D10	Defensive Move
1	Your next attack receives an additional +10
2	Reduce your opponent's Armor by 1 in one random location until the end of combat
3	Your opponent receives the *Bleeding (1)* condition
4	If you were *Prone, Paralyzed, Stunned*, or some other similar condition, you automatically recover. Otherwise, your next attack receives an additional +10
5	Your opponent immediately suffers D4 damage that ignores armor
6	Your next attack deals +D10 damage
7	You gain Advantage on your next attack
8	You press your advantage, reducing your opponent's next defensive roll by -20
9	You get a moment of respite after fending off your opponent's attack. Recover 2 Toughness (2 Health in case of NPCs and opponents)
10	Your next attack doesn't suffer the usual -30 modifier to your attack skill when targeting a specific body part. If it's a monster or NPC they are obligated to attempt to target a Weak Spot

D10	Fumbles
1	You drop your weapon and must spend your next turn recovering it. If you are not wielding a weapon, your next attack suffers -20.
2	You hurl your weapon with such strength that it gets stuck very deep on 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.
3	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.
4	A random item from your belt breaks: make a belt check.
5	You are suddenly feeling drained and lose D8 Aether.
6	You trip and fall, wasting this action. You are Prone and must use a Standard Action to get back up next round.
7	In the process of executing your attack you trip and slam your head. You are *Dazed* for 2 rounds.
8	Your attack hits a random ally instead of the intended target. If there are no allies, you strike yourself.
9	You manage to strike yourself with a normal attack.
10	You somehow manage to hurt yourself badly with your own weapon. You receive a critical hit.

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

D20	Hit Location - Serpentoid
1-17	Body
18-20	Head

D20	Hit Location - 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

Die Roll	Damage Dealt
1	0
2-4	1
5-7	2
8-9	3
10+	4

D10	Overseer Influence
1	**Tough**: Immune to critical hits
2	**Vital**: +D4 Health/5⌋
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 the Damage Type table on page 206
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 the *Penetrating (1)* Trait. This can stack with other instances of the same trait

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. *Cumulative*.
3	You start developing physical reactions as a consequence of the state of your mind. Reduce your max toughness by 1. *Cumulative*.
4	You know the darkness is coming for you… Each time you suffer any loss of Sanity, you lose 1 extra Sanity. *Cumulative*.
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. *Cumulative*.
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. *Cumulative*.
7	You're having trouble retaining all your memories and experiences. Each time you earn any amount of XP, you earn 10 less. *Cumulative*.
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. *Cumulative*.
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.

D10	Skill check to avoid	Trap Effect
1	Dodge	Arrows shoot from a hidden spot, dealing 2D10 Piercing damage to the character who triggered it.
2	Dodge	The character steps on a hidden bear trap. They suffer 3D6 Piercing damage.
3	Dodge	A net trap suddenly traps the character, who becomes Entangled. Each attempt at liberating themself (a Demanding task) increases their Exhaustion by 1, unless helped by another character.
4	Dodge	A salvo of small, poisoned darts strike the character, who becomes Poisoned unless they pass an Endurance check. The darts deal 2D4 Piercing damage.
5	Acrobatics	The character falls into a hole, disguised by a trap door. The hole is full of spikes, dealing 3D4 Piercing damage.
6	Dodge	A swinging blade strikes the character, Dealing D20 Slashing damage.
7	Athletics	Noxious gas is released, filling the chamber. All characters must pass an Endurance check or immediately receive 2D4 Poison Damage.
8	Acrobatics	A ball of fire fills the room, dealing 2D6 Fire damage to all characters.
9	Dodge	An alarm of some sort (mechanical, magical, other) attracts the attention of one of the place's inhabitants. Roll on the appropriate Combat Encounter table.
10	Athletics	A rush of water fills the room, threatening to drag the characters and slam them against the walls, dealing 3D4 Bludgeoning damage.

Accumulated Exhaustion	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.

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

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	1xBandage
21-25	Bedroll
26-30	Belt
31-35	Belt Lamp
36-40	1xCandle
41-45	Lore book
46-50	Crowbar
51-55	Flare
56-60	Gems & Jewelry (roll on table)
61-65	Lamp
66-70	1xLamp Oil
71-75	1xLockpick
76-80	Pouch
81-85	Random Armor
86-90	Random Weapon
91-100	D4 Ritual Ingredients

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

D20	Potion Aging
1-2	The potion has turned into a poison. Make a successful Endurance check or become *Poisoned*.
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.

D20	Valuable items
1-5	Random Potion
6-12	Attunement Crystal
13-16	Fragment
17-20	Magic Item

D20	Precious items
1-15	Magic item
16-20	Relic

D6	Combat Encounters - General
1-3	Combat Encounters - Table A
4-6	Combat Encounters - Table B

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 Possessor
10	Dreadlord

D20	Combat Encounters - Table A
1	Abyssal Vexator
2	Amalgam
3	Armor Construct
4	Astral Beast
5	Bladewings
6	Blood Stalker
7	Bone Golem
8	Bone Spiders
9	Cavebound Leech
10	Corpse Ants
11	Death Sage
12	Desiccated Cryptguards
13	Dwerax
14	Fangvine
15	Flayed Knight
16	Fleshmelt Slime
17	Giant Spider
18	Hive Larvae
19	Hive Warrior
20	Hollow Shamblers

D20	Combat Encounters - Table B
1	Living Moss
2	Necropede
3	Netherfiend
4	Plaguebringer
5	Pyreborn
6	Ratkin Marauders
7	Razorjaw
8	Reanimated Homunculus
9	Rotwalkers
10	Stone Warden
11	Swarmer
12	Tomb Crawler
13	Umbra Fiend
14	Unfettered Familiar
15	Vaelorian Magus
16	Vinekin
17	Voidweaver
18	Vorleg
19	Wraithskull
20	Wrath Elemental

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