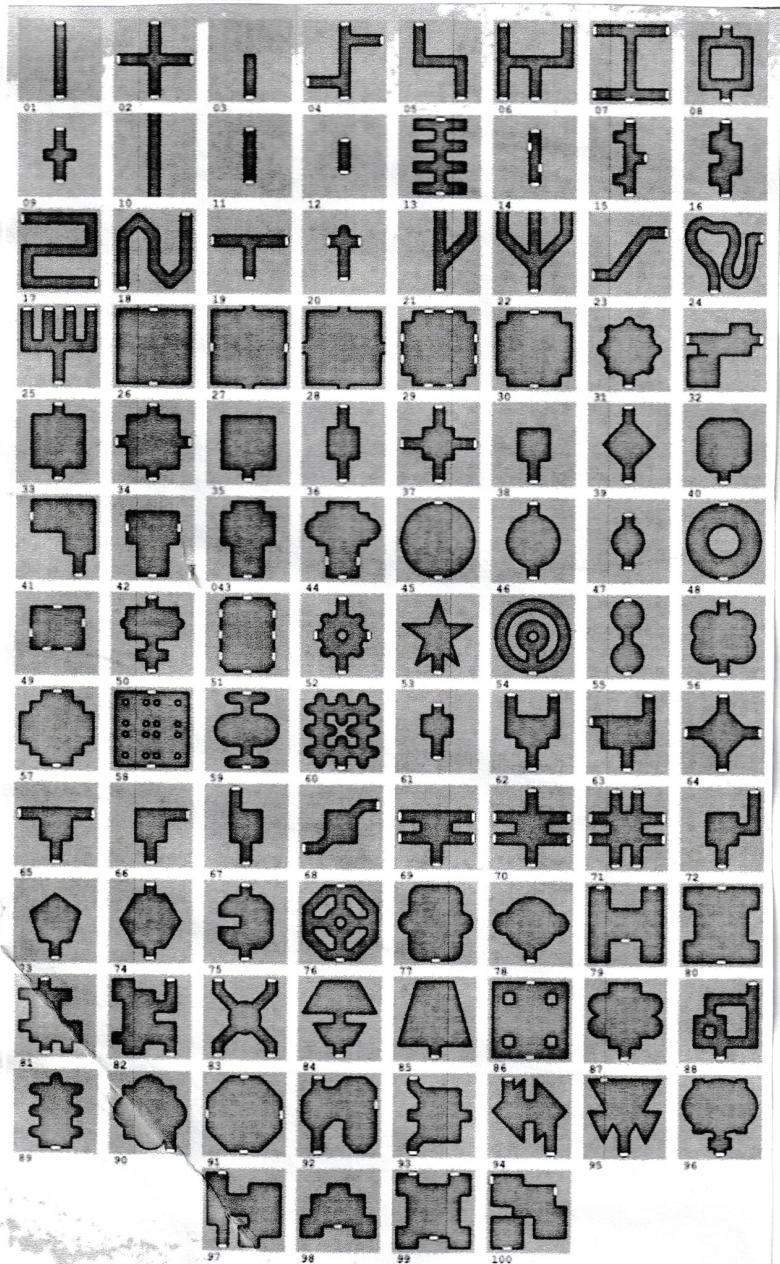


# EXPLORING



# Her Methylas Into the Midnight Throne

## TURNED TABLES

## Turned Tables

Exploration Chart	1
Corridors & Rooms	2
Scavenging, Exhaustion, Madness	4
Conditions, Resting, Setting Camp	5
Random Tables & Overseer	6
Tension / Growing Darkness	7
Combat Chart	8
Combat	10
Loot & Spoils	12
Magic Items	13
Items & Gear	16
Events	18

# EXPLORATION

85

100

DETERMINE AREA

1..25 /

26 .. 100

CORRIDORS

84

87/89

104

104

46

106

76

46

95

104

104

ROOM

26 .. 100

CAN DOMAIN  
STILL EXPAND?

N, REROLL

LIGHT [-1] (SIM TO BLINDED)

100

DESCRIPTION

20

LOCKED DOOR?

N

Y

1..11

12..20

10

TRAPPED DOOR

N

Y

6..5

7..10

LAI OR DOMAIN EXIT?

(12 10) 8 6 4

TENSION CHECK [8] [6] [4]

DAMAGE FROM CONDITION?

1x PER ROOM

20

COMBAT ENCOUNTER?

ROOM 10..20

CORR. 15..20

Y

N

20

FIGHT

100

EVENT ROLL

1..10  
ROOM TRAPPED

MAKE CAMP

100 SCAVAGE

OPEN DOORS

BACKTRACK

TAKE A BREATH

DEFUSE TRAPS

\* POISONED  
BLEEDING  
BURNING

# CORRIDORS & ROOMS

## D20 CORRIDOR DESCRIPTION

- 1 The air is heavy with ancient dust, and the walls are lined with cobwebs. The faint echoes of distant footsteps can be heard.
- 2 Flickering torches cast eerie shadows on the stone walls. The air is damp, and the occasional drip of water can be heard.
- 3 The tunnel is barely wide enough for a single person to pass through. The walls are lined with ancient burial niches, some of which have been disturbed. You're not sure if from within or without...
- 4 Thick moss covers the damp stone walls, giving the corridor an eerie green glow. The sound of water dripping echoes throughout.
- 5 The passage is partially blocked by a cave-in, with rubble and debris scattered across the floor. Dim light filters through cracks in the ceiling.
- 6 The walls are adorned with elaborate tomb reliefs and carved epitaphs. The air feels heavy with the presence of the long-departed.
- 7 The narrow stone hall twists and turns, disappearing into darkness. The hall seems to have a slight downwards inclination, and it feels worn and slippery.
- 8 The air here is stale, and the sound of rats scurrying can be heard in the distance.
- 9 An eerie silence fills this corridor, broken only by the faint whispers of long-dead spirits. The air is heavy with an otherworldly stillness.
- 10 Strange luminescent fungi cover the walls, casting an ethereal glow. The tunnel twists and turns, creating an unsettling sense of disorientation.
- 11 This wide corridor is lined with towering statues and ornate sarcophagi. Faded tapestries hang from the ceiling, telling stories of ancient rulers.
- 12 The tunnel is partially submerged in water, with small ripples disturbing its still surface. The faint odor of decay permeates the air.
- 13 A hidden alcove branches off from the main passage, housing a forgotten altar or a small shrine. Dust-covered offerings lie undisturbed.
- 14 Strange symbols are etched onto the walls of this hall, possibly indicating directions.
- 15 The walls of this tunnel bear scorch marks, evidence of past fire or magical explosions. The air carries a faint smell of burnt wood and stone.
- 16 Time and decay have taken their toll on this corridor, with crumbling walls and ceilings. It feels unstable and prone to collapse.
- 17 Faint whispers and hushed voices fill the air, voices carried through time.
- 18 The stench of decay is overpowering in this tunnel, infested with ravenous vermin that lurk in the shadows.
- 19 Intricate carvings adorn the walls, depicting scenes of ancient rituals and funerary rites. The air is heavy with a sense of solemnity and reverence.
- 20 The corridor seems to shimmer with an otherworldly glow. Transparent figures of long-dead souls can be seen drifting through the walls, oblivious to the living.

p. 87



## D100 ROOM DESCRIPTION

- 01 Rusty iron shackles hang from the walls, and the floor is littered with the remains of those who suffered unspeakable agony.
- 02 This regal hall is filled with shattered marble thrones, a stark reminder of the empire's fallen rulers and the broken legacy they left behind.
- 03 Eerie whispers fill the air in this dimly lit crypt, where the tormented spirits of the empire's cursed rulers still roam in eternal restlessness.
- 04 The stone altar in the center of the room is covered in dried blood, a chilling testament to the dark rituals that once took place here.
- 05 A vast network of burial niches houses the remains of countless forgotten souls, their existence erased from history.
- 06 Chains of all sizes hang from the ceiling, the clinking sound echoing like a haunting melody in this hall of imprisonment.
- 07 Sculptures of mournful figures adorn the walls, each seemingly caught in an eternal state of sorrow and despair.
- 08 The room is perpetually shrouded in darkness, where even torches struggle to dispel the oppressive gloom.
- 09 Tombstones and coffins line the walls, bearing the names of lovers separated by death, forever longing for each other's embrace.
- 10 Useless trinkets and baubles lie scattered about, remnants of the once-great Vaelorian Ascendancy now reduced to forgotten relics.
- 11 This room seems to have been blasted by a source of water for millenia, since all the surfaces are smooth and slippery.
- 12 An opulent throne sits empty in the center of this chamber, surrounded by dust and decay, a symbol of the empire's fallen glory.
- 13 Echoes of anguished cries reverberate through this room, as if the walls themselves are weeping for the tragedies that unfolded within.
- 14 Foul, withered plants and skeletal trees twist and reach for sunlight that will never touch them.
- 15 A pitch-black room that gives the illusion of extending infinitely downward, leaving those who enter with an overwhelming sense of dread.
- 16 This crypt room holds the remains of those cursed to eternal damnation, their souls forever trapped in this unholy place.
- 17 A massive, ominous statue looms over the room, depicting a malevolent deity once worshiped by the empire's rulers.
- 18 Ghostly apparitions drift through these halls, their faint whispers offering cryptic warnings and messages.
- 19 An ancient stone altar dominates the room, surrounded by blood-stained groves where countless offerings met their end.
- 20 This room houses the remains of traitors and turncoats, eternally damned for their betrayal of the empire.
- 21 Dark, arcane symbols cover the walls, hinting at the dark rituals once conducted within these unholowned grounds.
- 22 The bones of the empire's most wicked are piled high in this macabre display of death's inevitability.
- 23 An eerie ticking fills the air as an ancient, enchanted clock counts down the minutes to oblivion.
- 24 Any sound uttered within this hall fades into nothingness, as if the room devours all noise.
- 25 Broken vials, shattered beakers, and rotting experiments reveal an alchemist's ill-fated pursuit of forbidden knowledge.
- 26 Ancient scrolls and tomes rest on dust-covered shelves. Touching any of them quickly turns them into piles of dust.
- 27 The stench of death hangs heavy in this room. Judging by some carvings, the Vaelorians disposed of their enemies in mass graves right here.
- 28 A morbid altar stands before a statue of a martyr who endured unimaginable pain in the name of faith.
- 29 The remains of a once-grand spire lie in ruin, a monument to a forgotten hero of the Vaelorian Ascendancy.
- 30 As you enter this room, haunting visions and terrifying illusions assault you.
- 31 Dark rituals once performed here have left an indelible mark on the walls, perpetually tainted by the essence of necromancy.
- 32 The shadows of tormented souls replay their darkest moments in an eternal loop, forever haunted by their past actions.
- 33 Ancient weapons and armor line the walls, too old and brittle to be of any use to you.
- 34 The walls bear ghostly imprints of anguished faces, as if the room captures the final moments of those who met a tragic end.
- 35 Shadows move independently from their sources, dancing across the walls like malevolent spirits.
- 36 A still, black pool reflects the darkest aspects of one's soul, showing the horrors hidden within.

## D100 EVENTS (CONT.)

- 69 The moment you enter this chamber, you are assaulted by a spirit of darkness, trying to possess you. Make a Resolve check: if you succeed, you manage to fend off the entity and you gain 20 XP in the process. If you fail, the spirit corrupts you and you feel overwhelmed by misery. Each time you enter a new room you lose 1 Sanity, unless you sacrifice (i.e. destroy) a magic item in your possession.
- 70 Strange devices you don't really understand are firmly planted around this room. Unfortunately, they seem to form some sort of magical circuit, since each time you cross between them you suffer a shock. Perform an Acrobatics check to skip above them to avoid receiving 2D6 Air damage each time you enter this room.
- 71 A pile of refuse covers the corner of the room. There might be something useful there? Make a Perception check, if successful you find something interesting: roll on the Spoils table.
- 72 You have walked into some sort of summoning, as a lone warlock performs a forbidden ritual within a circle. Everything inside of you is screaming at you to interrupt the ritual... Perform a Stealth check to sneak behind the warlock and take them out. If you succeed, you manage to eliminate them before they can even realize what's going on: you recover D4 Sanity. If you fail, the warlock hears you and quickly casts some sort of spell on you. You wake up hours later, alive but confused. Increase your Exhaustion by 2 and roll on the Growing Darkness table.
- 73 The room is full of broken glass vials and flasks containing all sorts of alchemical substances, as well as the tools and equipment usually found in an alchemy lab. Make a Perception check: if you pass it, you find D4 Potions. If you fail, you only find a single one that you can still drink.
- 74 Spilled across the room's floor you can see what seems to be the contents of someone's bag. Huddled in a corner, you find the very recent corpse of the bag's owner. Make a Perception check: if you pass it, roll on the Spoils table. If you fail, you don't realize that whatever killed the person in this room has come back! Roll on the Combat Encounters table.
- 75 A section of one of the walls in this room seems to be made of moving pieces. Each piece has a different diagram, and you could swear they form a pattern, but they're not correctly placed... Make a Reason check: if you manage you solve the puzzle, revealing a small section of the wall that contains 2D100C.
- 76 A hole in the floor's room is completely filled with viscera. You can stick your arm into it and search for something of value. Make a Perception check: if you pass it you can make a roll on the Spoils table. If you fail, you don't find anything and lose 1 sanity.
- 77 This large room appears to have been some sort of holding cell at some point. A rusty metal gate still blocks a corner of the room, and you can see some remains on the other side. If you attempt to open the gate make an Athletics check: if you succeed you find the desicated corpse of a forgotten prisoner, and something of value. Make a roll on the Spoils table.
- 78 Some strange herbs grow from the corner of this dilapidated room. Make a Medicine check to determine if they have any medicinal properties: if you pass, you gain a dose of herbs that when consumed heal you 2D6 Wounds.
- 79 The room is covered in thick mud, and you immediately sink down to your knees. You must make an Athletics check to cross it: for each time you fail, you gain 1 Exhaustion.
- 80 A strange set of vials cover the floor of this room. Convinced of the fact that they must hold some sort of key to understanding this place, you start studying them. Make a Reason check: if you pass, you can ignore the next roll on the Growing Darkness table. If you fail, you trigger some sort of fallasafe and suffer 2D6 Arcane damage.
- 81 A swarm of small but ravenous vampire bats rush at you the second you enter this chamber. Make a successful Dodge check to avoid being bitten and scratched. If you fail you receive 2D4 Slashing damage. You must also pass an Endurance check or contract the Rot (see page 74 for more details on the Rot).
- 82 When you enter this room, you feel the recognizable presence of a deity, forcing you to fall to your knees due to the spiritual pressure. Like a hammer crashing down on you, you hear a voice in your head, saying "You've done well, my son. Be cleansed". You are sure about it, that was Hestia Goddess of Purity. You recover D6 Sanity.
- 83 The second you step in this room you are assaulted by an invisible force that slams against you. Make a combat check with your weapon of choice, if you succeed, you manage to fend off the assault and earn 10 XP. If you fail, you suffer D12 Bludgeoning damage.
- 84 A fountain with the shape of a demonic head pours water into a hole in the ground. If you choose to drink from it, you suffer 2D6 Infernal damage, but recover D6 Sanity.
- 85 This room has two doors, one to the left and one to the right (aside from the one you just passed through). Make a roll on the Room & Corridor Shape table. The door to the left leads you towards the Overseer's lair: reduce the Lair Die by one stage. The one on the right leads you to a strange fountain with black water pouring from it. If you decide to drink from it, you automatically trigger a roll on the Growing Darkness table, but recover D10 Toughness.

## D100 EVENTS (CONT.)

- 86 A pond that seems to have formed naturally after centuries of water dripping down from one of the sides fills this room. Inside it, you could swear you see something shining... Make an Athletics check: if you pass it, you manage to stretch enough without falling inside the pond, recovering 3D20C. If you fail, you suddenly see your own reflection on the dark surface of the water twist into a hideous creature. You lose 1 Sanity.
- 87 A waterfall is furiously roaring in this chamber, water falling from up high in the darkness above. Make a Perception check: if you pass it, you manage to scurry out of the room before a group of enemies sneak up on you under the cover of the waterfall's noise. If you fail, you're attacked by surprise: roll on the Combat Encounters table.
- 88 A strange vine grows between the cracks in this room. Hanging from it are a few dark and plump berries. If you decide to eat them, roll D6: 1-3 you recover 5 Exhaustion, 4-6 you are poisoned, receiving 3D4 Poison damage.
- 89 As you step into this room you feel the crunch of broken bones beneath your feet. The place is completely littered with human remains, piled all around you. Make an Acrobatics check: if you fail, you've slipped on a femur and crashed into a pile of skulls, receiving D10 Bludgeoning damage. If you pass, you uncover something of value: roll on the Spoils table.
- 90 A strange, clearly arcane artifact vibrates and shakes at the center of this room. The size of a cart, it emits heat and light and feels like it's highly unstable, as if it were about to blow up. If you attempt to somehow deactivate it, make a Reason check: if you pass, the artifact stops shaking and emitting heat until it becomes inert; you earn 10 XP. If you fail or ignore the device, the next time a Growing Darkness event is triggered, ignore the result. Instead, the whole necropolis shakes as you hear a loud explosion and debris falls on you, dealing 5D4 Bludgeoning damage.
- 91 Among the vials and flasks that covers this room, you find what looks like some sort of journal. It appears to belong to someone who was trapped down here as well, many decades ago. Maybe you can learn something about this place by studying it... Make a Reason check: if you succeed, you can ignore the next Growing Darkness event.
- 92 A crude map has been drawn on the wall of this room. Make a Reason check: if you pass, you can fully generate the next three rooms now, without having to directly walk into them.
- 93 A glowing sphere of what looks like aether-infused blood floats atop a pedestal in the center of this chamber. It calmly levitates there, and it doesn't feel dangerous... If you touch it, the blood seeps into you, you gain D10 temporary Aether, but immediately lose the initiative in your next combat.
- 94 Dancing flames float around you as you enter the room, threatening to burn you. Make a Resolve check: if you pass it, you earn 10 XP and the insight of what threats are to come. You can roll now to determine what your next 3 Combat Encounters will be. If you fail, the flames overwhelm you, and you gain the Burning condition.
- 95 A large bronze chain hangs from the ceiling of this room. Upon closer inspection, it looks like it disappears into a small orifice, both up in the ceiling and on the floor, making you think that this is some sort of pulling contraption. If you decide to pull the chain, make an Athletics check: if you pass, you gain 20 XP as you slowly but surely manage to make the chain move. If you fail, a cackling laughter is heard booming in the room... The next combat encounter has its Combat Skill increased by 20.
- 96 A skeletal figure is slumped against the wall, and seems to have scribbled something on it. Make a Reason check: if you pass it, you manage to decipher the message. It's a warning of what comes ahead, allowing you to start the next combat encounter with +20 Initiative.
- 97 As you're crossing this empty room, you feel something grabbing at your ankle. Before you can react, quickly look down and see a human hand sticking out from a slit in the stone floor. There's someone down there... and they want to propose something to you. If you accept their strange deal, you lose D4 maximum Sanity but gain D4 maximum Toughness.
- 98 This narrow chamber is filled with sharp iron pieces that stick from all surfaces, their purpose completely unknown to you. In order to cross the room safely, you must pass an Acrobatics check: if you fail, you are Bleeding.
- 99 The room must be passing near some sort of volcanic chamber, because the heat here is completely unbearable. You gain D6 Exhaustion.
- 100 The ancient spirit of a Vaelorian necrolord appears in front of you, holding swords as it grabs your head from both sides. Make a Resolve check: if you pass it, you gain 100 XP, as it fills your mind with forbidden knowledge. If you fail, your mind can't take it, and you must roll on the Madness table.

EVENTS

D100	EVENTS
1-10	There's a trap in this room. Roll on the Traps table and follow the usual procedures.
11-20	There's something of value here. Roll on the Spoils table.
21-30	You've found a trader. Check page 221 to learn more about them.
31	Altar of Sacrifice - Dyxemis. This altar is dedicated to the Vaelorian god of Pain. Sacrifice 1 Health to gain +5 max Toughness for the next D10+2 rooms/corridors.
32	Altar of Sacrifice - Votetus. This altar is dedicated to the Vaelorian goddess of War. Sacrifice 1 Health to gain +10 to all attack rolls for the next D10+2 rooms/corridors.
33	Altar of Sacrifice - U dall. This altar is dedicated to the Vaelorian goddess of Fury. Sacrifice 1 Health to gain +D4 Fire damage for the next D10+2 rooms/corridors.
34	Altar of Sacrifice - Kolas. This altar is dedicated to the Vaelorian god of Magic. Sacrifice 1 Health to gain +5 max Aether for the next D10+2 rooms/corridors.
35	Altar of Sacrifice - Keasis. This altar is dedicated to the Valerian goddess of Peace. Sacrifice 1 Health to recover D4 Sanity.
36	The ground and ceiling above you shake and tremble, and you are showered in dust and pebbles. Make a successful Endurance check to avoid gaining 1 Exhaustion.
37	A voice rises within you, making you question why are you bothering carrying all those coins when you have no use for them down here. Make a successful Resolve check or lose D100¢.
38	You enter a room completely full of human bones, a veritable wall of flesh and skin. Make a Reason check to avoid losing 1 Sanity. Unfortunately, the pile seems to be much more unstable than you initially thought: make a Dodge check. If you pass it, you gain 10 XP and can make a roll on the Spoils table, as you uncover something of value beneath the bones. If you fail, you receive 2D6 Bludgeoning damage.
39	You find strange markings on the walls and floors. Make a Reason check if you pass it: you gain 10 XP as you understand better the nature of this place and its inhabitants. If you fail, you're so distracted by the markings that you fail to realize that you're being attacked. Roll on the Combat Encounter table, the enemy has surprised you!
40	It seems like a massacre took place here very recently, as the mangled remains of several people can be seen spread across the room. Each time you enter this room you must make a Resolve check to avoid losing 2 Sanity, but you can attempt to scavenge it twice.
41	Much to your surprise, you find an old man sitting inside this room. He seems to be a beggar that has probably fallen into Ker Nethalias by accident. Make a Reason check; if you pass it, you manage to give some indications to the man that will hopefully help him, and he thanks you by giving you something of value -roll on the Spoils table. If you fail, you didn't notice his strange behavior and the weird bulge on his chest. The man explodes in front of your eyes as a necropede bursts out of him and attacks you!
42	This seems to be some old smuggler's hideout, as the room is full of boxes, most of them empty. Make an Athletics check to attempt to open one of the boxes, if you pass it you can make a roll on the Spoils table.
43	A mangled body sits against one of the room's walls. Make a Perception check; if you pass it, you find a charm around what's left of the body. The charm allows you to deal +D4 Fire damage when attached to your weapon, but its effects only last a single round.
44	A constant stream of blood pours from one of the walls in this room. As you attempt to learn what's going on, make a Reason check if you pass it, you don't really understand, it's better but you earn 10 XP. If you fail you've managed to accidentally touch the blood, which seems to be extremely acidic. You receive 3D4 Acid damage.
45	You find a body that had been clearly drained of blood slumped against the wall. Make a Perception check as you examine the body: you find something of value, roll on the Spoils table. Unfortunately, you must also make a Dodge check, as the body suddenly lurches at you, before darting into the dark. If you fail, you are scratched and are Bleeding.
46	You come across a terribly wounded and mutilated man, somehow still alive. If you choose to help him, make a Medicine check and remove 1xBandage. If you succeed the check you earn 20 XP. If you decide to ignore the man and move on you lose 1 Sanity.
47	A terrible sigil is painted in blood across the room's floor. Your vision swirls even by simply glancing at it, but you still feel curious about it. If you insist on deciphering the sigil, make a Reason check; if you pass it you earn 20 XP, but if you fail you automatically lose D4 Sanity, without a Resolve check.
48	A dark, ominous pool of water is at the center of this room. You think you see a glimmer at the bottom... If you attempt to reach down and see what you find, make an Acrobatics check, as you carefully balance on the pool's edge. If you pass it, you manage to pull out something of value: roll on the Spoils table. If you fail, you slip and fall inside. Roll on the Growing Darkness table.

D100	EVENTS (CONT.)
49	A large hole on one of the room's walls seems to be almost inviting you to take a look inside it... If you choose to do so, make an Athletics check, as you stretch your arm as deep inside as you can. If you pass it, you manage to pull out something interesting: make a roll on the Spoils table. If you fail, something attempts to pull you in! You receive 2D6 Slashing damage before you manage to free yourself.
50	The sudden toll of a bell fills the room and your mind. With a scream, you cover your ears and attempt to resist the psychic assault of the bell, which is nowhere to be seen. Make a Resolve check: if you pass, you gain 20 XP, as you manage to control the attack. If you fail choose one: roll on the Growing Darkness table, or roll on the Madness table. This room has been turned into a makeshift mausoleum, and it was relatively recently. At the center of it is a sarcophagus, covered with melted candle wax that's been dragged here. If you choose to desecrate the tomb, you lose 1 Sanity but can make a roll on the Spoils table. If you choose to take a moment of rest instead say a quick prayer for whoever is buried here, you regain D4 Sanity.
51	A twisted effigy made from the remains of countless people has been erected here. A dark energy draws you closer to it, but you can try to resist. Make a Resolve check, if successful you earn 10 XP, if you fail you feel the urge to somehow contribute to this monument of death, deeply cutting your arm and pouring blood over it. You receive 3D4 Slashing damage.
52	As you enter the room, the smell of death invades your nostrils, making you choke. A trio of recently killed men hang from chains, their faces purple and blotted. If you spend time taking them down and trying to give their bodies the rest they deserve, you gain 2 Exhaustion but recover D4 Sanity. If you ignore the corpses and move on, roll on the Growing Darkness table.
53	You hear voices whispering in your ear, ghosts from the Vaelorian Ascendancy sharing forbidden secrets. Make a Reason check: if you pass it, you earn 10 XP, if you fail you lose 1 Sanity, as your mind cannot handle their dark secrets.
54	The room is littered with funerary vases. You can scavenge up to 3 times here.
55	As you step into this chamber, you are trapped in reverie. You see your own death, clear as day, and a wave of anguish assaults you. You must pass a Resolve check or lose D6 Sanity, but the next time your Health reaches 0 you can ignore the source of damage instead.
56	In front of you a terrible statue depicting what must have been a member of the Vaelorian nobility appears to intensely stare at you, judging your worthiness. You fail to realize it's a statue. If you accept its judgment, you must pass a Resolve check. If you do so, you are rewarded: roll twice on the Spoils table. If you decide to bash the statue you can remove the effects of a single active Event.
57	A quiet, seemingly out of place fountain still pours water into a stone vase in a corner of this chamber. You sit for a few minutes, and take a moment to refresh yourself. You lose D4 Exhaustion.
58	Strange, ghostly flames seem to move randomly across this room. Each time you enter it, you must pass a Dodge check or be struck by the flames, losing 1 Sanity.
59	This room has a pile of scrolls that seem to have survived the passage of time. If you sit a while and read them you can make a Reason check. If you pass it, you learn a weakness of this Domain's Overseer, allowing you to Stun them in the first round of combat against them.
60	The room is covered in mosaics depicting fencing stances and techniques. Maybe there's something to learn here... Make a Reason check, if you pass it, increase your Bladed Weapons skill by 1.
61	A furious specter appears in front of you, cursing you in the ancient Vaelorian tongue. Make a Resolve check, if you pass you earn 10 XP, as you learn from the harrowing experience. If you fail, you lose 1 Sanity and gain 1 Exhaustion.
62	This room seems to be the remains of a tomb robber's camp. Make a Perception check; if you pass it, you find D4 torches and D10 Crafting supplies.
63	You come across a terrible altar to a nameless deity. If you choose to defile it, make an Athletics check; if you pass it, you can eliminate the effects of an active Event. If you fail, you've made too much noise, attracting trouble! Make a roll on the Combat Encounters table.
64	As you are about to enter the room, you hear the rustling of feet being dragged, growls echoing in the halls: the undead, hundreds of them! There's no way you can defeat this many... Make a Stealth check: if you pass, you hide in the shadows as they move along, and you earn 2D6 XP. If you fail, you've made some noise and attracted the attention of a few of them. You must discard an item from your belt and throw it to distract them away. If you have no belt, you must throw whatever you're carrying in your hand (i.e. weapon, torch, lamp, etc.).
65	A feeling of holiness pervades this chamber, emanating from a single sigil embedded on the wall. Reset the Tension Die back to D8.
66	This chamber is set up as a meditation spot. If you choose, you can kneel and try to settle your mind. Make a Resolve check: if you pass it, you recover D4 Sanity, if you fail you lose 1 Sanity.
67	As you enter the room you are confronted with an angry spirit. "Give me what you stole from me!", it hisses at you. Make a Resolve check: if you pass it, you earn 20 XP, as you manage to resist the spirit's demands. If you fail, the spirit passes through you, stealing D100¢.

D100	ROOM DESCRIPTION (CONT.)
37	Mirrors shattered into jagged pieces create a disorienting effect, distorting reality and reflecting haunting images.
38	An eerie aura permeates this room, where the empire once sought answers from a cryptic and enigmatic oracle.
39	Statues of macabre figures surround a central platform, where dark ceremonies once called upon malevolent powers.
40	A large crack in the room's floor reveals a deep, dark abyss.
41	This room holds within it an unholy shrine dedicated to dark forces.
42	No sound can be heard in this room, not even the slightest whisper, creating an unsettling atmosphere of absolute quiet.
43	This seems to be the final resting place of an emperor who history has forgotten, his name erased from all records.
44	Broken chandeliers hang from the ceiling, and tattered banners once heralded celebrations now lay in ruin.
45	Heat emanates from this room, and you can see the glow of lava in a corner, the viscous material dripping from a crack on the wall.
46	An eerie, dim light filters through an enchanted glass ceiling, casting an otherworldly twilight over the room.
47	Mirrors made from dark, reflective obsidian distort your reflection, your lightsource casting haunting shadows.
48	Shrines to deities long abandoned by worshippers now stand in silence, their names etched into forgotten prayer tablets.
49	Ancient telescopes and stargazing instruments remain untouched, though the stars they once observed have long changed.
50	A once-powerful empress was buried here, her empty sarcophagus adorned with gilded glyphs.
51	The room is plagued by an unnatural, freezing chill that numbs the bones as soon as you enter.
52	Broken vials and failed experiments litter the room, reminders of the desperate and deadly alchemical pursuits.
53	An overgrown courtyard now serves as a graveyard, with tombstones dotting the landscape where once joyous celebrations took place.
54	Twisted and grotesque sculptures rest on pedestals, each representing the artist's descent into madness.
55	The apparitions of those who died seeking revenge are trapped in this room, their anger seething for eternity.
56	Taxidermy displays of long-extinct creatures and monstrous beasts line the walls, their glass eyes seemingly alive.
57	The faint sounds of mournful music fill the air, emanating from unseen instruments in this haunted room.
58	This chamber once housed the living quarters of a family of servants. Faint children's drawings can be seen on the walls.
59	This room houses a shrine dedicated to a lunar deity, its worshipers once performed heinous acts under the cursed moon's glow.
60	A large crypt, where the sound of mourning and weeping echoes endlessly.
61	A chamber once dedicated to studying the stars, now abandoned and covered in dust.
62	Phantom weapons float in the air, suspended in an unsettling display of ethereal power.
63	Plans for grand structures, some never built, while others bore terrible secrets, now rest here with the remains of their creator.
64	Statues of once-lovely nymphs are now twisted and grotesque, surrounded by thorns and brambles.
65	This once-imposing chamber is now decayed and crumbling, a symbol of the empire's decline.
66	A series of arcane symbols that you've never encountered before cover the walls of this chamber.
67	Phantom walls fill the air, as the spirits of wronged women lament their tragic fates.
68	An ancient, corrupted forge where weapons were crafted from the souls of the fallen.
69	The statues of weeping angels line this hall, their faces eternally frozen in grief.
70	The resting place of an heir to the empire, whose lineage has been lost to history.
71	The walls are adorned with eerie petrified faces that seem to whisper secrets to those who listen.
72	This chamber is made entirely of black stone, and any light that enters is quickly swallowed by its darkness.
73	An ornate stone chalice sits on an altar. It appears to have been fused to it by some extreme heat.
74	This room's walls are covered with the tattered remains of ancient heraldic banners.

D100	ROOM DESCRIPTION (CONT.)
75	At the center of this room, a seemingly bottomless pit drops into the darkness, its true depth a mystery that strikes fear into your heart.
76	An otherworldly mist fills the room, giving glimpses of fleeting forgotten dreams from the past.
77	A cursed oracle once dwelt here, their prophecies leading to doom and despair for those who sought answers.
78	A dark and foreboding courtyard where twisted shadows play tricks on the mind.
79	The room is filled with the remains of lovers forever entwined in death, their skeletal hands locked in an eternal embrace.
80	An otherworldly chamber where the boundaries between dimensions blur, allowing glimpses into distant realms.
81	Horrifying paintings and sculptures depict scenes of unimaginable suffering and torment.
82	This room has a well on a corner, but the water within it is clearly tainted with an eerie glow.
83	This chamber is completely covered in fungi and mold of all kinds, making every step feel as if you're walking on a thick rug.
84	Small, empty cells line the walls of this room.
85	The walls are adorned with macabre paintings depicting brutal executions and violent sacrifices.
86	Sealed off for centuries, this room contains unspeakable horrors that were best left undiscovered.
87	An eerie fountain still trickling water is at the center of the room, a peaceful, almost out of place view.
88	Disorienting illusions assault you momentarily as you step into this room, showing you images of your past.
89	This room was once a treasure vault filled with riches, but it has long since been ransacked.
90	A once-lavish parlor now lies in ruin, its grandeur replaced by decay and the stench of death.
91	Rotten piles of furniture and rusted utensils are all you can see in this room.
92	The walls are covered in soot and fire marks, clearly indicating that a great fire took place here.
93	This room is completely empty, except for a thick layer of dust. A set of human footprints can be seen across the room.
94	As you enter this hall you feel an overwhelming sense of hopelessness, as if all optimism is slowly being drained from your heart.
95	A chamber adorned with gold and jewels. A closer look reveals them to be just paint and glass.
96	A once-revered shrine now stands in darkness, forgotten by all but malevolent entities.
97	Statues of ancient warriors stand guard, their once-pristine surfaces now marred by crimson stains.
98	Old iron ingots are piled in a corner of this room, each one of them marked with the seal of an ancient house.
99	An unnatural wind seems to be constantly coming out of this room, violently flapping your clothes and gear around you.
100	An unquenchable, ghostly flame flickers and dances, casting eerie shadows on the walls, forever burning but never consuming.

D8	DIFFICULTY	MODIFIER
1	Child's play	+30
2	Effortless	+20
3	Easy	+10
4-5	Normal	+0
6	Demanding	-10
7	Hard	-20
8	Impossible	-30

P. 63

# SCAVENGING

D20	SCAVENGING
1	You uncover some grisly remains. Make a successful Resolve check or lose 1 Sanity.
2	You find nothing of interest.
3	You discover D20¢.
4-11	You find D4 Crafting Supplies.
12	You discover 2D20¢.
13-18	You find D4 Cooking Supplies.
19	You discover D100¢.
20	Roll on the Spoils table.

P. 103

# EXHAUSTION

ACCUMULATED EXHAUSTION	EFFECT
0-10	No effects, other than some heavy breathing and sweating.
11-15	You heal half of the amount of Toughness from all sources.
16-20	You have Disadvantage on all Athletics, Dodge, Endurance and combat checks.
21+	You die, your body no longer capable of enduring the accumulated stress and fatigue.

P. 104

P. 78

# MADNESS

D10	MADNESS
1	Your mind breaks, and you're lost to the madness. Your character is, for all effects and purposes, dead.
2	Your mind is in shambles, and any amount of pressure will break it. All your future rolls on this table suffer -1. <i>Cumulative</i> .
3	You start developing physical reactions as a consequence of the state of your mind. Reduce your max toughness by 1. <i>Cumulative</i> .
4	You know the darkness is coming for you... Each time you suffer any loss of Sanity, you lose 1 extra Sanity. <i>Cumulative</i> .
5	You're scared of spending too much time in one place, and rush through the rooms as fast as you can. Scavenging becomes a Demanding (-10) task. <i>Cumulative</i> .
6	You feel like your mind is starting to give in to the darkness, offering less resistance. All resolve checks are now a Demanding (-10) task. <i>Cumulative</i> .
7	You're having trouble retaining all your memories and experiences. Each time you earn any amount of XP, you earn 10 less. <i>Cumulative</i> .
8	You've blocked out a traumatic experience, and with it, some of what you learned from it. Reduce a skill of your choosing by 10. <i>Cumulative</i> .
9	You slap yourself with all your strength, quickly regaining your wits and snapping out of it. You receive 2D6 Bludgeoning damage, but are otherwise fine.
10	The traumatic experiences you've gone through have taught you a lot about yourself. +100 XP.

P. 79

4

# TRAPS

**ATTUNEMENT CRYSTALS**  
 Attunement crystals allow your character to attune to a magic item in order to have access to its magical properties. Until a character has attuned with a magic item, the item in question behaves as its mundane counterpart.

COMMON GEAR			
ITEM	COST	WEIGHT	DESCRIPTION
Backpack	500	Normal	Increases carrying capacity by 20 item slots. Can only carry 1.
Bandage	10	Light	Heals D4 Toughness once per room. <i>Consumable</i> .
Bedroll	200	Heavy	Grants +1 to the Camp Check.
Belt	1,000	Normal	Allows you to have up to 4 items available in your belt quickslots.
Belt Lamp	1,500	Normal	Can be attached to a belt, taking one of the slots. Requires Lamp Oil.
Candle	2	Light	Serves as a lightsource, but only lasts 10 rooms. <i>Consumable</i> .
Crowbar	50	Normal	+10 Athletics when attempting to break down a container or door.
Flare	20	Light	This alchemical concoction reacts when in contact with the air, illuminating a room. Throwing a flare into a room or corridor serves as a light source. <i>Consumable</i> .
Lamp	200	Normal	Serves as a lightsource. Requires Lamp Oil.
Lamp Oil	5	Light	Fuel for a Lamp Oil. <i>Consumable</i> .
Lockpick	5	Light	Required to open locks. A lockpick breaks per each failed attempt at lockpicking with the use of the Thievery skill. <i>Consumable</i> .
Pouch	100	Normal	Increases carrying capacity by 5 item slots. Can only carry 3 at once.
Ration	5	Light	<i>Consumable</i> .
Ritual Ingredient	10	Light	Required by Ritualists. <i>Consumable</i> .
Thieves' Toolkit	200	Normal	Required to disarm traps. +5 to Thievery.
Torch	10	Light	Serves as a lightsource. <i>Consumable</i> .

D20	FRAGMENTS
1	A twisted dagger with a thorn-covered blade. When used to deal the fatal strike against an enemy (reducing them to 0 Health), the creature rises as a Raised Skeleton (page 36) under your control.
2	A tattered cloak that, when worn, shrouds the wearer in darkness. Grants invisibility for 5 rooms, or until you make an attack. You can ignore all combat encounters until then.
3	A jagged mirror fragment that, when shattered, creates illusory duplicates of the user to distract enemies. +30 to all defensive checks for the next 4 rounds.
4	A rusted chain that when wrapped around you grants your mind strength and resolve. +10 temporary Sanity.
5	A black heart-shaped amulet. When crushed (Free Action), it allows you to absorb damage meant for an ally, but the amulet crumbles to dust, leaving you unable to feel empathy for a week.
6	A cracked monocle that, when worn, allows the user to inflict psychic pain on a target by locking eyes. As a Standard Action, make a Resolve check, if successful your target suffers 3D10 Psychic damage.
7	A vial filled with sickly green liquid. When thrown, it bursts into corrosive flames that deal 3D6 Acid damage to all targets.
8	A small, enchanted skull that grants the user the ability to see what's ahead. Roll the contents of the next 3 rooms.
9	Tattered bandages that, when wrapped around a wound, accelerate healing but carry a curse that causes the wounds to fester if not removed in time. Heal 2 Toughness/room, if kept for more than D6 rooms, you lose 1 Health/room.
10	A blood-red potion that grants the user immense strength for a short time. Increase your next Athletics check by +50.
11	A pendant adorned with a single raven's feather. When worn, it grants you +1 Standard Actions during the next 4 rounds.
12	A spiked gauntlet that, when worn, enhances your melee attacks with searing pain. For as long as you remain in this room your Unarmed Combat & Fist Weapons skill is increased by 50 and you deal 2D6 Fire damage. Once you exit the room you receive 2D6 Fire damage.
13	A vial of thick, black liquid that, when consumed, grants you immunity to Sanity loss for the next 4 rooms, but leaves you emotionally detached afterward.
14	A delicate locket that, when opened, releases a swarm of spectral spiders that ensnare a target. A target of your choice becomes Entangled.
15	A small, obsidian whistle that, when blown, summons a vengeful spirit to seek out and attack a designated target, immediately dealing 3D10 Psychic damage to it.
16	A flask containing a swirling plasma. When opened, it releases a cloud of disease that afflicts enemies, dealing 3D4 Poison damage to all enemies.
17	A broken harp that, when played, creates haunting melodies that charm enemies. A single target will no longer be hostile towards you.
18	A tattered spellbook that allows you to use any Mastery Ability once. Roll on the Random Mastery table (page 204) to find out which Mastery it has access to.
19	A ring with a gorgeous amethyst that grants you 2D10 temporary Toughness.
20	A sinister hourglass that, when turned over, temporarily slows time for everyone except you. All enemies lose their next D4 actions.

# GEAR

WEAPONS					
WEAPON	COST	DAMAGE	Skill	SPEED	NOTES
Bardiche	15	Slashing	Shafted Weapons	0	Two-Handed
Bastard Sword	30	Slashing	Bladed Weapons	5	Versatile, Parrying
Billhook	10	Slashing	Shafted Weapons	0	Two-Handed
Claw	20	Slashing	Fist Weapons	10	Parrying, Quick
Club	5	Bludgeoning	Bludgeoning Weapons	5	Simple
Dagger	5	Piercing	Bladed Weapons	10	Quick
Flail	30	Bludgeoning	Bludgeoning Weapons	5	-
Glaive	15	Slashing	Shafted Weapons	0	Two-Handed
Great Axe	50	Slashing	Bladed Weapons	-10	Two-Handed
Greatclub	20	Bludgeoning	Bludgeoning Weapons	-10	Two-Handed, Powerful
Great Sword	80	Slashing	Bladed Weapons	-5	Two-Handed, Powerful
Halberd	15	Slashing	Shafted Weapons	0	Two-Handed
Hatchet	5	Slashing	Bladed Weapons	5	Simple
Harpoon	10	Piercing	Shafted Weapons	5	-
Improvised Weapon	1	Bludgeoning	Shafted Weapons	-10	Two-Handed
Knuckles	5	Bludgeoning	Fist Weapons	10	Simple, Quick
Light Hammer	5	Bludgeoning	Bludgeoning Weapons	5	Quick
Longsword	20	Slashing	Bladed Weapons	0	Parrying, Versatile
Maul	20	Bludgeoning	Bludgeoning Weapons	0	-
Mace	15	Bludgeoning	Bludgeoning Weapons	0	-
Morningstar	15	Bludgeoning	Bludgeoning Weapons	0	Powerful
Pike	10	Piercing	Shafted Weapons	0	Two-Handed
Pilum	10	Piercing	Shafted Weapons	0	Defensive
Quarterstaff	5	Bludgeoning	Shafted Weapons	5	Two-Handed
Rapier	30	Piercing	Bladed Weapons	10	Quick
Saber	20	Slashing	Bladed Weapons	5	Parrying
Scimitar	15	Slashing	Bladed Weapons	5	Parrying
Shiv	5	Piercing	Bladed Weapons	10	Simple, Quick
Shortsword	15	Slashing	Bladed Weapons	5	Defensive
Spear	10	Piercing	Shafted Weapons	5	Defensive, Versatile
Warhammer	25	Bludgeoning	Bludgeoning Weapons	-10	Two-Handed, Powerful
War Pick	15	Piercing	Bludgeoning Weapons	0	Powerful

ARMOR (PIECEMEAL) - TORSO					
ARMOR	COST	PROTECTION	INTEGRITY	NOTES	
Heavy Cloth	40	1	D6	Maneuverability: -5	
Soft Leather	60	1	D8	Maneuverability: -5	
Hide Scale	75	2	D8	Maneuverability: -10	
Laminar	100	2	D8	Maneuverability: -15	
Rigid Leather	125	2	D8	Maneuverability: -15	
Metal Scale	150	2	D10	Maneuverability: -20	
Mail	150	2	D8	Maneuverability: -15	
Brigandine	175	3	D10	Maneuverability: -20	
Plate	200	3	D12	Maneuverability: -20	

ARMOR (PIECEMEAL) - VAMBRACES					
ARMOR	COST	PROTECTION	INTEGRITY	NOTES	
Light	20	1	D6	Maneuverability: -5	
Medium	40	2	D8	Maneuverability: -5	
Heavy	60	3	D10	Maneuverability: -5	

ARMOR (PIECEMEAL) - GREAVES					
ARMOR	COST	PROTECTION	INTEGRITY	NOTES	
Light	20	1	D6	Maneuverability: -5	
Medium	40	2	D8	Maneuverability: -5	
Heavy	60	3	D10	Maneuverability: -5	

SHIELDS					
SHIELD	COST	PARRY BONUS	INTEGRITY		
Target	20	+5	D6		
Normal	40	+10	D8		
Full	60	+15	D8		
Wall	100	+20	D8		

HELMETS					
HELMET	COST	PROTECTION	INTEGRITY	NOTES	
Light	20	1	D6	Perception: -5	
Medium	40	2	D8	Perception: -10	
Heavy	60	3	D10	Perception: -15	

ARMOR - FULL SUIT					
ARMOR	COST	PROTECTION	INTEGRITY	NOTES	
Heavy Cloth	80	1	D6	Maneuverability: -10	
Soft Leather	120	1	D8	Maneuverability: -15	
Hide Scale	150	2	D8	Maneuverability: -15	
Laminar	200	2	D8	Maneuverability: -20	
Rigid Leather	250	2	D8	Maneuverability: -20	
Metal Scale	300	2	D10	Maneuverability: -25	
Mail	300	2	D8	Maneuverability: -20	
Brigandine	350	3	D10	Maneuverability: -25	
Plate	400	3	D12	Maneuverability: -30	

# CONDITIONS

Name	Description	Effect
Bleeding	Takes damage each round based on intensity; cumulative.	Deal Damage per room
Blinded	-40 to all checks.	Sanity Check per room
Burning	Takes D8 fire damage until removed; can remove via action.	D8 Fire Damage per round
Charmed	Cannot attack or harm the charmer.	
Concealed	Requires successful Perception/Awareness check to hit.	
Cursed	Suffers ongoing curse effects; may be cumulative.	
Dazed	Cannot initiate attacks.	
Entangled	Immobilized; movement-related actions -20; Athletics check to escape.	
Frightened	-20 to attacks vs. fear source; cannot approach it; Resolve check to act normally.	
Freezing	-10 to skills; acts last; Endurance check to recover or worsen to hypothermia/death.	
Paralyzed	Incapacitated; cannot move/speak; attacks hit automatically.	
Poisoned	Takes damage each round until resisted; cumulative.	
Prone	Must spend 1 Standard Action to stand; attacks vs. prone +30.	
Sleeping	Falls prone; attacks are critical hits.	
Stunned	Loses turn.	

p. 77

# RESTING & SETTING CAMP

p. 109

TOUGHNESS BACK
+1 HEALTH
+D4 SANITY
>10, FINISH ENCOUNTER -10 EXHAUSTION -1 RATION
LO

Name	Description	Cost	Exhaustion	Camp Check
Attune	Spend an Attunement Crystal to attune to a magic item, enabling its properties.	1x Attunement Crystal per magic item	+1 per magic item	-
Barricade	Spend Crafting Supplies to reinforce the campsite.	1x Crafting Supplies per +5	+1	+5 per supply bonus
Cooking	Spend Cooking Ingredients to make Rations.	1x Cooking Ingredients per Ration	+1	-1
Craft Bandages	Spend Crafting Supplies to make Bandages.	1x Crafting Supplies per Bandage	+1	-1
Craft Lamp Oil	Spend Crafting Supplies to make Lamp Oil.	2x Crafting Supplies per Lamp Oil	+1	-2
Craft Ritual Ingredients	Spend Crafting Supplies to make Ritual Ingredients.	5x Crafting Supplies per Ritual Ingredient	+1	-2
Craft Torches	Spend Crafting Supplies to make Torches.	1x Crafting Supplies per Torch	+1	-2
Heal Condition	Spend Bandages to remove conditions (e.g., Poisoned, Bleeding).	1x Bandage per condition removed	+1	-
Repair	Spend Crafting Supplies to repair gear.	2x Crafting Supplies per gear piece	+2	-2
Rest	Take no other activities during camp. Gain +1 Health	None	-5	+2
Swap Mastery Amulets	Swap between two or more Mastery-granting amulets.	None	0	No change; instant swap

LOCK PICKS

| 1x CRAFT | +1 | -2 | VC 2

# RANDOM ITEMS

# OVERSEERS

D100	RANDOM WEAPON
01-03	Bardiche
04-06	Bastard Sword
07-09	Billhook
10-12	Claw
13-15	Club
16-18	Dagger
19-21	Flail
22-24	Glaive
25-27	Great Axe
28-30	Greatclub
31-33	Great Sword
34-36	Halberd
37-39	Hatchet
40-42	Harpoon
43-45	Improvised Weapon
46-48	Knuckles
49-51	Light Hammer
52-54	Longsword
55-57	Maul
58-60	Mace
61-63	Morningstar
64-66	Pike
67-69	Pilum
70-72	Quarterstaff
73-75	Rapier
76-78	Saber
79-81	Scimitar
82-84	Shiv
85-87	Shortsword
88-90	Spear
91-93	Warhammer
94-96	War Pick
97-100	Magic weapon

D20	RANDOM ARMOR
1-2	Full Suit
3-7	Torso Armor
8-12	Vambraces
13-17	Greaves
18	Helmet
19-20	Shield

D100	VAMBRACES, GREAVES & HELMETS
01-33	Light
34-66	Medium
67-100	Heavy

D100	FULL SUIT & TORSO
01-10	Heavy Cloth
11-20	Soft Leather
21-30	Hide Scale
31-40	Laminar
41-50	Rigid Leather
51-60	Metal Scale
61-70	Mail
71-80	Brigandine
81-90	Plate
91-100	Magic armor

D100	SHIELDS
01-25	Target
26-50	Normal
51-75	Full
76-100	Wall

D10	OVERSEER
1	Infernal Tormentor
2	Zephyrous Shadow
3	Carnage Devourer
4	Venomcloud Siren
5	Glacial Burrower
6	Gorehoof
7	Veilshifter
8	Infernal Archon
9	Pyroclastic Possessor
10	Dreadlord

D10	OVERSEER INFLUENCE
1	<b>Tough:</b> Immune to critical hits
2	<b>Vital:</b> +D4 Health/5J
3	<b>Frenzied:</b> +2 damage
4	<b>Skilled:</b> +10 Combat Skill
5	<b>Magebane:</b> +10 Magic Resistance
6	<b>Resistant:</b> Resistant to 1 random type of damage. Roll on the Damage Type table on page 206
7	<b>Corrupting:</b> Each time the creature deals 3+ damage on a single attack, the target must make a Resolve check or lose 1 Sanity
8	<b>Unstable:</b> Deals D8 Arcane damage when killed
9	<b>Alert:</b> +20 Awareness
10	<b>Piercing:</b> Gains the <i>Penetrating</i> (1) Trait. This can stack with other instances of the same trait

p 86

D20	RANDOM MASTERY
1	Abyssal Reaver
2	Arcanist
3	Brawler
4	Bulwark
5	Duskblade
6	Emissary
7	Flamecaster
8	Frostweaver
9	Gravecaller
10	Hexmancer
11	Icon Caller
12	Mindbinder
13	Ritualist
14	Stormbrand
15	Tracker
16	Umbra Phantom
17	Weapon Master
18	Wraith
19	Wrathspawn
20	Zealot

D100	MAGIC ITEM PECULIARITY
01-02	It feels wet to the touch
03-04	It feels heavier than it looks
05-06	Tiny scales cover its surface
07-08	You hear whispers when you're holding it, but can't make out the words
09-10	It appears to be completely made of glass. It doesn't make it more fragile than it should be though
11-12	It levitates slightly
13-14	When left on soil, grass grows under it
15-16	You feel a constant chill while holding this item
17-18	Turns completely black under direct light
19-20	An eye opens on it when you're not directly looking at it
21-22	Small, ferrous items adhere to it
23-24	It's always warm to the touch
25-26	It's always covered in a layer of filth
27-28	Smells like freshly baked bread
29-30	Appears to be made of stone
31-32	Smells like rotten flesh
33-34	Secretes small droplets of water
35-36	It's always covered in a layer of mucus
37-38	It sparkles
39-40	Light seems to dim around it
41-42	Your eyes change color frequently
43-44	It's always pristine
45-46	Harmless insects swarm around it at all times
47-48	Appears to be made of metal
49-50	It bounces when dropped
51-52	Seems to be covered in fur
53-54	Completely outlandishly colored
55-56	Arcs of energy jump across it
57-58	Your voice's pitch drops an octave
59-60	Constantly thrums
61-62	Sticks to any surface
63-64	Becomes highly reflective, like a mirror
65-66	Constantly changes and shifts color
67-68	Stars seem to drift within it
69-70	Appears to be made of precious gems
71-72	Covered in chitin
73-74	Possesses a distinct heartbeat
75-76	Surrounded by a constant, gentle breeze
77-78	Tendrils of mist appear occasionally
79-80	Drips sand
81-82	Always giving off smoke
83-84	Tiny crystals grow from it
85-86	Appears to be made of flesh
87-88	Smells of burning charcoal
89-90	Covered in intricate runes
91-92	Chiming bells can be heard in the distance when touched
93-94	Smells strongly of incense
95-96	Screams randomly
97-98	Your desires imprint on the object when you touch it for the first time. Choose one peculiarity from this list.
99-100	Roll twice on this table and apply both results

# GROWING DARKNESS

P. 106

D20	ARMOR MAGIC PROPERTIES
1	Roll on the Damage Type table. This armor grants you damage reduction based on the armor's rarity: +1 uncommon, +2 rare, +3 epic
5	This armor grants you Magic Resistance based on the armor's rarity: +10 uncommon, +20 rare, +30 epic
6	Reduce your max Aether by 5, but increase your max Toughness by 10
7	Reduce your max Toughness by 5, but increase your max Aether by 10
8	Roll on the Damage Type table. You are Resistant to that damage type
9	Increase your Dodge by 20
10	Opponents have their Combat Skill reduced by 10 when attacking you
11	Enemies that damage you suffer 1 Piercing damage that cannot be avoided in any way
12	On command, this armor works as a source of light
13	Increase your carrying capacity by 10
14	Reroll any check once per camp rest
15	Heal one target once per camp rest. The amount of wounds healed depends on this item's rarity: D10+2 uncommon, D10+3 rare, D10+4 epic. This is a Standard Action
16	After defeating a combat encounter, roll D6: a result of 1-3 means that you immediately recover D4 Toughness
17	You're immune to Stun
18	You're immune to the Frightened condition
19	Once per camp rest you can make vines sprout out of the armor, Entangling one target
20	Once per Domain you can become your own shadow for D6+1 rounds. You can only be damaged by Arcane damage while in your shadow form

D20	GLOVES MAGIC PROPERTIES
1	Roll on the Damage Type table. This item grants you damage reduction based on its rarity: +1 uncommon, +2 rare, +3 epic
2	This item grants you Magic Resistance based on its rarity: +10 uncommon, +20 rare, +30 epic
3	Reroll any check once per camp rest
4	Increase a skill of your choosing by 20
5	Increase your Exhaustion Resistance by an amount based on this item's rarity: +1 uncommon, +2 rare, +3 epic
6	You have Advantage on Athletics checks
7	Increase your Unarmed Combat & Fist Weapons skill by 30
8	Reroll any failed Thievery checks while attempting to open a lock
9	Reroll any failed Thievery checks while attempting to dismantle a trap
10	Once per encounter, you can make a special punch attack that deals 3D10 Bludgeoning damage. This is a Standard Action that requires an Unarmed Combat & Fist Weapons check
11	You have Advantage on Scavenge checks
12	After rolling on the Scavenging table (page 103), you can choose to increase the die roll by D4
13	Increase your arms armor by 1
14	Increase your attack skill by 10 when attempting to parry an attack
15	Increase your max Aether by D10
16	Once per encounter you can use a magic Ability without spending any Aether
17	Your weapon attacks deal +1 damage
18	Roll on the Damage Type table. You can choose to deal that damage type with your weapon attacks
19	Heal 1 Toughness each time you defeat an opponent
20	Increase your max Toughness by D10

D20	WEAPON MAGIC PROPERTIES
1	Roll on the Damage Type table. This weapon deals an extra D4 damage of that type
2	+10 to Initiative checks
3	When you deal a critical hit with this weapon, you deal the maximum damage possible
4	+1 damage of the same type the weapon deals
5	When accidentally dropped, the weapon instantly returns to your hand
6	Target gains Bleeding (1) each time you deal damage to them
7	Target gains Poisoned (1) each time you deal damage to them
8	Roll on the Random Enemy Type table. This weapon deals bonus damage against that type of enemy, depending on this weapon's rarity: +1 uncommon, +2 rare, +3 epic
9	Once per room you can make a special attack that deals extra damage, depending on the weapon's rarity: +2D6 uncommon, +3D6 rare, +4D6 epic. This is a Standard Action
10	When you hit with this weapon and reduce the target to 0 Health, you gain D6 temporary Toughness
11	Once per room, you can unleash a cone of destructive Arcane energy from the weapon that affects all creatures in the room. Each creature must pass a Magic Resistance check or take damage depending on the weapon's rarity: D4 uncommon, 2D4 rare, 3D4 epic. This is a Standard Action
12	When you hit with this weapon and reduce the target to 0 Health, you gain D6 temporary Aether
13	During the next D4 rounds, all damage dealt with this weapon is doubled. All incoming damage is doubled as well. Activating this Property is a Free Action
14	You deal +2D6 damage with your first attack in a room while wielding this weapon
15	When you deal a critical strike with this weapon, you recover D10 Wounds
16	When wielding this weapon, you deal a critical strike when rolling 66, regardless of your skill score
17	Deals +1 damage on your next attack if you received damage during this same turn
18	You can choose to deal an extra D8 damage each time you deal damage with this weapon. If you do so, you receive the same amount of damage
19	When you deal damage with this weapon, gain +10 parry until your next turn
20	Target gains Burning each time you deal damage to them with this weapon

D20	RING MAGIC PROPERTIES
1	Roll on the Damage Type table. This item grants you damage reduction based on its rarity: +1 uncommon, +2 rare, +3 epic
2	This item grants you Magic Resistance based on its rarity: +10 uncommon, +20 rare, +30 epic
3	Reroll any check once per camp rest
4	Increase a skill of your choosing by 10
5	Increase your Exhaustion Resistance by an amount based on this item's rarity: +1 uncommon, +2 rare, +3 epic
6	When Taking a Breather, you don't reduce the Tension Die
7	Increase your maximum Sanity by 5
8	Reroll any failed Thievery checks while attempting to open a lock
9	Reroll any failed Thievery checks while attempting to dismantle a trap
10	Increase your maximum Health by 5
11	Once per rest you can heal D10 Wounds
12	After rolling on the Scavenging table (page 103), you can choose to increase the die roll by D4
13	Increase the amount of Health you recover after setting camp by D4
14	Increase the amount of Sanity you recover after setting camp by D4
15	Ignore the effects of a single Madness you're currently affected by
16	Increase your maximum Toughness by 5
17	Once per encounter you can use a magic Ability without spending any Aether
18	You have Advantage on Scavenge checks
19	You can reroll your Growing Darkness rolls. The second roll is final
20	Ignore the effects of a fumble once per camp rest

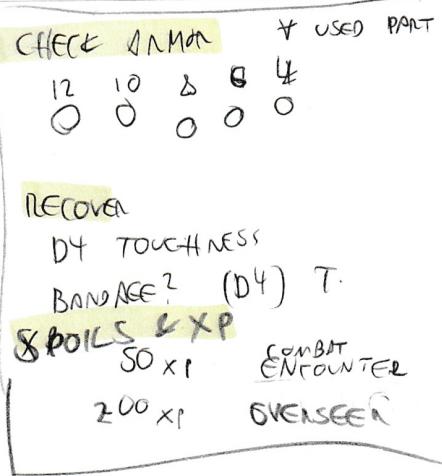
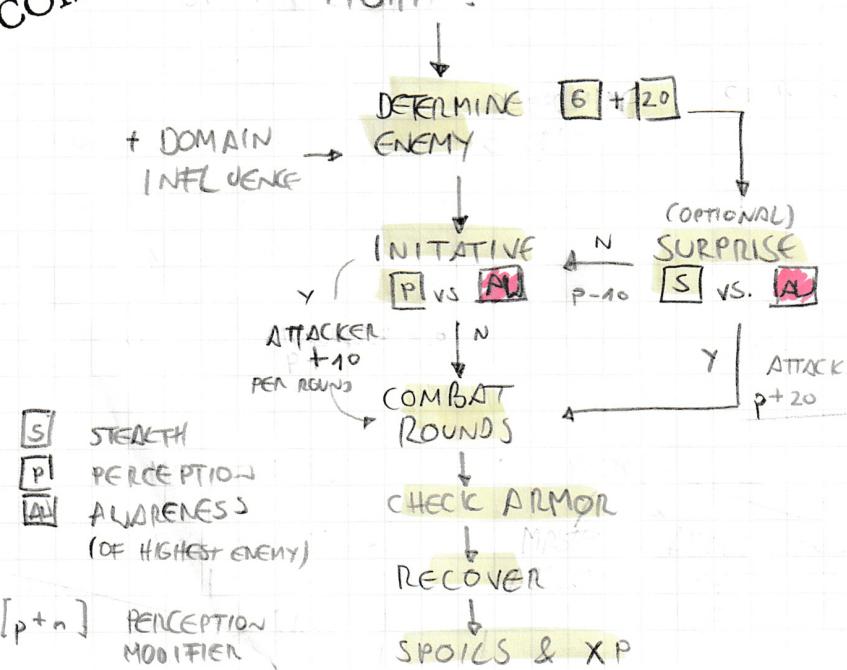
D100	GROWING DARKNESS
01-02	A choir of howls fills the air. All Animal opponents receive +10 Combat Skill.
03-04	The shadows grow longer around you. Make a Resolve check. If you fail, you lose 1 Sanity per each active Growing Darkness event.
05-06	The gravity of your wounds resonates within your very being. If you aren't fully healed, you receive D6 Psychic damage.
07-08	You're slowly losing your grip over your own mind. If your Sanity is not at its maximum, you automatically lose 1 Sanity.
09-10	You feel your spirit drained. Reduce your max Aether by D4.
11-12	The very air you breathe is conspiring against your survival. Reduce your max Toughness by D6.
13-14	You hear a distant rumbling and feel a chilling gust of wind. All elemental opponents receive +10 Combat Skill.
15-16	Did you hear that? They're coming for you. Whenever you Take a Breather you not only reduce the Tension Die by one stage, you must also immediately make a Tension Die check.
17-18	Your hands are shaking too much. Reduce your Camp check roll by 1.
19-20	Regardless of how hard you try to concentrate, you just can't. You can no longer Attune at camp.
21-22	Your spirit feels weaker. Reduce your Magic Resistance by 5.
23-24	There's a shift in the astral currents. All Astral opponents receive +10 Combat Skill.
25-26	You turned too suddenly and smashed your hip against a corner. Make a Belt check.
27-28	This place... it knows, and it watches you. Make a Resolve check. If you fail, you lose D4 Sanity.
29-30	You need a break. You can barely keep your eyes open. The next time you are attacked, your opponent surprises you.
31-32	An oppressive, dark will sets its sights upon your party. Roll D6 for each Companion you have. A result of 1 means they are destroyed. If you have no Companions you suffer D20 Psychic damage.
33-34	A crescendo of cries and screams suddenly fills the halls. Dismiss all other effects in play caused by Growing Darkness. For each effect dismissed this way you lose 1 Sanity and 1 Health.
35-36	Vines and roots seem to suddenly grow all around you. All Plant opponents receive +10 Combat Skill.
37-50	You are ambushed! Roll on the Combat Encounter table. Your opponents surprise you.
51-52	All Demon opponents receive +10 Combat Skill.
53-54	A suffocating mist surrounds you. Make an Endurance check to avoid receiving 3D4 Poison damage.
55-56	A weakness seems to seep into your very bones. Whenever you receive damage from any source, you receive +1 damage.
57-58	Confusion suddenly fills your mind, and you have trouble remembering your actions these last few days. Reduce a skill of your choosing by 10.
59-60	The ever-present chill of the grave becomes even more tangible. All Undead opponents receive +10 Combat Skill.
61-62	Your mental wounds are starting to leave physical marks. Anytime you lose Sanity, make an Endurance check. If you fail, you suffer D6 Psychic damage.
63-64	A swarm of hellbats surrounds you. Make a successful combat check. If you pass it you receive 10 XP; if you fail you suffer D10 Slashing damage.

D100	GROWING DARKNESS (CONT.)
65-66	You hear the faint sound of orders being shouted in the distance. All Humanoid opponents receive +10 Combat Skill.
67-68	You blink a few times, snapping out of it; how long have you been staring at nothing? Reduce your Lightsource by D4.
69-70	The darkness seems to grow thicker and denser. Reduce your lightsource by 2 instead of 1 each time you enter a room.
71-72	You are swarmed by the spirits of the angry dead. Make a Resolve check. If you pass it you earn 20 XP. If you fail you lose D4 Sanity.
73-74	Your mind becomes dull and you have problems recalling things. All non-combat skill checks increase their difficulty and are considered Demanding (-10).
75-76	Your mind is suddenly assaulted from within. You suffer D6 Psychic damage per each Madness you have.
77-78	The ground trembles, and it feels like each step you take is heavier. All Construct opponents receive +10 Combat Skill.
79-80	The ground shakes and debris falls from above. Make a successful Dodge check or receive 3D6 Bludgeoning damage.
81-100	An inhuman voice screams, whispers and yells; somehow, you know that's an Overseer. Roll on the Overseer Influence table. All opponents from this Domain benefit from the result, but they also grant +10 XP.

## MAGIC ITEMS

# COMBAT

FIGHT!



# MAGIC ITEMS

## BELT MAGIC PROPERTIES

	BELT MAGIC PROPERTIES
1	Roll on the Damage Type table. This item grants you damage reduction based on its rarity: +1 uncommon, +2 rare, +3 epic
2	This item grants you Magic Resistance based on its rarity: +10 uncommon, +20 rare, +30 epic
3	Roll on the Damage Type table. You are <i>Resistant</i> to that damage type
4	Increase your carrying capacity by 10
5	Reroll any check once per camp rest
6-8	Items stored in this belt are immune to damage caused by belt checks
9	After defeating a combat encounter, roll D6: a result of 1-3 means that you immediately recover D4 Toughness
10	You're <i>immune</i> to <i>Stun</i>
11	You're <i>immune</i> to the <i>Frightened</i> condition
12	Increase a skill of your choosing by 20
13	Increase the amount of Health you recover after setting camp by D4
14	Increase the amount of Sanity you recover after setting camp by D4
15	Ignore the effects of a single Madness you're currently affected by
16	Increase your Exhaustion Resistance by an amount based on this item's rarity: +1 uncommon, +2 rare, +3 epic
17	Reroll any failed Thievery checks while attempting to open a lock
18	Reroll any failed Thievery checks while attempting to dismantle a trap
19	On command, this item works as a source of light
20	Once per rest you can recover D10 Wounds

## BOOTS MAGIC PROPERTIES

	BOOTS MAGIC PROPERTIES
1	Roll on the Damage Type table. This item grants you damage reduction based on its rarity: +1 uncommon, +2 rare, +3 epic
2	This item grants you Magic Resistance based on its rarity: +10 uncommon, +20 rare, +30 epic
3	Reroll any check once per camp rest
4	You're <i>immune</i> to <i>Stun</i>
5	You're <i>immune</i> to <i>Entangled</i>
6	Increase a skill of your choosing by 20
7	Increase your Exhaustion Resistance by an amount based on this item's rarity: +1 uncommon, +2 rare, +3 epic
8	Reroll any failed Thievery checks while attempting to open a lock
9	Reroll any failed Thievery checks while attempting to dismantle a trap
10	You have Advantage on Acrobatics checks
11	You have Advantage on Stealth checks
12	Ignore the effects of a fumble once per camp rest
13	Double the amount of Crafting Supplies you find
14	You have Advantage on Scavenge checks
15	After rolling on the Scavenging table (page 103), you can choose to increase the die roll by D4
16	Increase your legs armor by 1
17	Once per room you can reroll a failed Dodge check
18	Once per encounter, you can make a special kick attack that deals 3D10 Bludgeoning damage. This is a Standard Action that requires an Unarmed Combat & Fist Weapons check
19	You gain a free Reaction per round
20	You're <i>immune</i> to <i>Paralysis</i>

D6	SPOILS
1-3	Roll on the Mundane Items table
4-5	Roll on the Valuable Items table
6	Roll on the Precious Items table

D100	MUNDANE ITEMS
01-05	D4 Crafting Supplies
06-10	D4 Cooking Supplies
11-15	Backpack
16-20	1x Bandage
21-25	Bedroll
26-30	Belt
31-35	Belt Lamp
36-40	1x Candle
41-45	Lore book
46-50	Crowbar
51-55	Flare
56-60	Gems & Jewelry (roll on table)
61-65	Lamp
66-70	1x Lamp Oil
71-75	1x Lockpick
76-80	Pouch
81-85	Random Armor
86-90	Random Weapon
91-100	D4 Ritual Ingredients

D20	VALUABLE ITEMS	203
1-3	Random Potion	197
6-12	Attunement Crystal	197
13-16	Fragment	197
17-20	Magic Item	205

D20	PRECIOUS ITEMS	205
1-15	Magic item	205
16-20	Relic	215

D20	POTIONS
1	Aether. You immediately recover 5 Aether.
2	Antidote. Immediately removes the <i>Poisoned</i> condition.
3	Coagulate. Immediately removes the <i>Bleeding</i> condition.
4	Courage. Immediately removes the <i>Frightened</i> condition.
5	Flaming. When applied to a weapon, it deals +D4 Fire damage during 5 rounds.
6	Frenzy. For the next D6 rounds you deal +2D10 damage, but you're unable to defend in any way.
7-8	Heal. You immediately heal D6+2 Wounds.
9	Regeneration. Heal D10+5 Wounds, at a rate of 1 Wound/round.
10	Poison. When applied to a weapon, the next successful attack applies the <i>Poisoned</i> (1) condition.
11	Purge. Immediately removes the <i>Cursed</i> condition.
12-13	Rest. Reduce your Exhaustion by D4.
14	Satiation. Counts as a ration.
15	Recovery. Heal 1 Sanity.
16-17	Speed. Grants 1 free Standard Action.
18	Stoneskin. For the next D10 rooms you have +1 Armor, but your Dodge and Acrobatics skills are reduced by 10.
19	Strength. Increase your Endurance and Athletics by +10 for the next D10 rooms.
20	Vitality. Increase your max Toughness by D10. Taking more than one of these while still under its effects causes D10 damage.

D20	GEMS & JEWELRY
1-2	Ornamental - D100¢
3-6	Semi-precious - 2D100¢
7-11	Precious - 3D100¢
12-15	Lavish - 4D100¢
16-18	Sumptuous - 5D100¢
19-20	Extravagant - 6D100¢

D20	POTION AGING
1-2	The potion has turned into a poison. Make a successful Endurance check or become <i>Poisoned</i> .
3-4	The potion has become extremely unstable, and it explodes the second you open it. You suffer 2D4 Bludgeoning damage.
5-6	The potion has lost all its potency. No effect after drinking it.
7-10	The potion has lost some potency. Its effects only last 50% of what they're supposed to, and have their efficacy halved.
11-17	The potion works as intended.
18-19	The potion has been refined by time. Its effects last 50% longer and have their efficacy doubled.
20	The potion has been completely enhanced, making its effects permanent.

p. 196

## LOOT & SPOILS

D10	RESOURCES
1-2	You find nothing of value
3-6	You find 1x Cooking Supplies
7-10	You find 1x Crafting Supplies



p. 204

## MONSTER ACTION

[G] & [A] vs. [A] OR  
[A] vs. [D]

IF MAGIC, DO  
MAGIC RESISTANCE [100]

SELECT 1 ENEMY (IF MULTIPLE)

FLEE  
TO PREV. ROOM

[D]

ATTACK  
[A] VS. [A]  
[A] VS. [D]

(MASTERY) ABILITY  
+ 1 FREE ACTION

ATTACKER? (+10)  
PARRY BONUS?  
WEAPON SPEED?

p. 193  
p. 190

TARGET SPECIFIC (-30)  
BODY PART?  
p. 68

DUAL YIELDING (-20)  
DMG + 2, 1x PARRY

## COMBAT ROUND

- ATTACK SUCCEEDS
- DEFENSE SUCCEEDS
- NO-ONE
- CRITICAL SUCCESS
- FAILURE

DEFENSIVE MOVE  
COMPARE MU ROLL  
VC2, p. 16  
2x DAMAGE  
FUMBLE ROLL RULE  
p. 73

## DAMAGE ROLL

- WEAPON [G]
- UNARMED [4]

## DAMAGE TABLE

2-4	1
5-7	2
8-9	3
>	4

BLUDGEON  
PIERCING  
SLASH

WEAK SPOT?  
4x CRIT.

HIT LOCATION [20] Cg  
+ CONDITION (POISON, BLEED, BURN)  
TOUGHNESS → HEALTH

# COMBAT

DIE ROLL	DAMAGE DEALT
1	0
2-4	1
5-7	2
8-9	3
10+	4

p. 70

## MONSTERS

D20

1	Abyssal Vexator	122	Living Moss	144
2	Amalgam		Necropede	
3	Armor Construct	124	Netherfiend	146
4	Astral Beast		Plaguebringer	
5	Bladewings	126	Pyreborn	148
6	Blood Stalker	127	Ratkin Marauders	
7	Bone Golem	129	Razorjaw	150
8	Bone Spiders		Reanimated Homunculus	
9	Cavebound Leech	131	Rotwalkers	152
10	Corpse Ants	132	Stone Warden	154
11	Death Sage	133	Swarmer	
12	Desiccated Cryptguards		Tomb Crawler	156
13	Dwerax	135	Umbral Fiend	
14	Fangvine		Unfettered Familiar	158
15	Flayed Knight	137	Vaelorian Magus	
16	Fleshmelt Slime	139	Vinekin	160
17	Giant Spider		Voidweaver	
18	Hive Larvae	141	Vorleg	162
19	Hive Warrior		Wraithskull	
20	Hollow Shambler	145	Wrath Elemental	

p. 122

D20 HIT LOCATION - ARACHNID

1-2	Right Rear Leg
3-4	Left Rear Leg
5-6	Mid Right Leg
7-8	Mid Left Leg
9-10	Fore Right Leg
11-12	Fore Left Leg
13-14	Abdomen
15-16	Front Right Leg
17-18	Front Left Leg
19-20	Cephalothorax

D20 HIT LOCATION - INSECTOID

1	Right Rear Leg
2	Left Rear Leg
3	Right Middle Leg
4	Left Middle Leg
5-9	Abdomen
10-13	Thorax
14	Right Front Leg
15	Left Front Leg
16-20	Head

D20 HIT LOCATION - QUADRUPED

1-3	Right Hind Leg
4-6	Left Hind Leg
7-9	Hindquarters
10-12	Forequarters
13-15	Right Front Leg
16-18	Left Front Leg
19-20	Head

D20 HIT LOCATION - HUMANOID

1-3	Right Leg
4-6	Left Leg
7-9	Abdomen
10-12	Chest
13-15	Left Arm
16-18	Right Arm
19-20	Head

D10 DEFENSIVE MOVE

- Your next attack receives an additional +10
- Reduce your opponent's Armor by 1 in one random location until the end of combat
- Your opponent receives the Bleeding (1) condition
- If you were Prone, Paralyzed, Stunned, or some other similar condition, you automatically recover. Otherwise, your next attack receives an additional +10
- Your opponent immediately suffers D4 damage that ignores armor
- Your next attack deals +10 damage
- You gain Advantage on your next attack
- You press your advantage, reducing your opponent's next defensive roll by -20

D10 FUMBLIES

- You drop your weapon and must spend your next turn recovering it. If you are not wielding a weapon, your next attack suffers -20.
- You hurl your weapon with such strength that it gets stuck very deep in a wall or ground. As a Standard Action, you must perform a successful Athletics check to retrieve it. If you are not wielding a weapon, your next attack suffers -20.
- You hurl your weapon with such strength that it smashes against a stone, breaking in half. You must repair it before you can wield it again. If you are not wielding a weapon, your next attack suffers -20.
- A random item from your belt breaks: make a belt check. If you don't have a belt, you receive 1 direct damage.
- You are suddenly feeling drained and lose D8 Aether. If you don't have any Aether, you receive 1 direct damage.
- You trip and fall, wasting this action. You are Prone and must use a Standard Action to get back up next round.
- In the process of executing your attack you trip and slam your head. You are Dazed for 2 rounds.

- Your attack hits a random ally instead of the intended target. If there are no allies, you strike yourself.
- You manage to strike yourself with a normal attack.
- You somehow manage to hurt yourself badly with your own weapon. You receive a critical hit.

p. 69



## DAMAGE

•**Bludgeoning:** Caused mainly by crushing weapons such as a mace, but also by environmental effects, such as falling rocks. Ignores 1 Armor.

•**Piercing:** Caused mainly by certain weapons and creatures, such as spears or a beast's bite. Piercing damage attacks deal +1 damage when the character performing the attack acts before their target.

•**Slashing:** Caused mainly by certain weapons and creatures, such as swords, or a creature's claws. +1 damage when striking a body part with no armor.

p. 70

## MONSTER MOVES

D10

CREATURE DEFENSIVE MOVE

- The creature's next attack receives an additional +10. If it's a magical action, the PC's Magic Resistance is reduced by 10 until the creature's next turn.
- Reduce the PC's Armor by 1 in one random location until the end of combat.
- The PC receives the Bleeding (1) condition.
- The creature clears all negative conditions that it's currently suffering from, if any.
- The PC receives 1 direct Piercing damage that ignores armor.
- The creature's next damaging ability receives +D10 damage. If it's not a damaging ability, then the PC's Magic Resistance is reduced by 10 until the creature's next turn.
- The creature gains Advantage on its next attack. If the attack is a magical one, then the PC rolls its Magic Resistance with Disadvantage.
- The PC's next defensive roll or Magic Resistance check is reduced by 20.
- The creature recovers D4 Health.
- The creature gets a new turn immediately.

VC2, p16

D10

CREATURE FUMBLES

- The creature's next attack suffers -20, if it's a magical action, the PC receives +20 to its Magic Resistance.
- The creature becomes confused by their own inability to strike the PC, becoming Stunned for the next round.
- The creature is Entangled for the next D4 rounds due to some vegetation or refuse in its vicinity.
- The creature exposes a weakness in its attack pattern, granting the PC Advantage on their defensive rolls for the next 2 rounds.
- The attack creates a huge cloud of lifted dust, causing the PC to be Concealed for D4 rounds.
- The creature trips and falls, wasting their action. It is Prone and must use its next turn to get back up.
- In the process of executing its attack, the creature trips and slams its head. It is Stunned for 2 rounds.
- The creature becomes Frightened for D4 rounds. They can attempt a Magic Resistance check at the start of each of its turn to remove the condition.
- The creature manages to strike itself, receiving D8 Slashing damage.
- The creature falls in an awkward position, becoming Prone and receiving 2D6 Bludgeoning damage. It must use its next turn to get back up.

VC2, p17

XP

•Open a locked door or container, regardless of the method: +10 XP

•Successfully dismantle a trap: + 10 XP

•Each time you enter into a new Domain of Ker Nethalas: +50 XP

•Each time you defeat a combat encounter: +50 XP

•Each time you defeat an Overseer: +200 XP

p. 66

11