

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	Pyroclasmic	
10	Dreadlord	

d10	Overseer Influence	
1	Tough	Immune to critical hits
2	Vital	+d4 Health/5J
3	Frenzied	+2 damage
4	Skilled	+10 Combat Skill
5	Magebane	+10 Magic Resistance
6	Resistant	Resistant to 1 random type of damage. (Roll on Damage Type table)
7	Corrupting	Each time the creature deals 3+ damage on a single attack, the target must make a Tenacity check or lose 1 Sanity
8	Unstable	Deals d8 Arcane damage when killed
9	Alert	+20 Awareness
10	Piercing	Gains Penetrating (1) , which stacks

d20	Damage Type
1	Acid
2	Air
3-5	Arcane
6-7	Bludgeoning
8	Cold
9	Earth
10	Fire
11	Holy
12	Infernal
13	Necrotic
14-15	Piercing
16	Poison
17	Psychic
18-19	Slashing
20	Water

d10	Traps	
	Avoid Check	Effect
1	Dodge	Take 2d10 Piercing damage from arrows
2	Dodge	Take 3d6 Piercing damage from a bear trap
3	Dodge	Become <i>Entangled</i> in a net. Each attempt to get free is Demanding (-10) and increases Exhaustion by 1 unless helped by someone.
4	Dodge	Take 2d4 Piercing damage from poison darts. Become <i>Poisoned</i> unless you pass an Endurance check.
5	Acrobatics	Take 3d4 Piercing damage falling into a spike pit
6	Dodge	Take d20 Slashing damage from a swinging blade
7	Athletics	All characters pass an Endurance check or receive 2d4 Poison damage from noxious gas
8	Acrobatics	All characters take 2d6 Fire damage from a fireball
9	Alert	Alarm! Roll on the Combat Encounter table
10	Piercing	All characters take 3d4 Bludgeoning damage from a rush of water filling the room

d10	Madness
1	Your mind breaks. You are dead.
2	All future rolls on this table suffer -1 (<i>Cumulative</i>)
3	Reduce your max toughness by 1 (<i>Cumulative</i>)
4	Each time you lose Sanity, lose 1 extra
5	Scavenging becomes a Demanding (-10) task. (<i>Cumulative</i>)
6	Resolve checks become a Demanding (-10) task. (<i>Cumulative</i>)
7	Each time you earn any XP, you learn 10 less. (<i>Cumulative</i>)
8	Reduce a skill of your choosing by
9	Slap yourself out of it. Take 2d6 Bludgeoning damage
10	Your traumatic experiences taught you a lot about yourself. +100 XP

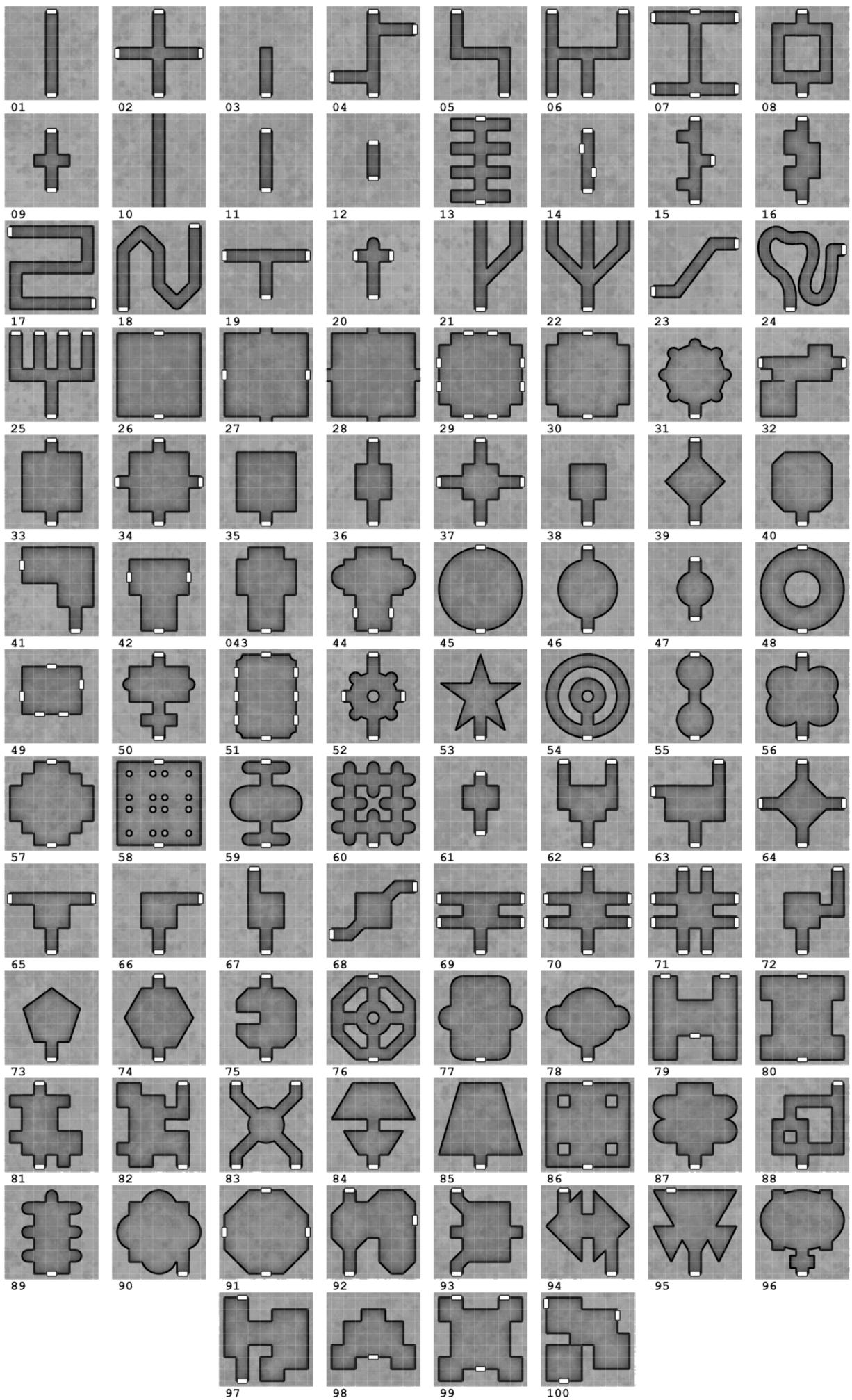
d20	Potion Aging	
1-2	The potion turned into poison. Make a successful Endurance check or become <i>Poisoned</i> .	
3-4	The potion explodes when you open it. Suffer 2d4 Bludgeoning damage	
5-6	The potion lost all its potency. No effect after drinking it.	
7-10	Potion effects last half as long and are half as effective	
11-17	The potion worked as intended	
18-19	Potion effects last 50% longer and are twice as effective	
20	All potion effects are permanent	

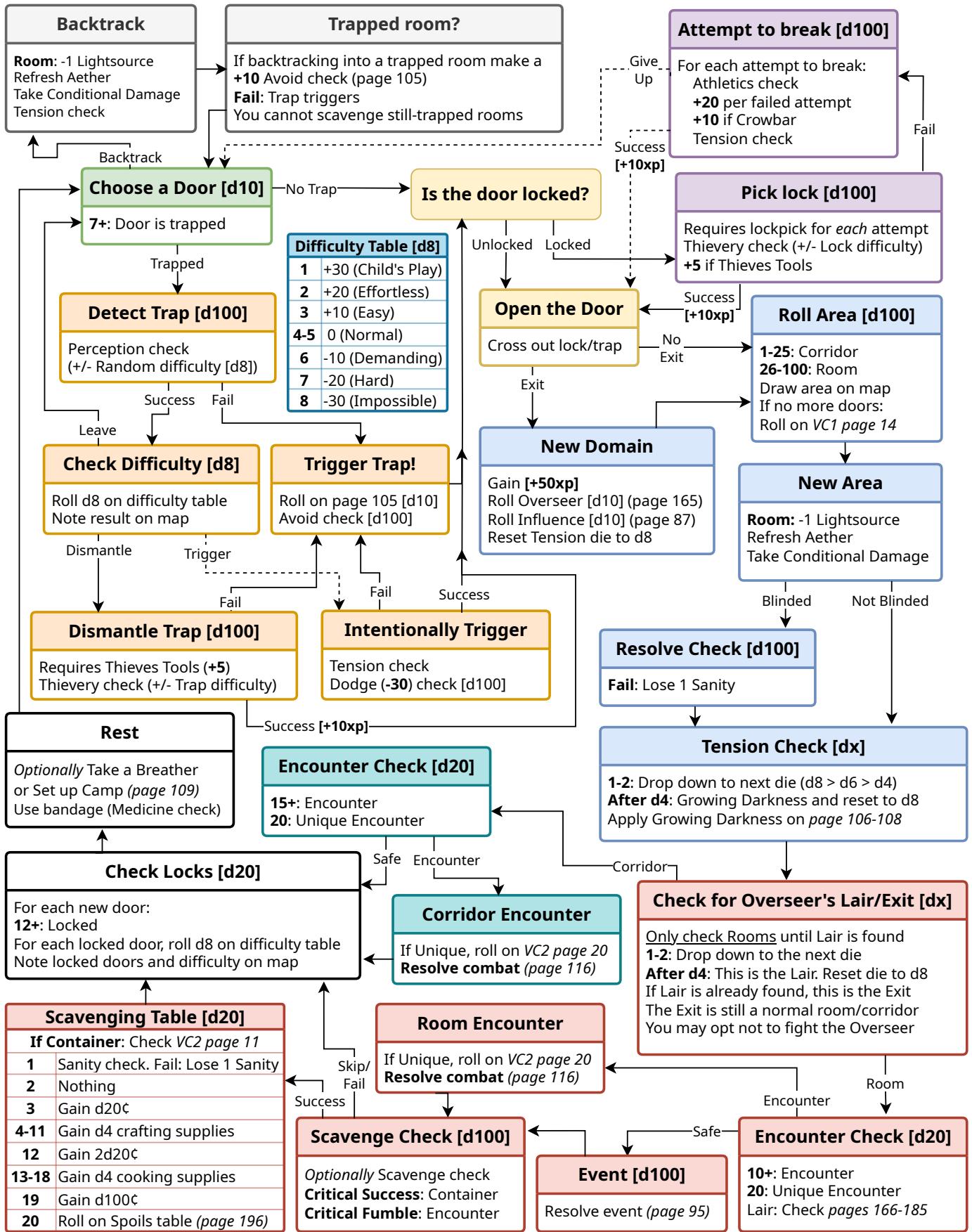
	Exhaustion Effect		
0-10	No effect other than heavy breathing and sweat.		
11-15	Heal half Toughness from all sources.		
16-20	You have Disadvantage on Athletics, Dodge, Endurance, and combat checks		
21+	You are dead from stress and fatigue		

d20	Mundane Items (p.195)		
1-5	d4 Crafting Supp.	51-55	Flare
6-10	d4 Cooking Supp.	56-60	Gems & Jewelry (p.198)
11-15	Backpack	61-65	Lamp
16-20	Bandage	66-70	Lamp Oil
21-25	Bedroll	71-75	Lockpick
26-30	Belt	76-80	Pouch
31-40	Belt Lamp	81-85	Random Armor (p.205)
41-45	Candle	86-90	Random Weapon (p.204)
46-50	Lore Book	91-100	d4 Ritual Ingredients

d6	Spoils
1-3	Mundane item
4-5	Valuable item
6	Precious item

d20	Precious Items	d20	Valueable Items
1-15	Magic item (p.205)	1-5	Rand. potion (p.203)
16-20	Relic (p.215)	6-12	Atteunement Crystal
		13-16	Fragment (p.197)
		17-20	Magic item (p.205)



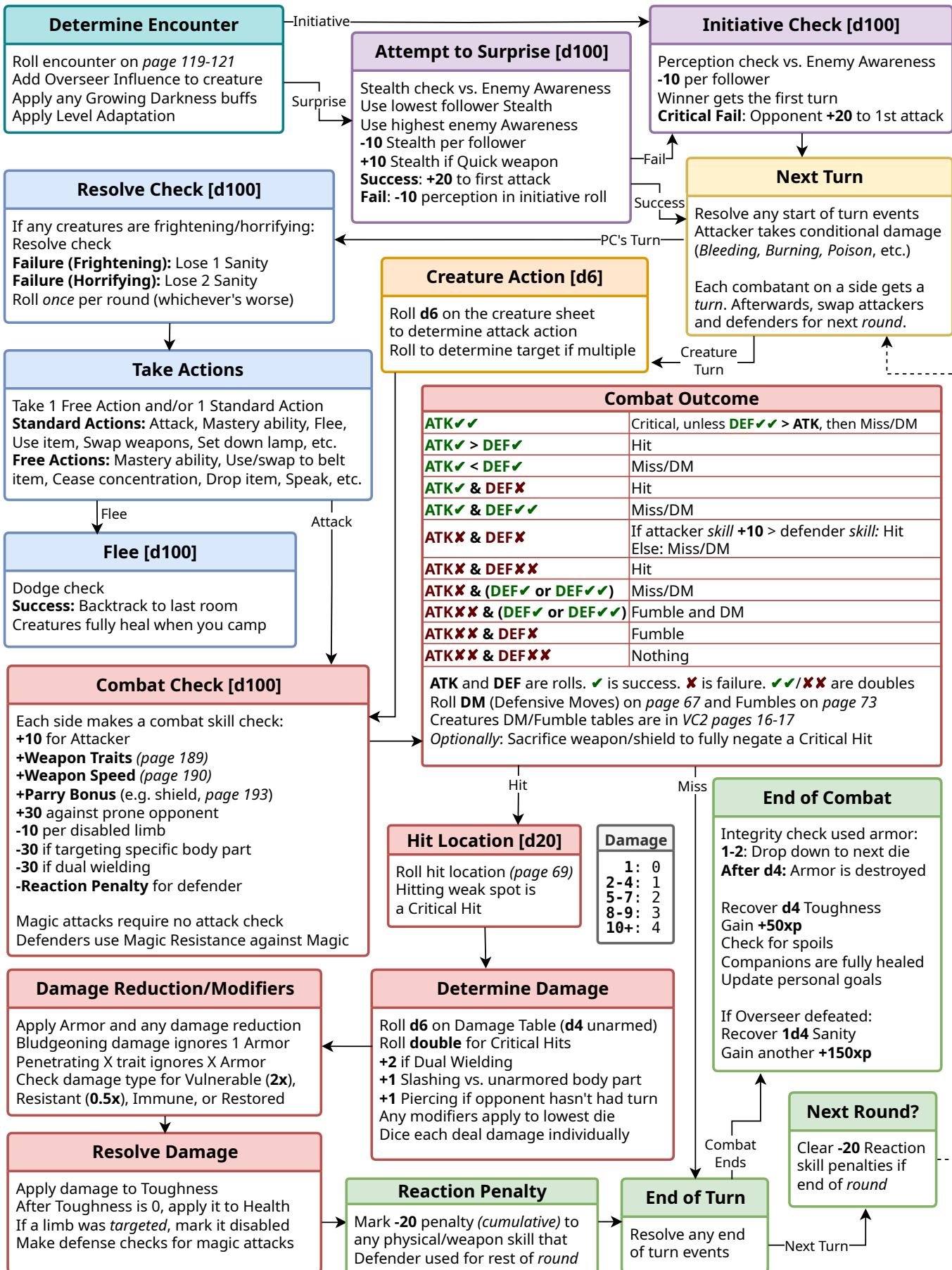


d10	Defensive Move (Player)	d10	Fumble (Player)
1	Your next attack receives an additional +10	1	Drop your weapon and spend the next turn recovering it. If you were unarmed, your next attack suffers -20
2	Reduce your opponents armor by 1 in a random location under end of combat	2	Your weapon gets stuck. As a Standard Action, you must perform a successful Athletics check to retrieve it. If you were unarmed, your next attack suffers -20
3	Your opponent receives <i>Bleeding</i> (1)	3	Your swing so hard your weapon breaks in half. You must repair it before wielding it again. If you were unarmed, your next attack suffers -20
4	Recover if <i>Prone</i> , <i>Paralyzed</i> , <i>Stunned</i> , or similar. Otherwise, your next attack receives an additional +10	4	Belt check: A random item from your belt breaks
5	Your opponent suffers d4 damage, ignoring armor	5	You are feeling drained. Lose d8 Aether.
6	Your next attack deals +d10 damage	6	You trip and fall <i>Prone</i> , wasting this action. You must use a Standard Action to stand up next round.
7	You gain Advantage on your next attack	7	You trip and slam your head. You are <i>Dazed</i> for 2 rounds.
8	Reduce your opponent's next defensive roll by -20	8	Your attack hits a random ally instead of the intended target. If you have no allies, you strike yourself.
9	Recover 2 Toughness (or health for NPCs/oppoents)	9	You manage to strike yourself with your attack
10	Your next attack has no -30 penalty for targetting a body part. NPCs and opponents must target a Weak Spot.	10	You somehow manage to critical hit yourself

d10	Defensive Move (Creature)	d10	Fumble (Creature)
1		1	
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Hit Location Tables

d20 Arachnid		d20 Winged Biped		d20 Insectoid		d20 Humanoid		d20 Quadruped		Traits	
1-2	Right Rear Leg	1	Right Leg	1	Right Rear Leg	1-3	Right Leg	1-3	Right Hind Leg	Alert	Cannot be surprised
3-4	Left Rear Leg	2	Left Leg	2	Left Rear Leg	4-6	Left Leg	4-6	Left Hind Leg	Frightening	Requires Resolve check every round or -1 Sanity
5-6	Right Mid Leg	3	Abdomen	3	Right Mid Leg	7-9	Abdomen	7-9	Abdomen	Horrifying	Requires Resolve check every round or -2 Sanity
7-8	Left Mid Leg	4	Chest	4	Left Mid Leg	10-12	Chest	10-12	Chest	Pack	+5 Combat Skill for each other alive Pack creature
9-10	Right Fore Leg	5-9	Right Wing	5-9	Abdomen	13-15	Left Arm	13-15	Left Arm	Penetrating	Ignore X Armor points
11-12	Left Fore Leg	10-13	Left Wing	10-13	Thorax	16-18	Right Arm	16-18	Right Arm	Ruthlessness	+ X Standard Actions/rd
13-14	Abdomen	14	Right Arm	14	Right Front Leg	19-20	Head	19-20	Head	Savage	Cannot be parried (you must Dodge)
15-16	Right Front Leg	15	Left Arm	15	Left Front Leg					Swift	Ignores all negative Reaction modifiers
17-18	Left Front Leg	16-20	Head	16-20	Head					Undead	<i>Immune:</i> Charm, Poison <i>Restored:</i> Necrotic <i>Vulnerable:</i> Holy
19-20	Cephalothorax									Venomous	Pass Endurance check or receive <i>Poisoned</i> (1)
d20 Serpentoid		d20		d20		d20		d20			
1-17	Body	1-17		1-3	Right Hind Leg	13-15	Right Front Leg				
18-20	Head	18-20		4-6	Left Hind Leg	16-18	Left Front Leg				
				7-9	Hindquarters	19-20	Head				
				10-12	Forequarters						



d6	Combat Encounters
1-3	Combat Encounters - Table A
4-6	Combat Encounters - Table B

d20	Table A	d20	Table A
1	Abyssal Vexator	1	Living Moss
2	Amalgam	2	Necropede
3	Armor Construct	3	Netherfiend
4	Astral Beast	4	Plaguebringer
5	Bladewings	5	Pyreborn
6	Blood Stalker	6	Ratkin Marauders
7	Bone Golem	7	Razorjaw
8	Bone Spiders	8	Reanimated Homunculus
9	Cavebound Leech	9	Rotwalkers
10	Corpse Ants	10	Stone Warden
11	Death Sage	11	Swarmer
12	Desiccated Cryptguards	12	Tomb Crawler
13	Dwerax	13	Umbra Fiend
14	Fangvine	14	Unfettered Familiar
15	Flayed Knight	15	Vaelorian Magus
16	Fleshmelt Slime	16	Vinekin
17	Giant Spider	17	Voidweaver
18	Hive Larvae	18	Vorleg
19	Hive Warrior	19	Wraithskull
20	Hollow Shambler	20	Wrath Elemental

Conditions	
Bleeding (X)	Take X damage (on table) per round/room
Blinded	-40 to all checks
Burning	Take d8 Fire damage per turn/room Standard Action or +2 Exhaustion: Put out fire
Charmed	Cannot attack/use abilities on the charmer
Concealed	Attacking a <i>Concealed</i> target requires a successful Perception or Awareness check
Cursed	Condition applies until curse is removed
Dazed	Cannot initiate attacks
Entangled	Cannot move. Actions that imply movement suffer -20 . Successful Athletics check as Free Action to remove. +20 bonus as Standard Action
Frightened	-20 to all combat checks when near frightener Resolve check at start of turn to act normally (that turn)
Freezing	-10 all skills. Act last in combat. Endurance check at end of each round to recover. After 10 rounds: get Hypothermia (-50). After 20 rounds: Die.
Paralyzed	Cannot move/speak. Incoming attacks auto-hit
Poisoned (X)	Take X Poison damage per round. Free Action: Endurance check to resist effect for one turn
Prone	+30 to incoming attacks. Standard Action: Stand
Sleeping	Fall <i>Prone</i> . Incoming attacks (that hit) are critical
Stunned	Lose your turn

d66	Creature Modifiers
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