

Ker Nethalas: The Exploration Loop

1. Start Domain

Determine the Overseer and roll for their unique Influence on the Domain's inhabitants.

2. Shape Check

Roll D100: a result of 1-25 is a corridor; 26-100 is a room.

3. Lair/Exit Check

Roll the Lair Usage Die (D10) until found; then roll Exit Usage Die (D8).

4. Tension/Light Check

Roll the Tension Die and update the lightsource tracker (lasts 20 rooms).

5. Combat/Event Check

Roll D20 for Combat (10+ Room/15+ Corridor); if no combat, roll an Event.

6. Optional Actions

Players may check for doors, scavenge for supplies, or search for hidden containers.

7. Movement

Exit the current location to move to the next room or corridor.