damage. Directly after, you hear explosions in the nearby rooms; randomly determine D4 unexplored rooms that are destroyed.





EVENT

ABANDONED COMPLEX

FEAR MANIFEST

A dark presence is patent in this room, the air is thick with the smell of terror. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a **WIL** test. If you fail, permanently reduce your Sanity Maximum by D4.





EVENT

ABANDONED COMPLEX

FIRE TRAP

As you enter the room, you hear a faint 'click'. You stepped on a trap!

Perform a **DEX** test. If you fail, gain the Burning condition as a pot of home-made napalm pours over you.





EVENT

ABANDONED COMPLEX

INFECTED WOUNDS

Whether it was a weapon or an animal bite, the wounds you have suffered are not looking good!

Your wounds do not want to close. For this mission, reduce all healing by 50%. Disregard if you haven't been injured yet.





EVENT

ABANDONED COMPLEX

INTERROGATION

You behold a gruesome scene: a woman is being waterboarded by a man repeatedly asking the same question: "Where is it?!" Do you intervene?

If you attempt to pass by unnoticed, perform a **Sneaking** check and earn 5 Chaos points. If you fail, the man attacks you. Use the Hunter stat block. If you confront the Hunter, earn 5 Order points as he immediately attacks. After combat, if you attempt to get the woman to divulge the location of her stash, perform a **Persuasion** check. If you succeed, she tells you about the hidden stash in return for release, granting a roll on the Valuables table. If you fail but still want to know what she is hiding, you may continue the interrogation yourself. Lose 5 Sanity, earn 10 Chaos points and perform a **WIL** test. If you pass, you learn about her hidden stash earning a roll on the Valuables table.



EVENT

ABANDONED COMPLEX

LOCKED DOOR

A locked door blocks your advance. Find a way through it, or move along.

Perform a **Lock Picking** check to pick the lock, or a **STR** (-10) test to break through it.





EVENT

ABANDONED COMPLEX

OLD CAMP

There are heaps of old clothes and camping supplies all over this room; it appears someone was camping here on a semi-permanent basis, but it all seems abandoned now.

Perform an **INT** test. If you pass, perform a Perception check for a roll on the Valuables table. If you fail, take D20 damage as you step on a booby trap, causing a rudimentary but effective trap to stab you in the leg.





EVENT

ABANDONED COMPLEX

POLTERGEIST

Random objects start to fly violently around the room. Some of them zip past your head, barely missing it. Someone – or something – doesn't want you here!

Perform a **Find Cover** check or lose D20 HP from being aggressively hit by random items. You may then either rush out of the room, or attempt to remove the spirit. If you pass a **WIL** test, you impose your will over the entity causing all the trouble, and recover 2D20 VP.





EVENT

ABANDONED COMPLEX

PSYCHIC RESONANCE

Something's not right here... What starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a **WIL** test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and D10 HP from the psychic assault.





EVENT

ABANDONED COMPLEX

RANDOM ENCOUNTER

You cross the threshold and come face to face with a startled person! Judging by their guilty expression, they likely shouldn't be here either.

Create a profile for this NPC (page 140). If you attempt to reason with them, perform a **Persuasion** check. If you pass, they will leave, looking nervously over their shoulder. If you fail they suspect a trap, and attack you. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.





EVENT

ABANDONED COMPLEX

SOUL DRAIN

On the floor at the center of this room you find a bust of an old man, his features delicate and regal. As you approach to get a better look, you feel as if your soul is being pulled out of your body. What's going on?

Perform an **Occult Knowledge** check. If you succeed, you remember reading about a type of cursed object that can drain the life-force of anyone around it. You run to the bust and smash it against the floor! If you fail, lose 10 SP now and each time you pass through this room.



EVENT

ABANDONED COMPLEX

THE WEIGHT OF SHADOWS

As you enter the room, your mind is immediately assaulted by self-doubt and vivid images of the horrors you have faced. How can you possibly stand against the darkness alone?

Perform a **WIL** test. If you fail, one skill of your choice is reduced by 5 permanently.





EVENT

ABANDONED COMPLEX

THERE ARE TOO MANY

Just as you are about to turn a corner, you hear a group of voices and steps coming in your direction. You need to find a place to hide right now!

Perform a **Sneaking** check. If you pass, you find a corner and barely avoid detection. If you fail you must discard a piece of gear, throwing it in the other direction as a distraction. If you have no equipment to throw, they discover you and beat you to death.





EVENT

ABANDONED COMPLEX

THEY KNOW YOU'RE HERE

Somehow your enemies have been made aware of your presence here, and they're on the lookout for you!

For the remainder of the mission, increase the **Awareness** of all enemies by 10.





EVENT

ABANDONED COMPLEX

TRIPPED ALARM

You should have been more careful, as it appears you have just tripped some sort of alarm system!

Pass a **Technology** check to deactivate it quickly, or draw two Abandoned Complex Encounter cards.





EVENT

ABANDONED COMPLEX

VRIL DEAD ZONE

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this Location.





EVENT

ABANDONED COMPLEX

WHO ARE YOU?

The person sitting in this room sees you before you see them. They don't seem threatening, but it's evident they don't know what to make of you.

Create a profile for this NPC (page 140), and follow the guidelines presented there on how to interact with NPCs.





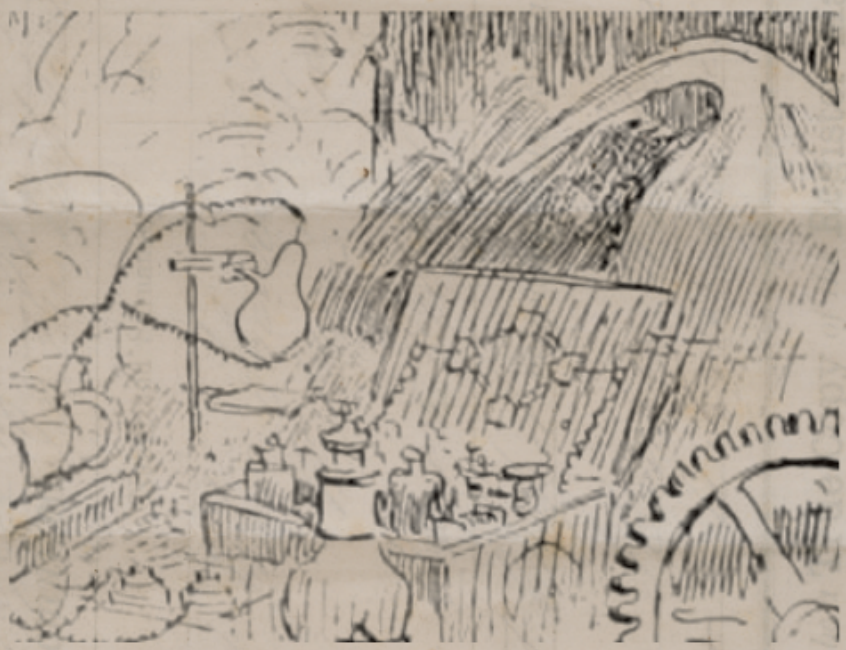
DISCOVERY

ANCIENT RUINS

ALCHEMICAL SUPPLIES

This room smells pungent, but strangely pleasant. Looking around, you find a crate filled with vials and alchemical ingredients!

Retrieve D4 doses of alchemical ingredients, and roll on the Potions & Tinctures table.





DISCOVERY

ANCIENT RUINS

ANCIENT MURAL

Drawn all over the west wall of this room is a sprawling mural which stuns you with its strange and otherworldly beauty. The vivid colors and fantastic images seem to depict part of an Astral plane.

Perform an **INT** test. If you pass, earn 2 skill points in Astral Knowledge. If you fail, the otherworldly images become trapped in your mind, distracting you so during the next combat you automatically lose the engagement turn's initiative.





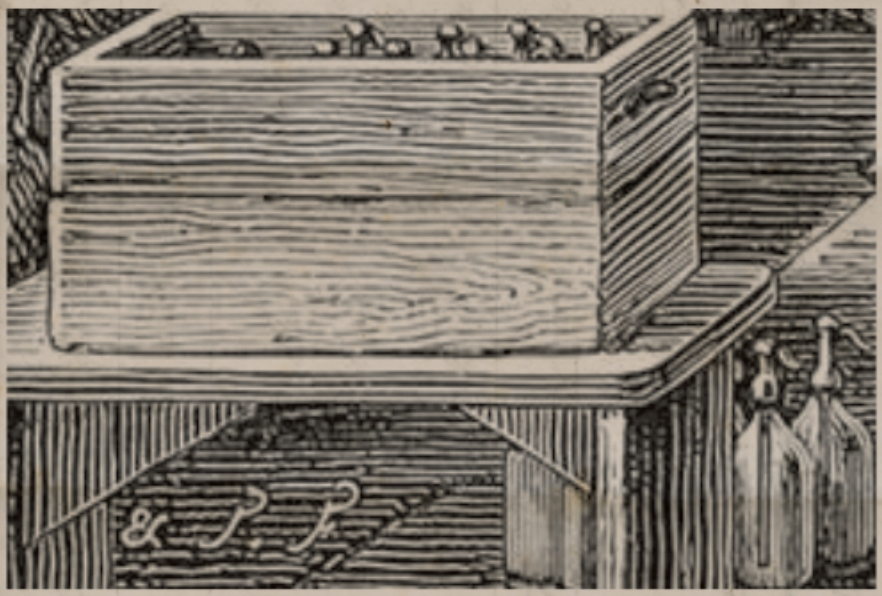
DISCOVERY

ANCIENT RUINS

ANCIENT STORAGE ROOM

This room is filled to the brim with supplies of all kinds. There must be something here you can take with you.

Perform a **Perception** check. If you pass, you find something of value among the diverse collections of items stashed here. Roll on the Valuables table.





DISCOVERY

ANCIENT RUINS

CRYPTIC FINDING

This room seems to have been used as a study or research area, and by some miracle it seems everything is fantastically preserved! A quick look around informs you there must be some valuable information here among the notes and writings.

Perform an **Occult Knowledge** check and a **Linguistics** check. If you pass both, you find information describing an entity and how to contact it. Learn the name and sigil of a random entity (page 143).





DISCOVERY

ANCIENT RUINS

DEATH MIRROR

You see something half-buried, reflecting your light through the darkness. You approach it cautiously, only to find an old, filthy silver mirror. You pick it up, wipe off the dirt and see your reflection staring back at you. Suddenly, the reflection gains a life of its own. It stops mirroring your movements and begins to age at a terrible rate before crumbling into dust. A second later, the illusion is broken and you are left with your own terrified image, staring back at you.

Perform an **INT** test. If you pass, you interpret what you have just seen and may ignore the next fatal damage you would receive during this mission. You also lose D10 Sanity.



DISCOVERY

ANCIENT RUINS

EXCAVATION

In your exploration, you stumble upon an old dig-site. Maybe archaeologists started working here but moved on?

Understanding creeps into your mind as you examine the ruins and symbols closer. Perform an **Occult Knowledge** check. If you pass, gain 2 skill points in Occult Knowledge and lose 10 Sanity as the ramifications of the translation leave you wishing you hadn't looked in the first place.





DISCOVERY

ANCIENT RUINS

EXECUTION

You find three corpses handcuffed to a wall. Each one has been shot to death.

If you pick their pockets, roll on the Personal Effects table three times. If instead you respect the dead and pause for a minute of silence, perform a **WIL** test. If you pass, recover 10 Sanity.





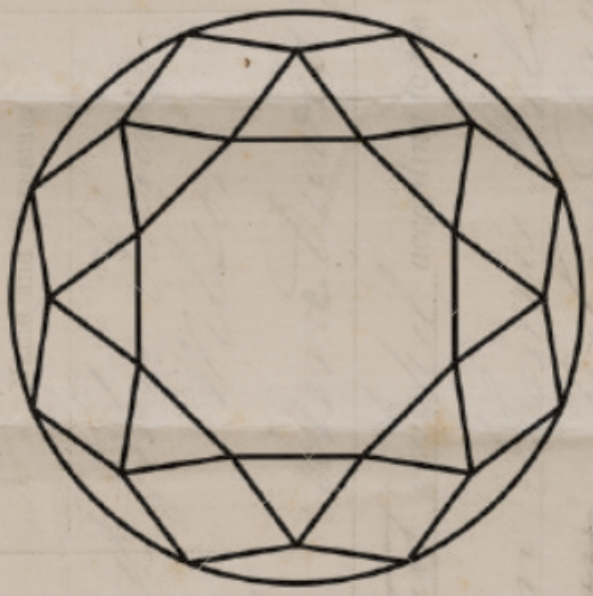
DISCOVERY

ANCIENT RUINS

GEM OF LUCIDITY

Inside a wooden box you find a small semi-precious gem carved with arcane symbols, some familiar, others not. What is this thing?

Perform an **Occult Knowledge** check. If you pass, you discover the gem's activation pattern which stabilizes your mind, preventing any Sanity loss for the remainder of this mission.





DISCOVERY

ANCIENT RUINS

HIDDEN STASH

As you enter the room, you notice there's a different pattern in the floor tiles. What's different about this room?

Perform a **Perception** check. If you pass, you find a hidden safe in a secret panel behind the shelf. Perform a **Lock Picking** check. If you pass, you open the safe and roll on the Valuables table. If you fail, you activated a trap! Pass a **DEX** test or gain the Poisoned condition.





DISCOVERY

ANCIENT RUINS

LUCKY FIND

This place is full of discarded stuff, but among it you see something of value!

Roll on the Valuables table.





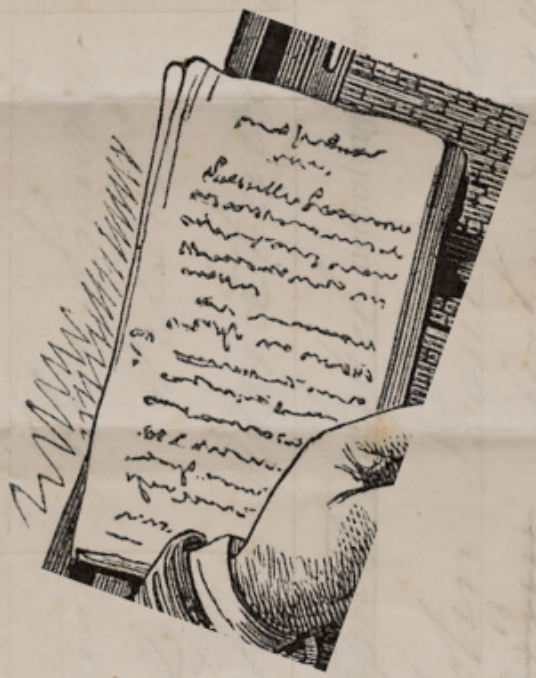
DISCOVERY

ANCIENT RUINS

OLD JOURNAL

At the back of the room you find a small table that has a dusty journal on it. It seems to tell a tale of travels in the desert.

Perform an **INT** (-2) test. If you pass, earn 5 Occult Knowledge points and recover 5 Sanity as the world makes more sense to you. If you fail, lose 20 Sanity as you fail to understand the insane ramblings scrawled into the pages of the journal.





DISCOVERY

ANCIENT RUINS

OLD VIALS

Covered in dust and half hidden by some old newspapers, you find a couple vials of golden liquid. Would it be a good idea to take a sip?

If you decide to drink from the vials, perform a **CON** test. If you pass, heal 2D6 HP. If you fail, lose 2D6 HP.





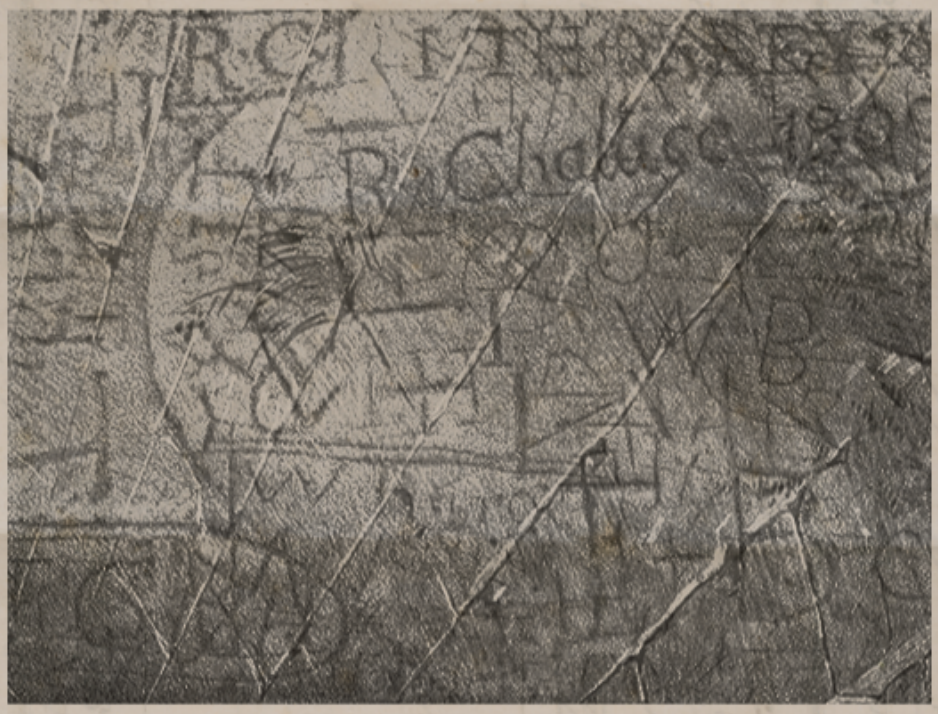
DISCOVERY

ANCIENT RUINS

OLD WARNING

Looking around the room, you see a warning that must have been scratched into the wall centuries ago, perhaps by tomb raiders...what is it warning you about?

Perform an **INT** test. If you pass, ignore the next trap or negative effect you encounter on this mission.





DISCOVERY

ANCIENT RUINS

RITUAL AREA

Sigils and arcane symbols are drawn everywhere, and the floor of this room is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an **Occult Knowledge** or **Magical Liturgy** check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.





DISCOVERY

ANCIENT RUINS

RUNESTONE

A stone pillar stands in the middle of the room, its surface covered in some kind of runic alphabet. What secrets does it hold?

Perform a **Linguistics** check. If you pass, you learn the secrets of a God. Learn the name and sigil of a random Deity.





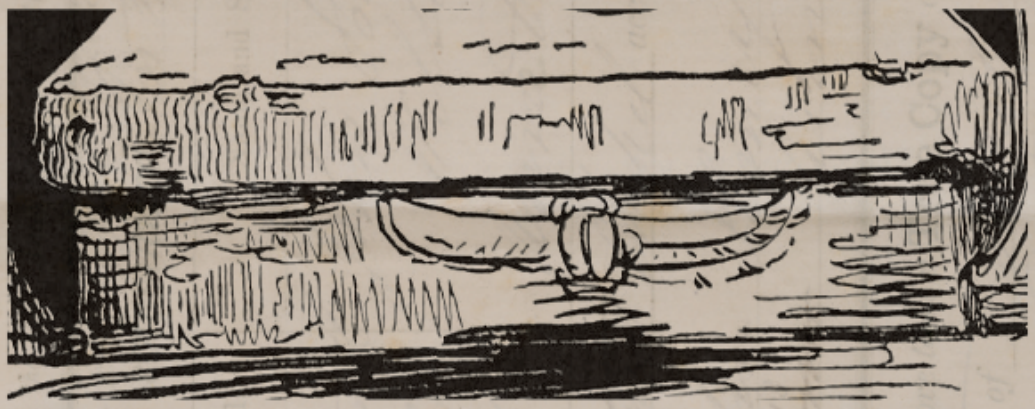
DISCOVERY

ANCIENT RUINS

SEALED SARCOPHAGUS

A stone sarcophagus, covered with ancient symbols and strange calligraphy, stands in the center of the room. The lid is still in place, and it appears to have never been opened. Will you be the first to open it, and find will you find untold riches inside?

If you open it, gain 5 Chaos points and perform a **STR** test. If you succeed, you manage to push the top half of the sarcophagus open, rolling on the Valuables table to see what's inside. If you choose not to open it, recover 5 Sanity.





DISCOVERY

ANCIENT RUINS

UNSPEAKABLE VIOLENCE

Rows of lifeless half-naked bodies hang from savage looking hooks; the stench of death is so strong that you can barely breathe. With your head spinning, about to rush to the nearest exit, the thought crosses your mind: should you leave them like this?

If you decide to do something about the gruesome scene, you unhook the corpses, line them up on the ground and cover them as much as you can. Gain 10 Order points, but lose D20 Sanity. If you ignore the gratuitous display of violence, you leave without a care for the bodies or a desire to stay there any longer. Gain 10 Chaos points and lose D6 Sanity nonetheless.



DISCOVERY

ANCIENT RUINS

SECRET PASSAGE

You discover a trail of footprints in the dust, but they abruptly end at a wall. Is there something behind it?

Perform a **Perception** check. If you pass, you discover the silhouette of a door on the wall. Perform a **STR** test to open it and find D3 new Locations in this Site.





DISCOVERY

ANCIENT RUINS

THE MASK

Looking among the rubble, you make eye contact with something! It is peeking through the debris: a varnished wooden mask in perfect shape despite the conditions. It evokes something pulled from the deepest, weirdest corner of the Astral planes, but you can't stop staring at it.

As you stare into the mask's eyes you feel it pulling you in. Perform a **WIL** test. If you pass, recover 5 Sanity. If you fail, lose 50 VP as it drains you of your power. You may retrieve the mask to sell at the Omphalos for 50ø.



DISCOVERY

ANCIENT RUINS

TOMB ROBBER

Sitting against a wall is the old, almost mummified corpse of a tomb raider. You see a satchel of some kind held tightly in its dead hands. Should you take it?

If you decide to try to pry the corpse's hands open, perform a **STR** test. If you pass, roll on the Valuables table. If you fail, lose D20 HP as you realize too late the corpse was booby trapped!





EVENT

ANCIENT RUINS

BOLT TRAP

As you step forward, your foot approaches a tripwire crossing the room's threshold. Will you see it in time?

Perform a **Perception** check. If you pass, you see the trap's trigger just in time, avoiding it. If you fail, lose 2D10 HP as a metal bolt strikes you in the back!





EVENT

ANCIENT RUINS

CATACOMB WALL

The wall at the back of this chamber appears to be made of human skulls. As you approach, the wall falls towards you, almost burying you in bones!

Perform a **DEX** test. If you succeed, roll on the Valuables table as you find something of value among the bones. If you fail, lose D10 HP.





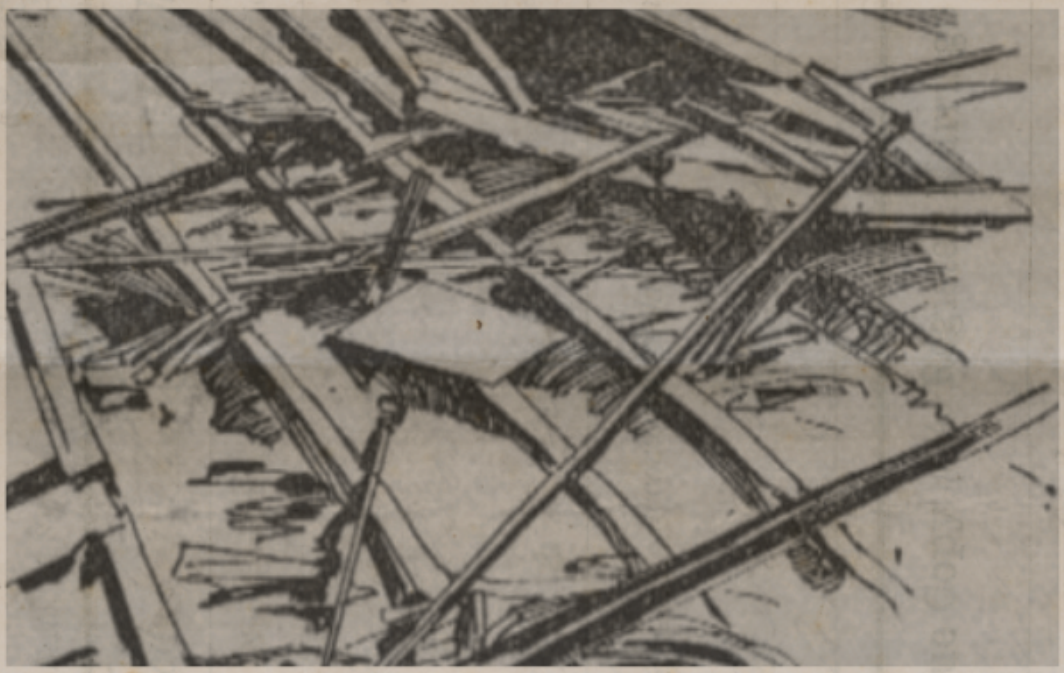
EVENT

ANCIENT RUINS

COLLAPSING CEILING

This building's structural integrity is compromised. Debris falls all around you as the ceiling begins to collapse!

Pass a **DEX** test or lose D20 HP.





EVENT

ANCIENT RUINS

CURSE OF WEAKNESS

A strong psychic force assails you as you enter the room, causing your clothes to feel heavy as they drag you to the floor. Your life force is being siphoned out of you!

Perform a **WIL** test. If you fail, the spiritual forces in this room have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (page 157).





EVENT

ANCIENT RUINS

CURSED STATUE

The chill that fills this room is tangible. You can see your breath in front of you as a shiver runs up your spine. Looking around, you see a small, half-buried statue and somehow know it is the source of this chilling effect.

Perform a **WIL** test. If you pass, you force your will upon the item rendering it inert, and may retrieve it to sell for 50ø. If you fail, you lose D10 Sanity as you are seized by a freezing dread.





EVENT

ANCIENT RUINS

DEATH & DOOM

The moment you enter this room, an unshakable sense of dread invades you. Your end is near!

Pass a **WIL** test or lose D20 Sanity.





EVENT

ANCIENT RUINS

FAILSAFE

As you step into the room, you realize all too late that the tug you just felt on your leg was a tripwire snapping.

Perform a **DEX** test. If you fail, debris falls from above dealing D20 HP damage. Directly after, you hear explosions in the nearby rooms; randomly determine D4 unexplored rooms that are destroyed.





EVENT

ANCIENT RUINS

FLOODED

The area in front of you is completely flooded. To proceed, you will need to get into the cold, oily black water.

Perform a **DEX** test. If you pass, you are able to swim across the dark water despite the cold. If you fail, your legs begin to cramp and you start to sink. After a few seconds of panic you manage to pull yourself out, but lose **D10 HP**. Each time you cross back through this area, roll a **DEX** test.





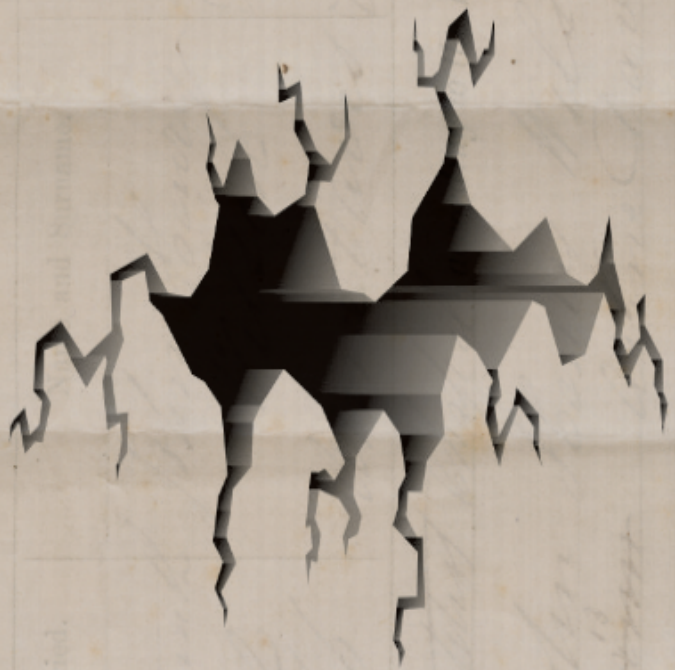
EVENT

ANCIENT RUINS

HOLE IN THE GROUND

Right after crossing the threshold, you are forced to stop suddenly due to a deep hole being were the floor should be. How will you get around?

To climb around it, perform a **STR** test. To jump over it, perform a **DEX** test. If you fail, you fall down the hole, losing D20 HP. Climbing out requires passing a **DEX** test, and each failed attempt takes another D6 HP.





EVENT

ANCIENT RUINS

LOCKED GATE

A locked gate blocks your advance. Find a way through it, or move along.

Perform a **Lock Picking** check to pick the lock, or a **STR** (-10) test to break through it.





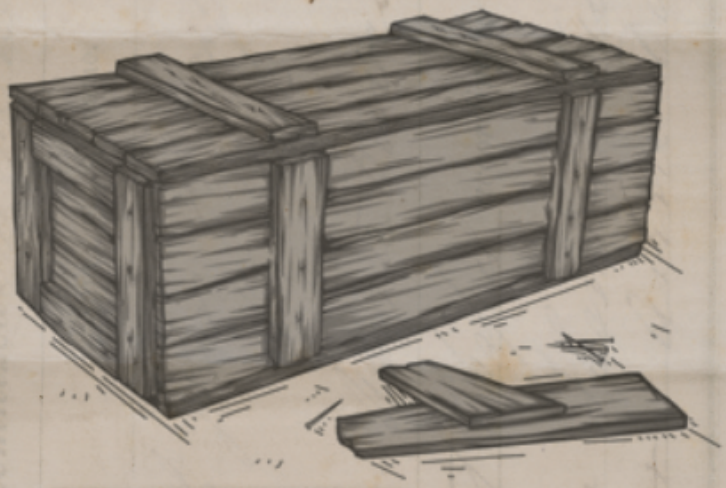
EVENT

ANCIENT RUINS

LOOTED TREASURY

Judging by the smashed containers and broken boxes, this room used to be a vault or treasury that was recently ransacked. Is there anything of value left?

Perform a **Perception** check. If you pass, roll on the Valuables table. If you fail, the robbers are still around, and they attack! Roll an Ancient Ruins enemy.





EVENT

ANCIENT RUINS

NEGOTIATION

You rush into the next room, only to be greeted by a pistol's barrel. "Hello, friend," says the person holding it, "What have you got there?".

Create an NPC (page 140), who is demanding that you give them an item in your possession. You may give them an item, attack them, pay them off for 100ø, or perform a **Persuasion** check to convince them you don't have anything of value. If you can't do any of the above, they attack.





EVENT

ANCIENT RUINS

OLD CAMP

There are heaps of old clothes and camping supplies all over this room; it appears someone was camping here on a semi-permanent basis, but it all seems abandoned now.

Perform an **INT** test. If you pass, perform a Perception check for a roll on the Valuables table. If you fail, take D20 damage as you step on a booby trap, causing a rudimentary but effective trap to stab you in the leg.





EVENT

ANCIENT RUINS

OMINOUS PRESENCE

Your vision blurs when you enter this room, as your trained eyes begin to see this area's psychic energies pulsating around you.

Perform an **Occult Knowledge** test. If you pass, gain 2 points in Occult Knowledge as you connect previously acquired information with this experience, and realize this was a ritual chamber that hasn't been cleansed of energies. If you fail, all skills are reduced by -10 for this mission, as the uncomfortable sensation sticks to you.





EVENT

ANCIENT RUINS

PSYCHIC RESONANCE

Something's not right here... What starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a **WIL** test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and D10 HP from the psychic assault.





EVENT

ANCIENT RUINS

RANDOM ENCOUNTER

You cross the threshold and come face to face with a startled person! Judging by their guilty expression, they likely shouldn't be here either.

Create a profile for this NPC (page 140). If you attempt to reason with them, perform a **Persuasion** check. If you pass, they will leave, looking nervously over their shoulder. If you fail they suspect a trap, and attack you. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.





EVENT

ANCIENT RUINS

RATS

As you move through the ruins, you hear something unusual: a faint scratching and tapping, coming in your direction. Before you have time to react, you are surrounded by rats!

Perform a **STR** test. If you pass, you manage to kick and stomp away the swarm around you. If you fail, you lose D10 HP from all the biting and scratching.





EVENT

ANCIENT RUINS

THERE ARE TOO MANY

Just as you are about to turn a corner, you hear a group of voices and steps coming in your direction. You need to find a place to hide right now!

Perform a **Sneaking** check. If you pass, you find a corner and barely avoid detection. If you fail you must discard a piece of gear, throwing it in the other direction as a distraction. If you have no equipment to throw, they discover you and beat you to death.





EVENT

ANCIENT RUINS

VRIL DEAD ZONE

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this Location.





EVENT

ANCIENT RUINS

WHO ARE YOU?

The person sitting in this room sees you before you see them. They don't seem threatening, but it's evident they don't know what to make of you.

Create a profile for this NPC (page 140), and follow the guidelines presented there on how to interact with NPCs.





DISCOVERY

ASTRAL

A GLIMPSE OF THINGS TO COME

During your solitary, directionless wandering there suddenly appears a figure walking in front of you. It stops abruptly, and as it turns you realize it's you, only older! Your older self seems equally surprised to see you, and although you see them talking, you cannot hear a word. After a few minutes of frustration, you seem to give up, and continue walking in front of yourself. A second later though, your older self stops again, turns towards you, and places a hand on your forehead, smiling. You feel a rush of experiences flood your essence in a torrent of images and sensations. You grab at what you can, your mind racing. By the time you open your eyes, the other you is gone.

For the rest of this session, double the chances of performing a critical success during combat (20% of your skill, instead of the standard 10%).



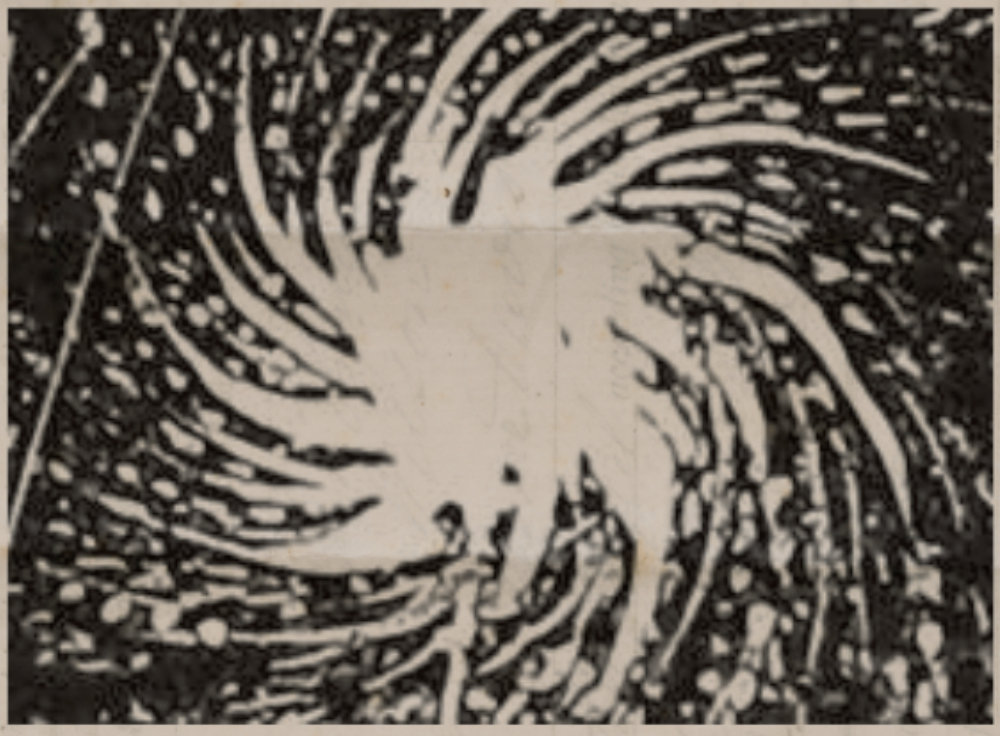
DISCOVERY

ASTRAL

DARK HOLE

You find a bottomless hole in front of you, darkness pulsating within it. Do you dare peek inside?

Perform a **WIL** test. If you pass, recover 10 VP as you absorb a sliver of energy from the interminable darkness. If you fail, tentacles lash out, dealing 2D6 HP.





DISCOVERY

ASTRAL

GOOD BOY

As you progress surrounded by a bleak poorly illuminated tunnel, something assaults you from behind, interrupting your ability to manipulate your awareness. You regain control and turn in horror, only to be greeted by a barrage of wet licks. It's Toby, your old dog! He died years ago, but it seems his soul has managed to find you!

The next attack that would bring you to 0 SP deals no damage as Toby shares his essence with you, shielding you from the blow. He dissolves into nothingness afterwards.





DISCOVERY

ASTRAL

GOOD MEMORY

As you drift along the streets of a pre-industrial European city, you hear a noise behind you. You turn expecting the worst, only to find a box that appears to have fallen from above. You open it and are immediately overwhelmed by a sensation of nostalgia and peace, like the feeling of your mother's hug after hurting yourself as a child, or a fun evening playing with friends on the playground. Your good memories will always accompany you.

Ignore the next Sanity loss you would suffer.



DISCOVERY

ASTRAL

LOST KNOWLEDGE

You find your consciousness in a retro-futuristic library. The future-dream of someone from the 1920's. You walk down halls filled with shelves displaying novelty miniature vinyls and to your surprise several of them actually appear to contain information of value. Now, if only you could figure out how to use them...

Perform an **Astral Knowledge** check. If you pass, you find a weird, vertical record player. Once you manage to insert the discs, their contents are psychically projected into your mind. Acquire one Grimoire, but to exchange it for goods at the Omphalos you must spend one day transcribing its contents.



DISCOVERY

ASTRAL

RING OF NEGATION

You stand inside a completely black room with neither walls nor ceiling, only infinite blackness. As you progress through this disorienting place, you hear a metallic 'cling' from several feet ahead. You walk forward through more darkness, and find a silver ring, still bouncing on the floor as if someone had just thrown it from a high place. After a moment of hesitation, you pick it up and slide it onto your finger. The darkness around you seems to collapse, giving way to a wide, featureless road. You feel the ring has taken something from you, though.

For the remainder of the session any barrier automatically collapses at the behest of the ring, but you cannot perform critical successes.



DISCOVERY

ASTRAL

RITUAL ECHO

You find yourself in a section of the Shadow where it would seem a great ritual just took place. You sense the Vril in the area, so thick you can almost touch it, and the lingering essence of the spirit that was just summoned into the physical plane.

Perform an **INT** test. If you pass, gain earn 10 Ritual experience points.





DISCOVERY

ASTRAL

SOUL SHARD

Your being floats within a desert, its blue sand eerily still, even as you feel the wind blowing against you. You progress for what seems like hours until you see something shimmering on the sand. What is that?

You approach the shimmering spot, only to find an enormous shard of glass. Perform an **Astral Knowledge** check. If you pass, you realize it's a piece of your own soul! But how did it get here? If your SP drops to 0 during this session, you will not suffer a stat loss.





DISCOVERY

ASTRAL

SPIRIT SHROUD

This place looks like a tailor's workshop. You see colorful pieces of cloth spread all over the place, and mannequins wearing clothes in different stages of completion and in all styles imaginable. One in particular captures your eye: a silken, nearly transparent headscarf, shimmering with a neverending pattern of colors and shapes.

If you don the headscarf, skip the next enemy encounter. The scarf mysteriously dissolves at the end of this session.





DISCOVERY

ASTRAL

THE ABYSS

You are within a tight, poorly illuminated corridor that spirals down, and you lose track of how long you've been there. Little by little you start to lose yourself, only coming to when you run away from nightmarish visions of pain and suffering, living beings hanging from meat hooks while screaming in muffled agony, the breaking of bones as loud as a thunderstorm. How did you get here, and where's the exit? After what feels like days, you find a path that splits in two; you know that one will take you to the surface, but which one is it?

Roll a D6: **1-3** you choose the correct pathway and free yourself, but not without losing D20 Sanity in the process. **4-6** you choose the wrong pathway and become irremediably lost until, after an immeasurable journey you regain consciousness, your mind scarred for life. Reduce your Sanity Maximum by 10, permanently.



DISCOVERY

ASTRAL

THE CROWN

You enter a room that looks like a medieval throne room, the walls lined with ancient full sets of armor and hanging banners decorated with complex heraldry. You move towards the end of the room, where you find a golden crown resting on a sumptuous throne. Should you take it?

If you take the crown, it seems to melt into you, leaving no trace. For the rest of the session, increase all Offensive skills by +10 while facing Angels or Demons.





DISCOVERY

ASTRAL

THE FOUNTAIN

In front of you stands the most exquisite fountain you have ever seen, with marvelous nymphs and undines sculpted all around it, their features hypnotically real. Water sprouts up and flows down again, as if it has life unto itself. But then...is that actual water?

If you pass an **INT** test you realize that the water is, in fact, pure Vril. Recover 50 VP.





DISCOVERY

ASTRAL

THE MAGISTER

A tall figure stands in the corner of a room, eerily immobile. It's dressed as an ancient roman senator, with a white toga wrapped around it and a pair of sandals on its feet. As you approach, it suddenly acknowledges you, smiling. "Titus, is that you?" it asks, confusion visible on its face.

Perform a **Persuasion** check. If you pass, you manage to convince this being that you are its apprentice Titus, and it teaches you an Astral spell of your choice.





DISCOVERY

ASTRAL

THE PICTURE BOX

The landscape shifts to predominantly gray colors as ash begins falling from the sky. Everything around you is completely devastated and ruined. It's not long before you find yourself in front of the last standing building in the area: a small, grey house with a halfdestroyed roof. Inside, you find the skeleton of a typical household: a dining room, furniture, family pictures, all covered by a thin layer of ash and dust. Something shiny on a shelf attracts your attention. It's a small tin box. You open it and are initially shocked to see that it's filled with pictures of you! Shuffling through a few, you realize it's a collection of your most traumatic experiences in life, frozen forever as photographs. Horrible, repressed memories resurface, leaving you shaking and vulnerable as waves of emotional agony hit you one after another.

Roll on the Trauma table. Any result that refers to the "next mission" is applied to your current session instead.



DISCOVERY

ASTRAL

THE RECORD PLAYER

A subtle melody fills the air, simultaneously invading you with nostalgia and adrenaline. It sounds like a mashup of every song you've loved in your life, but it somehow works. You follow the music through the corridors of an abandoned hotel until reaching a room decorated in the style of the 60's. You see that the music is coming from an old vinyl record player, but as you approach it, the volume gets higher and higher, reaching an unbearable volume. You rush towards the player to make it stop, lifting the needle from the record, but as you do you, the needle somehow manages to pierce your finger! The music stops, but you suddenly feel very weakened.

Lose D20 SP.



DISCOVERY

ASTRAL

THE SPHERE

You walk within a grotto full of underground rivers, and come across what you can only describe as a conscious sphere of oil. As you look at it, it shifts and changes, somehow reacting to your presence. You are unable to find a pattern to its unsettling movements, and as interesting as this is, you decide to move along. The second you turn your back, you see out of the corner of your eye an oily formless appendage shoot out of it, stabbing you before you can react. You feel your Vril being drained from you, but there's nothing you can do!

Lose 20 VP as the sphere takes what it wants, before dissolving into the ground.



DISCOVERY

ASTRAL

THORNS

Your progress gives the impression of slowing as you move through an archetypal swamp filled with things older than time itself. Through the haze, you hear the noise of something rushing towards you. What is that?

Perform an **Astral Knowledge** check. If you pass, you recognize the sound of living vines just in time, narrowly avoiding their thorny embrace. If you fail, lose **D20 SP** as the thorns tear into your essence.





DISCOVERY

ASTRAL

TRAUMATIC REALIZATION

The surroundings shift to resemble the bedroom of a young child. Toys and children's books fill the colorful shelves, and you can't help but feel like all this is extremely familiar to you. It doesn't resemble how you grew up but there is some deeper link, a link to a kind of shared human childhood, to the idea of safety and parental love. Suddenly, inside a beautifully carved cradle, among brightly colored blankets you see the lifeless body of an infant, its skin gray and its eyes black.

You cannot shake the deeply personal connection you feel to this place, and the horror of memories not entirely your own eat away at your mind. Pass a **WIL** test or lose D10 Sanity.



DISCOVERY

ASTRAL

WATERFALL

As you progress, the area slowly transforms into a bucolic albeit strange garden, with bizarre-looking vegetation and sculptures surrounding you. A few more steps take you to what looks like a waterfall, but you can't see where the water is pouring from. Its crystalline flecks of light and relaxing sound pull you closer, soothing your soul.

If you take a sip of water, recover D20 SP. If you instead just relax and enjoy a moment of peace, recover D20 Sanity.



DISCOVERY

ASTRAL

WELL-KEPT SECRET

Due to the mysteries of the Astral plane, you find yourself in a version of the Shadow, where you overhear the leaders of an enemy faction plan some very important moves. You can bet someone will be interested in this kind of information...

You may sell this information for 10 Favor with a faction of your choice.





EVENT

ASTRAL

ANCIENT PSYCHIC BARRIER

The echo of a magical barrier or ward is protecting this region. How long has this thing been here?

Perform an **Astral Knowledge** check. If you pass, you successfully dismantle the obstacle. Each time you fail, take D6 SP of damage. Unfortunately, you must keep trying until you succeed as there's no way around it.





EVENT

ASTRAL

BANISHED

Without warning, you realize you have entered an area of the Astral that unbinds all bounds. You'll have to go on alone!

If you entered the Astral accompanied by a bound spirit to fight by your side, the spirit is immediately banished from the Astral.





EVENT

ASTRAL

BATTLE

You hear loud noises around you, and approach cautiously. Your disembodied form watches as two knights fully clad in armor fight a fierce battle. With a sudden movement, one bashes the other on the head, and the helmet rolls to your feet. The now helm-less knight collapses into nothingness, its suit of armor apparently empty. The victor simply moves away into the mist, leaving you alone.

If you take the helmet, reduce all incoming damage by 2 for the remainder of the session.



EVENT

ASTRAL

BROKEN WILL

Out of nowhere, an avalanche of violence assaults you. You feel beaten, violated and conquered as strikes come from everywhere at once before leaving as quickly as they arrived, leaving you shattered and confused.

For the rest of this session, your **WIL** is reduced by 1.





EVENT

ASTRAL

DARKNESS SURROUNDS YOU

Your stomach sinks as you hear bones cracking and flesh being torn apart, flashes of sharp claws and red eyes glowing in the dark. You run across a wet surface, unable to see anything but a sliver of light at the end of this horrible tunnel.

You finally reach the exit, but cannot shake the deep terror gripping your soul. Fight your next combat with a -10 to all combat skills.





EVENT

ASTRAL

DETERMINED

Memories of your journey up to this point spring unprompted into your mind. They grant you a laser-focused energy, and you feel yourself fuelled by the knowledge that everything in your life has been building up to where you are right now.

For the rest of the session, add +10 to all skills.





EVENT

ASTRAL

DOWNWARD SPIRAL

You open a plain looking door and as you step across its threshold you suddenly find yourself free falling!

Perform an **Astral Knowledge** check. If you pass, you manage to take control of the situation and project yourself across the expanse, safe and sound. If you fail, you are returned two Stages before this event took place.





EVENT

ASTRAL

DREADFUL PLACE

There is something fundamentally wrong about this place. You sense a horrific presence following your every move, a thousand black flies digging into your very essence to lay black eggs of despair.

Perform a **WIL** test. If you fail, lose D10 Sanity and D10 SP.





EVENT

ASTRAL

EXPELLED

While working out your next move, you feel a terrifyingly powerful presence above you. You look up, only to find you're staring into an seven-foot tall eye, belonging to an impossibly enormous being. Your mind struggles to wrap itself around the idea of this living mountain as you barely discern porous, wet skin covered with tentacles as large as your torso. You fall to your knees as the creature creates a noise that fills the entire Astral plane, an unintelligible boom that communicates a single thought directly into your head, "OUT".

You are violently ejected from the Astral, immediately awakening on the Physical plane.



EVENT

ASTRAL

FIELDS OF THE DEAD

You cross an archetypal battlefield, with corpses and weapons from all periods of human history spread across it as if they were discarded and broken toys. All you can hear are the laments and cries of the fallen as you make your way through this desolate landscape.

You may only encounter Vestiges for the remainder of the session (except for the last encounter, which may be another type of spirit if necessary).





EVENT

ASTRAL

HAZE

While exploring, you are having problems focusing your essence and your Astral sight is being affected by it.

For this session, you always act after the enemies during combat.





EVENT

ASTRAL

LOST

The Astral does not follow familiar rules of direction and movement. One can wander an eternity before finding what they are searching for.

Add an extra Stage to your exploration.





EVENT

ASTRAL

MAKE AMENDS

A ragged spirit manifests before you, and staring deep into your eyes, it lifts a bony finger and whispers "Guilty!".

If you offer penance for your past sins, sacrifice 2D20 VP and earn 10 Order points. If you defy the specter, perform a **WIL** (-2) test. If you succeed you dispel it and earn 10 Chaos points, but if you fail you lose 10 Sanity and 10 SP, as the spirit takes what rightfully belongs to it.





EVENT

ASTRAL

OPPOSITION

Your enemies in the spiritual realm know you're here, and they are ready for you.

All enemies you face during this session deal +5 extra damage per attack.





EVENT

ASTRAL

PSYCHIC WOUND

A touch of pain begins on the surface of your form that increases in a matter of seconds to unimaginable levels, penetrating your very essence, burning, drowning, freezing and tearing, all at once.

Your soul has been damaged almost beyond repair. If you reach SP 0 during this session, you will lose 2 points from a random stat, instead of 1.





EVENT

ASTRAL

REGRESSION

Something about this place brings about atavistic memories, which reach down your lineage to the time of ancient beasts. There is only survival, there is only now.

For this session, deal 5 extra damage per attack, and take 5 more damage per attack.





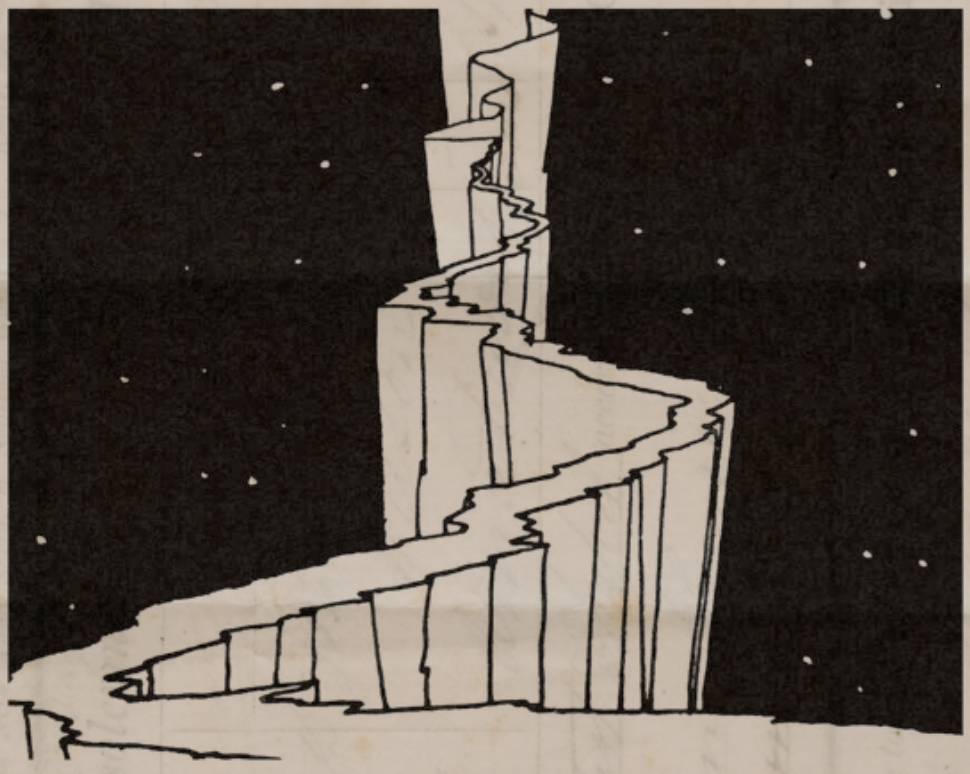
EVENT

ASTRAL

SHORTCUT

As you enter deeper and deeper meditation, you feel the freshly created memory of a life that is yet to be enter your consciousness, and find yourself closer than expected to your goal.

Skip the next Stage.





EVENT

ASTRAL

SPIRIT SWARM

You are suddenly surrounded by a tide of angry Vestiges! Their cold essence brushes against you, leaving you shaken and vulnerable. Fortunately, they seem to pay no attention to you and they leave the same way they came, as a gust of violent wind.

Perform a **WIL** test. If you pass it, gain 2 points in Astral Knowledge. If you fail, lose D10 Sanity.





EVENT

ASTRAL

VRIL CURRENT

The Astral is a fickle place, and you suddenly find yourself in the middle of a Vril current, invigorating and empowering you. Unfortunately, you know it will probably do the same to anything else around here...

Gain 20 SP, and all enemies this session have +10 SP.





EVENT

ASTRAL

WRONG KIND OF ATTENTION

You are stirring things up in this area of the Astral, and you have crossed (or been pulled) into a place you shouldn't be. You are in big trouble now.

The next enemy encounter will be a Deity.





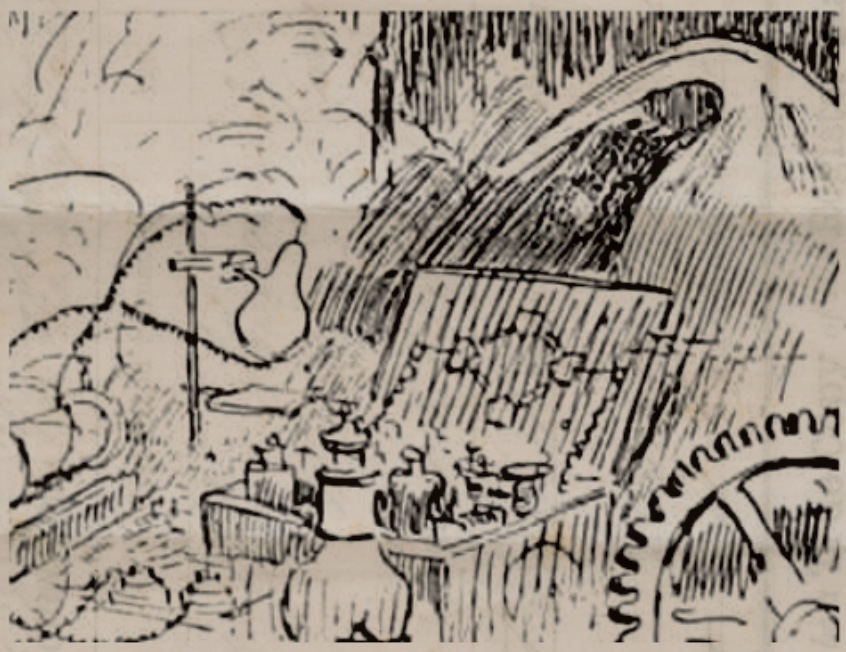
DISCOVERY

MUSEUM

ALCHEMICAL SUPPLIES

This room smells pungent, but strangely pleasant. Looking around, you find a crate filled with vials and alchemical ingredients!

Retrieve D4 doses of alchemical ingredients, and roll on the Potions & Tinctures table.





DISCOVERY

MUSEUM

ANCIENT MURAL

Drawn all over the west wall of this room is a sprawling mural which stuns you with its strange and otherworldly beauty. The vivid colors and fantastic images seem to depict part of an Astral plane.

Perform an **INT** test. If you pass, earn 2 skill points in Astral Knowledge. If you fail, the otherworldly images become trapped in your mind, distracting you so during the next combat you automatically lose the engagement turn's initiative.





DISCOVERY

MUSEUM

ANCIENT TABLET

Among the displays and exhibits, a clay tablet catches your attention. What secrets does it hold?

As you examine the carved symbols, understanding creeps into your mind. Perform an **Occult Knowledge** and **Linguistics** check. If you pass both, you learn the name and sigil of a spirit. Roll on the Spirits table to see which one. You also lose 10 Sanity, as the ramifications of what you've just discovered leave you wishing you hadn't looked in the first place.





DISCOVERY

MUSEUM

BLOOD OFFERING

You see a small, simple-looking copper box near a plaque which claims it used to belong to Queen Mary, created for her by the court magician John Dee. According to the text, he claimed it could purify one's soul, for a price.

Perform an **INT** test. If you pass, you discover a slot into which one may introduce their hand. If you do so, lose D10 HP but recover D10 Sanity. This will only work once.





DISCOVERY

MUSEUM

CRYPTIC RESEARCH

In the dim light, you catch sight of some notes that someone has hidden away near one of the older displays. They may hold some valuable information.

Perform an **Occult Knowledge** check. If you are successful, you find some loose pages describing an entity and how to contact it. Learn the name and sigil of a randomly determined entity.





DISCOVERY

MUSEUM

DEATH MIRROR

Something behind a glass display case is reflecting light through the darkness. You approach it slowly, and see it's a tarnished silver mirror, reflecting your cautious expression. Suddenly, the reflection gains a life of its own. It stops mirroring your movements and begins to age at a terrible rate before crumbling into dust. A second later, the illusion is broken and you are left with your own terrified image, staring back at you.

Perform an **INT** test. If you pass, you interpret what you have just seen and may ignore the next fatal damage you would receive during this mission. You also lose D10 Sanity.



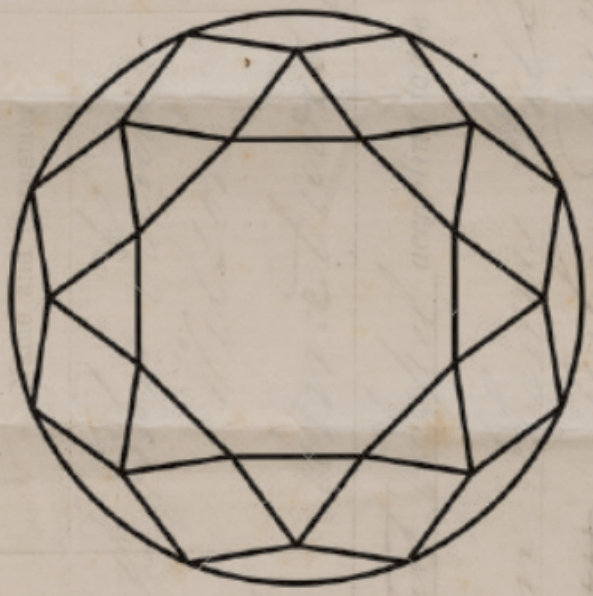
DISCOVERY

MUSEUM

GEM OF LUCIDITY

Inside a wooden box you find a small semi-precious gem carved with arcane symbols, some familiar, others not. What is this thing?

Perform an **Occult Knowledge** check. If you pass, you discover the gem's activation pattern which stabilizes your mind, preventing any Sanity loss for the remainder of this mission.





DISCOVERY

MUSEUM

HIDDEN STASH

As you enter the room, you notice some markings on the floor, as if the big shelf at the back has been moved quite often. Is there anything behind it?

Perform a **Perception** check. If you pass, you find a hidden safe in a secret panel behind the shelf. Perform a **Lock Picking** check. If you pass, you open the safe and roll on the Valuables table. If you fail, you activated a trap! Pass a **DEX** test or gain the Poisoned condition.





DISCOVERY

MUSEUM

LUCKY FIND

This place is full of discarded stuff and empty boxes, but among all the rubbish you see something of value!

Roll on the Valuables table.





DISCOVERY

MUSEUM

ON HUMAN SACRIFICE

As you enter the room, your eyes are immediately drawn to an enormous book sprawled across a table. Looking at the writing, you realize it's a treatise on the benefits of human sacrifice.

Perform an **Occult Knowledge** check. If you pass, increase Occult Knowledge by 2 and gain 2 Chaos points. If you fail, perform an **INT** test. If you fail that too, lose D20 Sanity as the horrors described in the book are too much for you.





DISCOVERY

MUSEUM

PILE OF OLD BOOKS

Among several financial reports and visitor logs, there's a small pile of books. Probably worth checking these out.

Perform a **Perception** check. If you pass, you find a valuable grimoire sewn between the covers of a children's book. Acquire one Grimoire.





DISCOVERY

MUSEUM

RANDOM BAUBLES

Stashed behind some boxes you find a collection of random items, most are worthless, but some could fetch a decent price back at the Omphalos...

Perform an **Appraisal** check. If you pass, you can sell the items you gather for 100ø at the Omphalos. If you fail, you will only get 50ø for the lot.





DISCOVERY

MUSEUM

RITUAL AREA

Sigils and arcane symbols are drawn everywhere, and the floor of this room is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an **Occult Knowledge** or **Magical Liturgy** check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.





DISCOVERY

MUSEUM

RUNESTONE

A stone pillar stands in the middle of the room, its surface covered in some kind of runic alphabet. What secrets does it hold?

Perform a **Linguistics** check. If you pass, you learn the secrets of a God. Learn the name and sigil of a random Deity.





DISCOVERY

MUSEUM

SANGOMA HEALING HERBS

Inside an old leather pouch you find a bouquet garni, a bundle of dried herbs traditionally used by the Zulu tribes. Could these still be useful?

If you utilize the herbs, roll a D10: 1-5 the herbs kept and heal you D20 HP, 6-10 the herbs have lost their healing properties.





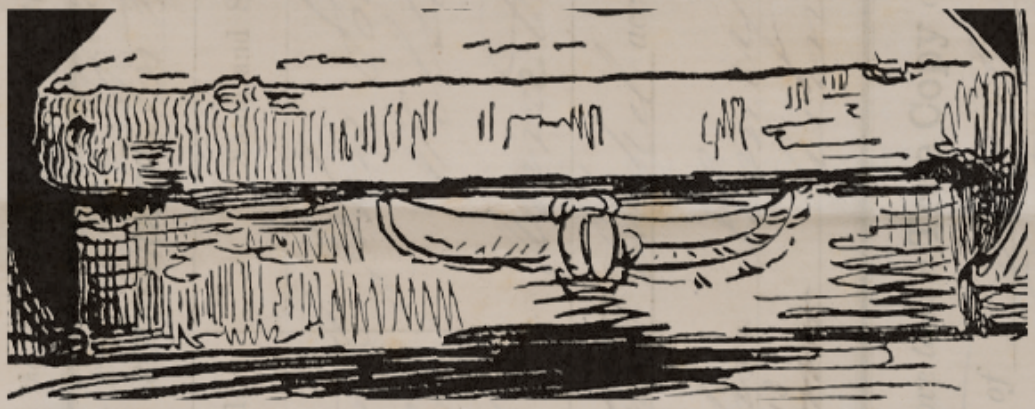
DISCOVERY

MUSEUM

SEALED SARCOPHAGUS

A stone sarcophagus, covered with ancient symbols and strange calligraphy, stands in the center of the room. The lid is still in place, and it appears to have never been opened. Will you be the first to open it, and find will you find untold riches inside?

If you open it, gain 5 Chaos points and perform a **STR** test. If you succeed, you manage to push the top half of the sarcophagus open, rolling on the Valuables table to see what's inside. If you choose not to open it, recover 5 Sanity.





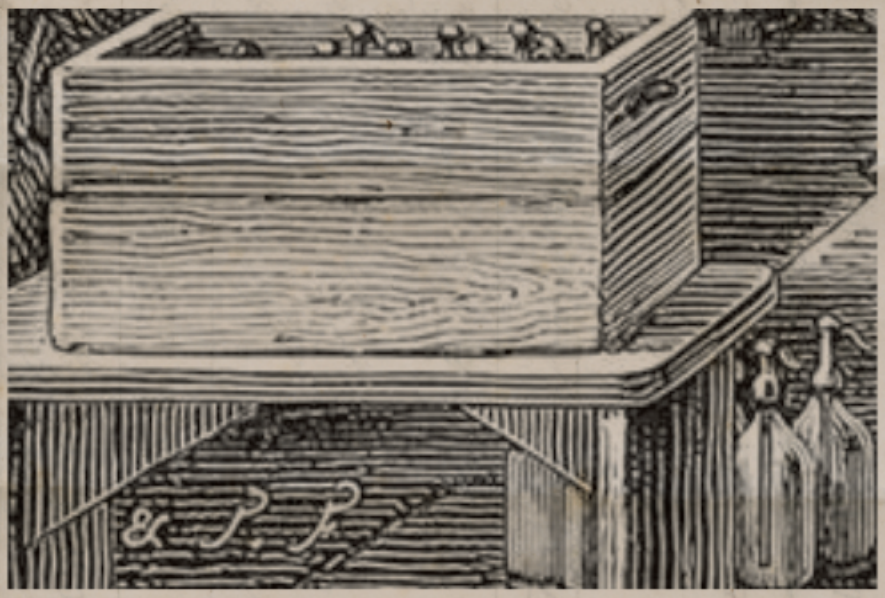
DISCOVERY

MUSEUM

STORAGE ROOM

This room is filled to the brim with supplies of all kinds. There must be something here you can take with you.

Perform a **Perception** check. If you pass, you find something of value among the diverse collections of items stashed here. Roll on the Valuables table.





DISCOVERY

MUSEUM

TABELLAE DEFIXIONUM

Inside a wooden storage box you find several old curse tablets, used by ancient cultures to bring malediction upon their enemies. What ancient practices can you learn from them?

Perform a **Linguistics** check. If you pass, gain 2 points in Occult Knowledge.





DISCOVERY

MUSEUM

THE MASK

As you enter the room your eyes are immediately drawn to a mask shown as part of a tribal artifacts collection. The twisted thing represents something pulled from the deepest, weirdest corner of the Astral planes, but you can't stop staring at it.

As you stare into the mask's eyes you feel it pulling you in. Perform a **WIL** test. If you pass, recover 5 Sanity. If you fail, lose 50 VP as it drains you of your power. You may retrieve the mask to sell at the Omphalos for 50ø.





DISCOVERY

MUSEUM

VALUABLE FIND

In a stroke of luck, you find a bunch of old texts that you think may contain information valuable to the person that hired you.

Perform an **Occult Knowledge** check. If you succeed, double the favor you would earn for completing this mission.





EVENT

MUSEUM

AMBUSH

It appears your enemies knew you were coming, and they have prepared for it.

Draw a random Museum encounter and begin combat. The enemies automatically win the engagement turn.





EVENT

MUSEUM

CURSE OF WEAKNESS

A strong psychic force assails you as you enter the room, causing your clothes to feel heavy as they drag you to the floor. Your life force is being siphoned out of you!

Perform a **WIL** test. If you fail, the spiritual forces in this room have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (page 157).





EVENT

MUSEUM

CURSED STATUE

A cold shiver shakes you the moment you step into this room, your breath visible in front of you. You look around and see a small statue in one of the exhibits. Somehow, you know that is the source of this chilling sensation.

Perform a **WIL** test, if you fail you lose D10 Sanity due to the increasing sensation of dread and existential anguish you are experiencing. If you pass it, you force your will upon the item, rendering it inert. Recover D6 Sanity.





EVENT

MUSEUM

DEATH & DOOM

The moment you enter this room, an unshakable sense of dread invades you. Your end is near!

Pass a **WIL** test or lose D20 Sanity.





EVENT

MUSEUM

DRUG-FUELED GOONS

Spread all over the floor of this room you find paraphernalia and leftovers of all kinds of drugs and psychotropic substances. Whoever is in charge of this place is taking a weird approach to security!

For the duration of this mission, all enemies have -10 Defense and +20 HP.





EVENT

MUSEUM

FEAR MANIFEST

A dark presence is patent in this room, the air is thick with the smell of terror. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a **WIL** test. If you fail, permanently reduce your Sanity Maximum by D4.





EVENT

MUSEUM

INFECTED WOUNDS

Whether it was a weapon or an animal bite, the wounds you have suffered are not looking good!

Your wounds do not want to close. For this mission, reduce all healing by 50%. Disregard if you haven't been injured yet.





EVENT

MUSEUM

LOCKED DOOR

A locked door blocks your advance. Find a way through it, or move along.

Perform a **Lock Picking** check to pick the lock, or a **STR** (-10) test to break through it.





EVENT

MUSEUM

MYSTICAL BARRIER

An invisible force tries to stop your advance, bringing you to your knees with waves of potent nausea.

Perform a **WIL** (-5) test to ignore the effects, or use a spell or artifact to dispel the barrier. If you fail, lose 5 Sanity and 5 HP.





EVENT

MUSEUM

POLTERGEIST

Random objects start to fly violently around the room. Some of them zip past your head, barely missing it. Someone – or something – doesn't want you here!

Perform a **Find Cover** check or lose D20 HP from being aggressively hit by random items. You may then either rush out of the room, or attempt to remove the spirit. If you pass a **WIL** test, you impose your will over the entity causing all the trouble, and recover 2D20 VP.





EVENT

MUSEUM

PSYCHIC RESONANCE

Something's not right here... What starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a **WIL** test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and D10 HP from the psychic assault.





EVENT

MUSEUM

RANDOM ENCOUNTER

You cross the threshold and come face to face with a startled person! Judging by their guilty expression, they likely shouldn't be here either.

Create a profile for this NPC (page 140). If you attempt to reason with them, perform a **Persuasion** check. If you pass, they will leave, looking nervously over their shoulder. If you fail they suspect a trap, and attack you. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.





EVENT

MUSEUM

SACRIFICE

One of the pieces in the room's exhibition pierces your mind the second your eyes pass over it. You recognize it as an ancient Scacul, one currently inhabited by a powerful entity that demands a sacrifice!

Perform a **WIL** (-2) test. If you pass, you force your will upon the entity, which shrinks away into the depths of the Scacul. If you fail, you must destroy a piece of gear (a gun, potion, etc.) or lose D20 HP, as you cut yourself in honor of the entity.





EVENT

MUSEUM

SOUL DRAIN

On the floor at the center of this room you find a bust of an old man, his features delicate and regal. As you approach to get a better look, you feel as if your soul is being pulled out of your body. What's going on?

Perform an **Occult Knowledge** check. If you succeed, you remember reading about a type of cursed object that can drain the life-force of anyone around it. You run to the bust and smash it against the floor! If you fail, lose 10 SP now and each time you pass through this room.



EVENT

MUSEUM

THE WEIGHT OF SHADOWS

As you enter the room, your mind is immediately assaulted by self-doubt and vivid images of the horrors you have faced. How can you possibly stand against the darkness alone?

Perform a **WIL** test. If you fail, one skill of your choice is reduced by 5 permanently.





EVENT

MUSEUM

THERE ARE TOO MANY

Just as you are about to turn a corner, you hear a group of voices and steps coming in your direction. You need to find a place to hide right now!

Perform a **Sneaking** check. If you pass, you find a corner and barely avoid detection. If you fail you must discard a piece of gear, throwing it in the other direction as a distraction. If you have no equipment to throw, they discover you and beat you to death.





EVENT

MUSEUM

THEY KNOW YOU'RE HERE

Somehow your enemies have been made aware of your presence here, and they're on the lookout for you!

For the remainder of the mission, increase the **Awareness** of all enemies by 10.





EVENT

MUSEUM

TRIPPED ALARM

You should have been more careful, as it appears you have just tripped some sort of alarm system!

Pass a **Technology** check to deactivate it quickly, or draw two Museum Encounter cards.





EVENT

MUSEUM

VRIL DEAD ZONE

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this Location.





EVENT

MUSEUM

WHO ARE YOU?

The person sitting in this room sees you before you see them. They don't seem threatening, but it's evident they don't know what to make of you.

Create a profile for this NPC (page 140), and follow the guidelines presented there on how to interact with NPCs.





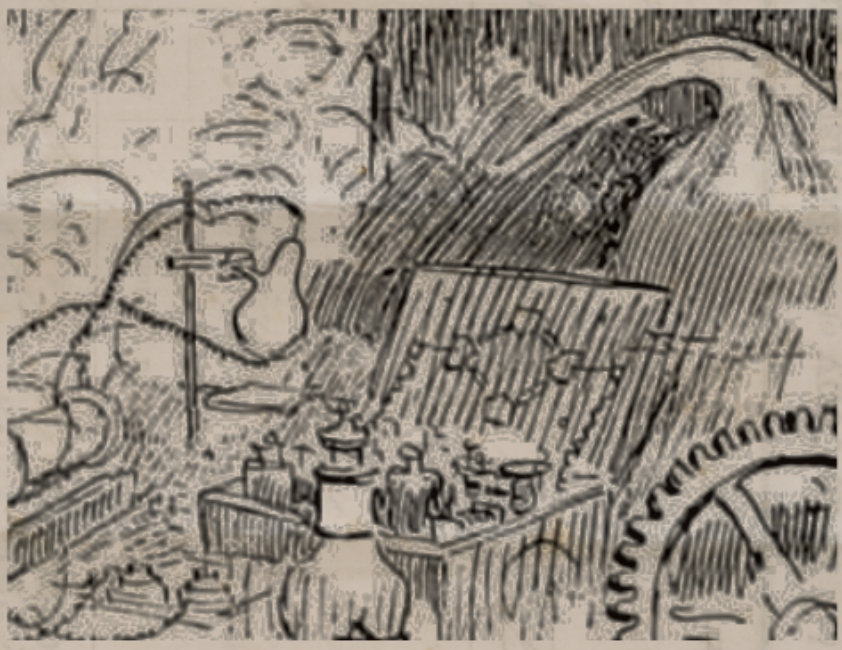
DISCOVERY

RESIDENCE

ALCHEMICAL SUPPLIES

This room smells pungent, but strangely pleasant. Looking around, you find a crate filled with vials and alchemical ingredients!

Retrieve D4 doses of alchemical ingredients, and roll on the Potions & Tinctures table.





DISCOVERY

RESIDENCE

ALTAR OF PERVERSION

A terrible stench is emanating from a dark shape in the middle of the room. Approaching, you see an altar covered in both human and non-human remains. What's the purpose of this?

Perform an **Occult Knowledge** check. If you succeed, gain 2 skill points in Occult Knowledge as you manage to make sense of the scene. If you fail, lose D20 Sanity at the horrible, gruesome display before you.





DISCOVERY

RESIDENCE

CRYPTIC RESEARCH

Although it is barely lit by a few candles, you can tell this room was recently used as a study or research area. The papers here may hold some valuable information.

Perform an **Occult Knowledge** check. If you are successful, you find some loose pages describing an entity and how to contact it. Learn the name and sigil of a randomly determined entity.





DISCOVERY

RESIDENCE

CURSED MIRROR

As you enter the room, your light is reflected on an object resting on a nightstand. You approach it cautiously, and find an ancient silver mirror reflecting your wary face. Suddenly, your reflection gains a life of its own as it stops mirroring your movements, only to age at a terrible rate, crumbling into dust. A second later the illusion is broken, and you are left with only your own terrified visage staring back at you.

Lose D10 Sanity and perform an **INT** test. If you pass, you manage to interpret what you have just seen, allowing you to ignore the next fatal damage you would receive during this Mission.



DISCOVERY

RESIDENCE

GRUESOME DISCOVERY

The stench of death assaults your senses as you enter this room. The butchered remains of several people lay all around you.

Perform a **WIL** test. If you fail, lose 10 Sanity. If you were on a mission to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.





DISCOVERY

RESIDENCE

HIDDEN STASH

As you enter the room, you notice some markings on the floor, as if the big shelf at the back has been moved quite often. Is there anything behind it?

Perform a **Perception** check. If you pass, you find a hidden safe in a secret panel behind the shelf. Perform a **Lock Picking** check. If you pass, you open the safe and roll on the Valuables table. If you fail, you activated a trap! Pass a **DEX** test or gain the Poisoned condition.





DISCOVERY

RESIDENCE

HOMUNCULUS

You pass through into some kind of alchemy lab. The walls are covered with diagrams of the Astral anatomy of humans and other beings, and the table is covered with roughly humanoid chunks of clay. Is there anything of interest?

Perform an **INT** test. If you pass, you puzzle together the many notes and diagrams glued to the walls and scribbled on the sides of books. There are instructions here for the creation of a homunculus, but of a unique kind. This is designed to assist its creator while in the Astral. If you spend 50 VP now to quickly assemble one, the next time you visit the Astral you will have assistance during combat. Use the Vestige enemy profile for the homunculus.



DISCOVERY

RESIDENCE

LAST WORDS

A figure lies in the corner of this room, in a pool of their own blood. When you approach, you see that this person is still alive! He motions for you to come closer, desperately whispers in your ear, then collapses, dead.

Perform an **Occult Knowledge** check. If you pass, next time you find part of a ritual you find the full ritual instead. If you fail, lose 10 Sanity as the horror described by the man shakes you to the core.





DISCOVERY

RESIDENCE

LUCKY FIND

This place is full of discarded stuff, but among it you see something of value!

Roll on the Valuables table.





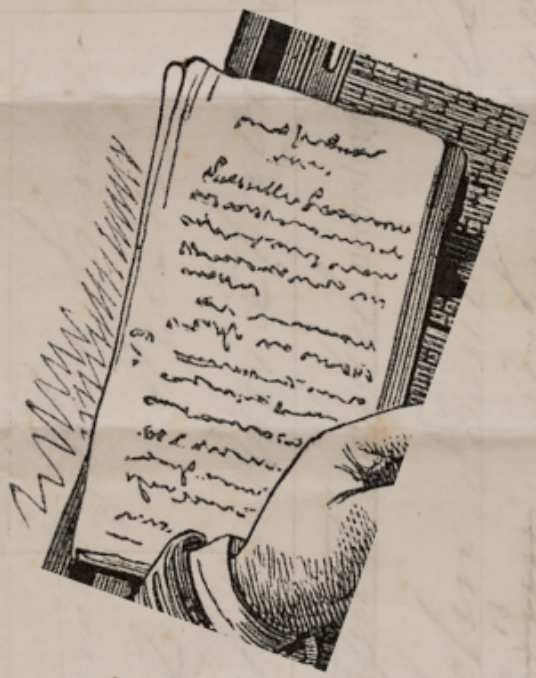
DISCOVERY

RESIDENCE

OLD JOURNAL

At the back of the room you find a small table that has a dusty journal on it. It seems to tell a tale of travels in the desert.

Perform an **INT** (-2) test. If you pass, earn 5 Occult Knowledge points and recover 5 Sanity as the world makes more sense to you. If you fail, lose 20 Sanity as you fail to understand the insane ramblings scrawled into the pages of the journal.





DISCOVERY

RESIDENCE

OLD VIALS

Covered in dust and half hidden by some old newspapers, you find a couple vials of golden liquid. Would it be a good idea to take a sip?

If you decide to drink from the vials, perform a **CON** test. If you pass, heal 2D6 HP. If you fail, lose 2D6 HP.





DISCOVERY

RESIDENCE

ON HUMAN SACRIFICE

As you enter the room, your eyes are immediately drawn to an enormous book sprawled across a table. Looking at the writing, you realize it's a treatise on the benefits of human sacrifice.

Perform an **Occult Knowledge** check. If you pass, increase Occult Knowledge by 2 and gain 2 Chaos points. If you fail, perform an **INT** test. If you fail that too, lose D20 Sanity as the horrors described in the book are too much for you.





DISCOVERY

RESIDENCE

PILE OF OLD BOOKS

Among beer bottles, spent candles and cigarette butts, there's a small pile of books. Probably worth checking these out.

Perform a **Perception** check. If you pass, you find a valuable grimoire sewn between the covers of a children's book. Acquire one Grimoire.





DISCOVERY

RESIDENCE

PRISONER

This room is filled with cages. Almost all are empty, but you see a figure kneeling inside one of them. As you enter he immediately sits up and looks at you, "You don't look like the other guys, have you come to help me? Please, get me out of here!".

If you ignore the man, earn 5 Chaos points. To free him, pass a **Lock Picking** check. Once you release the man, gain 5 Order points and perform a **CHA** check. If you pass, he thanks you and runs towards the exit, but if you fail he suddenly attacks while yelling he won't be tricked! Create an NPC (page 140) and begin combat.



DISCOVERY

RESIDENCE

RARE OPPORTUNITY

The only thing of note in this room is a woman, who appears to be sitting in a deep meditation. What will you do?

You may choose to simply walk away and ignore the woman. If you interrupt her, create an NPC profile (page 140), and perform a **Persuasion** check. If you pass, she tells you about who you may encounter in this place. For the next two encounters, you always catch your enemies by surprise. If you instead kill her while she is meditating, earn 10 Chaos points.





DISCOVERY

RESIDENCE

RITUAL AREA

Sigils and arcane symbols are drawn everywhere, and the floor of this room is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an **Occult Knowledge** or **Magical Liturgy** check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.





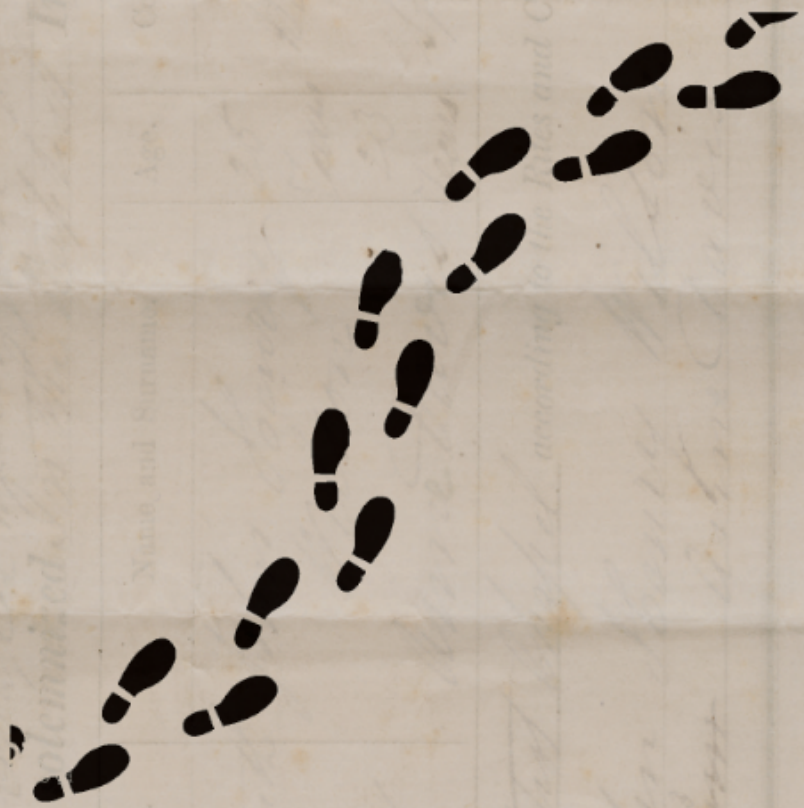
DISCOVERY

RESIDENCE

SECRET PASSAGE

You discover a trail of footprints in the dust, but they abruptly end at a wall. Is there something behind it?

Perform a **Perception** check. If you pass, you discover the silhouette of a door on the wall. Perform a **STR** test to open it and find D3 new Locations in this Site.





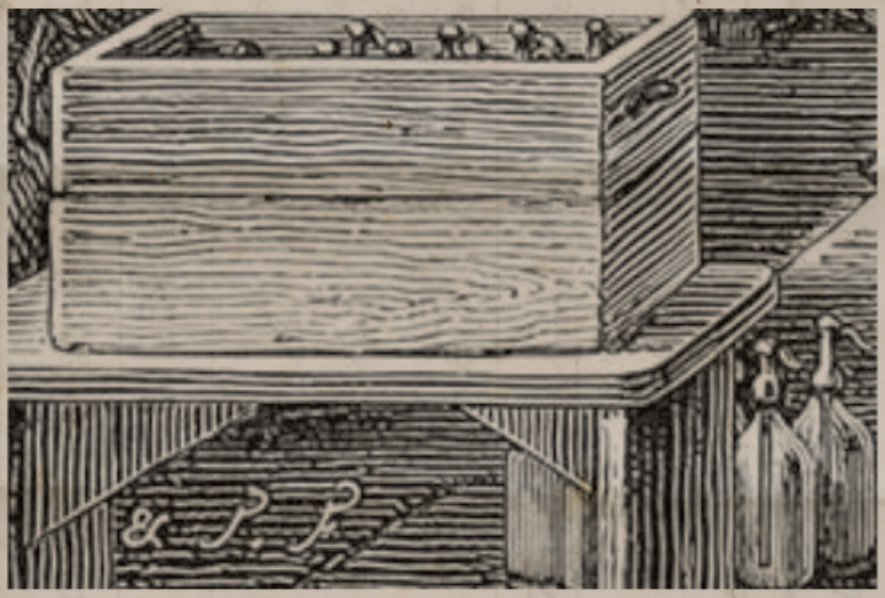
DISCOVERY

RESIDENCE

STORAGE ROOM

This room is filled to the brim with supplies of all kinds. There must be something here you can take with you.

Perform a **Perception** check. If you pass, you find something of value among the diverse collections of items stashed here. Roll on the Valuables table.





DISCOVERY

RESIDENCE

THE MASK

Your eyes are immediately drawn to a mask hanging from one of this room's walls. The twisted thing attempts to depict something pulled from the deepest, weirdest corner of the Astral planes.

As you stare into the mask's eyes you feel it pulling you in. Perform a **WIL** test. If you pass, recover 5 Sanity. If you fail, lose 50 VP as it drains you of your power. You may retrieve the mask to sell at the Omphalos for 50ø.





DISCOVERY

RESIDENCE

UNSPEAKABLE VIOLENCE

Rows of lifeless half-naked bodies hang from savage looking hooks; the stench of death is so strong that you can barely breathe. With your head spinning, about to rush to the nearest exit, the thought crosses your mind: should you leave them like this?

If you decide to do something about the gruesome scene, you unhook the corpses, line them up on the ground and cover them as much as you can. Gain 10 Order points, but lose D20 Sanity. If you ignore the gratuitous display of violence, you leave without a care for the bodies or a desire to stay there any longer. Gain 10 Chaos points and lose D6 Sanity nonetheless.



EVENT
RESIDENCE

BOLT TRAP

As you step forward, your foot approaches a tripwire crossing the room's threshold. Will you see it in time?

Perform a **Perception** check. If you pass, you see the trap's trigger just in time, avoiding it. If you fail, lose 2D10 HP as a metal bolt strikes you in the back!





EVENT
RESIDENCE

CURSE OF WEAKNESS

A strong psychic force assails you as you enter the room, causing your clothes to feel heavy as they drag you to the floor. Your life force is being siphoned out of you!

Perform a **WIL** test. If you fail, the spiritual forces in this room have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (page 157).





EVENT
RESIDENCE

DEATH & DOOM

The moment you enter this room, an unshakable sense of dread invades you. Your end is near!

Pass a **WIL** test or lose D20 Sanity.





EVENT
RESIDENCE

DRUG-FUELED GOONS

Spread all over the floor of this room you find paraphernalia and leftovers of all kinds of drugs and psychotropic substances. Whoever is in charge of this place is taking a weird approach to security!

For the duration of this mission, all enemies have -10 Defense and +20 HP.





EVENT
RESIDENCE

FEAR MANIFEST

A dark presence is patent in this room, the air is thick with the smell of terror. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a **WIL** test. If you fail, permanently reduce your Sanity Maximum by D4.





EVENT
RESIDENCE

FIRE TRAP

As you enter the room, you hear a faint 'click'. You stepped on a trap!

Perform a **DEX** test. If you fail, gain the Burning condition as a pot of home-made napalm pours over you.





EVENT
RESIDENCE

INFECTED WOUNDS

Whether it was a weapon or an animal bite, the wounds you have suffered are not looking good!

Your wounds do not want to close. For this mission, reduce all healing by 50%. Disregard if you haven't been injured yet.





EVENT
RESIDENCE

INTERROGATION

You behold a gruesome scene: a woman is being waterboarded by a man repeatedly asking the same question: "Where is it?!" Do you intervene?

If you attempt to pass by unnoticed, perform a **Sneaking** check and earn 5 Chaos points. If you fail, the man attacks you. Use the Hunter stat block. If you confront the Hunter, earn 5 Order points as he immediately attacks. After combat, if you attempt to get the woman to divulge the location of her stash, perform a **Persuasion** check. If you succeed, she tells you about the hidden stash in return for release, granting a roll on the Valuables table. If you fail but still want to know what she is hiding, you may continue the interrogation yourself. Lose 5 Sanity, earn 10 Chaos points and perform a **WIL** test. If you pass, you learn about her hidden stash earning a roll on the Valuables table.



EVENT
RESIDENCE

LOCKED DOOR

A locked door blocks your advance. Find a way through it, or move along.

Perform a **Lock Picking** check to pick the lock, or a **STR** (-10) test to break through it.





EVENT
RESIDENCE

OMINOUS PRESENCE

Your vision blurs when you enter this room, as your trained eyes begin to see this area's psychic energies pulsating around you.

Perform an **Occult Knowledge** test. If you pass, gain 2 points in Occult Knowledge as you connect previously acquired information with this experience, and realize this was a ritual chamber that hasn't been cleansed of energies. If you fail, all skills are reduced by -10 for this mission, as the uncomfortable sensation sticks to you.





EVENT
RESIDENCE

POLTERGEIST

Random objects start to fly violently around the room. Some of them zip past your head, barely missing it. Someone – or something – doesn't want you here!

Perform a **Find Cover** check or lose D20 HP from being aggressively hit by random items. You may then either rush out of the room, or attempt to remove the spirit. If you pass a **WIL** test, you impose your will over the entity causing all the trouble, and recover 2D20 VP.





EVENT
RESIDENCE

PSYCHIC RESONANCE

Something's not right here... What starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a **WIL** test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and D10 HP from the psychic assault.





EVENT
RESIDENCE

RANDOM ENCOUNTER

You cross the threshold and come face to face with a startled person! Judging by their guilty expression, they likely shouldn't be here either.

Create a profile for this NPC (page 140). If you attempt to reason with them, perform a **Persuasion** check. If you pass, they will leave, looking nervously over their shoulder. If you fail they suspect a trap, and attack you. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.





EVENT
RESIDENCE

SOUL DRAIN

On the floor at the center of this room you find a bust of an old man, his features delicate and regal. As you approach to get a better look, you feel as if your soul is being pulled out of your body. What's going on?

Perform an **Occult Knowledge** check. If you succeed, you remember reading about a type of cursed object that can drain the life-force of anyone around it. You run to the bust and smash it against the floor! If you fail, lose 10 SP now and each time you pass through this room.



EVENT
RESIDENCE

THE WEIGHT OF SHADOWS

As you enter the room, your mind is immediately assaulted by self-doubt and vivid images of the horrors you have faced. How can you possibly stand against the darkness alone?

Perform a **WIL** test. If you fail, one skill of your choice is reduced by 5 permanently.





EVENT
RESIDENCE

THERE ARE TOO MANY

Just as you are about to turn a corner, you hear a group of voices and steps coming in your direction. You need to find a place to hide right now!

Perform a **Sneaking** check. If you pass, you find a corner and barely avoid detection. If you fail you must discard a piece of gear, throwing it in the other direction as a distraction. If you have no equipment to throw, they discover you and beat you to death.





EVENT
RESIDENCE

THEY KNOW YOU'RE HERE

Somehow your enemies have been made aware of your presence here, and they're on the lookout for you!

For the remainder of the mission, increase the **Awareness** of all enemies by 10.





EVENT
RESIDENCE

TRIPPED ALARM

You should have been more careful, as it appears you have just tripped some sort of alarm system!

Pass a **Technology** check to deactivate it quickly, or draw two Residence Encounter cards.





EVENT
RESIDENCE

VRIL DEAD ZONE

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this Location.





EVENT
RESIDENCE

WHO ARE YOU?

The person sitting in this room sees you before you see them. They don't seem threatening, but it's evident they don't know what to make of you.

Create a profile for this NPC (page 140), and follow the guidelines presented there on how to interact with NPCs.





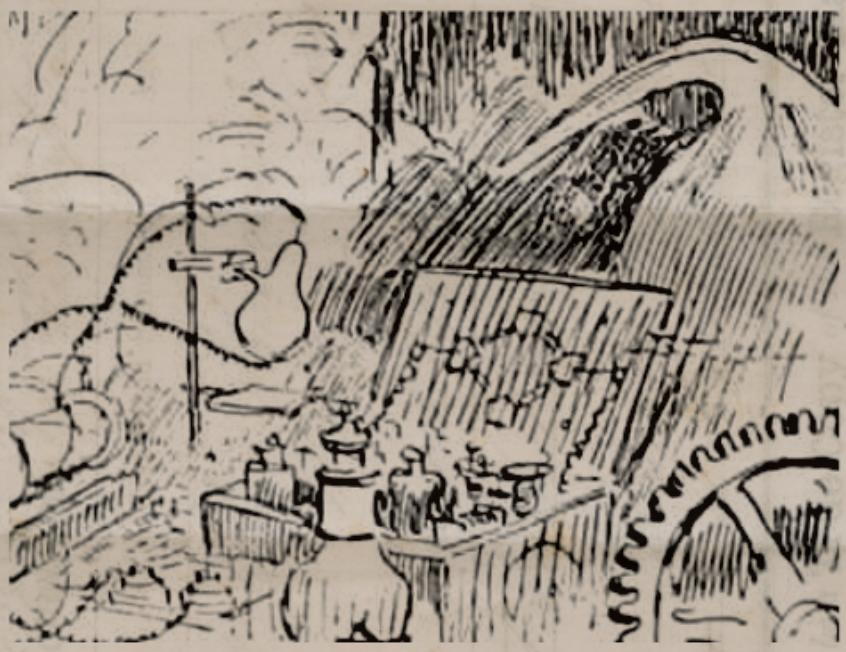
DISCOVERY

SECT SANCTUM

ALCHEMICAL SUPPLIES

This room smells pungent, but strangely pleasant. Looking around, you find a crate filled with vials and alchemical ingredients!

Retrieve D4 doses of alchemical ingredients, and roll on the Potions & Tinctures table.





DISCOVERY

SECT SANCTUM

ALTAR OF PERVERSION

A terrible stench is emanating from a dark shape in the middle of the room. Approaching, you see an altar covered in both human and non-human remains. What's the purpose of this?

Perform an **Occult Knowledge** check. If you succeed, gain 2 skill points in Occult Knowledge as you manage to make sense of the scene. If you fail, lose D20 Sanity at the horrible, gruesome display before you.





DISCOVERY

SECT SANCTUM

ANCIENT MURAL

Drawn all over the west wall of this room is a sprawling mural which stuns you with its strange and otherworldly beauty. The vivid colors and fantastic images seem to depict part of an Astral plane.

Perform an **INT** test. If you pass, earn 2 skill points in Astral Knowledge. If you fail, the otherworldly images become trapped in your mind, distracting you so during the next combat you automatically lose the engagement turn's initiative.





DISCOVERY

SECT SANCTUM

CRYPTIC RESEARCH

Although it is barely lit by a few candles, you can tell this room was recently used as a study or research area. The papers here may hold some valuable information.

Perform an **Occult Knowledge** check. If you are successful, you find some loose pages describing an entity and how to contact it. Learn the name and sigil of a randomly determined entity.





DISCOVERY

SECT SANCTUM

DRAINED BODY

A pale, emaciated body lies on the ground, visibly drained of blood.

Perform a **Perception** check. If you pass, you see something in its hands, clutched in a death grip. Perform a **STR** test. If you pass, roll on the Valuables table and gain 5 Chaos points. If you fail, lose 5 Sanity and gain 1 Chaos point.





DISCOVERY

SECT SANCTUM

EXECUTION

You find three corpses handcuffed to a wall. Each one has been shot to death.

If you pick their pockets, roll on the Personal Effects table three times. If instead you respect the dead and pause for a minute of silence, perform a **WIL** test. If you pass, recover 10 Sanity.





DISCOVERY

SECT SANCTUM

GRUESOME DISCOVERY

The stench of death assaults your senses as you enter this room. The butchered remains of several people lay all around you.

Perform a **WIL** test. If you fail, lose 10 Sanity. If you were on a mission to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.





DISCOVERY

SECT SANCTUM

HIDDEN STASH

As you enter the room, you notice some markings on the floor, as if the big shelf at the back has been moved quite often. Is there anything behind it?

Perform a **Perception** check. If you pass, you find a hidden safe in a secret panel behind the shelf. Perform a **Lock Picking** check. If you pass, you open the safe and roll on the Valuables table. If you fail, you activated a trap! Pass a **DEX** test or gain the Poisoned condition.





DISCOVERY

SECT SANCTUM

LUCKY FIND

This place is full of discarded stuff, but among it you see something of value!

Roll on the Valuables table.





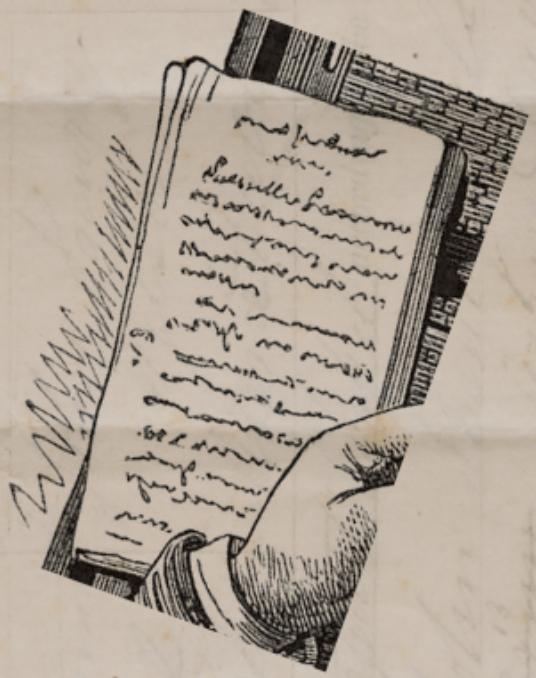
DISCOVERY

SECT SANCTUM

OLD JOURNAL

At the back of the room you find a small table that has a dusty journal on it. It seems to tell a tale of travels in the desert.

Perform an **INT** (-2) test. If you pass, earn 5 Occult Knowledge points and recover 5 Sanity as the world makes more sense to you. If you fail, lose 20 Sanity as you fail to understand the insane ramblings scrawled into the pages of the journal.





DISCOVERY

SECT SANCTUM

OLD VIALS

Covered in dust and half hidden by some old newspapers, you find a couple vials of golden liquid. Would it be a good idea to take a sip?

If you decide to drink from the vials, perform a **CON** test. If you pass, heal 2D6 HP. If you fail, lose 2D6 HP.





DISCOVERY

SECT SANCTUM

ON HUMAN SACRIFICE

As you enter the room, your eyes are immediately drawn to an enormous book sprawled across a table. Looking at the writing, you realize it's a treatise on the benefits of human sacrifice.

Perform an **Occult Knowledge** check. If you pass, increase Occult Knowledge by 2 and gain 2 Chaos points. If you fail, perform an **INT** test. If you fail that too, lose D20 Sanity as the horrors described in the book are too much for you.





DISCOVERY

SECT SANCTUM

PILE OF OLD BOOKS

Among beer bottles, spent candles and cigarette butts, there's a small pile of books. Probably worth checking these out.

Perform a **Perception** check. If you pass, you find a valuable grimoire sewn between the covers of a children's book. Acquire one Grimoire.





DISCOVERY

SECT SANCTUM

PRISONER

This room is filled with cages. Almost all are empty, but you see a figure kneeling inside one of them. As you enter he immediately sits up and looks at you, "You don't look like the other guys, have you come to help me? Please, get me out of here!".

If you ignore the man, earn 5 Chaos points. To free him, pass a **Lock Picking** check. Once you release the man, gain 5 Order points and perform a **CHA** check. If you pass, he thanks you and runs towards the exit, but if you fail he suddenly attacks while yelling he won't be tricked! Create an NPC (page 140) and begin combat.



DISCOVERY

SECT SANCTUM

RARE OPPORTUNITY

The only thing of note in this room is a woman, who appears to be sitting in a deep meditation. What will you do?

You may choose to simply walk away and ignore the woman. If you interrupt her, create an NPC profile (page 140), and perform a **Persuasion** check. If you pass, she tells you about who you may encounter in this place. For the next two encounters, you always catch your enemies by surprise. If you instead kill her while she is meditating, earn 10 Chaos points.





DISCOVERY

SECT SANCTUM

RITUAL AREA

Sigils and arcane symbols are drawn everywhere, and the floor of this room is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an **Occult Knowledge** or **Magical Liturgy** check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.





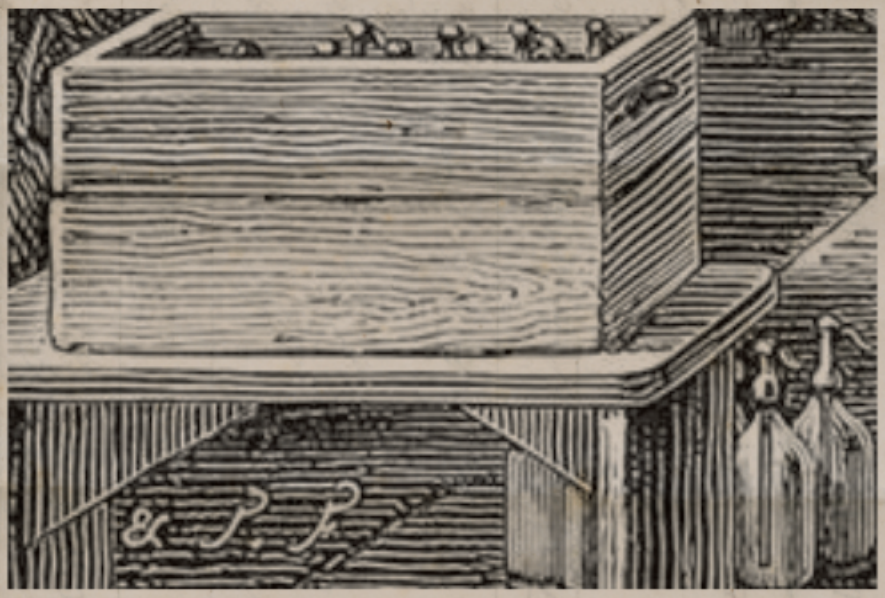
DISCOVERY

SECT SANCTUM

STORAGE ROOM

This room is filled to the brim with supplies of all kinds. There must be something here you can take with you.

Perform a **Perception** check. If you pass, you find something of value among the diverse collections of items stashed here. Roll on the Valuables table.





DISCOVERY

SECT SANCTUM

THE MASK

Your eyes are immediately drawn to a mask hanging from one of this room's walls. The twisted thing attempts to depict something pulled from the deepest, weirdest corner of the Astral planes.

As you stare into the mask's eyes you feel it pulling you in. Perform a **WIL** test. If you pass, recover 5 Sanity. If you fail, lose 50 VP as it drains you of your power. You may retrieve the mask to sell at the Omphalos for 50ø.





DISCOVERY

SECT SANCTUM

UNSPEAKABLE VIOLENCE

Rows of lifeless half-naked bodies hang from savage looking hooks; the stench of death is so strong that you can barely breathe. With your head spinning, about to rush to the nearest exit, the thought crosses your mind: should you leave them like this?

If you decide to do something about the gruesome scene, you unhook the corpses, line them up on the ground and cover them as much as you can. Gain 10 Order points, but lose D20 Sanity. If you ignore the gratuitous display of violence, you leave without a care for the bodies or a desire to stay there any longer. Gain 10 Chaos points and lose D6 Sanity nonetheless.



DISCOVERY

SECT SANCTUM

WEAPONS CACHE

Glancing into a room, you see several piled boxes and rows of semiautomatic weapons. Is this the sect's armory? This would be an ideal opportunity to sabotage them.

Perform an **INT** test. If you pass, gain 5 Order and recover 10 Sanity as you destroy the weapons cache, but not before acquiring one of any weapon type for yourself. If you fail, you are surprised by 2 cultists before you can take action.





EVENT

SECT SANCTUM

AMBUSH

It appears your enemies knew you were coming, and they have prepared for it.

Draw a random Museum encounter and begin combat. The enemies automatically win the engagement turn.





EVENT

SECT SANCTUM

BOLT TRAP

As you step forward, your foot approaches a tripwire crossing the room's threshold. Will you see it in time?

Perform a **Perception** check. If you pass, you see the trap's trigger just in time, avoiding it. If you fail, lose 2D10 HP as a metal bolt strikes you in the back!





EVENT

SECT SANCTUM

CURSE OF WEAKNESS

A strong psychic force assails you as you enter the room, causing your clothes to feel heavy as they drag you to the floor. Your life force is being siphoned out of you!

Perform a **WIL** test. If you fail, the spiritual forces in this room have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (page 157).





EVENT

SECT SANCTUM

DEATH & DOOM

The moment you enter this room, an unshakable sense of dread invades you. Your end is near!

Pass a **WIL** test or lose D20 Sanity.





EVENT

SECT SANCTUM

DRUG-FUELED GOONS

Spread all over the floor of this room you find paraphernalia and leftovers of all kinds of drugs and psychotropic substances. Whoever is in charge of this place is taking a weird approach to security!

For the duration of this mission, all enemies have -10 Defense and +20 HP.





EVENT

SECT SANCTUM

FEAR MANIFEST

A dark presence is patent in this room, the air is thick with the smell of terror. A god of fear and dread was summoned here, you can feel it in your bones!

Perform a **WIL** test. If you fail, permanently reduce your Sanity Maximum by D4.





EVENT

SECT SANCTUM

FIRE TRAP

As you enter the room, you hear a faint 'click'. You stepped on a trap!

Perform a **DEX** test. If you fail, gain the Burning condition as a pot of home-made napalm pours over you.





EVENT

SECT SANCTUM

INFECTED WOUNDS

Whether it was a weapon or an animal bite, the wounds you have suffered are not looking good!

Your wounds do not want to close. For this mission, reduce all healing by 50%. Disregard if you haven't been injured yet.





EVENT

SECT SANCTUM

INTERROGATION

You behold a gruesome scene: a woman is being waterboarded by a man repeatedly asking the same question: "Where is it?!" Do you intervene?

If you attempt to pass by unnoticed, perform a **Sneaking** check and earn 5 Chaos points. If you fail, the man attacks you. Use the Hunter stat block. If you confront the Hunter, earn 5 Order points as he immediately attacks. After combat, if you attempt to get the woman to divulge the location of her stash, perform a **Persuasion** check. If you succeed, she tells you about the hidden stash in return for release, granting a roll on the Valuables table. If you fail but still want to know what she is hiding, you may continue the interrogation yourself. Lose 5 Sanity, earn 10 Chaos points and perform a **WIL** test. If you pass, you learn about her hidden stash earning a roll on the Valuables table.



EVENT

SECT SANCTUM

LOCKED DOOR

A locked door blocks your advance. Find a way through it, or move along.

Perform a **Lock Picking** check to pick the lock, or a **STR** (-10) test to break through it.





EVENT

SECT SANCTUM

MYSTICAL BARRIER

An invisible force tries to stop your advance, bringing you to your knees with waves of potent nausea.

Perform a **WIL** (-5) test to ignore the effects, or use a spell or artifact to dispel the barrier. If you fail, lose 5 Sanity and 5 HP.





EVENT

SECT SANCTUM

OMINOUS PRESENCE

Your vision blurs when you enter this room, as your trained eyes begin to see this area's psychic energies pulsating around you.

Perform an **Occult Knowledge** test. If you pass, gain 2 points in Occult Knowledge as you connect previously acquired information with this experience, and realize this was a ritual chamber that hasn't been cleansed of energies. If you fail, all skills are reduced by -10 for this mission, as the uncomfortable sensation sticks to you.





EVENT

SECT SANCTUM

POLTERGEIST

Random objects start to fly violently around the room. Some of them zip past your head, barely missing it. Someone – or something – doesn't want you here!

Perform a **Find Cover** check or lose D20 HP from being aggressively hit by random items. You may then either rush out of the room, or attempt to remove the spirit. If you pass a **WIL** test, you impose your will over the entity causing all the trouble, and recover 2D20 VP.





EVENT

SECT SANCTUM

PSYCHIC RESONANCE

Something's not right here... What starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a **WIL** test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and D10 HP from the psychic assault.





EVENT

SECT SANCTUM

RANDOM ENCOUNTER

You cross the threshold and come face to face with a startled person! Judging by their guilty expression, they likely shouldn't be here either.

Create a profile for this NPC (page 140). If you attempt to reason with them, perform a **Persuasion** check. If you pass, they will leave, looking nervously over their shoulder. If you fail they suspect a trap, and attack you. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.





EVENT

SECT SANCTUM

THE WEIGHT OF SHADOWS

As you enter the room, your mind is immediately assaulted by self-doubt and vivid images of the horrors you have faced. How can you possibly stand against the darkness alone?

Perform a **WIL** test. If you fail, one skill of your choice is reduced by 5 permanently.





EVENT

SECT SANCTUM

THERE ARE TOO MANY

Just as you are about to turn a corner, you hear a group of voices and steps coming in your direction. You need to find a place to hide right now!

Perform a **Sneaking** check. If you pass, you find a corner and barely avoid detection. If you fail you must discard a piece of gear, throwing it in the other direction as a distraction. If you have no equipment to throw, they discover you and beat you to death.





EVENT

SECT SANCTUM

THEY KNOW YOU'RE HERE

Somehow your enemies have been made aware of your presence here, and they're on the lookout for you!

For the remainder of the mission, increase the **Awareness** of all enemies by 10.





EVENT

SECT SANCTUM

TRIPPED ALARM

You should have been more careful, as it appears you have just tripped some sort of alarm system!

Pass a **Technology** check to deactivate it quickly, or draw two Sect Sanctum Encounter cards.





EVENT

SECT SANCTUM

WHO ARE YOU?

The person sitting in this room sees you before you see them. They don't seem threatening, but it's evident they don't know what to make of you.

Create a profile for this NPC (page 140), and follow the guidelines presented there on how to interact with NPCs.





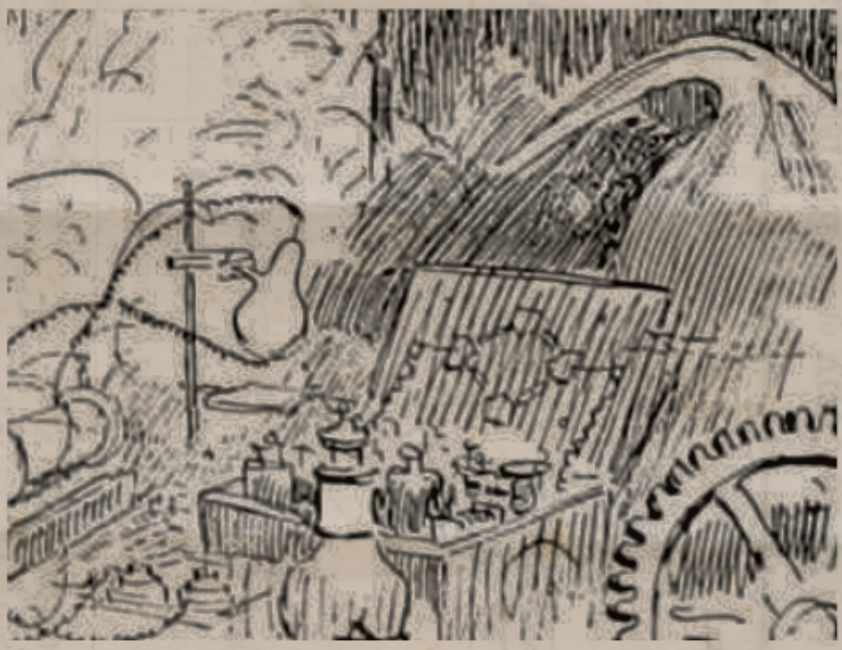
DISCOVERY

SEWERS & CITY TUNNELS

ALCHEMICAL SUPPLIES

This room smells pungent, but strangely pleasant. Looking around, you find a crate filled with vials and alchemical ingredients!

Retrieve D4 doses of alchemical ingredients, and roll on the Potions & Tinctures table.





DISCOVERY

SEWERS & CITY TUNNELS

ALTAR OF PERVERSION

A terrible stench is emanating from a dark shape in the middle of the room. Approaching, you see an altar covered in both human and non-human remains. What's the purpose of this?

Perform an **Occult Knowledge** check. If you succeed, gain 2 skill points in Occult Knowledge as you manage to make sense of the scene. If you fail, lose D20 Sanity at the horrible, gruesome display before you.





DISCOVERY

SEWERS & CITY TUNNELS

ANCIENT MURAL

Drawn all over the west wall of this room is a sprawling mural which stuns you with its strange and otherworldly beauty. The vivid colors and fantastic images seem to depict part of an Astral plane.

Perform an **INT** test. If you pass, earn 2 skill points in Astral Knowledge. If you fail, the otherworldly images become trapped in your mind, distracting you so during the next combat you automatically lose the engagement turn's initiative.





DISCOVERY

SEWERS & CITY TUNNELS

CRYPTIC RESEARCH

Although it is barely lit by a few candles, you can tell this room was recently used as a study or research area. The papers here may hold some valuable information.

Perform an **Occult Knowledge** check. If you are successful, you find some loose pages describing an entity and how to contact it. Learn the name and sigil of a randomly determined entity.





DISCOVERY

SEWERS & CITY TUNNELS

DRAINED BODY

A pale, emaciated body lies on the ground, visibly drained of blood.

Perform a **Perception** check. If you pass, you see something in its hands, clutched in a death grip. Perform a **STR** test. If you pass, roll on the Valuables table and gain 5 Chaos points. If you fail, lose 5 Sanity and gain 1 Chaos point.





DISCOVERY

SEWERS & CITY TUNNELS

EXECUTION

You find three corpses handcuffed to a wall. Each one has been shot to death.

If you pick their pockets, roll on the Personal Effects table three times. If instead you respect the dead and pause for a minute of silence, perform a **WIL** test. If you pass, recover 10 Sanity.





DISCOVERY

SEWERS & CITY TUNNELS

GRUESOME DISCOVERY

The stench of death assaults your senses as you enter this room. The butchered remains of several people lay all around you.

Perform a **WIL** test. If you fail, lose 10 Sanity. If you were on a mission to find someone, you just did; if it was a rescue mission, you failed. If it was an assassination mission, someone completed it and that's all your contacts care about.





DISCOVERY

SEWERS & CITY TUNNELS

HIDDEN STASH

As you enter the room, you notice some markings on the floor, as if the big shelf at the back has been moved quite often. Is there anything behind it?

Perform a **Perception** check. If you pass, you find a hidden safe in a secret panel behind the shelf. Perform a **Lock Picking** check. If you pass, you open the safe and roll on the Valuables table. If you fail, you activated a trap! Pass a **DEX** test or gain the Poisoned condition.





DISCOVERY

SEWERS & CITY TUNNELS

HOMUNCULUS

You pass through into some kind of alchemy lab. The walls are covered with diagrams of the Astral anatomy of humans and other beings, and the table is covered with roughly humanoid chunks of clay. Is there anything of interest?

Perform an **INT** test. If you pass, you puzzle together the many notes and diagrams glued to the walls and scribbled on the sides of books. There are instructions here for the creation of a homunculus, but of a unique kind. This is designed to assist its creator while in the Astral. If you spend 50 VP now to quickly assemble one, the next time you visit the Astral you will have assistance during combat. Use the Vestige enemy profile for the homunculus.



DISCOVERY

SEWERS & CITY TUNNELS

LAST WORDS

A figure lies in the corner of this room, in a pool of their own blood. When you approach, you see that this person is still alive! He motions for you to come closer, desperately whispers in your ear, then collapses, dead.

Perform an **Occult Knowledge** check. If you pass, next time you find part of a ritual you find the full ritual instead. If you fail, lose 10 Sanity as the horror described by the man shakes you to the core.





DISCOVERY

SEWERS & CITY TUNNELS

LUCKY FIND

This place is full of discarded stuff, but among it you see something of value!

Roll on the Valuables table.





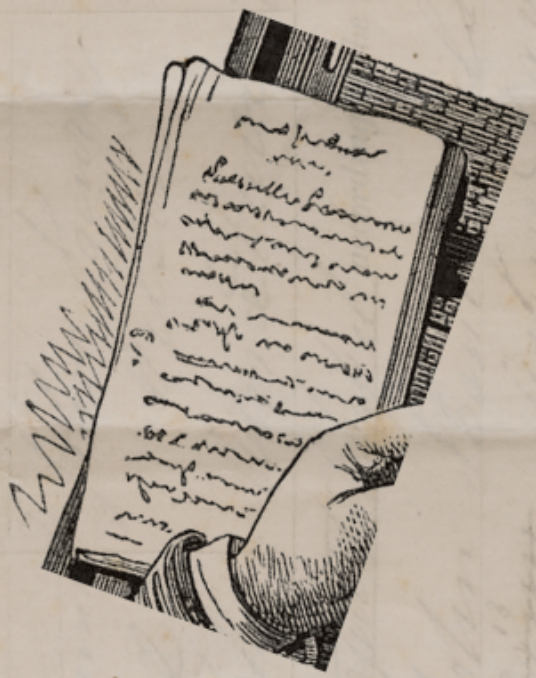
DISCOVERY

SEWERS & CITY TUNNELS

OLD JOURNAL

At the back of the room you find a small table that has a dusty journal on it. It seems to tell a tale of travels in the desert.

Perform an **INT** (-2) test. If you pass, earn 5 Occult Knowledge points and recover 5 Sanity as the world makes more sense to you. If you fail, lose 20 Sanity as you fail to understand the insane ramblings scrawled into the pages of the journal.





DISCOVERY

SEWERS & CITY TUNNELS

OLD VIALS

Covered in dust and half hidden by some old newspapers, you find a couple vials of golden liquid. Would it be a good idea to take a sip?

If you decide to drink from the vials, perform a **CON** test. If you pass, heal 2D6 HP. If you fail, lose 2D6 HP.





DISCOVERY

SEWERS & CITY TUNNELS

ON HUMAN SACRIFICE

As you enter the room, your eyes are immediately drawn to an enormous book sprawled across a table. Looking at the writing, you realize it's a treatise on the benefits of human sacrifice.

Perform an **Occult Knowledge** check. If you pass, increase Occult Knowledge by 2 and gain 2 Chaos points. If you fail, perform an **INT** test. If you fail that too, lose D20 Sanity as the horrors described in the book are too much for you.





DISCOVERY

SEWERS & CITY TUNNELS

PILE OF OLD BOOKS

Among beer bottles, spent candles and cigarette butts, there's a small pile of books. Probably worth checking these out.

Perform a **Perception** check. If you pass, you find a valuable grimoire sewn between the covers of a children's book. Acquire one Grimoire.





DISCOVERY

SEWERS & CITY TUNNELS

PRISONER

This room is filled with cages. Almost all are empty, but you see a figure kneeling inside one of them. As you enter he immediately sits up and looks at you, "You don't look like the other guys, have you come to help me? Please, get me out of here!".

If you ignore the man, earn 5 Chaos points. To free him, pass a **Lock Picking** check. Once you release the man, gain 5 Order points and perform a **CHA** check. If you pass, he thanks you and runs towards the exit, but if you fail he suddenly attacks while yelling he won't be tricked! Create an NPC (page 140) and begin combat.



DISCOVERY

SEWERS & CITY TUNNELS

RARE OPPORTUNITY

The only thing of note in this room is a woman, who appears to be sitting in a deep meditation. What will you do?

You may choose to simply walk away and ignore the woman. If you interrupt her, create an NPC profile (page 140), and perform a **Persuasion** check. If you pass, she tells you about who you may encounter in this place. For the next two encounters, you always catch your enemies by surprise. If you instead kill her while she is meditating, earn 10 Chaos points.





DISCOVERY

SEWERS & CITY TUNNELS

RITUAL AREA

Sigils and arcane symbols are drawn everywhere, and the floor of this room is covered in half burned candles and burnt offerings. Someone was performing a summoning here.

Perform either an **Occult Knowledge** or **Magical Liturgy** check. If you pass, learn the sigil of a spirit (roll on the Spirit table). If you fail, lose D10 Sanity as the unsettling symbols disturb you more than you would like to admit.





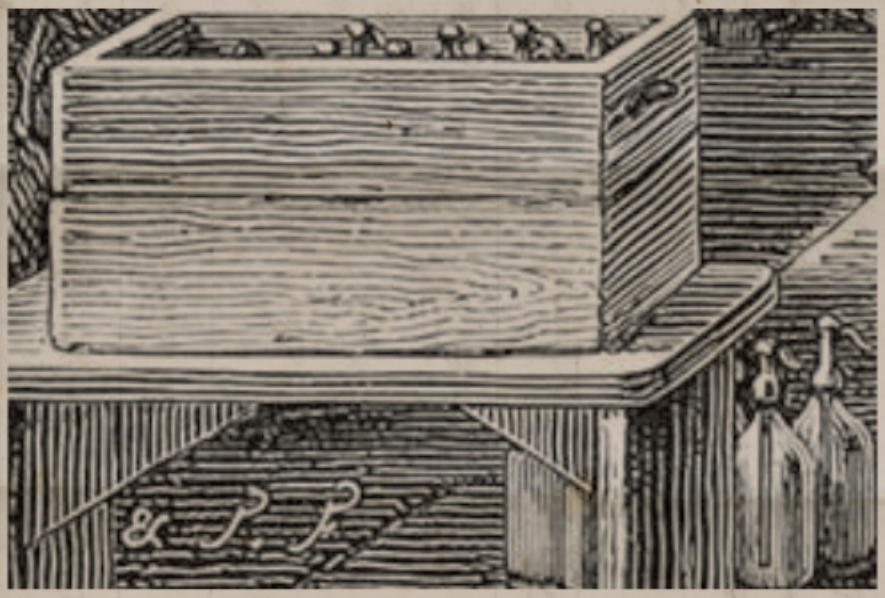
DISCOVERY

SEWERS & CITY TUNNELS

STORAGE ROOM

This room is filled to the brim with supplies of all kinds. There must be something here you can take with you.

Perform a **Perception** check. If you pass, you find something of value among the diverse collections of items stashed here. Roll on the Valuables table.





DISCOVERY

SEWERS & CITY TUNNELS

UNSPEAKABLE VIOLENCE

Rows of lifeless half-naked bodies hang from savage looking hooks; the stench of death is so strong that you can barely breathe. With your head spinning, about to rush to the nearest exit, the thought crosses your mind: should you leave them like this?

If you decide to do something about the gruesome scene, you unhook the corpses, line them up on the ground and cover them as much as you can. Gain 10 Order points, but lose D20 Sanity. If you ignore the gratuitous display of violence, you leave without a care for the bodies or a desire to stay there any longer. Gain 10 Chaos points and lose D6 Sanity nonetheless.



EVENT

SEWERS & CITY TUNNELS

BOLT TRAP

As you step forward, your foot approaches a tripwire crossing the room's threshold. Will you see it in time?

Perform a **Perception** check. If you pass, you see the trap's trigger just in time, avoiding it. If you fail, lose 2D10 HP as a metal bolt strikes you in the back!





EVENT

SEWERS & CITY TUNNELS

CATACOMB WALL

The wall at the back of this chamber appears to be made of human skulls. As you approach, the wall falls towards you, almost burying you in bones!

Perform a **DEX** test. If you succeed, roll on the Valuables table as you find something of value among the bones. If you fail, lose D10 HP.





EVENT

SEWERS & CITY TUNNELS

CURSE OF WEAKNESS

A strong psychic force assails you as you enter the room, causing your clothes to feel heavy as they drag you to the floor. Your life force is being siphoned out of you!

Perform a **WIL** test. If you fail, the spiritual forces in this room have drained you. For the remainder of the mission you can only carry half your strength in gear or suffer consequences (page 157).





EVENT

SEWERS & CITY TUNNELS

DEATH & DOOM

The moment you enter this room, an unshakable sense of dread invades you. Your end is near!

Pass a **WIL** test or lose D20 Sanity.





EVENT

SEWERS & CITY TUNNELS

FAILSAFE

As you step into the room, you realize all too late that the tug you just felt on your leg was a tripwire snapping.

Perform a **DEX** test. If you fail, debris falls from above dealing D20 HP damage. Directly after, you hear explosions in the nearby rooms; randomly determine D4 unexplored rooms that are destroyed.





EVENT

SEWERS & CITY TUNNELS

FIRE TRAP

As you enter the room, you hear a faint 'click'. You stepped on a trap!

Perform a **DEX** test. If you fail, gain the Burning condition as a pot of home-made napalm pours over you.





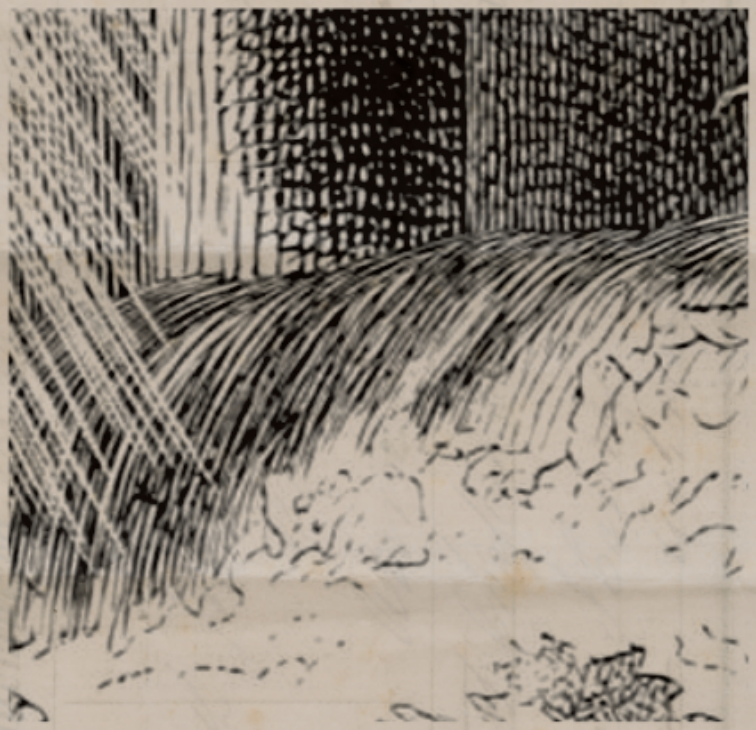
EVENT

SEWERS & CITY TUNNELS

FLASH FLOOD

A sudden roar in the distance is all the warning you get before water comes rushing through the tunnels!

Perform a **DEX** test. If you fail, you are not quick enough to avoid getting dragged down part of the tunnel, and in the struggle to stay afloat you drop your main weapon!





EVENT

SEWERS & CITY TUNNELS

FLOODED

The area in front of you is completely flooded. To proceed, you will need to get into the cold, oily black water.

Perform a **DEX** test. If you pass, you are able to swim across the dark water despite the cold. If you fail, your legs begin to cramp and you start to sink. After a few seconds of panic you manage to pull yourself out, but lose **D10 HP**. Each time you cross back through this area, roll a **DEX** test.





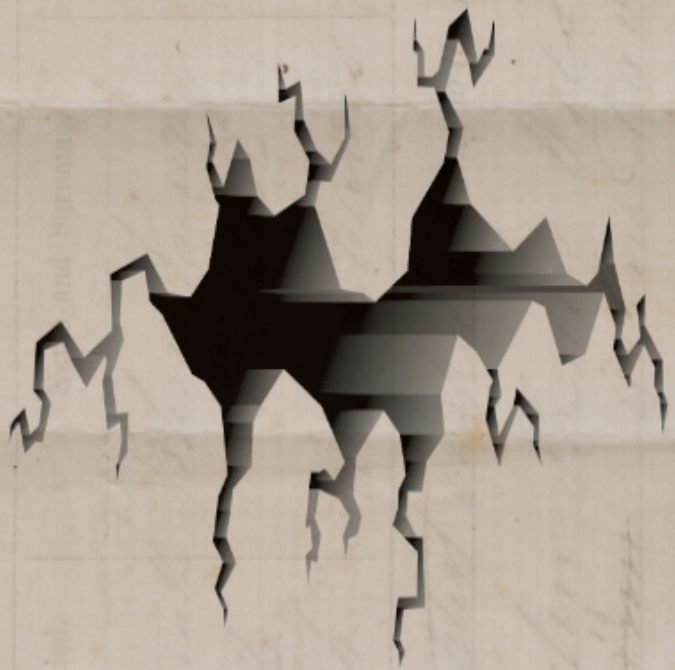
EVENT

SEWERS & CITY TUNNELS

HOLE IN THE GROUND

Right after crossing the threshold, you are forced to stop suddenly due to a deep hole being were the floor should be. How will you get around?

To climb around it, perform a **STR** test. To jump over it, perform a **DEX** test. If you fail, you fall down the hole, losing D20 HP. Climbing out requires passing a **DEX** test, and each failed attempt takes another D6 HP.





EVENT

SEWERS & CITY TUNNELS

INTERROGATION

You behold a gruesome scene: a woman is being waterboarded by a man repeatedly asking the same question: "Where is it?!" Do you intervene?

If you attempt to pass by unnoticed, perform a **Sneaking** check and earn 5 Chaos points. If you fail, the man attacks you. Use the Hunter stat block. If you confront the Hunter, earn 5 Order points as he immediately attacks. After combat, if you attempt to get the woman to divulge the location of her stash, perform a **Persuasion** check. If you succeed, she tells you about the hidden stash in return for release, granting a roll on the Valuables table. If you fail but still want to know what she is hiding, you may continue the interrogation yourself. Lose 5 Sanity, earn 10 Chaos points and perform a **WIL** test. If you pass, you learn about her hidden stash earning a roll on the Valuables table.



EVENT

SEWERS & CITY TUNNELS

LOCKED GATE

A locked gate blocks your advance. Find a way through it, or move along.

Perform a **Lock Picking** check to pick the lock, or a **STR** (-10) test to break through it.





EVENT

SEWERS & CITY TUNNELS

NEGOTIATION

You rush into the next room, only to be greeted by a pistol's barrel. "Hello, friend," says the person holding it, "What have you got there?".

Create an NPC (page 140), who is demanding that you give them an item in your possession. You may give them an item, attack them, pay them off for 100ø, or perform a **Persuasion** check to convince them you don't have anything of value. If you can't do any of the above, they attack.





EVENT

SEWERS & CITY TUNNELS

OLD CAMP

There are heaps of old clothes and camping supplies all over this room; it appears someone was camping here on a semi-permanent basis, but it all seems abandoned now.

Perform an **INT** test. If you pass, perform a Perception check for a roll on the Valuables table. If you fail, take D20 damage as you step on a booby trap, causing a rudimentary but effective trap to stab you in the leg.





EVENT

SEWERS & CITY TUNNELS

OMINOUS PRESENCE

Your vision blurs when you enter this room, as your trained eyes begin to see this area's psychic energies pulsating around you.

Perform an **Occult Knowledge** test. If you pass, gain 2 points in Occult Knowledge as you connect previously acquired information with this experience, and realize this was a ritual chamber that hasn't been cleansed of energies. If you fail, all skills are reduced by -10 for this mission, as the uncomfortable sensation sticks to you.





EVENT

SEWERS & CITY TUNNELS

PSYCHIC RESONANCE

Something's not right here... What starts as a buzzing in your ears quickly becomes a deafening pounding that shakes your very core.

Perform a **WIL** test. If you pass, recover 10 Sanity as you calm your mind. If you fail, lose D10 Sanity and D10 HP from the psychic assault.





EVENT

SEWERS & CITY TUNNELS

RANDOM ENCOUNTER

You cross the threshold and come face to face with a startled person! Judging by their guilty expression, they likely shouldn't be here either.

Create a profile for this NPC (page 140). If you attempt to reason with them, perform a **Persuasion** check. If you pass, they will leave, looking nervously over their shoulder. If you fail they suspect a trap, and attack you. If you forgo negotiation and attack directly, roll for Initiative and gain 5 Chaos points.





EVENT

SEWERS & CITY TUNNELS

RATS

As you move through the tunnels, you hear something unusual: a faint scratching and tapping, coming in your direction. Before you have time to react, you are surrounded by rats!

Perform a **STR** test. If you pass, you manage to kick and stomp away the swarm around you. If you fail, you lose D10 HP from all the biting and scratching.





EVENT

SEWERS & CITY TUNNELS

THERE ARE TOO MANY

Just as you are about to turn a corner, you hear a group of voices and steps coming in your direction. You need to find a place to hide right now!

Perform a **Sneaking** check. If you pass, you find a corner and barely avoid detection. If you fail you must discard a piece of gear, throwing it in the other direction as a distraction. If you have no equipment to throw, they discover you and beat you to death.





EVENT

SEWERS & CITY TUNNELS

VRIL DEAD ZONE

The air in this area feels thick in your mouth and lungs. You fall to your knees, panting as if you have just run a marathon.

Lose D20 VP each time you enter this Location.





EVENT

SEWERS & CITY TUNNELS

WHO ARE YOU?

The person sitting in this room sees you before you see them. They don't seem threatening, but it's evident they don't know what to make of you.

Create a profile for this NPC (page 140), and follow the guidelines presented there on how to interact with NPCs.





ENCOUNTER

ASTRAL

ANGELIC SPIRIT

WIL	INT	CHA
18	18	16
SP	**VP**	**Initiative**
180	180	15

An ancient spirit, capable of frightful destruction but generally rarely driven to violence without a reason.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Celestial Strike – D20+10 damage

Primordial Essence. An angel is an entity that has always been, and therefore is difficult to harm. Each incoming attack is reduced by 5 damage.



ENCOUNTER

ASTRAL

DEITY

WIL	INT	CHA
D20+10	D20+10	D20+10
SP	**VP**	**Initiative**
300	???	N/A

Each time you encounter a Deity in the Astral (unless you are intentionally seeking it out), roll a D10: 1-7 It casts you out, far from its domain; 8-10 This vile God wants to make an example out of your insolence.

Seasoned Bonus: Defense 40 / Offense 40

Weapons and attacks:
- Smite – 2D20 damage

Omnipotence. All Deities are *Ancient*. Roll on the Ancient Traits table, but do not apply stat modifiers.

Omnipresence. A deity always wins initiative.



ENCOUNTER

ASTRAL

DEMONIC SPIRIT

WIL	INT	CHA
18	18	16
SP	**VP**	**Initiative**
180	180	15

An ancient spirit, unpredictable and dangerous. Their power allows them to generally do as they please, no matter who or what gets in the way.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Infernal Strike – D20+10 damage

Primordial Essence. A demon is an entity that has always been, and therefore is difficult to harm. Each incoming attack is reduced by 5 damage.



ENCOUNTER

ASTRAL

EGREGORE

WIL	INT	CHA
14	10	18
SP	**VP**	**Initiative**
120	140	15

An autonomous psychic entity created by collective human thought; a thought-form that has been fed so much psychic energy by groups and cultures that ended up actually existing.

Seasoned Bonus: Defense 15 / Offense 10

Weapons and attacks:
- Psychic Burst – 1D10+20 damage

Feedback. Each time you cast a spell near an Egregore, suffer D20 damage.



ENCOUNTER

ASTRAL

FAE

WIL	INT	CHA
14	13	16
SP	**VP**	**Initiative**
135	140	14

A creature of myth and legend, their alien intelligence, goals and behavior makes them unpredictable to humans.

Seasoned Bonus: Defense 10 / Offense 10

Weapons and attacks:
- Barrage – 2D10+15 damage

Slip Between. Fae ignore every third attack, as moving from one plane to another is as natural to them as breathing is to us.



ENCOUNTER

ASTRAL

GNOME (ELEMENTAL)

WIL	INT	CHA
14	12	12
SP	**VP**	**Initiative**
130	140	13

An animated and conscious manifestation of the element of Earth.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Earth Blast – 1D10+20 damage (Earth)

Immune to Earth. **Vulnerable** to Air.

Mind Into Matter. Each time the elemental suffers damage, roll a D10: 7-10, the elemental draws power from its affinity with the material plane, deflecting 50% of the damage received.



ENCOUNTER

ASTRAL

ILLUH

WIL	INT	CHA
14	18	6
SP	**VP**	**Initiative**
160	140	13

A member of a race of alien beings (as in not from Earth) that, similar to humans, wander the Astral for their own reasons.

Seasoned Bonus: Defense 10 / Offense 10

Weapons and attacks:
- Overwhelm Mind – 2D6+10 damage

Consume Strength. Each successful attack alternates reducing the defender's Offensive Skills by 5, then their Defensive Skills by 5. These points are recovered upon defeating the Illuh.



ENCOUNTER

ASTRAL

LOST

WIL	INT	CHA
12	15	12
SP	**VP**	**Initiative**
135	120	12

The lost soul of what once was a human being, full of resent toward those still attached to the physical world.

Seasoned Bonus: Defense 10 / Offense 15

Weapons and attacks:
- Rage Blast – 2D10+10 damage

Snap the Silver Cord. The Lost targets the connection between the Astral body and the Physical body, in an attempt to sever it. Take D20 SP damage.



ENCOUNTER

ASTRAL

SALAMANDER (ELEMENTAL)

WIL	INT	CHA
14	12	12
SP	**VP**	**Initiative**
130	140	13

An animated and conscious manifestation of the element of Fire.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Fire Blast – 1D10+20 damage (Fire)

Immune to Fire. **Vulnerable** to Water.

Mind Into Matter. Each time the elemental suffers damage, roll a D10: 7-10, the elemental draws power from its affinity with the material plane, deflecting 50% of the damage received.



ENCOUNTER

ASTRAL

SYLPH (ELEMENTAL)

WIL	INT	CHA
14	12	12
SP	**VP**	**Initiative**
130	140	13

An animated and conscious manifestation of the element of Air.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Air Blast – 1D10+20 damage (air)

Immune to Air. **Vulnerable** to Earth.

Mind Into Matter. Each time the elemental suffers damage, roll a D10: 7-10, the elemental draws power from its affinity with the material plane, deflecting 50% of the damage received.



ENCOUNTER

ASTRAL

UNDINE (ELEMENTAL)

WIL	INT	CHA
14	12	12
SP	**VP**	**Initiative**
130	140	13

An animated and conscious manifestation of the element of Water.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Water Blast – 1D10+20 damage (Water)

Immune to Water. **Vulnerable** to Fire.

Mind Into Matter. Each time the elemental suffers damage, roll a D10: 7-10, the elemental draws power from its affinity with the material plane, deflecting 50% of the damage received.



ENCOUNTER

ASTRAL

VESTIGE

WIL	INT	CHA
14	12	12
SP	**VP**	**Initiative**
130	140	12

More commonly known as ghosts, these are human souls that have not moved on. These souls wander the Astral plane as close as possible to the Physical plane.

Seasoned Bonus: Defense 10 / Offense 10

Weapons and attacks:
- Spectral Fury – 3D6 damage

Possession. The Vestige will attempt to disrupt the character's concentration by assaulting their physical body with an attempted possession. Roll D10+WIL for your character and the Vestige. If you result is lower, you are stunned for D4 turns.



ENCOUNTER

ASTRAL

VRIL ELEMENTAL

WIL	INT	CHA
18	6	0
SP	**VP**	**Initiative**
80	???	17

An animated and semi-conscious manifestation of Vril, these entities generally appear due to an excess of Vril having been poured into the ambient, like for example after the destruction of a powerful artifact.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Vril Blast – 1D10+20 damage

Vril Regeneration. Every turn, the Vril Elemental passively drains 5 VP from their target and heals that same amount



ENCOUNTER

PHYSICAL

AGENT OF THE PACT

STR	DEX	CON	WIL	INT	CHA
12	12	12	18	16	10
HP	**VP**	**Awareness**		**Initiative**	
120	140	40		14	

A member of what is, in essence, the new, secret inquisition.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Baton – D10+10 damage
- Walther PPK – 2D10+10 damage

Deus vult! Ignore any attack that would otherwise kill the agent. May only happen once per fight.

Other gear: The Body of Christ - a special, sacred host that when consumed heals for 2D10 *(will use it after losing 50% of max HP).*



ENCOUNTER

PHYSICAL

ANCIENT

STR	DEX	CON	WIL	INT	CHA
10	10	15	20	20	16
HP	**VP**	**Awareness**		**Initiative**	
150	???	10		8	

A magician of unbridled power, its psyche fragmented due to the pass of time and the multitude of entities they've melded with.

Seasoned Bonus: Defense 10 / Offense 10

Infinite Vril. Numerous pacts, artifacts and occult secrets grant the Ancient unlimited Vril.

Spells: Enfeeblement *(cast on Engagement Turn)*, Shock Mind, Harm, Heal Wound *(will cast at 50% HP)*



ENCOUNTER

PHYSICAL

BHUTA

STR	DEX	CON	WIL	INT	CHA
12	10	14	10	10	5
HP	**VP**	**Awareness**		**Initiative**	
140	100	10		14	

A raging spirit of a deceased person full of hate for the living, having possessed a human body to inflict violence upon the world.

Seasoned Bonus: Defense 5 / Offense 40

Weapons and attacks:
- Pummel – D10+5 damage

Rotten Blood. Bhutas are immune to poisons of any kind.

Vulnerable to fire.



ENCOUNTER

PHYSICAL

CHILDREN OF ERLIK

STR	DEX	CON	WIL	INT	CHA
14	11	13	16	15	11
HP	**VP**	**Awareness**		**Initiative**	
140	160	10		10	

A member of an ancient Mongolian Death cult, thought to have disappeared centuries ago, back and stronger than ever with their dark God on their side.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Sword – D10+20 damage
- P226 – 2D10+10 damage

Known spells: Shock mind *(will not cast twice in a row)*



ENCOUNTER

PHYSICAL

GLORIOUS DAWN COVENANT

STR	DEX	CON	WIL	INT	CHA
10	12	12	14	16	16
HP	**VP**	**Awareness**		**Initiative**	
100	140	25		14	

A member of this dangerous sect controlled by a power-hungry entity that needs its followers to spread its influence across the planet.

Seasoned Bonus: Defense 15 / Offense 20

Weapons and attacks:
- Dagger – D10+15 damage
- P226 – 2D10+10 damage

Known spells: Harm



ENCOUNTER

PHYSICAL

CULT OF THE DYING SUN

STR	DEX	CON	WIL	INT	CHA
13	12	12	18	14	11
HP	**VP**	**Awareness**		**Initiative**	
130	160	15		12	

A member of this mysterious organization, pursuing unknown goals and willing to take their own life if necessary.

Seasoned Bonus: Defense 20 / Offense 10

Weapons and attacks:
- Dagger – D10+15 damage
- P226 – 2D10+10 damage

- Immune to fire damage, vulnerable to water damage.

Known spells: Heat blade *(will only cast once at the start of the combat)*



ENCOUNTER

PHYSICAL

CURATOR

STR	DEX	CON	WIL	INT	CHA
15	10	14	12	12	10
HP	**VP**	**Awareness**		**Initiative**	
150	120	20		8	

An agent of an American secret governmental agency dedicated to research the occult and use it for their own purposes.

Seasoned Bonus: Defense 10 / Offense 10

Weapons and attacks:
- Combat knife – D10+15 damage
- Beretta 96 – 2D10+10 damage

Other gear: Military gear armor, Night vision goggles, Combat stim - when used heals for 2D10 *(will use it after losing 50% of max HP)*



ENCOUNTER

PHYSICAL

DAEVA

STR	DEX	CON	WIL	INT	CHA
13	15	15	14	18	12
HP	**VP**	**Awareness**		**Initiative**	
150	140	20		12	

An ancient Zoroastrian divinity, forcibly incarnated to promote chaos and disorder while pursuing an unfathomable agenda.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Pummel – D10+10 damage

Vril Choke. The Daeva's target is lifted into the air, choked by an invisible force. The target loses its next turn and takes D20 damage (costs 35 VP to cast).



ENCOUNTER

PHYSICAL

DISCIPLES OF AGARTHA

STR	DEX	CON	WIL	INT	CHA
12	12	12	14	16	12
HP	**VP**	**Awareness**		**Initiative**	
120	150	30		16	

The DoA claim to have the secrets to the Hollow Earth, and perform terrible sacrifices in order to be granted entry.

Seasoned Bonus: Defense 5 / Offense 5

Weapons and attacks:
- Dagger – D10+15 damage
- Walther PPK – 2D10+10 damage

Known spell: Dampen Harm *(will cast in the Engagement turn)*

Other gear: Agarthan crystal - grants the holder +1 STR, -1 WIL (non stackable)



ENCOUNTER

PHYSICAL

FAILED CHIMERA

STR	DEX	CON	WIL	INT	CHA
16	16	18	12	10	10
HP	**VP**	**Awareness**		**Initiative**	
180	120	20		14	

The twisted result of unscrupulous experimentation, the forbidden marriage of science and magic made flesh.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Vicious Gnaw – D10+20 damage

Corrosive Saliva. Chimera attacks ignore and destroy any armor.



ENCOUNTER

PHYSICAL

GOLEM

STR	DEX	CON	WIL	INT	CHA
18	10	18	16	8	5
HP	**VP**	**Awareness**		**Initiative**	
180	160	5		5	

Anthropomorphic animated servants used by magicians for centuries as guardians, as they excel at following simple, direct orders.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Swipe – D10+20 damage

Son of the Earth. Golems are immune to all conditions.



ENCOUNTER

PHYSICAL

GUARD DOG

STR	DEX	CON	WIL	INT	CHA
16	16	12	12	10	10
HP	**VP**	**Awareness**		**Initiative**	
120	120	60		18	

Dogs are versatile companions used all over the world to secure areas and keep intruders at bay.

Seasoned Bonus: Defense 15 / Offense 30

Weapons and attacks:

- Maul – 2D20+5 damage



ENCOUNTER

PHYSICAL

GUARD

STR	DEX	CON	WIL	INT	CHA
14	15	15	12	12	12
HP	**VP**	**Awareness**		**Initiative**	
150	120	20		12	

Hired security commonly found at museums or other facilities that attract people such as adepts, who the owners want to keep away.

Seasoned Bonus: Defense 20 / Offense 15

Weapons and attacks:
- Baton – D10+10 damage
- Beretta 92 – 2D10+10 damage

Other gear: Light Kevlar (5 Armor), flashlight



ENCOUNTER

PHYSICAL

HUNTER

STR	DEX	CON	WIL	INT	CHA
16	12	12	14	10	10
HP	**VP**	**Awareness**		**Initiative**	
160	140	20		13	

A lone-wolf that has decided to take justice in their own hands, after having suffered under the power of occult forces.

Seasoned Bonus: Defense 20 / Offense 20

Weapons and attacks:
- Hunter's knife – D10+15 damage; each time a character is damaged by this weapon, said character loses 5 VP
- Glock 17 – 2D10+10 damage

Other gear: Light Kevlar armor, 20 year old rye whiskey flask - when consumed heals for 2D10 *(will use it after losing 50% of max HP).*



ENCOUNTER

PHYSICAL

ICHORITE

STR	DEX	CON	WIL	INT	CHA
10	15	10	20	18	12
HP	**VP**	**Awareness**		**Initiative**	
100	200	10		8	

A black magic practitioner that feeds on psychic energy derived from pain and blood rituals.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:
- Ritual Dagger – D10+15 damage

Vampiric Soul. Ichorites heal for 50% of all damage they deal.

Vulnerable to air.



ENCOUNTER

PHYSICAL

ORDO NOVI TEMPLI

STR	DEX	CON	WIL	INT	CHA
14	12	14	16	14	10
HP	**VP**	**Awareness**		**Initiative**	
140	150	15		10	

The ONT, or "New Templars", as they're colloquially known, is an organization dedicated to the preservation of the superior spiritual Aryan race, the true sons of the Theozoa.

Seasoned Bonus: Defense 5 / Offense 10

Weapons and attacks:
- Dagger – D10+15 damage
- P226 – 2D10+10 damage

Unique spell: Shock (cost 50 VP, deal 20 Air damage)

Other gear: Light Kevlar



ENCOUNTER

PHYSICAL

ORISHA AGENT

STR	DEX	CON	WIL	INT	CHA
14	12	14	14	13	16
HP	**VP**	**Awareness**		**Initiative**	
140	140	20		14	

A sophisticated warrior of Olodumare well versed in the arts of infiltration and sabotage, as well as combat in any form.

Seasoned Bonus: Defense 10 / Offense 10

Weapons and attacks:
- Combat knife – D10+15 damage
- Beretta 96 – 2D10+10 damage

Other gear: Light Kevlar (5 armor), Combat stim - when used heals for 2D10 *(will use it after losing 50% of max HP)*, Yoruba Pendant *(grants immunity to spells; it's destroyed when touched by someone who is not the designated owner)*



ENCOUNTER

PHYSICAL

ROGUE MAGE

STR	DEX	CON	WIL	INT	CHA
12	12	13	16	14	13
HP	**VP**	**Awareness**		**Initiative**	
130	160	20		12	

An unaffiliated adept of the occult.

Seasoned Bonus: Defense 15 / Offense 15

Soul Shield. 60 damage must be dealt to their Vril protection before damage reduces HP.

Embrace Chaos. When rolling damage dealt by a Rogue Mage's melee attack, roll twice and keep the second result.

Known spells: Censure

Weapons and attacks:
- Sai – D10+15 damage
- Glock 17 – 2D10+10 damage

Other gear: Antidote *(will use if poisoned)*



ENCOUNTER

PHYSICAL

SECT ADEPT (STANDARD)

STR	DEX	CON	WIL	INT	CHA
13	12	12	16	16	11
HP	**VP**	**Awareness**		**Initiative**	
130	160	15		12	

A standard member of one of the many cults and sects that fight for power in the occult world.

Seasoned Bonus: Defense 15 / Offense 10

Weapons and attacks:
- Dagger – D10+15 damage
- P226 – 2D10+10 damage

Known spells: Censure *(will cast it if the player casts a buff on themselves)*

Other gear: Healing concoction - when consumed heals for 2D10 *(will use it after losing 50% of max HP)*



ENCOUNTER

PHYSICAL

STREET TOUGH

STR	DEX	CON	WIL	INT	CHA
12	13	14	14	12	12
HP	**VP**	**Awareness**		**Initiative**	
140	140	10		8	

Muggers, thieves, even beggars and gang members, this designation gathers all individuals that live and work outside society, often in dangerous ways.

Seasoned Bonus: Defense 15 / Offense 15

Weapons and attacks:

- Knife – D10+15 damage
- Glock 17 – 2D10+10 damage



ENCOUNTER

PHYSICAL

TRUE SONS OF YALDABAOTH

STR	DEX	CON	WIL	INT	CHA
13	12	12	16	16	11
HP	**VP**	**Awareness**		**Initiative**	
130	160	15		12	

A follower of twisted Gnostic teachings attempting to submit humanity into obedience and destroy all other occult organizations.

Seasoned Bonus: Defense 15 / Offense 10

Weapons and attacks:
- Sword – D10+20 damage
- P226 – 2D10+10 damage

Known spells: Heal Wound *(will use it after losing 50% of max HP, until back at 75%)*



ENCOUNTER

PHYSICAL

VESSEL

STR	DEX	CON	WIL	INT	CHA
12	12	13	16	14	13
HP	**VP**	**Awareness**		**Initiative**	
130	160	15		12	

An adept that is has pacted with an entity and is currently a vessel, manifesting their powers via spells and occult knowledge.

Seasoned Bonus: Defense 15 / Offense 10

Weapons and attacks:
- Knife – D10+15 damage
- Beretta 92 – 2D10+10 damage

Known spells: Heal Wound *(cast at 50% HP)*, Shock Mind *(will not cast twice in a row)*

Other gear: Light Kevlar (armor 5)



ENCOUNTER

PHYSICAL

VLUKODLAK

STR	DEX	CON	WIL	INT	CHA
18	16	16	12	10	10
HP	**VP**	**Awareness**		**Initiative**	
180	120	30		18	

An adept that has lost their humanity, and the true origin to werewolves stories. Nothing more than a deranged, bestial person with some wolf-like features, but extremely dangerous in their ferocity.

Seasoned Bonus: Defense 15 / Offense 25

Weapons and attacks:
- Pummel – D10+10 damage

Double attacks. Performs a second attack per turn, always with 0 Offense.



ENCOUNTER

PHYSICAL

VODOU ZOMBIE

STR	DEX	CON	WIL	INT	CHA
14	10	10	8	8	5
HP	**VP**	**Awareness**		**Initiative**	
100	80	5		5	

A soul-less body, forced into submission through the practice of forbidden rituals and secret alchemy.

Seasoned Bonus: Defense 0 / Offense 60

Weapons and attacks:
- Pummel – D10+5 damage

Undead. Zombies cannot be Stunned or gain the Bleeding condition.



ENCOUNTER

PHYSICAL

YOKAI

STR	DEX	CON	WIL	INT	CHA
14	16	13	12	15	12
HP	**VP**	**Awareness**		**Initiative**	
130	120	15		14	

A supernatural being, its actions difficult to understand. They generally work in the Physical plane via the possession of an animal, slightly deforming them in the process.

Seasoned Bonus: Defense 20 / Offense 20

Weapons and attacks:
- Maul – D20+5 damage

Vril Immunity. Yokai are immune to spells.


SHROUD SEEKERS BEYOND THE SEAL

ABANDONED COMPLEX



These are buildings such as fabrics, old hotels, warehouses and similar places that are generally thought to be abandoned but are in fact occupied by opportunists and groups of individuals wanting a quiet place to hide and pursue their agendas.

Common locations:

- Main entrance (1) 40/60/20
- Hallway (D10+5) 20/60/--
- Warehouse (1) 50/50/50
- Office or room (3D6) 50/50/50
- Rec room *(D10: 1-5 no Rec room, 6-10 there is 1 Rec room)* 50/50/50
- Parking lot (1) 50/40/30


SHROUD SEEKERS BEYOND THE SEAL

ANCIENT RUINS



All over the world there are places of power left by ancient civilizations, some of them containing powerful relics that attract magicians wanting to learn and control their secrets.

Common locations:

- Entrance (1) 50/50/20
- Ancient hall (D10) 50/50/50
- Pathway (3D6) 20/60/--
- Burial pit *(D10: 1-5 no Burial pit, 6-10 the ruins have a Burial pit)* 60/30/60
- Chamber (D10) 50/50/50
- Forked path (D4) 20/60/--
- Library *(D10: 1-5 no library, 6-10 the ruins have a library)* 40/50/70
- Ritual chamber *(D10: 1-5 no Ritual chamber, 6-10 the ruins have a Ritual chamber)* 50/60/60


SHROUD SEEKERS BEYOND THE SEAL

MUSEUM



Museums are more often than not run or at least staffed by adepts of the occult; that is why they occasionally become unintended "battlefields" and are a common target due to their ancient and sometimes powerful relics.

Common locations:

- Entry hall (1) 50/50/20
- Lobby (1) 40/60/30
- Administration office (2) 20/50/60
- Exhibit hall (3D6) 30/50/50
- Hallway (D6+5) 20/60/--
- Security office (1) 50/60/60
- Archive (1) 50/50/80


SHROUD SEEKERS BEYOND THE SEAL

RESIDENCE



A Residence may refer to a city apartment or an old manor in the countryside. Unfortunately, it's common among adepts to rob and assassinate each other even in the supposed safety of one's own home.

Common locations:

- Entrance (1) 50/50/20
- Attic *(D10: 1-5 no attic, 6-10 the residence has an attic)* 30/50/60
- Library (1) 40/50/70
- Dinning room (1) 50/50/50
- Bedroom (D10+3) 50/50/50
- Kitchen (1) 30/50/40
- Study *(D10: 1-5 no study, 6-10 the residence has a study)* 50/50/50
- Hallway (D6) 20/60/--
- Cellar *(D10: 1-5 no cellar, 6-10 the residence has a cellar)* 50/50/50
- Living room (1) 50/50/50
- Yard *(D10: 1-5 no Yard, 6-10 the residence has a Yard)* 20/50/40


SHROUD SEEKERS BEYOND THE SEAL

SECT SANCTUM



Different groups and sects of adepts quarry all the time, so it is common to be sent on a mission to an enemy's base of operations or sanctum. Although their goals may differ, their setups are generally very similar.

Common locations:

- Entrance (1) 50/50/20
- Alchemy lab (1) 50/50/70
- Library (1) 40/60/70
- Ritual chamber (D6) 30/80/30
- Hallway (D6) 20/60/--
- Inner sanctum (1) 50/70/70
- Living quarters (D10) 50/70/50


SHROUD SEEKERS BEYOND THE SEAL

SEWERS & CITY TUNNELS



A common gathering and hiding place for street and guild-less mages, sewers and other city tunnels are the literal underground of the occult world, offering safety for those persecuted by the most powerful groups and adepts.

Common locations:

- Access point (1) 50/50/20
- Ascending tunnel (2D6) 20/60/--
- Descending tunnel (2D6) 20/60/--
- Catacombs *(D10: 1-5 no catacombs, 6-10 there are 2 catacombs)* 50/50/50
- Natural cave *(D10: 1-5 no cave, 6-10 there is 1 cave)* 50/50/20
- Forked tunnel (D3) 20/60/--
- Drained collector sewer (1) 20/60/20,
- Ancient cellar *(D10: 1-5 no Ancient cellar, 6-10 there is 1 cellar)* 50/50/50
- Abandoned subway station (1) 40/70/50