

PLAYER REFERENCE

GRAVEBOUND EDITION



Ker Methalas
Into the Midnight Throne

CHARACTER CREATION

- Determine the reason why you're in Ker Nethalas (Page 16)

Determine your Attributes (page 18)

- Health: D6+10
- Toughness: 3D6+20. Recover D4 after every fight.
- Aether: D6+8. All Aether recovers after entering a new room.
- Sanity: D6+10
- Exhaustion: 0

Character Skills (page 19)

- Distribute the following Skill point allotments:
 - +60 to one weapon Skill.
 - +40 to one weapon Skill.
 - +30 to three Skills.
 - +20 to two Skills.
 - +10 to three Skills.
- Skills can't go over 80 naturally, only via gear.
- You cannot assign two different Skill allotments to the same Skill.

Character Resistances (page 20)

- There are three Resistances: Spellward, Endurance, and Resolve.
- Assign a score of 40 to one Resistance, and a score of 20 to the other two.
- Resistances are not Skills, and as such can be used even when the PC is incapacitated. They are not Reactions, and using them happens automatically.

Masteries (page 21)

- Pick 2 starting Masteries. You immediately gain their Features. If you want some flavor, roll on their respective tables to find out where you learned them.
- Ability Points are spent unlocking Mastery Abilities.
- New characters start the game with 2 Ability Points. You must spend each one of them on a different Mastery.
- A new character should therefore start the game with 2 Mastery Features and the Tier 1 Ability of each of the two chosen Masteries.

Character Progression (page 62)

- Skill improvement:
 - Each time you roll doubles when making a Skill check you can mark that Skill for improvement, regardless of whether the check itself was a success or not. An improvement check can then be done while Setting Camp (and only at camp). In order to pass a Skill Improvement check, you must roll D100 above the Skill's score. A success increases the Skill by D4, while rolling below increases it by 1, up to a maximum of 80.

- Every Skill can only be marked for improvement once,; you cannot accumulate Skill improvements and then increase the same Skill multiple times at once in a single Camp session. This is why it's important to know when you should Set Camp, you might lose Skill improvements if you don't.
- Leveling up:
 - In order to level up, you must accrue a total of 1,000 XP. Once you level up, your total XP goes back to 0.
 - You gain XP each time you do one of the following things:
 - Open a locked door or container, regardless of the method: +10 XP
 - Successfully dismantle a trap: + 10 XP
 - Each time you find a lore book: +10 XP
 - Each time you enter into a new Domain of Ker Nethalas: +50 XP
 - Each time you defeat a regular combat encounter: +50 XP
 - Each time you defeat an Overseer: +200 XP
- Each time you accrue enough XP to level up, you can choose one of the following benefits:
 - Increase your Health by +D4.
 - Increase your Toughness by +D6.
 - Increase your Sanity by +D4.
 - Increase your Aether by +D6.
 - Increase your Exhaustion Resistance by +1.
 - Add +D6 damage (Slashing, Bludgeoning or Piercing; pick one) to your Damage Pool when dealing physical, non-Ability damage.
 - Increase a Mastery Ability's damage by +1.
 - Increase a Skill of your choosing by +5.
 - Increase your three Resistances by +5.
- Each time you level up you also earn 1 Ability Point, which you can spend on any of the Abilities that are available from your Mastery trees.
- You must start at the top of each Mastery tree, and work your way down.
- If you have an amulet equipped that grants you access to a third Mastery and you have acquired Abilities from its Mastery tree, when swapping to a different amulet that grants you access to a different Mastery, the number of Abilities you have remains the same.
- Swapping an amulet that grants a different Mastery can only be done at camp.
- **Perks** (page 63) are unique advantages obtained almost exclusively via Personal Goals. They are unlocked and grant new permanent benefits.

RULES

Basic Checks (page 69)

- When asked to perform a check we take a D100 and attempt to roll equal to or less than the Skill in question.
- Some actions may be easier or more difficult, depending on the specific circumstances of the situation.
- On those occasions (always specified by the rules and/or circumstances) a difficulty modifier is applied to the check you wish to perform.
- As is the case with all modifiers, these are applied to the Skill in question before the roll is made.

Opposed Checks (page 70)

- Both sides make a Skill check
- If one creature succeeds at their check, and the other one fails, the creature that succeeded wins the confrontation.
- If only one creature has a Critical Success, that one wins.
- If both succeed at their checks, the one with the higher roll wins the confrontation. If there's still a tie, the highest Skill wins, and if still tied, re-roll.
- If one creature has a Critical Failure roll, then that side loses.
- If both creatures fail their checks, the one with the highest roll wins, and if still tied, the highest Skill score wins. If yet still tied, re-roll.

Advantage & Disadvantage (page 70)

- Certain Abilities or circumstances will grant you either Advantage or Disadvantage on a check.
- If you have Advantage you roll D100 and read it with the lesser number as the tens and the greater number as the ones if this would favor you.
- The opposite is true for when you have Disadvantage, but only if this would hamper you.

Critical Successes & Fumbles (page 71)

- When performing any check, if you roll doubles (that is, the same number in both the tens and the ones) the result of your actions is exacerbated.
- If you roll doubles above the Skill you're testing, you have failed in the most spectacular of ways. This is called a fumble.
- On the other hand, rolling doubles below your Skill score is considered a critical success, and the best of outcomes is to be expected.
- There are both combat and non combat-specific consequences to both critical successes and fumbles. Consult the relevant tables.

Mastery Ability Checks & Use (page 74)

- Only those Abilities that specifically call for a combat check require any sort of check at all.
- The vast majority of spell-like Abilities (those that have an Aether cost) do not require a check from your part at all.

- Opponents will still try to resist spells via a Magic Resistance check (unless the Ability used specifically states otherwise).
- To use a Mastery Ability, simply subtract its Aether cost from your Aether pool.
- Some Mastery Abilities have a sustained Aether cost. You must subtract the Ability's Aether cost from your Aether pool until the Ability stops working.

Usage Die (page 74)

- Each Usage Die procedure is assigned a specific die size, usually represented by a standard dice notation (e.g., D4, D6, D8, etc.).
- The larger the die size, the longer it will take before it's fully depleted.

D20→D12→D10→D8→D6→D4

- When the circumstances call for it, you must roll the specified usage die.
- The result of the roll determines the procedure's new state:
 - If the roll is a 1 or 2, the usage die decreases by one size (e.g., from D8 to D6), going down the dice chain one step. If it's any other number, nothing changes.
 - If the roll is a 1 or 2 on the D4 (the smallest possible die in the dice chain), then the procedure triggers and something takes place: an Event roll is made, you've run out of charges on a specific item, etc.

COMBAT

- It is assumed that both opponents are moving around the room, leveraging their positional advantages and preferences as you can.
- Concepts such as “range” or “cover” don’t really play a role in *Ker Nethalas*.
- Combat will alternate between you and your opponent(s) taking turns until only one is left.

The Attack Check (page 75)

- Performing an attack works the similarly to an Opposed Skill check.
- If the attacker rolled highest, while still rolling below their Skill score, they score a hit and deal damage.
- If, on the other hand, it’s the defender who rolled highest while still rolling below their Skill, they have successfully fended off their attacker, and must roll on the Defensive Moves table.
- A Critical Success automatically wins the confrontation, unless the opponent rolls another Critical Success. If both roll a Critical Success, then the higher roll wins, and if that is still tied, the higher Skill score. If still tied at this point, reroll.
- If both sides fail, critical or not, the defender suffers 1 damage. This damage cannot be avoided or prevented in any way (unless an ability or similar feature explicitly says so).

Turns & Rounds (page 75)

- A turn is a single combatant’s chance to act.
- A round is the sum of all combatants’ turns (both Player and Non-Player Characters).
- When all combatants have taken one turn, that round ends and another begins.
- A combat round lasts an average of 10 seconds.

Action Types (page 76)

- Characters can make three different types of actions in combat:
 - **Free Actions** cost nothing to use, and are typically small, almost inconsequential acts. Speaking a few words, dropping an item, dropping prone, casting a free Ability or ceasing the concentration on a sustained Ability are all examples of Free Actions. You can only make a single Free Action per round.
 - **Reactions** are free actions that a character can make as a response to another character’s action, and as such they usually require a trigger. A character can use as many Reactions in a round as they need, but each Reaction after the first one suffers a cumulative -20 to all consecutive Reactions they make, until the start of the next round. Defending from an opponent’s attack is the most typical Reaction, but many Abilities are considered Reactions as well.
 - **Standard Actions** are at the core of an action round. They are self-contained and the results are seen in the same turn.

Initiative & Surprise (Page 76)

- Initiative is side-based: even when there are multiple creatures versus multiple PCs, one side will go first, then the other. Players determine acting order on each side.
- Initiative is determined by pitching your Perception (use the highest among the PC's party) versus your opponent's Mind (use the highest among them, if there are different values) in an opposed check. Whoever wins gets to act first until combat is over.
- If either side rolls a critical failure, their opponent(s) attack as if they had surprised them.
- If you haven't been surprised, you can attempt to surprise your opponent before combat starts. This is done by comparing your Stealth against your opponent's Mind in an opposed check. In case there are several opponents with different Mind scores, simply use the highest among them.
- The same goes for your side, but reversed: if you are playing with multiple PCs only use the lowest Stealth score among them. In case you are a single player accompanied by followers of any sort, your Stealth Skill is reduced by -10 for each follower.
- If you win the check, the initiative is yours and you get to make your first attack with an additional +20.
- If you fail, a proper initiative check must be made to determine who goes first, but your Perception Skill receives a -20 modifier.

Possible Combat Actions (page 77)

- **Standard attack:** Perform an attack with your weapon to a target in the same room. This is a Standard Action.
- **Abilities:** You use one of your Mastery Abilities. Not all Abilities are considered Standard Actions though, read each of their descriptions to learn more.
- **Flee:** In order to retreat to the previous room while engaged in combat you must make a successful Dodge check. If you fail it means that your opponent is blocking you and you cannot leave combat. This is a Standard Action.
- **Other:** You can use any item you have on your person, interact with something, assist an ally, or swap weapons. These are all Standard Actions, unless you're using an item from your belt, in which case it's a Free Action.

Combat Resolution (page 77)

- The attacker makes a standard Skill check: roll D100 and compare the result to the weapon Skill they're using. The attacker has the upper hand and as such receives +10 to their attack Skill.
- Simultaneously, the defender also makes a combat Skill check. If it's an NPC, they must use their Combat Skill; if it's a player, they can either use their Dodge Skill or Parry with the Skill relevant to their currently equipped weapon (so the Bladed Weapons Skill if they're wielding a sword, for example). PCs can only Parry an attack if the weapon they're using has the Parrying Trait, or if they're equipped with a shield.

Otherwise they are forced to use the Dodge Skill to avoid the attack. Any type of Parry bonuses the defending character might have (such as those granted by a shield) apply to this check.

- We then compare both results, as is the case with any opposed check. If the attacker wins the confrontation, they deal damage. If it was the defender that won, they must make a roll on the Defensive Move table.
- Consecutive defensive checks in the same round, either with the appropriate weapon Skill or the Dodge Skill, reduces the Skill by -20 after the first one, cumulatively, as is usual for all Reactions. This resets at the start of a new round.
- Most enemy attacks can be parried with the standard weapon check described above (as long as the weapon has the Parrying Trait), but some can only be avoided with the Dodge Skill. If this is the case, it will always explicitly say so on the creature's description.
- When both sides fail their checks, the defender suffers 1 damage that cannot be mitigated in any way.
- Enemies can either attack physically, in which case the combat is resolved as described above, or magically, in which case the player must pass a Spellward check or suffer the spell's effects. As is the case with a PC's magic Abilities, opponents do not need to make a Skill check of any sort, the Action just manifests. Each one of a monster's Actions is often tagged as Physical or Magical. When it's the opponent's turn, you must first roll on their Action table to see if their attack is a Physical or Magical one, and then resolve it accordingly. If not tagged, then see the Action for how to resolve.

Weapon Speed (page 79)

- Every weapon has a Speed value.
- A weapon's Speed is subtracted from the target's combat Skill when attacking.

Hit Location & Damage (Page 80)

- Once the attacker scores a hit, they must roll on the appropriate Hit Location table, depending on the target's anatomy.
- Only melee Actions or non-Ability attacks use the Hit Location tables. Magical attacks don't, and neither does any damage suffered via conditions or out of combat circumstances.
- Every creature has a Weak Spot, marked by the ♥ symbol next to the body part in question. As a human, your Weak Spot is located in your head.
- Striking a creature's Weak Spot is considered an automatic Critical Strike.
- You can choose to target a specific body part by making your attack with Disadvantage. This ensures your attack will be a Critical Strike.
- A Critical Success while targeting a Weak Spot only counts as a single Critical Strike; you do not triple the damage dealt.

Dealing Damage (page 81)

- If an attack manages to hit, the attacker rolls their Damage Pool. The Damage Pool is the collection of dice a creature rolls to determine the harm dealt by an attack. Each weapon, modification, or situational bonus contributes specific dice to this pool. When an attack successfully hits, the creature gathers all dice currently in their Damage Pool and rolls them together, choosing a single die. That die is the amount of damage dealt.
- When a Player Character receives any damage, they first reduce their Toughness. Once their Toughness has reached 0, all following damage is dealt to their Health.
- All non-magical weapons deal D6 damage.
- All fixed modifiers (+1, +2, +3, etc.) are applied to the die roll of your choosing.
- When making an attack with multiple damage types, it is important to keep track of which die represents which damage type. For example, an attack that deals D6 Slashing damage + D6 Holy damage should be rolled using two D6 of different colors. This allows you to pick which type of damage you might want to deal, in case the target is Vulnerable (or Resistant) to a particular type of damage.
- Enemies and NPCs (Companions, Minions) always pick the highest die rolled. So if a creature deals 2D8 damage and the results are 4 and 6, the damage it deals is 6.
- PCs can increase the damage they deal with a melee, non-Ability attack, at a cost of +1 damage for 2 Exhaustion. This can be declared after an attack has successfully struck.
- Any damage that persists after combat (such as Bleeding, Burning or Poison damage) deals 1 Health damage per room.

Damage Type (page 82)

- Some characters, creatures, or items may be more susceptible to one type of damage, or immune to another.
- All creatures can either be Vulnerable (damage received is doubled), *Resistant* (damage received is halved), Immune (damage received is fully ignored) or Restored (recover an amount of Wounds equal to damage received) by a certain damage type.
- When a creature is Vulnerable or Resistant, only direct damage is taken into account, after armor has been applied.
- Your character can also have some sort of damage reduction to certain types of damage, mostly thanks to gear or spells. When this is the case, reduce the incoming damage after Armor has been taken into account.
- Due to an Overseer's influence or other similar effects, a creature might end up with a Resistance and a Vulnerability that conflict with each other (e.g. Resistant to Fire and Vulnerable to Fire). When this is the case, they simply cancel each other out, and all damage is tracked normally.

Armor (page 83)

- The amount of Armor shown determines how much incoming damage is absorbed, unaffected the creature or player.
- Armor value is deducted only after all the damage rolls have been tallied up, instead of applying to each die roll individually.
- Armor is only taken into account while in combat, damage from traps or other external factors is not absorbed by Armor.
- All Armor has an Integrity value, represented by a Usage Die die. After a fight where the Armor worn by a character has seen any use, the Integrity die must be rolled. A roll of 1-2 means that the die goes down the dice chain one stage. A result of 1-2 in the last stage (D4) means the Armor is beyond repair and must be discarded.
- Repairing Armor increases its Integrity by one die type in the dice chain.
- No Armor can ever go higher than its initial Integrity.
- Not all Armor have the same maximum Integrity, check each of their descriptions to learn more.

Critical Strikes & Fumbles (page 84)

- Combat Critical Successes are known as Critical Strikes, and have their damage doubled. This means that once you've picked the damage die from your Damage Pool, you double the result. Any fixed modifiers to your roll (+1, +2, +3, etc.) are also doubled. Critical Strikes are not cumulative.
- On the other hand, rolling a Critical Failure (a Fumble) when attacking with a weapon or unarmed will make things tougher for you. Roll on the Fumbles table to see what happens.
- A Fumble while defending is simply a regular failure.

Other Important Details

- **Dual wielding:** A character can dual wield two One-Handed weapons to gain a free Parry Reaction per round and deal +1 damage, but all their attacks are done with a -40. Furthermore, when dual wielding you must choose which weapon is the dominant one at the start of combat. You only benefit from the Traits and effects of the dominant weapon.
- **Shields** add a modifier to any defensive checks done by the character wielding it. Furthermore, they allow parrying an attack, even when wielding a weapon without the Defensive or Parrying trait.
- An **unarmed** character deals D4 damage.
- Characters or creatures attacking a **Prone** target have Advantage. A **Prone** creature can still attack, but with Disadvantage.
- Attacking an **unconscious or Sleeping** target requires no Skill check.
- When you are about to **receive a Critical Strike**, you can choose to sacrifice either your weapon or shield to negate it. This absorbs all damage, so you are unaffected by the attack, but the weapon or shield in question is broken and cannot be used again until repaired (see Camp Activities on page 124).

HEALING & DEATH

- Unless specifically said otherwise, all incoming damage is dealt first to your character's Toughness. Once a PC has no Toughness left, they start losing Health.
- All characters recover D4 Toughness immediately after a fight is over, and recover it fully after resting at Camp.
- Health is only recovered via magic, potions, and proper resting (Taking a Breather or Setting Camp).
- Most of the time, a healing effect will heal either Toughness (such as when you use bandages) or Health directly (like when you rest at camp).
- When your character's Health is dropped to 0, they die.

Optional Rule: Forgiving Death

- In case you think that having to start all over with a new character is too harsh of a penalty, you can instead do the following:
- Immediately recover 2D6 Sanity and Health.
- If you died at the hands of your enemies, they've moved on and lost interest, taking you for dead.
- You lose 2 Mastery Abilities of your choosing, but you cannot end up with less than 1 Ability per Mastery this way.

CONDITIONS

- Enemy creatures, they will only attempt to get rid of *Prone*, *Poisoned* and *Restrained*.

BLEEDING (X): A *Bleeding* creature suffers an amount of damage equal to X every round until the condition is removed. This is a cumulative condition, so while initially it can seem relatively harmless, it can slowly become a real threat. In order to get rid of this condition, you must spend 1x Bandage and pass a successful Medicine check (out of combat only). When out of combat, *Bleeding* deals 1 Health damage per room. *Bleeding* damage ignores all Armor.

BLINDED: A *Blinded* creature has Disadvantage on all Skill checks, with the exception of Reason checks. While *Blinded*, you can only make basic melee attacks and cannot target Hit Locations or use Mastery Abilities.

BURNING: A *Burning* creature receives 1 Fire damage until the condition is removed. In order to remove the condition, the creature must spend 1 Standard Action (while in combat), or increase their Exhaustion by 2 (while out of combat). When out of combat, *Burning* deals 1 Health damage per room. *Burning* damage ignores all Armor. This is not a cumulative condition.

CHARMED: A *Charmed* creature cannot attack the charmer or use harmful abilities on the charmer.

CONCEALED: Attacking a *Concealed* target requires a successful Perception or Mind check. Characters may gain this condition out of combat, and benefit from it in and out of combat. Attacking or being harmed breaks this condition.

CURSED: A *Cursed* creature is plagued by an effect detailed on the curse's description until the curse is removed somehow. This is a cumulative condition (if applicable).

DAZED (X): A *Dazed* creature cannot initiate attacks during a number of rounds equal to X. If a creature is *Dazed* again while still suffering from the condition, the duration stacks.

FREEZING: The afflicted has -10 to all Skills and acts last during combat. They must pass an Endurance check after the first round to recover. If failed, re-attempt each round until success (this does not count as an action). When out of combat, a *Freezing* character will worsen every 5 rooms, first falling into hypothermia (-50 to all actions), then death after 10 rooms. The player can attempt an Endurance check once per room, and if successful, removes this condition.

FRIGHTENED (XX): The creature is gripped by fear and struggles to control their nerves. The creature reduces all physical attack Skills used against the source of their fear by an amount equal to XX. At the end of each of the afflicted's turns, the value of their *Frightened* condition decreases by 10, until it reaches 0. This is a cumulative condition.

PARALYZED: A *Paralyzed* creature is incapacitated and can't move or speak. Attacks made against the creature hit automatically and require no Skill check.

POISONED (X): A *Poisoned* creature suffers an amount of damage equal to X every round until the condition is removed or resisted. The round after the condition takes hold, a *Poisoned* character can attempt to resist its effects during their turn by passing an Endurance/Body check as a Free Action. This is a cumulative condition. When out of combat, *Poisoned* deals 1 Health damage per round. *Poisoned* damage ignores all Armor. Out of combat, *Poisoned* can be removed by spending 1x Bandage and passing a successful Medicine check.

PRONE: As a Free Action, a *Prone* creature can get back up during their turn, but their opponent(s) get to immediately roll on the Defensive Move table. Attacks against a *Prone* creature are done with Advantage, and a *Prone* creature can attack from that position with Disadvantage, but can only make basic melee attacks and cannot target Hit Locations or use Mastery Abilities.

RESTRAINED: The afflicted is wrapped in something that restricts their movement. They are incapable of moving, and all Acrobatics, weapon Skills, Dodge and Athletics/Body checks suffer a -20 penalty. In their turn, the *Restrained* creature can attempt an Athletics/Body check in order to remove this condition. This is a Free Action, but the character can choose to spend a Standard Action instead to receive a +20 to their Athletics check.

SICKENED (XX): A *Sickened* creature suffers a negative modifier to all checks equal to XX until the condition ends. This is a cumulative condition.

SLEEPING: The creature immediately falls *Prone*, and any attack against it hit automatically. The creature wakes up immediately upon being hit.

STUNNED (X): A *Stunned* character cannot act for a number of turns equal to X. They cannot actively defend from Physical attacks, but the attacker must still pass an attack check. If a creature is *Stunned* again while still suffering from the condition, the duration stacks.

EXHAUSTION

- The effects of excessive Exhaustion points are cumulative, and can be seen on the Exhaustion table (page 90).
- Several actions and circumstances make your character accrue Exhaustion, the most common ones being Mastery Abilities, Camp activities, events, and enemy actions.
- The following actions reduces a character's Exhaustion:
 - Consuming a Ration (-1 Exhaustion). This can be done at any moment (except during combat).
 - Take a breather (-2 Exhaustion).
 - Rest (-10 Exhaustion).
 - A desperate character can decide to eat raw cooking ingredients (-1 Exhaustion per 1xCooking Ingredients), but they must pass an Endurance check or suffer 1 Health damage.

SANITY

- Your character's ability to withstand the fearsome creatures and circumstances that assails them while exploring Ker Nethalas is measured by their Sanity score.
- When a character reaches 0 Sanity they must roll on the Madness table Page 91).
- Whenever confronted with a situation that would force your character to lose Sanity, you must make a Resolve check.
- A success means that they've managed to hold on to their wits, for now. A failure means that they lose whatever amount of Sanity is specified by the circumstances.
- The most common source of Sanity loss is opponents with the *Frightening* or *Horrifying* Traits:
 - A **Frightening** creature requires a successful Resolve check at the start of combat. Failure causes the loss of 2 Sanity.
 - A **Horrifying** creature requires a successful Resolve check at the start of combat. Failure causes the loss of 4 Sanity.
- When facing several opponents that cause different losses of Sanity, only roll once for the whole Encounter, instead of once per opponent. If you fail the Resolve check, lose the highest amount of Sanity possible. This means that if you're facing a *Frightening* monster and a different *Horrifying* monster, if you fail the Resolve check you would lose 4 Sanity (the highest threat to your Sanity coming from the *Horrifying* monster).
- Sanity can be recovered by the following:
 - Resting at Camp (+D4 Sanity).
 - Defeating an Overseer (+D4 Sanity).
 - Certain spells.
 - Certain gameplay events.
 - Suffering a Madness episode, which recovers all your lost Sanity.

MASTERY MINIONS

- Minions attack and defend in combat the same way any other creature does.
- Minions heal all their Health once a room has been cleared.
- Minions are not affected by the Sanity rules.
- Minions act in your turn, in the order you wish them to.
- Enemies will always prioritize attacking PCs over Minions. This means that if there is an uneven number of enemies, once each PC and Minion has been assigned one opponent, any remaining opponents will target PCs over Minions.
- Once opponent distribution has been assigned at the start of combat, it remains the same until all opponents are dead.

PLAYING CO-OP

- Multiply the amount of enemies you encounter (except Overseers) by the number of players.
- Each player gets a loot roll.
- Each player earns the same amount of XP from defeating opponents, but tracks other XP gains independently (i.e. only a single character can benefit from dismantling a trap, etc.).
- Overseers have their Health doubled and gain 1 extra activation (i.e. turn) per PC.
- Each room may only be Scavenged once, regardless of who does it. Only one attempt per room is permitted, regardless of how many PCs there are.
- Traps or any negative Events will only affect one of you, determined randomly.
- You may share gear or any kind of equipment freely, but doing so during combat takes a Standard Action.

EXPLORATION

- Ker Nethalas is structured in Domains.
- A Domain is a group of rooms and corridors that are ruled by an Overseer.

Lightsource (page 96)

- You must have a free hand to hold a Torch or Lamp. Spells, Belt Lamps, and other items are the only way of getting around this.
- A regular Torch or Lamp will remain lit for 20 rooms. Use the lightsource tracker on your character sheet to keep track of this.
- If you lack a lightsource, your character will be *Blinded*. They must also pass a Resolve check every time they enter a new room, or lose 1 Sanity.
- A character carrying a Lamp (not a Belt Lamp, which is attached to your Belt) can choose to spend a Standard Action to set it down on the floor and either draw a second, One-Handed weapon, or wield a Two-Handed weapon with both hands. This would ideally be done at the start of combat, allowing a PC to have a reliable lightsource for the fight without needing to hold it. If you roll a Fumble, instead of rolling on the Fumbles table you accidentally kick the Lamp, spilling all its remaining oil, and leaving you *Blinded*.

Mapping Domains (page 96)

- If this is the starting room or corridor of a new Domain, the first thing you must do is to determine who the **Overseer** is (page 179), and which modifier it applies to all creatures in the Domain, by rolling on the Overseer Influence table on page 100. This roll is done only once, at the start of each Domain. If you defeat the Domain's Overseer, all opponents within it lose their empowerments. An Overseer is not affected by its own influence.
- Roll on the Room & Corridor Shape table (page 97) to learn what the room or corridor you're entering looks like. This is done by rolling D100: a result of 1-25 means you've encountered a corridor, whereas a 26-100 roll is always a room. If you're drawing the Domain's map (as you should), feel free to rotate this new room or corridor and align it as you see fit, always making sure to match an entry to the door your character is currently crossing. If the room you just rolled results in the Domain not having any more potential rooms or corridors to explore, re-roll until you roll a corridor or room with more than one entry.
- If you want to have a description of the room or corridor you just entered, roll on the Room or Corridor Description tables. This step is purely for flavor though, and will add nothing but a bit of context or atmosphere.
- Each time you place a new room, you must make a **Lair Check**, in order to find where this Domain's Overseer is. This is done via the Usage Die rules explained on page 74, with the starting die being D10. Once you reach the last stage (a roll of 1-2 on the D4) it means you've found the Domain's Overseer. You don't need to engage it if you don't want to, and

can keep on exploring the rest of the Domain. As an optional rule, when you have reached 15 rooms and have yet to find the Domain's Overseer, the next room automatically has the Overseer's lair.

- Once the Overseer's lair has been located, the Lair Check is no longer necessary. Instead, you will be making **Domain Exit** checks each time you enter a new room or corridor. This is done via the Usage Die rules, with the starting die being D8. Once you reach the last stage it means you've found the Domain's exit point. You can then abandon the Domain and move on to the next one, or turn back and finish any unfinished business you might have in the current one. Finding a Domain Exit doesn't mean the current Domain is complete, you can theoretically keep exploring the same Domain infinitely by generating new rooms. A Domain Exit behaves as any other normal room or corridor would, so make all the usual checks (Tension Die, Encounter, etc.). You are free to move between the different Domains of the Necropolis you've discovered as you want.
- Once you've determined whether this is a regular room or corridor, Overseer's Lair, or the Domain's exit, make a **Tension Die check** (as described on page 120).
- Next, you must see if there's a **Combat Encounter** in this room or corridor. Roll D20: if it's a room, a result of 10+ means that you've encountered some sort of enemy. For corridors, you'll only face Combat Encounters on a roll of 15+. If the room is the Overseer's Lair, you must not check for Combat Encounters.
- Last but not least, if you entered a room and there was no Combat Encounter, you must roll on the **Events** table.

Retracing Your Steps (page 99)

- Passing through already cleared rooms and corridors is allowed.
- You must still roll the Tension Die each time you enter a room or corridor.
- The lightsource will be spent as usual.
- You do not need to check for combat encounters nor roll on the Events table.

Scavenging (page 116)

- Each time you enter a room, you can make a Scavenge check.
- Only a single Scavenge check is allowed per room.
- You can choose to make a deep search once per room to see if there are any hidden compartments or **containers**. If you do so, you must:
 - Make a Tension Die check
 - Accrue 2 Exhaustion
 - Use the standard locks and traps rules
 - Once open, roll D10: 1-5 it's empty, 6-10 roll on the Container Loot table (page 220).

Locks & Traps (page 117)

- **Phase 1: Investigation**
- A. **Is it trapped?** First, you must make a Perception check; the Difficulty of this check is determined by rolling on the Random Difficulty table.
 - I. If you passed the Perception check: You must roll D10: a result of 7+ means that the feature is trapped, and you spot it. Roll on the Traps table to determine which trap you are dealing with. You can now choose how to deal with it in the Resolution phase 2.A. If there is no trap, but the door or container is locked, go to 2.B.
 - II. If you failed the Perception check: You must make a decision: do you interact with the feature, or do you leave it be? If you interact with it, roll D10: a result of 7+ means that the feature is trapped, and you just triggered it. Continue to the Resolution phase.
- B. **Is it locked? (Doors & Containers only)**: Roll a D20.
 - I. Door: A result of 12+ means it is locked.
 - II. Container: A result of 10+ means it is locked.
- **Phase 2: Resolution**
- A. **If you detected a trap**, you have three options:
 - I. Disarm it: This requires a set of Thieves' Tools. Attempt a Thievery check. The Difficulty of this check is determined by a roll on the Random Difficulty table.
 - a. Success: The trap is disabled. You may now deal with any locks (step B) or interact with the feature safely.
 - b. Failure: You trigger the trap! Go to **C. Trap Triggered**.
 - II. Bypass it (Environmental Traps Only): If the trap is in a room or corridor, you may try to avoid it completely. Perform the Skill check to avoid the specific trap listed on the Traps table. You have +20 to this check.
 - a. Success: You safely avoid the trap. You may freely attempt to exit in any direction (if encountering a door, repeat this process. Any interactions with said door do NOT trigger the Environmental Trap); you cannot scavenge or interact with other objects (other than doors) within the location. Any future attempts to bypass this same trap are considered Effortless (+20).
 - b. Failure: You trigger the trap! Go to **C. Trap Triggered**.
 - III. Trigger it: If you decide that you must get rid of a trap, you can choose to voluntarily trigger it. This grants you +20 to the trap's avoidance check.
 - a. Success: The trap is triggered, but you manage to avoid all consequences.
 - b. Failure: You suffer the trap's consequences, as seen on its description.
- B. **If there is a lock** (and any traps have been disarmed), you have two options:
 - I. Pick the lock: This requires a Lockpick. Attempt a Thievery check.
 - a. Success: The lock opens.
 - b. Failure: You fail to open the lock. Your Lockpick breaks, but you

may attempt it again, reducing its Difficulty by one step (e.g., from Demanding to Normal, etc.).

II. **Brute force it:** You can attempt to break open the door or container. Attempt an Athletics check.

a. Success: The feature is forced open.

b. Failure: You fail to break it open. You may attempt it again, increasing your Athletics check by +20 for each attempt after the first one.

c. Noise: Regardless of success or failure, each attempt makes a loud noise. Trigger a Tension Die check.

C. **Trap Triggered:** If you fail your Perception check, interacting with a trapped feature will trigger it. This includes:

I. Opening an unlocked feature

II. Attempting to pick the lock

III. Attempting to brute force the feature

IV. Doing anything in a location with an Environmental Trap (consider a failed Perception check as immediate Triggering)

• If you have succeeded in your Perception check, the following still triggers the trap:

• Failure on Thievery check

• Failure on Bypass check (Environmental Traps only)

• Doing anything in a location with an Environmental Trap other than exiting via corridor or interacting with a door

• Voluntary Triggering

• Other things to take into consideration:

• If a trap triggers as a consequence of a failed Perception check, roll to determine the trap type, then make a Skill check to avoid it. Success in this check negates all consequences of the trap.

• If a trap is triggered after a successful Perception check, make a Skill check to avoid it with +20 modifier due to your awareness. Success negates all consequences.

• Regardless, traps trigger only once and are considered disarmed from that moment onward.

The Tension Die (page 120)

• The Tension Die always starts at D8, and resets back to D8 after rolling 1-2 on the D4, which triggers a roll on the Growing Darkness table.

• Growing Darkness events only affect a single Domain, but remain in play for that Domain, so keep that in mind if you return at a later date.

• Once you enter a new Domain for the first time, reset the Tension Die back to D8.

• The following circumstances will trigger a Tension Die check:

• Moving from one room or corridor to the next one.

• Making noise.

• Specific circumstances, triggered by certain events or creatures.

Resting & Setting Camp (page 123)

- Taking a Breather allows you to recover D10+2 Toughness, 1 Health, and reduce your Exhaustion by -2. It reduces your lightsource by 5, and the Tension Die by one stage.
- **Camp Check:** Roll D20, a result of 12+ means that everything's fine, and you've rested safely. A failure triggers a roll on the Encounter table (page 133), and reduces all the benefits of camping by half (rounding down).
- A Camp check is only done once, after you've done setting camp and completing all the activities you wanted to get done while at camp.
- Setting Camp consumes 1x Ration. If you don't have a Ration at hand, you can still take the Cooking Camp Activity and consume it immediately. Not having Rations reduces all the benefits of camping by half (rounding down).
- Camp Activities:
 - **Attune:** If you have a magic item you want to use and an Attunement Crystal, you can spend it to be able to benefit from the magic item's properties. This makes you suffer 1 Exhaustion for each magic item you attune to.
 - **Barricade:** You've seen what sort of horrors call this place home, and the last thing you want is to wake up with one of those things gnawing at your face. For each 1x Crafting Supplies spent reinforcing the place you gain 1 Exhaustion, but you can add +5 to the Camp Check roll.
 - **Cooking:** Turn all those Cooking Ingredients you've found into actual, edible food. For each 1x Cooking Ingredients you spend you gain 1x Ration. Crafting any amount of Rations causes you to gain 1 Exhaustion, and reduces the Camp Check roll by -1.
 - **Craft Bandages:** You can turn 1x Crafting Supplies into 1x Bandage. Crafting any amount of Bandages causes you to gain 1 Exhaustion, and reduces the Camp Check roll by -1.
 - **Craft Lamp Oil:** You can turn 2x Crafting Supplies into 1x Lamp Oil. Crafting any amount of Lamp Oil causes you to gain +1 Exhaustion, and reduces the Camp Check roll by -2.
 - **Craft Lockpicks:** You can turn 1x Crafting Supplies into 1x Lockpick. Crafting any amount of Lockpicks causes you to gain +1 Exhaustion, and reduces the Camp Check roll by -2.
 - **Craft Torches:** You can turn 1x Crafting Supplies into 1x Torch. Crafting any amount of Torches causes you to gain 1 Exhaustion, and reduces the Camp Check roll by -2.
 - **Heal Condition:** Spend 1 Bandage per condition (*Poisoned, Bleeding, etc.*) to remove it. Increase your Exhaustion by +1 for each condition removed this way, without needing a Medicine check.
 - **Repair:** You spend 2x Crafting Supplies to repair a single piece of gear. This Activity is required to fix broken weapons, or Armor that has lost Integrity or Armor points as a result of Acid damage, for example. Regardless of how many pieces of gear you repair, your Exhaustion is increased by +2, and you must reduce your Camp Check roll by -2.

- **Sleep:** You choose to do nothing but rest. You cannot undertake any other Camp Activity (except Barricade), but you reduce your Exhaustion by -5, recover 1 Health, and increase the Camp Check roll by +2.
- **Swap Mastery Amulets:** If you possess two or more Amulets that grant you access to different Masteries, you can swap them while at Camp. This has no cost, and takes just a moment while you adjust to the new Abilities.
- **Benefits:**
 - Regain all Toughness lost.
 - Regain 1 Health.
 - Regain D4 Sanity.
 - Reduce Exhaustion by 10.

Potions (page 126)

- When you find a potion you must make a Medicine check to learn its effects.
- If you fail, your only chance is to try the potion and see what happens.
- You must only determine the type of potion after you've succeeded at a Medicine check or have drunk it.
- For a full list of potions and their effects, go to page 221.

Traders (page 127)

- They'll pay 50% of the price of any items you'd like to sell, and have some items for sale; check the Items For Sale list.
- When you find a Trader in a Domain, they remain in place, allowing you to visit them again in the future.
- Amulets cannot be sold.
- A magic item's price depends on its rarity:
 - Uncommon magic items sell for 200¢
 - Rare magic items sell for 400¢
 - Epic magic items sell for 600¢
 - Relics sell for 1,000¢

COMBAT ENCOUNTERS

- All opponents are classified by their type:
 - **Animal:** Animals possess no general unique resistances or vulnerabilities, but some individual species might.
 - **Astral:** Astral beings are Immune to the *Bleeding*, *Poisoned*, *Sickened*, and *Frightened* conditions.
 - **Construct:** Constructs are Immune to the *Charmed*, *Poisoned*, *Bleeding*, *Sickened*, *Frightened*, and *Sleeping* conditions.
 - **Demon:** Demons are Restored by Infernal damage, Vulnerable to Holy damage, and Immune to the *Poisoned* condition.
 - **Elemental:** Elementals are Restored by damage caused by their elemental affinity (e.g. a Fire Elemental is Restored by Fire damage), and are Immune to the *Bleeding*, *Sickened*, and *Poisoned* conditions.
 - **Humanoid:** Humanoids possess no unique resistances or vulnerabilities.
 - **Plant:** Plants are Vulnerable to Fire damage, but Immune to the *Frightened* and *Blinded* conditions.
 - **Undead:** Undead creatures are Vulnerable to Holy damage, Restored by Necrotic Damage, and Immune to the *Bleeding*, *Sickened*, *Poisoned*, and *Frightened* conditions.
- While most have a single type, some of them can have a combination of two, such as “Elemental Construct”, or “Undead Plant”.
- When an opponent is faced with the decision of who to attack, due to the fact that you’re accompanied by other PCs, Companions, or Minions, try to evenly distribute the number of opponents among your party members, but always giving priority to the player characters. Randomize it in case of doubt.
- Most enemy creature's actions are tagged as either **Magical** or **Physical**. Actions marked as Magical require a Spellward check to avoid, whereas Physical actions require you to use your weapon Skill or Dodge Skill to defend from them. Enemy actions that don't have the Magical or Physical tag simply require you to follow their instructions, which usually implies having to pass some sort of Skill check to avoid being affected by them.

Combat Encounter Difficulty (page 131)

- Each enemy stat block has an entry called “Level Adaptation”.
- When you prepare to face a combat encounter, you must apply all the changes listed there in order to scale the creature to your current level.
- All the adjustments to a creature’s stat block are cumulative.

Creature Stat Block (page 118)

- **Body:** This is used when your Abilities require an opposed check against your target’s physical prowess, be it their strength or their agility.
- **Mind:** A creature's Mind Attribute determines their mental capabilities, as well as their ability to resist mental attacks, and perceive things. It is

most commonly used to determine who starts first in combat.

- **Combat Skill:** This is the Attribute you must use when the creature attacks or defends.
- **Endurance:** This defines a creature's ability to resist the outcome of substances and effects that imply a direct attack to their constitution.
- **Health:** The amount of damage a creature can take before dying or being destroyed.
- **Hit Location:** This shows which one of the Hit Location tables shown on page 80 you must use when attacking this creature. It also marks the creature's Weak Spot with the "♥" icon.
- **Level Adaptation:** This section lists the changes you must make to the creature's stat block in order to adapt it to your current level.
- **Magic Resistance:** When you attack a creature with a Magical Ability they can usually attempt to resist it by passing a Magic Resistance check.
- **Number:** Some opponents will come in groups. When this is the case, track each one of their Health, attacks and other details separately.
- **Spoils:** This lets you know which table you must roll on in order to find out if the creature had anything of value. Some creatures will directly tell you what you gain after looting them, instead of directing you towards one of the Spoils tables.
- **Trait:** Some creatures possess unique traits that can aid them during combat.
- **Type:** An opponent's type defines what category or family of creatures they belong to.

Creature Traits (page 119)

- **Alert:** This creature cannot be surprised in any way. This Trait supersedes any Ability, gear or effects that may allow PCs to always surprise their opponents.
- **Frightening:** A *Frightening* creature requires a successful Resolve check at the start of combat. Failure causes the loss of 2 Sanity. When *Frightening* creatures come in groups, you must only make a single Resolve check for the whole group.
- **Horrifying:** A *Horrifying* creature requires a successful Resolve check at the start of combat. Failure causes the loss of 4 Sanity. When *Horrifying* creatures come in groups, you must only make a single Resolve check for the whole group.
- **Pack:** The creature receives +5 Combat Skill for each other similar Pack creature still alive in the room.
- **Penetrating (X):** This creature's attacks ignore an amount of Armor points equal to the X value.
- **Ruthlessness (X):** This Trait grants the creature a number of additional turns per round equal to the X value. When affected by conditions that cause the loss of actions (such as *Paralyzed*, or *Stunned*), the creature loses a turn per stack of the condition in question. For example, a creature with *Ruthlessness (2)* acts a total of 3 times during the same turn; if this creature were to receive the *Stunned (2)* condition, it would reduce the number of actions by 2, meaning the

creature would still act once during their turn, and immediately after lose the *Stunned* condition (since it would be already spent).

- **Savage:** Characters cannot Parry (i.e. use their weapon Skill) the creature's attacks, they can only use their Dodge Skill to avoid them.
- **Swift:** The creature ignores all Reaction negative modifiers.
- **Venomous:** When damaged by this creature you must pass an Endurance check or receive the *Poisoned (1)* condition.

SPOILS & LOOT

- Regardless of the type of coinage, all coins found in Ker Nethalas, as well as the prices of items listed in chapter 6, are shown as **Coins (C)**.

Encumbrance & Character Equipment (page 206)

- Your character can equip a maximum of 10 items on their body (9 if equipped with a two-handed weapon), which include:
 - 1 Main-Hand item
 - 1 Off-Hand item
 - 1 Belt
 - 1 Helmet/Head Piece
 - 1 Armor
 - 1 pair of Gloves
 - 1 pair of Boots
 - 1 Amulet
 - 2 Rings
- In order to keep track of what they carry, your character has 10 item slots. These item slots are only for items that you are carrying: any item equipped in one of your body slots does not count towards the total of item slots you have available.
- **Non-encumbering** items include anything tiny you can fit in your palm, empty bags, items with no listed weight such as paper, trinkets, as well as worn clothing and jewelry.
- **Normal** items take up one slot.
- **Heavy** items take up two slots.
- **Light** items can be bundled up to 10 items in one slot. These include torches, rations, potions, Crafting Supplies, Cooking Supplies, and other similar items.
- Coins and gems take up one slot for every 100 pieces, rounded up.
- **Backpack:** Increases carrying capacity by 20 item slots. You can only equip one backpack at a time.
- **Pouch:** Increases carrying capacity by 5 item slots. You can equip a maximum of 3 pouches at once.
- You cannot place items into a backpack or pouch, and then place that backpack or pouch inside a different container.
- Even if you're wearing piecemeal armor, the totality of the different

individual pieces count as a single Armor slot when equipped. Wearing vambraces doesn't mean you can't wear gloves, the same as wearing greaves doesn't mean you can't wear boots.

Weapons (page 207)

- All non-magical weapons, regardless of the type, deal D6 damage.
- Weapon Traits:
 - **Defensive:** +10 combat Skill when used defensively in combination with a shield.
 - **Quick:** This weapon grants the character +10 to Initiative checks.
 - **Parrying:** Allows you to use your weapon Skill when defending against attacks.
 - **Powerful:** This weapon is especially deadly, increasing damage by +1.
 - **Simple:** A weapon relatively easy to use, increasing the combat Skill by +10.
 - **Two-Handed:** A character must use two hands to wield this weapon, but its larger size increases damage by +2.
 - **Versatile:** When wielded with two hands, this weapon deals +1 damage.
- All one-handed weapons are considered Normal items.
- Two-handed weapons are Heavy items.

Armor & Protective Gear (page 210)

- **Torso Armor** protects both your chest and abdomen.
- **Vambraces** offer protection to your arms.
- **Greaves** protect your legs and feet.
- **Helmets** protect your head from blows and wounds.
- **Shields** offer you the possibility of Parrying blows (i.e. using your weapon Skill), as well as a bonus to doing so.
- Certain pieces of Armor impact your ability to maneuver and even your spatial awareness, so keep it in mind when choosing what to wear! When a piece of Armor notes that your **maneuverability** is reduced, you must reduce your Acrobatics, Dodge and Stealth Skills by the specified amount while wearing it.

Belt Checks & Quickslots (page 212)

- A belt has 4 item slots, allowing you to store items.
- These items are easily accessible, which means that using or taking any item in your belt counts as a Free Action.
- Some circumstances will call for you to make a Belt Check: roll D4 and compare the result to your belt inventory. Whatever item was stored on that slot has been destroyed.

Attunement Crystals (page 214)

- A single Attunement Crystal is needed in order to identify a magic item's properties, and it's spent after using it. You can use Attunement Crystals by choosing the Attune Camp Activity (page 124).

Fragments (page 214)

- Fragments are pieces of magical items from the Vaelorian Ascendancy that have broken over time.
- They still have some magic left in them for a single use.
- You do not need to attune to a Fragment in order to use it.

Magic Item Generation (page 224)

- Roll on the Item table to learn which type of item you've found.
- Roll on the Item Rarity table to learn how many Properties it has.
- Roll as many times as necessary on the corresponding item table to learn the details of the item's powers. If you roll twice on the same Property the effects stack.
- The only exception to this procedure are **Amulets**. When you find an Amulet, simply roll once on the Random Mastery table (page 222) to learn which Mastery it grants you access to.
- To speed up the process you can make all the rolls at once: simply grab one D8, one D10 and one D20. If the item turns out to be of Rare or Epic rarity, re-roll the D20 as many times as necessary.

Relics (page 234)

- Characters do not need to attune with Relics, and as such are able to use them as soon as they acquire them.