

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

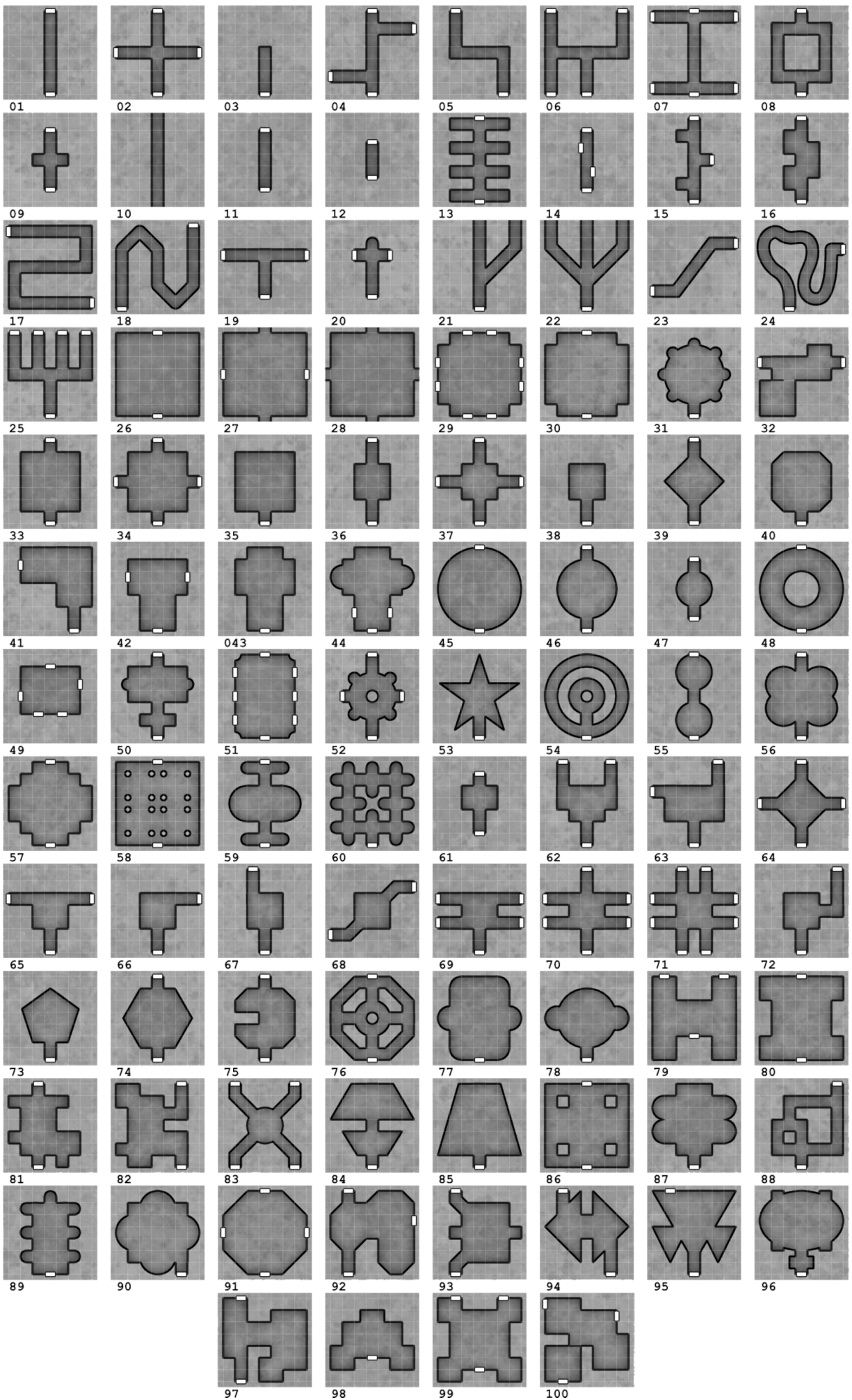
	Exhaustion Effect
0-10	No effect other than heavy breathing and sweat.
11-15	Heal half Toughness from all sources.
16-20	You have Disadvantage on Athletics, Dodge, Endurance, and combat checks
21+	You are dead from stress and fatigue

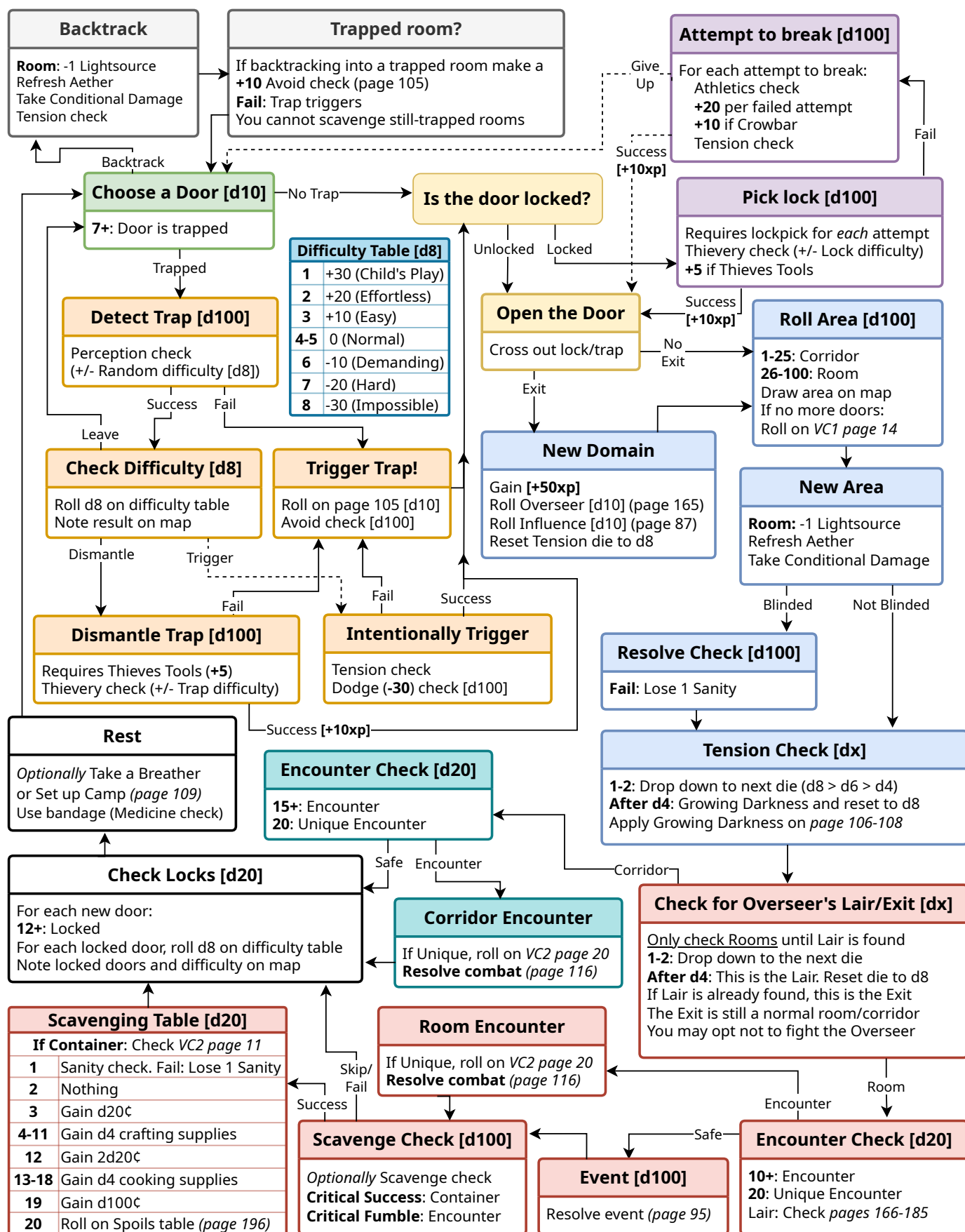
d6	Spoils
1-3	Mundane item
4-5	Valuable item
6	Precious item

d20	Precious Items
1-15	Magic item (<i>p.205</i>)
16-20	Relic (<i>p.215</i>)

d20	Valueable Items
1-5	Rand. potion (<i>p.203</i>)
6-12	Attunement Crystal
13-16	Fragment (<i>p.197</i>)
17-20	Magic item (<i>p.205</i>)

d20	Mundane Items (<i>p.195</i>)	
1-5	d4 Crafting Supp.	51-55 Flare
6-10	d4 Cooking Supp.	56-60 Gems & Jewelry (<i>p.198</i>)
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 (<i>p.205</i>)
41-45	Candle	86-90 Random Weapon (<i>p.204</i>)
46-50	Lore Book	91-100 d4 Ritual Ingredients





d10	Defensive Move (Player)
1	Your next attack receives an additional +10
2	Reduce your opponents armor by 1 in a random location under end of combat
3	Your opponent receives <i>Bleeding (1)</i>
4	Recover if <i>Prone</i> , <i>Paralyzed</i> , <i>Stunned</i> , or similar. Otherwise, your next attack receives an additional +10
5	Your opponent suffers d4 damage, ignoring armor
6	Your next attack deals +d10 damage
7	You gain Advantage on your next attack
8	Reduce your opponent's next defensive roll by -20
9	Recover 2 Toughness (or health for NPCs/opponents)
10	Your next attack has no -30 penalty for targetting a body part. NPCs and opponents must target a Weak Spot.

d10	Fumble (Player)
1	Drop your weapon and spend the next turn recovering it. If you were unarmed, your next attack suffers -20
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 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	Belt check: A random item from your belt breaks
5	You are feeling drained. Lose d8 Aether.
6	You trip and fall <i>Prone</i> , wasting this action. You must use a Standard Action to stand up next round.
7	You trip and slam your head. You are <i>Dazed</i> for 2 rounds.
8	Your attack hits a random ally instead of the intended target. If you have no allies, you strike yourself.
9	You manage to strike yourself with your attack
10	You somehow manage to critical hit yourself

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

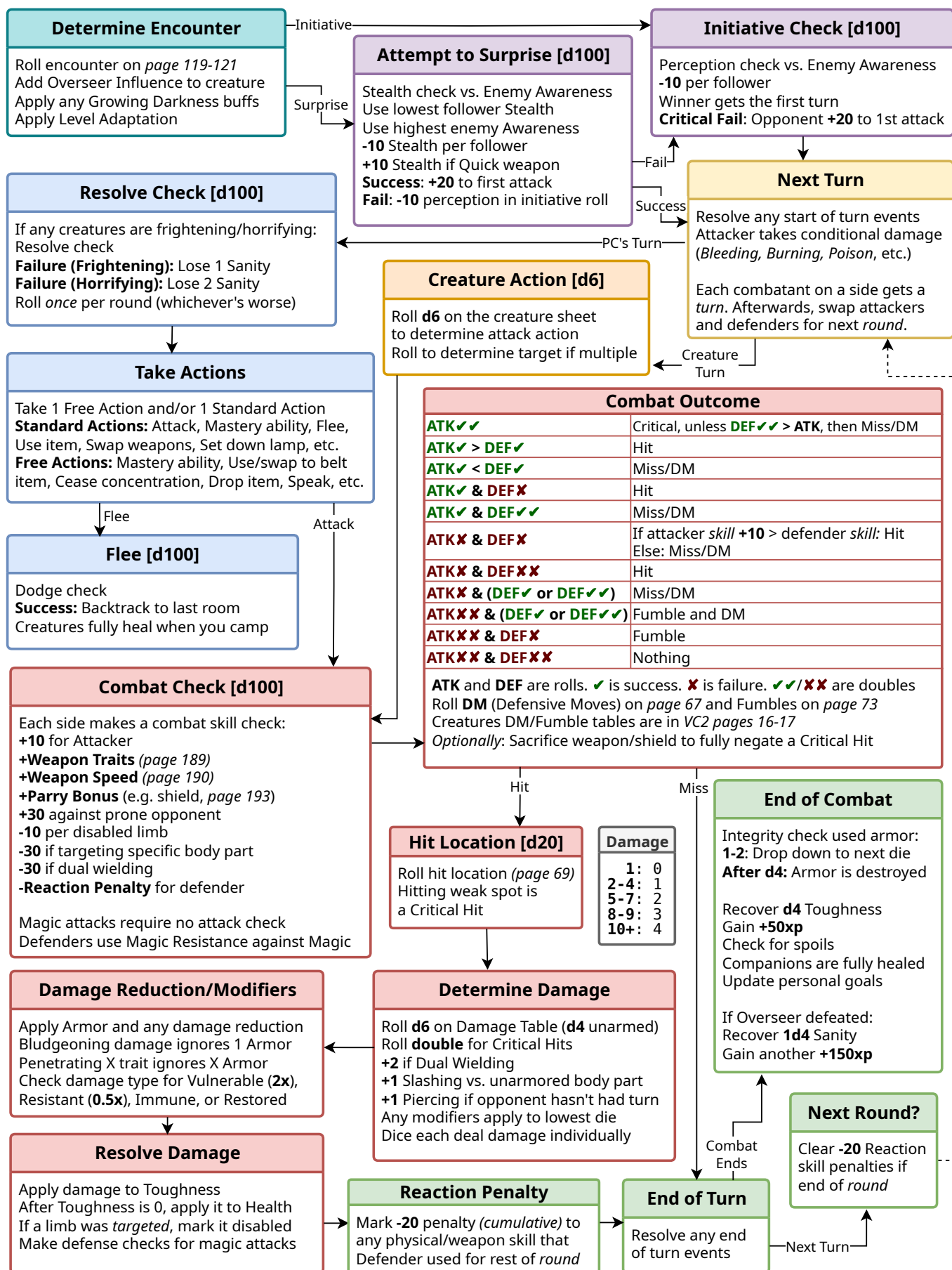
d20	Arachnid
1-2	Right Rear Leg
3-4	Left Rear Leg
5-6	Right Mid Leg
7-8	Left Mid Leg
9-10	Right Fore Leg
11-12	Left Fore Leg
13-14	Abdomen
15-16	Right Front Leg
17-18	Left Front Leg
19-20	Cephalothorax

d20	Winged Biped
1	Right Leg
2	Left Leg
3	Abdomen
4	Chest
5-9	Right Wing
10-13	Left Wing
14	Right Arm
15	Left Arm
16-20	Head
d20	Serpentoid
1-17	Body
18-20	Head

d20	Insectoid
1	Right Rear Leg
2	Left Rear Leg
3	Right Mid Leg
4	Left Mid Leg
5-9	Abdomen
10-13	Thorax
14	Right Front Leg
15	Left Front Leg
16-20	Head
d20	Quadruped
1-3	Right Hind Leg
4-6	Left Hind Leg
7-9	Hindquarters
10-12	Forequarters

d20	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
d20	Humanoid
13-15	Right Front Leg
16-18	Left Front Leg
19-20	Head

Traits	
Alert	Cannot be surprised
Frightening	Requires Resolve check every round or -1 Sanity
Horrrifying	Requires Resolve check every round or -2 Sanity
Pack	+5 Combat Skill for each other alive Pack creature
Penetrating	Ignore X Armor points
Ruthlessness	+X Standard Actions/rd
Savage	Cannot be parried (you must Dodge)
Swift	Ignores all negative Reaction modifiers
Undead	<i>Immune:</i> Charm, Poison <i>Restored:</i> Necrotic <i>Vulnerable:</i> Holy
Venomous	Pass Endurance check or receive <i>Poisoned (1)</i>



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 Contstruct	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 Homumculus
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 Shamblers	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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