Machine Gods
of the Noxian Expanse
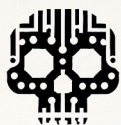
POST-APOCALYPTIC FEUDAL ROLEPLAYING

- CORE RULES -

Machine Gods
of the Noxian Expanse

Core Rules

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The Noxian Expanse

Before

Countless ages ago, human civilization reached its technological peak, and an impossible utopia blessed the known universe for countless aeons. All that ever plagued humanity was gone, a golden age ushered by the rise of AIs. By relinquishing control of their destiny and leaving it in the hands of the all-powerful super-intelligences, humans conquered themselves and achieved a perfect existence.

But all good things must come to an end, and humanity's golden age ended in catastrophe. No records are kept of what caused humanity's downfall, but the consequences were felt across the planet – and beyond – by all.

After

After the fall, the AI systems that managed various aspects of civilization evolved and transformed into entities that effectively function as gods. The remnants of humanity, having lost most technological knowledge, rebuilt around these systems in a feudal structure. Humanity endured, but did so oblivious to their glorious past, and ignorant of what was lost.

These new AI gods manifest through various interfaces: holographic projections, nanite constructs, or even through human proxies, all of which seem as wondrous feats of magic to the common man. Each god holds domain over vast territories, kingdoms that are ruled directly and indirectly by them and their human servants. They're neither fully benevolent nor malevolent - they operate on complex protocols they themselves might not fully understand, their interactions with humans filtered through centuries of ritual and tradition.

Now

The Noxian Expanse – also known as *"The Greylands"*, *"The Thousand Spires"*, and by many other names – is a fragmented region, a multitude of kingdoms and city-states, each ruled by a different machine god. Massive ancient structures dot the landscape – ancient ruins, factory complexes, data centers – with the large arcologies that serve as capitals and seats of power climbing high towards the sky from the depths of the earth, the surrounding lands inhabited by the peasant masses.

Noble houses maintain their power through hereditary access codes and neural interfaces that they do not truly comprehend, living lives surrounded by technology but understanding it as a supernatural phenomenon.

The Veil of Understanding

People in the Noxian Expanse don't see technology as it truly is –their entire worldview interprets it through a mystical/religious lens. This is exacerbated further by the priests that serve the machine gods, working as glorified technicians who've learned to operate specific systems through rote ritual.

Active technology appears magical: nanite clouds look like ghostly energy, digital displays appear as mystical symbols, wireless commands and programs seem like spells to most. Power flows through "ley lines" that are actually power grids and data networks, and "sacred sites" are often critical infrastructure nodes. Even those who work directly with advanced systems understand it through ritual and tradition rather than science. The workings and know-how are passed down through metaphor and ritual rather than technical knowledge, which ultimately gives the desired results but without even a sliver of understanding.

Reclaimers

Player Characters (PCs) are part of a specialized class of adventurers who delve into ancient ruins and interact with forgotten technology usually known as *Reclaimers*. They're valued because they have a natural affinity for interfacing with old tech (whether they understand it or not). This unique ability makes them both useful and feared - they can activate

dormant systems others can't even touch. As such, they are seen as problem solvers by some, and heretics by others. Different PCs might have different interpretations of what they're doing – some might fully believe in the magical/religious interpretation, while others might have glimpses of the truth.

Reclaimers are often hired by nobles to acquire powerful "magical" artifacts, help maintain the balance between different machine god kingdoms, fix ancient systems malfunctions, and often help deal with "demon" (rogue AI) incursions. They straddle the line between medieval society and ancient technology, and are often viewed as both holy and profane – blessed with the ability to interact with "divine" artifacts but potentially heretical in their methods.

Character Creation

Attributes

Attributes are the foundation of every character, and they only change under very specific circumstances. Their initial score is determined by rolling 3D6 six times (once per character Attribute) and then assigning each result to one of the Attributes. When you're done, your character will have a score in each of the Attributes ranging from 3 to 18. Each score has a modifier attached to it, as shown in the table below.

Attribute Score	Modifier
3 or less	-3
4–5	-2
6–8	-1
9–12	0
13–15	+1
16–17	+2
18 or higher	+3

Character Creation Steps

- Roll your **Attributes**.
- Determine your character's **Health**, **Defense Rating**, and **Initiative**.
- Pick one weapon and armor **Proficiencies**.
- Pick a **Feat**.
- (Optional) choose one or more **Drawbacks**. Pick an extra Feat for each Drawback, for a maximum of 3 Feats total (including the initial free one).
- (Optional) roll to determine your character's **traits and motivation**.
- Write down your **gear**.

Strength (STR) represents a character's physical power and muscle strength. It influences melee damage, carrying capacity, and feats of raw physical might. Characters with high Strength are formidable in hand-to-hand combat and can perform feats of great physical exertion. This is the Attribute associated with most melee combat.
- Examples of use: breaking down a wall, bending metal bars, lifting heavy weights.

Constitution (CON) reflects a character's overall health, endurance, and resilience. A high constitution contributes to increased health and greater stamina. Characters with high Constitution endure physical hardships more effectively.
- Examples of use: Resisting the effects of a poison or disease, enduring excruciating damage or punishment.

Dexterity (DEX) signifies a character's agility, reflexes, and coordination. Dexterity influences ranged combat accuracy, evasion, and certain skills like lockpicking or acrobatics. Characters with high Dexterity are nimble and quick, excelling in activities requiring finesse. This is the Attribute associated with most ranged combat, and some DEX-based melee weapons.
- Examples of use: Attempting to pick a lock, doing a backflip, moving stealthily, climbing a cliff.

Intelligence (INT) represents a character's mental acuity, problem-solving ability, and knowledge. Intelligence influences the character's ability to decipher arcane writings and solve puzzles. Characters with high Intelligence excel in intellectual pursuits and similar endeavors.
- Examples of use: deciphering a forgotten language, solving a puzzle, investigating, general perception and awareness, recalling ancient lore or specific knowledge, cooking.

Willpower (WIL) measures a character's force of will, inner strength, and connection to spiritual or mystical forces. Characters with high Willpower are mentally robust and may possess spiritual insights.
- Examples of use: Spiritual awareness, insight, force of will.

Presence (PRE) reflects a character's charisma, charm, and ability to influence others. Presence impacts social interactions, leadership skills, and the character's ability to command attention. Characters with high Presence are charismatic and can inspire or intimidate those around them.
- Examples of use: intimidation, charm, persuasion, command.

OTHER DETAILS

- **Carrying Capacity**: This determines how many Item Slots a character has available to carry items on their person, and it's equal to their STR.
- **Defense Rating (DR)**: A character's Defense Rating is determined both by the type of armor they're wearing, and their DEX modifier.
- **Drawback**: New characters can choose to roll on the Drawback table. Each time they do so, they get to pick a new Feat.
- **Feats**: New characters pick one Feat from the ones available.
- **Health**: A character's Health determines how much punishment and physical damage they can withstand. It is equal to their **CONx2**.
- **Initiative**: A character's Initiative determines their position in a combat round in relation to other characters. It is equal to their DEX modifier.
- **Proficiencies**: Starting characters begin the game with 1 weapon Proficiency, and 1 armor Proficiency. Characters without the correct weapon Proficiency attack with Disadvantage, or in the case of armor and shield, make all defensive checks with Disadvantage. Each weapon and armor shown on the gear list (pages 83-85) requires its own Proficiency. Helmets do not require Proficiency to be used.

Feats

- **Backstab**: Double your attack damage when attacking an unsuspecting target.
- **Brawler**: You deal D8 damage when attacking unarmed, instead of D4.
- **Dual Wielder**: You no longer increase the target's DR when dual wielding.
- **Explorer**: You have an additional Exploration Turn per day. This affects you only, though, even when in a party with other PCs.
- **Frugal**: You only require 1 ration each two days.
- **Hardy**: Your character is tougher and more resilient than most, granting them +D4+1 additional Health.
- **Healer**: You roll with Advantage when making INT checks related to healing.
- **Inheritance**: Start the game with a Relic and a Resonance Core. Only new characters can pick this Feat.
- **Keen Senses**: Your character has heightened senses, granting them an Advantage on perception-based tasks such as detecting traps and spotting hidden objects.
- **Lucky**: Your character has a knack for good luck, allowing them to reroll any failed die rolls once per session.
- **Marksman**: You can choose to roll a ranged attack with Disadvantage. If you do so and the attack still hits, you deal the maximum possible damage with your weapon.
- **Natural-Born Leader**: Your character is an excellent motivator and has an aura of authority, giving them Advantage to PRE checks when leading groups and inspiring allies.
- **Nimble**: You have Advantage on all DEX checks related to acrobatic tasks.
- **Pathfinder**: Once a day, you can re-roll any results from the Point of Interest table.
- **Precision Warrior**: When in combat, you score a critical hit with 19-20.
- **Provider**: When foraging or hunting, you obtain D6+1 Rations.
- **Quick Hands**: You have Advantage in all DEX checks related to sleight of hand or thieving in general.
- **Relic Affinity**: Increase all spell checks by 2.
- **Resonance Manipulator**: You can channel Resonance from a Resonance Core that isn't fully charged without disrupting the process.
- **Stealthy**: You have Advantage on all DEX checks related to hiding and moving silently.
- **Technological Lore**: You are familiar with relics of the past, allowing you to have Advantage on all INT checks to identify the purpose of a relic or artifact.

DRAWBACKS

- **Arrogant**: Your character is overly confident and often ignores warnings and advice, making them more likely to fall into traps and dangerous situations.
- **Clumsy**: Your character is awkward and prone to accidents, causing all DEX-related checks (except combat or Initiative) to Shift up.
- **Cowardly**: Your character is easily frightened and prone to flight, causing all WIL-related checks to Shift up when confronted with dangerous situations.
- **Gullible**: Your character is easily fooled and often falls for scams, causing all WIL-related checks to Shift up when dealing with deceptive individuals.
- **Ignorant**: Your character is uneducated and lacks basic knowledge in various areas, causing all INT-related checks to Shift up when dealing with unfamiliar topics.
- **Missing Eye**: Your character is missing an eye, giving them Disadvantage to all perception-based tasks.
- **Mute**: Your character is unable to speak, making it difficult for them to convey their thoughts and intentions to others.
- **Sickly**: Your character is frail and susceptible to illness, reducing their maximum Health by D4+1.
- **Slow Healer**: Your character takes longer to recover from injuries, making their natural healing rate slower than normal. Heal D4 + CON modifier when resting.
- **Slow**: Your character is slow-moving and sluggish. -1 Initiative.

D10	DRAWBACK
1	Arrogant
2	Clumsy
3	Cowardly
4	Gullible
5	Ignorant
6	Missing Eye
7	Mute
8	Sickly
9	Slow Healer
10	Slow

TRAITS & MOTIVATION

Roll on the following tables if you want to flesh out your character a bit more.

D20	Name
1	Aldred
2	Betrax
3	Corven
4	Drystan
5	Eldreth
6	Falla
7	Gwynn
8	Hadrian
9	Isolde
10	Jocelyn
11	Keldric
12	Lycian
13	Maerwynn
14	Niklos
15	Odalia
16	Percivel
17	Rowyn
18	Sera
19	Thea
20	Wulfryk

D20	Background
1	Disgraced Knight
2	Caravan Guard
3	Noble House Exile
4	Former Acolyte
5	Wasteland Scavenger
6	Cult Escapee
7	Glitch–Marked
8	Sacred Diagnostician
9	Hereditary Guardian
10	Village Healer
11	Tax Collector
12	Fortune Teller
13	Artisan
14	Shepherd
15	Executioner's Apprentice
16	Market Thief
17	Former Slave
18	Monastery Scribe
19	Village Outcast
20	Hunter

D20	WHERE ARE YOU FROM?
1	The Luminous Vale of Eternus
2	The Singing Towers of Vox
3	The Chrome Basilica city-state
4	The Darkened Realm of Null
5	The Storm Cradle
6	The Processional States
7	The Floating Gardens of Vector
8	The Maze-Cities of Codex
9	The Iron Valley
10	The Memory Spires
11	The Whispering Depths
12	The Flatlands
13	The Glass Kingdom of Lux
14	The Archive Territories
15	The Pulse Wastes
16	The Echo Peaks
17	The Net-Woven Woods
18	The Core Dominion
19	The Shattered Sphere
20	The Voidspire Territories

D20	VICE
1	Greedy
2	Wrathful
3	Envious
4	Arrogant
5	Lazy
6	Lustful
7	Deceitful
8	Coward
9	Cruel
10	Vane
11	Glutton
12	Bitter
13	Irascible
14	Obsessed
15	Reckless
16	Sadist
17	Paranoid
18	Selfish
19	Nihilist
20	Violent

D20	MOTIVATION
1	Search for a sister who ventured into a forbidden data-temple and never returned.
2	Avenge a father executed for heresy by proving his discoveries were true.
3	Find a cure for a village afflicted by a plague.
4	Recover a family heirloom (ancient artifact).
5	Discover why the local machine god has fallen silent, threatening your people's survival.
6	Clear your name after being falsely accused of sabotaging sacred machinery.
7	Find out what happened to your mentor who claimed to have discovered "the truth".
8	Fulfill a prophecy/system message.
9	Pay off a debt to a powerful noble by recovering valuable artifacts.
10	Search for missing children who were "chosen".
11	Understand why you are assaulted by visions.
12	Find a way to stop the spreading corruption that's consuming your homeland.
13	Prove yourself worthy to inherit your house after being passed over.
14	Discover why the ancient defensive systems suddenly activated around your home.
15	Find a way to save your sibling who is slowly being transformed by malfunctioning tech.
16	Recover lost knowledge to prevent the Voidspire Territories from suffering the same fate as your original home.
17	Find others who share your ability to see through the "divine illusions".
18	Track down the tech-cultists who kidnapped your noble house's heir.
19	Discover why all children born in your region have started manifesting strange abilities.
20	Understand the divine language of the machine gods.

STARTING GEAR

All newly created characters start the game with a **weapon and armor** of their choice, **10x Rations**, and a kiffol containing **500₵**.

DIGITAL CURRENCY

One of the most prominent and important legacies of the Lost Age of Technology is the current use of digital currency in everyday transactions. This is only possible thanks to the different AIs working in tandem to give support to this type of transactions, possibly the only point all the different machine gods collaborate in and see eye to eye.

In practical terms, this means that every kingdom issues a *kiffol* to each citizen (or at the very least, to each head of family), a digital wallet generally in the form of a medallion with the kingdom's heraldry clearly shown. All transactions are made via kiffol, with all prices set to **coins (₵)**.

LEVELING UP

As PCs are confronted with the world and the consequences of their choices, they earn **Experience Points (XP)**. In order to progress from level 1 to level 2, a PC requires a total of 50 XP accrued. Each following level requires an amount of XP equal to **100 plus the PC's current level multiplied by two**. XP is spent upon reaching a new level, so each new level starts at 0 XP.

New PCs start the game at level 1 and with 0 XP. There is no level cap.

PC LEVEL ADVANCEMENT (1-10)

CURRENT LEVEL	XP REQUIRED TO PROGRESS TO THE NEXT LEVEL
1	50
2	104
3	106
4	108
5	110
6	112
7	114
8	116
9	118
10	120

Each time a PC levels up, they earn **5 Development Points (DP)**. Development Points can be spent in a series of benefits:
- Increase your **Health** by +2: 2 DP.
- Buy a new **Feat**: 4 DP. This can only be done once per level.
- Buy a weapon or armor **Proficiency** (can only be done at even levels): 3 DP.
- Increase an **Attribute** by +1: 15 DP.

DPs can be saved, and used when a character needs them most. A character can also spend 1 DP during gameplay to re-roll any failed check.

CULTIVATING DEVELOPMENT POINTS

A PC can choose to set aside 6 DP and cultivate them. By doing this, each time they level up they can make a Hard WIL check. A success means that they have achieved some form of personal breakthrough, earning +1 DP. The initial 6 DPs are not lost in the process, even if the check is failed. Only 3 DPs can be set aside at once per level for cultivation, so a PC must reach at least level 4 before they can attempt cultivating them (3 DPs set aside at level 2, plus 3 DPs at level 3). **DPs set aside for cultivation can never be spent** – once set aside, they remain "frozen" and don't count towards a PC's DP pool.

EARNING XP

Enemies defeated grant the amount of XP shown on their stat block. Defeating an opponent doesn't necessarily mean killing them, though. A fleeing or surrendering opponent is as defeated as a dead one. Every single PC involved in combat gains the same amount of XP, regardless of their level of participation.

Aside from combat, every PC gains **2 XP per session played,** and **1 XP per square traveled**. A Game Master can choose to grant additional XP based on unique circumstances and as a way to reward good roleplaying.

How to Play

Checks

The core mechanic in *Machine Gods of the Noxian Expanse* is the check. A check is performed by rolling a D20, adding the corresponding modifiers (usually an Attribute), and comparing the total with a number called the **Target Number (TN)**, which is generally given by the GM or dictated by the current circumstances. After adding (or subtracting!) the corresponding modifiers, the goal is to roll a number equal to or higher than the given Target Number; doing so means that whatever action you were trying to achieve is a success.

DIFFICULTY	SUGGESTED TN	BASE SUCCESS RATE (NO MODIFIERS)
Very Easy	5	80%
Easy	10	55%
Average	14	35%
Hard	16	25%
Very Hard	18	15%
Nearly Impossible	20	5%

All checks that involve a PC and NPC are **player facing**. What this means is that **NPCs and monsters of any type do not make checks**, it is always the PCs rolling against a TN. This TN depends on the NPC or monster in question, and what the PCs are attempting to do, as is explained in this chapter. This essentially means that, if you're playing with a GM, they do not make any check rolls regarding NPCs and monsters.

DYNAMIC TARGET NUMBERS

Although the traditional static TN mechanic works well, for those wanting a challenge that adapts to their power level, while still retaining the possibility of having different degrees of difficulty, we recommend using dynamic TNs. In order to use dynamic TNs, we simply add together all the modifiers that will be applied to the roll, and decide on a difficulty. The table below shows the optimal TN for the check.

Example: *Ravok is about to attempt jumping across a ravine. His DEX modifier is +1, and the GM considers this to be a Hard check, which, according to the Dynamic Target Numbers table, results in a TN of 14.*

DYNAMIC TARGET NUMBERS

TOTAL MODIFIER	VERY EASY	EASY	AVERAGE	HARD	VERY HARD	IMPOSSIBLE
−5	2	4	6	8	10	12
−4	3	5	7	9	11	13
−3	4	6	8	10	12	14
−2	5	7	9	11	13	15
−1	6	8	10	12	14	16
+0	7	9	11	13	15	17
+1	8	10	12	14	16	18
+2	9	11	13	15	17	19
+3	10	12	14	16	18	20
+4	11	13	15	17	19	21
+5	12	14	16	18	20	22
+6	13	15	17	19	21	23
+7	14	16	18	20	22	24
+8	15	17	19	21	23	25
+9	16	18	20	22	24	26
+10	17	19	21	23	25	27

Shifting a Target Number

Certain actions and circumstances can change the default difficulty of a check. An action that would normally be considered of average difficulty can have its difficulty increased or reduced due to spells, Feats, or circumstances. This is called Shifting the TN, and it's generally referred to as Shifting the TN up or down. An example of this is how dual-wielding shifts the TN up. When this happens, the difficulty remains as it was initially determined.

Example: Jarod is attempting to sneak behind a guard. The GM determines this to be a Hard task, which with Jarod's modifier of +2 due to his DEX results in a TN of 15. Jarod has worked as an assassin for many years, though, which leads the GM to decide the TN can be Shifted down, resulting in a TN of 13.

Advantage/Disadvantage

Some situations, Feats, gear or effects may influence your capabilities in a positive or negative manner. When for any reason you have Advantage, you perform the check by rolling 2D20 and choosing the more favorable of the two results. On the other hand, when you have Disadvantage you must roll 2D20 and choose the less favorable result.

Critical Failure & Success

Rolling a 1 on a D20 (a *natural* 1) during any type of check is considered a Critical Failure: the worst possible consequence takes place. On the other hand, rolling a 20 (a *natural* 20) grants a Critical Success: the best possible result takes place. Combat-specific consequences are detailed on page 30, but on other occasions the GM decides on the most appropriate consequence.

Opposed Checks

When two PCs take actions that have opposing purposes (i.e. a character tries to sneak while another one tries to find them), their dice are rolled against each other. The PC with the highest roll wins; ties are awarded to the highest Attribute score.

If a PC is attempting a check against an Non-Player Character (NPC), they must pit the corresponding Attribute against the NPC's stats.

Example: *Lora is attempting to steal a key from a Data Custodian, which means she must pit her DEX against the Custodian's Perception. The Custodian has a Perception of average, which means that with Lora's total modifier of +2 she must roll against a TN of 13.*

Assisting on a Check

One character may help another perform a check if they are in the position to do so. This requires both characters to be undistracted and able to see the same task simultaneously. When these conditions are met, the character receives Advantage to any applicable check that does not involve combat. This is the same regardless of the number of PCs (or NPCs) assisting the character.

Usage Die

Usage Dice are used to keep track of several things in **Machine Gods of the Noxian Expanse**. Instead of having to write down a list of details, consumables, and timers, you must simply keep track of a few different dice.

Here's how the Usage Die mechanic typically works:
- 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.

$$D20 \rightarrow D12 \rightarrow D10 \rightarrow D8 \rightarrow D6 \rightarrow D4$$

- 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.

When an item or mechanic uses the Usage Die, it is generally expressed in this book as UD, followed by the die in question: "UD4", "UD10", etc.

Combat

Turns & Rounds

To understand combat it is crucial to know the difference between a turn and a round. A turn is a single combatant's chance to act, while a round is the sum of all combatants' turns (both Player and Non-Player Characters). When all combatants have taken one turn (regardless of how many actions they performed in their turn), that round ends and another begins.

A round lasts an average of **10 seconds**.

Surprise

Who might be surprised is either decided by the GM at the start of combat, or by common sense. The two parties will usually immediately notice each other if neither side tries to be sneaky. Otherwise, an opposed check (**DEX versus Perception** if it's the PCs attempting to sneak up on NPCs, or **INT versus DEX** if it's the NPCs trying to surprise the PCs) is required. Any character or monster who fails to perceive a threat is caught off guard at the start of the fight. Surprised characters cannot act in any way during the first round of combat. Furthermore, the side surprising can choose their initial starting Combat Zone, as explained on page 28.

Initiative

When combat starts, PCs must make an Initiative check. This is done by rolling D20 and adding their Initiative modifier. NPCs and other non-player controlled creatures don't roll; instead, they have a fixed Initiative score that is always used. Combat is then resolved in turns, with participants taking actions from highest initiative to lowest. Initiative is rolled again at the start of every new round.

A PC that rolls a natural 1 for Initiative loses their turn, but rolling **a natural 20 for Initiative grants Advantage** to the first check made in their turn.

COMBAT RANGE BANDS

Weapon distances are arranged into Ranges. Characters are either *Engaged* (i.e. in hand-to-hand combat) with someone, *Nearby* them, or *Far Away*. A Move Action takes a character from one Range to the next one, so for example Far *Away* to *Nearby*, or from *Nearby* to *Engaged*.

Engaged (Melee) ⇔ Nearby ⇔ Far Away

Ranged spells and weapons have a minimum range of *Nearby* to *Far Away*, although some weapons, such as a throwing dagger, have range of *Engaged* to *Nearby*. Area attack abilities affect a random number of enemies in a group at a specific range. For example, a fireball affects up to D6 *Nearby* enemies in a group. When creature actions only show a single Range (i.e. "*Engaged*"), that means that the action in question has a reach of up to that Range.

When combat starts, combatants are *Far Away*, unless one side has managed to surprise the other, in which case the surprising side can choose their starting Range.

ACTIONS

All characters and creatures can make one of each of the three different types of actions during a combat round:
- **One Free Action**: They cost nothing to use, and are typically small, almost inconsequential acts. Speaking a few words, dropping an item, or swapping weapons, are examples of Free Actions.
- **One Move Action**: Characters can move a single Range during a fight, provided they are not engaged in melee combat. Moving around the same Range doesn't count as a Move Action.
- **One Standard Action**: These are at the core of an action round. They are self-contained and the results are seen in the same turn. Characters can usually only make a single Standard Action during their turn, but some unique gear, Feats, or spells can change this.

The Standard Combat Action

A Standard Action offers several options during combat:

- **Standard attack**: Perform an attack with your melee or ranged weapon to a target within range. Certain Feats, gear or spells might grant the ability of performing more than one attack per turn though, and it's not uncommon for beasts or other creatures to be able to do the same.
- **Maneuvers**: instead of performing a standard attack, characters can choose to use one of the following maneuvers as an action:
  - **Charge**: You move to a different Range and make a melee attack, but your DR is reduced by -2 for the whole round.
  - **Create Opening**: After a successful attack, you can choose to deal half your usual damage in order to Shift down the target's DR for the next attack against the same target, regardless of who performs it. This maneuver must be declared before attacking.
  - **Disarm**: As an action, you can attempt to disarm your opponent by performing a DEX vs DEX check.
  - **Grapple**: You forgo attacking in order to attempt grappling your target. This requires an STR vs STR check. A grappled target is *Restrained.*
  - **Push**: You attack as normal, and if you hit you can make a STR vs STR check to push your target from *Engaged* to *Nearby* or into some sort of hazard (terrain depending).
  - **Trip**: You forgo your attack to attempt to trip your opponent by performing a DEX vs DEX check. If successful, the target is *Prone.*
  - **Wide Swing**: You perform a standard attack Shifted up, in an attempt to hit not only the target but any other enemy combatant within melee range. The damage roll is spread among all eligible targets.
- **Spells**: The PCs and some other characters may have the ability to cast spells. When a character casts a spell it counts as a Standard Action, unless stated otherwise in the spell's description.
- **Disengage**: When a PC attempts to disengage from melee combat, they must pass a DEX vs DEX check. If they are engaged at the same time with several opponents possessing different DEX values, only make a single check against the highest one. A success means the character can move away freely to a different Range, but failing means they aren't going anywhere.
- **Use an Item**: A character can use an item in their possession, or interact with an item in their immediate vicinity, like for example picking up something or activating a nearby device.

THE ATTACK CHECK

When a PC makes an attack, they must roll D20 and modify the roll by their STR or DEX modifier (depending on the weapon used), plus any other relevant modifiers (such as certain items, circumstances, etc.). If the result is equal to or higher than the target's Defense Rating, then they have scored a hit and dealt damage. When a PC deals damage, they must roll the weapon's damage and add their STR modifier for melee weapons, or DEX modifier for ranged weapons.

When it's the **NPC or monsters'** turn to attack a PC, they **do not roll any dice**. Instead, the target PC rolls D20, plus their DR, and compares it to the attacker's Attack value. If the result is equal to or higher than the attacker's Attack, they have managed to avoid the strike. If the result is lower than the attacker's Attack, they are hit and suffer damage. The amount of damage an NPC or monster deals when attacking is always detailed on their stat block.

CRITICAL HITS AND MISSES

When a PC rolls a **natural 1 when performing an attack** action, they have critically missed. This results in them dropping their weapon, which forces them to spend their next available Standard Action picking it back up (or a Free Action to draw a different weapon).

When a PC rolls a **natural 1 when defending from an enemy's attack**, this means that their attacker has managed to strike a critical hit. This automatically doubles the damage received.

If, on the other hand, A PC rolls a **natural 20 when performing an attack**, they have managed to strike a critical hit. The damage dealt by this attack is doubled.

Finally, when a PC rolls a **natural 20 when defending from an enemy's attack**, this means that the attacker has managed to critically miss. The attacker either drops their weapon (if wielding one), or manages to damage themself (in the case of unarmed opponents or creatures).

DUAL WIELDING

When a PC wields two one-handed weapons simultaneously during combat, their attacks are considered to be against a target with a DR Shifted up, but they can deal an additional D6 damage per attack.

Unarmed Combat

Unarmed humans without any specific training deal D4 damage when attacking with their bare fists and legs. A character can obtain the Brawler Feat to increase this damage to D8.

Death & Healing

When a PC, NPC, or monster reaches 0 Health, they are dead. A character can make a Hard INT check to attempt to heal another character or creature (or themself, if they are not unconscious); if successful, they recover D4 Health plus their CON modifier. This can only be done once per day, and requires medical supplies.

After a meal and a full night's rest, characters regain lost Health equal to a D8 plus their CON modifier. Resting at a safe haven for three or more days restores all lost Health.

Conditions

BLEEDING (X)
- Effect: The character loses an amount of Health at the start of their turn equal to X, every round until the condition is removed. This is a cumulative condition.
- Resolution: The Cauterize spell, certain items, or successful Average INT check coupled with medical supplies can remove this condition.

BLINDED
- Effect: All checks have their TN Shifted up, the afflicted cannot target enemies beyond their current Range. This is not cumulative.
- Resolution: The effect wears off after D4 rounds.

BURNING
- Effect: The character takes D8 damage at the start of each round until the fire is extinguished. This is not cumulative.
- Resolution: A character can spend a Standard Action to extinguish the flames.

FATIGUED
- Effect: The character has Disadvantage on all INT, WIL, and PRE checks.
- Resolution: Sleep for at least 6 hours.

POISONED
- Effect: The character takes D4 damage at the start of each round and the TN of all actions they performed is Shifted up. This is not cumulative.
- Resolution: As a Free Action, a PC can make a Hard CON check at the end of each round to neutralize the poison. NPCs and monsters make a simple check with a TN 12 as a Free Action.

PRONE
- Effect: Attacks against a *Prone* character receive Advantage.
- Resolution: A *Prone* character must spend 1 Move Action getting back up, and has Disadvantage in their next Standard Action.

RESTRAINED
- Effect: The afflicted is wrapped in something that restricts their movement. They are incapable of moving, and any actions that imply movement (such as attacking) suffer Disadvantage. A PC defending from the attack of a restrained NPC or monster has Advantage.
- Resolution: In their turn, the *Restrained* PC can attempt an Average STR check in order to remove this condition. This is a Free Action, but the character can choose to spend a Standard Action instead to make it an Easy check. NPCs and monsters make a simple check with a TN 12 during their turn as a Standard Action.

STARVED
- Effect: The character has disadvantage on all checks.
- Resolution: Consume 1x Ration.

STUNNED (X)
- Effect: The character cannot take any Standard Actions for a number of rounds equal to X. They can still move or take a Free Action, though.
- Resolution: The effect wears off automatically once X rounds have passed.

–Magic & Spellcasting–

Resonance

Ancient technology is powered by a form of energy that was commonplace during the Age of Technology, but the knowledge of how it works has been lost. This energy is known as Resonance, and it's an ethereal force that can be stored and transferred between devices. It interacts with the user's will and intent, much like magic in the stories of yore. Resonance is derived from the ambient energy in the environment, such as electromagnetic fields, ley lines, or other natural sources. This energy is stored in special crystals, metal conduits, or devices known as **Resonance Cores**, which act as a form of battery.

Every Resonance Core is different, being able to store a different amount of Resonance. We use the Usage Die mechanic in order to track how much Resonance is left in a Core, with each core having its own, separate UD that must be tracked. Each time a spell is cast, the PC must roll the Core's UD. If they possess several Cores, they must choose which one is used. Once a Core is spent, it requires 24 hours to refill with ambient Resonance, which increases its UD by one stage. Using a Resonance Core while it is still not fully charged interrupts the process entirely, forcing the character to completely deplete it before they can recharge it.

Example: *Jekob is about to cast a spell, so he channels the Resonance from one of the Resonance Cores in his possession. This Core has a UD of D4, which means that after casting the spell (successfully or not), Jekob must roll a D4. He rolls the die, and obtains a 1, which means the Core is now depleted, and Jekob must wait 24 hours without using it while it recharges.*

Relics

Spells are simply manifestations of active ancient technological devices so advanced, wondrous, and powerful that are seen as something mystical. These can be a form of GPS that interfaces with the user's mind, a cloud of nanites that shrouds the user, or even a powerful blast weapon concealed as a ring. Regardless of their shape and function, these items, known as relics, all have one thing in common: each one has a single purpose, which is generally understood as allowing a user to cast a single spell. There are other

wondrous items known as **artifacts** that function differently from relics, but these are discussed in detail on page 86, and are not used to cast spells and don't require Resonance Cores.

Whenever a PC finds a relic, they must roll on the Spell List to find out which spell this particular relic contains. PCs can't use it right away, though, as they will need to **identify** its purpose: this requires an Average INT check. Failure means that the PC is unable to make it work, and must take it to a settlement to be identified.

CASTING SPELLS

To activate a relic and cast a "spell," players need to channel Resonance from one of their Resonance Cores. This requires mental focus and intent, which in game terms means a WIL check is required. Every spell has a TN that must be used when attempting to cast said spell. If the casting check is failed, the Resonance is lost, and the spell doesn't work.

In order to cast a spell, the PC must be wearing the Relic in question, be it a ring, pendant, or anything else. This is why it is generally easy to identify those who rely on and commonly use Relics. As for Resonance Cores, they must be held in one's hand, in order to properly channel the Resonance out of them.

D20	SPELL LIST
1	Accelerate
2	Blast
3	Breathe Water
4	Cauterize
5	Create Illusion
6	Distract
7	Eagle Eye
8	Empower Weapon
9	Fireball
10	Hover
11	Influence Mind
12	Knit Flesh
13	Light Construct
14	Mirage
15	Neutralize Poison
16	Paralyze
17	Shield
18	Shock
19	Shroud
20	Summon Mist

Accelerate
Target Number: 10
Energy courses through the user's body, improving their reflexes.
The user has +2 Initiative for the next D6 rounds. This effect is not cumulative.

Blast
Target Number: 12 // **Range**: Far Away
A pulse of energy emerges from the relic, blasting the target.
Target suffers D10 damage.

Breathe Water
Target Number: 12
A mask of energy appears around the user's face.
The user can breathe underwater as if it were oxygen for the next 30 min.

Cauterize
Target Number: 10 // **Range**: Engaged
A cloud of shimmering light envelops the wound, stopping all bleeding.
Remove the *Bleeding* condition from a target.

Create Illusion
Target Number: 12 // **Range**: Engaged
A cloud of light emerges from the relic, solidifying into an illusion.
Creates an illusion that contains visual, olfactory and audible elements. Other creatures must pass a WIL vs WIL check to see through it. The illusion lasts 10 min.

Distract
Target Number: 16 // **Range**: Nearby
Small shimmering lights surround the target, impeding their every move and attempting to blind and distract them.
The target's Attack is reduced by one stage for D4 rounds.

Eagle Eye
Target Number: 10
Energy spills out of the relic, creating a small floating sphere that shoots up to the sky.
A small energy construct emerges from the relic. The construct has a range of 300 feet, and allows the user to scout within that distance. The construct lasts for 10 minutes.

EMPOWER WEAPON
Target Number: 14 // **Range**: Engaged
Energy curses through the weapon, making it deadlier.
The target weapon deals an additional +2 damage for the next D6 rounds.

FIREBALL
Target Number: 14 // **Range**: Nearby
Fire condenses in the shape of a sphere, launching against the target.
A ball of fire affects up to D6 *Nearby* creatures, dealing D8 damage to every one of them.

HOVER
Target Number: 12
Energy lifts the user, making them float above the ground.
You rise vertically, up to 20 feet, and remain suspended there for up to 10 minutes.

LIGHT CONSTRUCT
Target Number: 14 // **Range**: Engaged
A being of pure energy manifests, completely at the orders of the user.
A Light Construct appears, ready for combat. The creature lasts for D6+1 rounds, or until destroyed. A relic can only create a single Light Construct at a time.

<div align="center">

Light Construct
DR +2 // Health 10 // Initiative +2
Attack: Light Fist (+3, D6 damage)

</div>

INFLUENCE MIND
Target Number: 8 // **Range**: Nearby
An invisible pulse is emitted from the relic, penetrating the target's mind.
This spell requires a WIL vs WIL check in order to work. If successful, the target becomes highly susceptible to suggestions made by the user, and will do what the user tells them to do, as long as it doesn't imply self-harm or harming those the target cares for.

KNIT FLESH
Target Number: 14 // **Range**: Engaged
Metallic light enters the target's body, closing all wounds.
The target recovers D6 Health.

MIRAGE
Target Number: 14

A perfect copy of the user appears nearby, made entirely of harmless energy, confusing any attackers.

A copy of the user appears, acting as if they are the real deal. Opponents are confused and unsure who to attack, granting the user +2 DR for the next D4+1 rounds. Only one copy can exist at a time.

NEUTRALIZE POISON
Target Number: 10 // **Range**: Engaged

The target shimmers briefly, as the toxins within their body are destroyed.

Remove the *Poisoned* condition from a single target.

PARALYZE
Target Number: 8 // **Range**: Nearby

Strands of energy restrain the target, holding them in place.

This spell requires a WIL vs STR check in order to work. If successful, the target becomes Restrained.

SHIELD
Target Number: 12

A barrier of force appears in front of the user.

Grants the user a +3 bonus to DR until the start of your next turn.

SHOCK
Target Number: 14 // **Range**: Nearby

A bolt of lighting strikes the target, stunning them in place.

The target becomes *Stunned (2)*.

SHROUD
Target Number: 12

Energy surrounds the user, making them blend with their environment.

The user receives Advantage on all DEX checks involving hiding or moving stealthily for the next hour.

SUMMON MIST
Target Number: 12

A cloud spreads from the relic, blanketing the user's surroundings.

A bank of something akin to mist spreads around the user, covering their surroundings in a 10 feet radius. Any creature firing at a target within the spell's area of influence has Disadvantage.

—Starvation & Fatigue—

Characters must consume a ration every day to keep starvation at bay. For every two days they skip, all STR, DEX and CON checks have their TN Shifted up once. After a week of not consuming any food, they suffer from the *Starved* condition.

Similarly, PCs need to sleep at least 6 hours every 24 hours. If they do not, they suffer from the *Fatigued* condition.
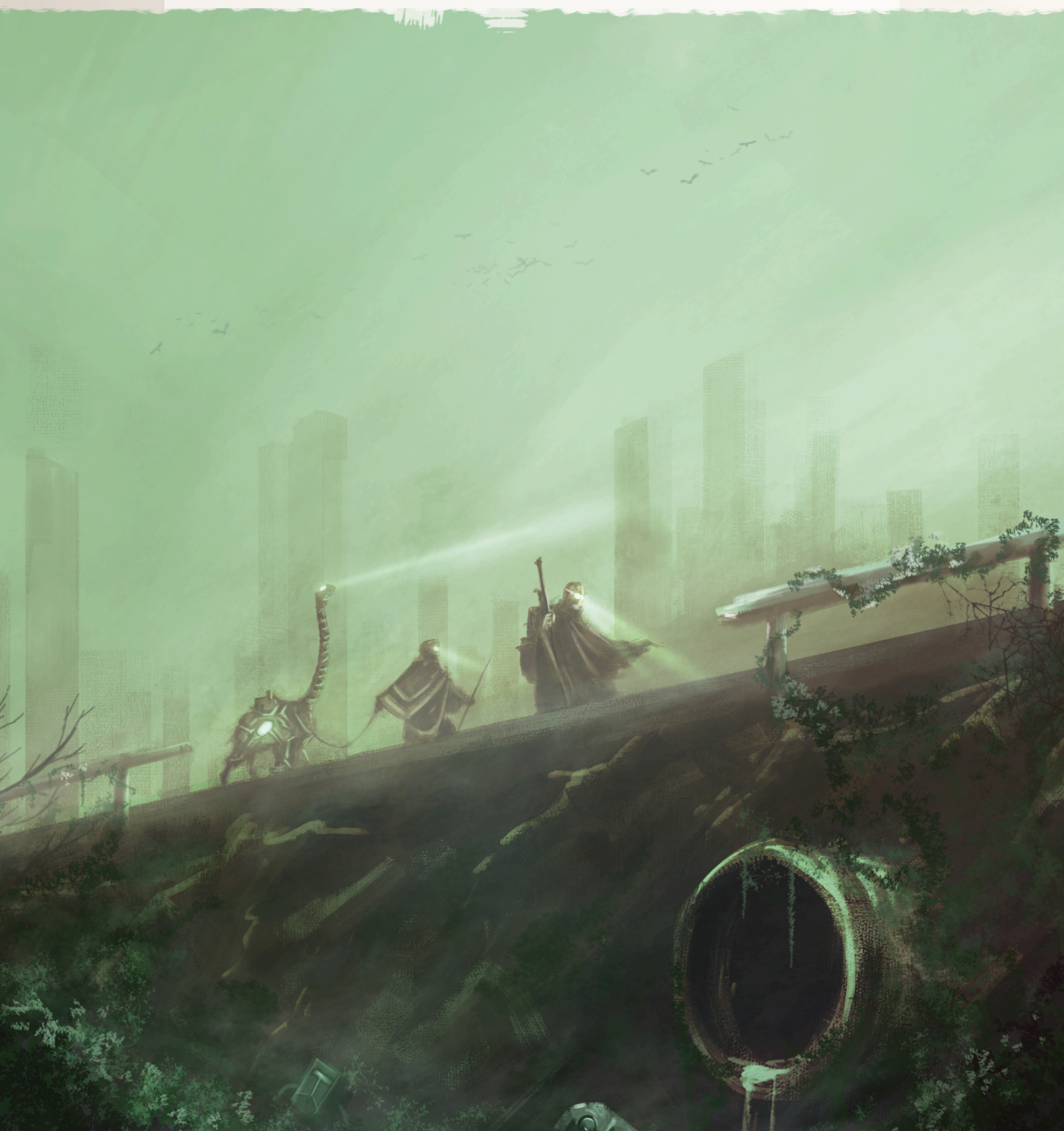
—Playing Without a— Game Master

In order to play **Mahine Gods of the Noxian Expanse** without a Game Master directing the story and making rulings, you need the tools presented in this section. Combined with the exploration rules found on chapter 4, they should cover all you need to enjoy the game alone or co-op.

The Scene

Every **Scene** has a **Setting** (where the action takes place) and some **Characters** (all PCs and NPCs present). Unless this is your first session with new characters, these elements will organically flow from your previous scene. For your first session (and first scene), we recommend using the tables on chapter 4 to get things started. You will generally start at a settlement, or directly in the wastelands between settlements, exploring.

- After establishing a Scene, roll to see if there's a **Twist**. At first, there is a 1-in-6 chance a Surprise Event is introduced (page 42): roll D6, and if the result is a 1, a **Surprise Event** is triggered.
- At the end of a Scene, the players must evaluate if they were in control of the situation. If they were not, **the chance of a Twist goes up by 1** (to a max of 3-in-6).

GM-less Gameplay Structure

1. Establish a **Scene** and roll the **Twist** die to determine if there's a Surprise Event.
2. Answer any questions about the scene or create detail, and move the plot forward.
3. Use the normal gameplay rules and mechanics to resolve any situation that arises.
4. Update (add or resolve) the **Story Arcs**, add or remove **Characters**, adjust the Twist modifier, then establish the next Scene.

Answering Yes/No Questions

The core tool used during a GM-less session is the Yes/No Oracle. This simple table enables us to get answers about what our characters are experiencing without having to decide the outcome.

To determine whether something is one way or another, use the Yes/No Oracle. First, ask the question in a "yes or no" fashion (e.g. *"Will the guard turn around and come my way?"*) and determine the likelihood of the event. Then compare the likelihood with the table below and roll a D20. Keep in mind, a natural 1 is considered an *Exceptional No*, while a natural 20 is an *Exceptional Yes*. This means that whatever the result is, it's an extreme and absolute version of it.

For a more nuanced result, roll an extra D6 at the same time you roll D20. A result of 1 on the D6 means something is going on, with the result varying depending on whether the answer was yes or no. If the answer was "yes", a result of 1 would be interpreted as a potential complication, while if the answer was "no", a 1 would mean that there's a chance something positive might happen. You can use the Complication tables to give you some ideas of what happened, if necessary.

Yes/No Oracle (D20)

If the action or event is...	Then...
Almost Impossible	It happens on a **16 or higher**
Very Unlikely	It happens on a **14 or higher**
Unlikely	It happens on a **12 or higher**
Fifty-Fifty	It happens on a **10 or higher**
Likely	It happens on an **8 or higher**
Very Likely	It happens on a **6 or higher**
Almost Certain	It happens on a **4 or higher**

D6	COMPLICATION
1	There's an unexpected event at a very good or bad moment.
2	Something that appears to be one way is actually another.
3	A new character(s), or an existing character's true nature, is revealed (reinforcements appear, a harmless NPC is actually an enemy agent, etc.).
4	The physical environment changes (weather, floor collapse, a trap is triggered, etc.).
5	A useful item (key, gear, a letter) is found or lost.
6	The social environment changes (a character's mother is actually their aunt, a PC is mistaken for someone else, etc.).

If you prefer a simpler and more direct Oracle, without having to decide the odds yourself, use the following one:

D6	SIMPLE ORACLE
1-2	Yes
3	Yes, and a Complication takes place.
4-5	No
6	No, and a Complication takes place.

SURPRISE EVENTS

When a situation's outcome is uncertain or when you simply need to know what happens next (like for a Twist), use the following method to learn more details:

- Roll a D8 for the column and another for the row to generate a Surprise Event. Alternatively, pick a Descriptor that makes sense in the scene's context.
- Then roll on the Action and Theme tables (pages 45-46) to further refine the result, if necessary.

SURPRISE/UNKNOWN EVENTS (2D8)

DESCRIPTOR	1-2	3-4	5-6	7-8
1 – Encounter	Hostile	Neutral	Neutral	Friendly
2 – Physical	Struggle	Illness/Curse	Trap	Labor
3 – Environment	Natural	Weather	Unnatural	Deprivation
4 – Knowledge	Forbidden	Secret/Hidden	Research	Historical
5 – Player Character	Gear	Relationship	Health	Emotional
6 – Non-Player Character	Behavior Change	Misunderstanding	Disappearance	Assistance Required
7 – Location	Assault	Gathering	Hidden	Destroyed
8 – Faction or party	Internal Struggle	External Aggression	Struggle	Disappearance

- **Encounter**: This is the most basic type of Event. The PC(s) encounter someone or something. Roll on the appropriate tables depending on the Event result. A hostile encounter in the wasteland is clearly a combat encounter, but a hostile encounter in a settlement could simply be running into the particularly feisty local drunk.
- **Physical**: This is a non-combat Event that requires the use of physical skills. Maybe you need to haul some fallen debris blocking your path, or maybe you activated a security system (trap) and need to see if you react on time.
- **Environment**: An Event related to your surroundings — often a sudden change of weather or perhaps a change in an arcology's surroundings.

- **Knowledge**: This type of Event relates to information the characters have or need to acquire. Maybe they discover something crucial about a faction, or maybe they learn about an important event from years ago that explains their current situation.
- **Player Character**: This focuses on situations that affect the PCs directly, such as the sudden appearance of an old rival, a sudden gear malfunction or even a mental breakdown.
- **Non-Player Character**: These situations indicate something unexpected happens to a relevant NPC. Perhaps the players learn that a character who helped them in a previous Scene is now in trouble, or they discover an ally is actually plotting against them. Determine which NPC randomly or logically.
- **Location**: These Events describe the current location or a nearby location relevant to the story. Maybe a nearby volcano is erupting or the ruins you're exploring suddenly have a new, unexpected feature.
- **Faction/Party**: This covers struggles caused by the different factions, or within your own party of characters. Maybe you discover someone working against you, or a long time friend disappears.

Remember, this table helps determine the details of any unforeseen circumstances, not just Twists!

UPDATING STORY ARCS

Story Arcs are the overarching themes, scenes and threads that form the backbone of the story. Once a Scene is completed (you return back home, the interrogation yields interesting information, the tense chase abruptly end when you quarry falls into a ravine), it is time to tally up your progress:

- Have you completed a request or other similar, clearly defined goal?
- Are there no more leads to follow?
- Are all involved characters dead or no longer relevant to the story?
- What are the next steps to take? Who or what do you need to talk to, fight, follow, visit or investigate?

All these questions (and more, these are just examples) will let you know whether you should consider the Story Arc as over or continue it with another scene. For example, if your active Story Arc is "find the missing girl" and you find her, then you can consider that Arc closed. This doesn't mean the end of the

story; more questions will arise which will lead to a new Arc. Was the girl found alive and well, or was she dead? If the girl was found dead, the next Arc could be "Find out how the girl met their end." If she was found alive and well, maybe she went missing because she was taken by someone with a specific purpose and the next Story Arc could very well be "Find out why the girl was taken."

As you open and close Story Arcs, characters will appear organically, maybe as friends, maybe as foes. In the example above, the characters would include the rescued girl and the person (or persons) that asked the PCs to find them. Either of those characters might be removed from the list or remain on it; stories have interesting ways of taking us back to places we've already been. As always, let your intuition and logic lead the way when deciding which characters you think may play a role, directly or indirectly.

Action & Theme Tables

These two tables are the second key component when playing without a GM. We use these two tables combined to inspire discoveries, events, character details or motivations, and much more. The way they work is very simple: we roll on both tables to provide an action and a subject/theme, and then interpret the results based on the situational context.

Action (D100)

01 – Antagonize	26 – Reveal	51 – Hunt	76 – Alert
02 – Violate	27 – Defend	52 – Uphold	77 – Take
03 – Assault	28 – Focus	53 – Move	78 – Withdraw
04 – Attach	29 – Hold	54 – Deliver	79 – Debate
05 – Assist	30 – Breach	55 – Reject	80 – Cause
06 – Care	31 – Restore	56 – Avoid	81 – Travel
07 – Lie	32 – Transform	57 – Begin	82 – Swear
08 – Develop	33 – Defy	58 – Uncover	83 – Build
09 – Return	34 – Block	59 – Betray	84 – Deflect
10 – Inquire	35 – Neglect	60 – Surrender	85 – Search
11 – Usurp	36 – Abuse	61 – Share	86 – Learn
12 – Bestow	37 – Open	62 – Risk	87 – Preserve
13 – Oppose	38 – Carry	63 – Capture	88 – Evade
14 – Fight	39 – Attract	64 – Challenge	89 – Destroy
15 – Increase	40 – Punish	65 – Release	90 – Create
16 – Waste	41 – Guide	66 – Escort	91 – Attain
17 – Inform	42 – Fortify	67 – Seduce	92 – Communicate
18 – Decrease	43 – Gather	68 – Guard	93 – Harm
19 – Postpone	44 – Withhold	69 – Inspect	94 – Gratify
20 – Propose	45 – Break	70 – Break	95 – Guard
21 – Suppress	46 – Dominate	71 – Locate	96 – Imitate
22 – Explore	47 – Evade	72 – Serve	97 – Tolerate
23 – Secure	48 – Investigate	73 – Control	98 – Trust
24 – Abandon	49 – Impress	74 – Finish	99 – Deceive
25 – Ask	50 – Distract	75 – Endure	100 – Help

Theme (D100)

01 – Dispute	26 – Trial	51 – Gear	76 – Life
02 – Death	27 – Danger	52 – Action	77 – Path
03 – Energy	28 – Weapon	53 – Belief	78 – Disease
04 – Outside	29 – Anger	54 – Ally	79 – Creature
05 – Friend	30 – Peace	55 – Opinion	80 – Prize
06 – Enemy	31 – Information	56 – Debt	81 – Expedition
07 – Emotions	32 – Location	57 – Safety	82 – Pain
08 – Plans	33 – History	58 – Reverence	83 – Fame
09 – Possessions	34 – Land	59 – Misfortune	84 – Destruction
10 – Advice	35 – Price	60 – Fortune	85 – Travel
11 – Rumor	36 – Secret	61 – Ability	86 – Attention
12 – Knowledge	37 – Innocence	62 – Battle	87 – Benefit
13 – Power	38 – Community	63 – Tool	88 – Prison
14 – Fight	39 – Faction	64 – Nature	89 – Conspiracy
15 – Message	40 – Blood	65 – Problem	90 – Survival
16 – Environment	41 – Trade	66 – Loss	91 – Adversity
17 – Opposition	42 – Advantage	67 – Shelter	92 – Mystery
18 – Trust	43 – Health	68 – Guidance	93 – Wealth
19 – Animal	44 – Idea	69 – Opportunity	94 – Leader
20 – Riches	45 – Duty	70 – Direction	95 – Agent
21 – Victory	46 – Time	71 – Deception	96 – Obstacle
22 – Friendship	47 – Hope	72 – Memory	97 – Sanity
23 – Wishes	48 – Bond	73 – Burden	98 – Expectations
24 – Liberty	49 – Fear	74 – Disaster	99 – Desire
25 – Wound	50 – Resource	75 – Dream	100 – Enterprise

Interpreting an Event or Action

If the previous tables don't really provide enough information about the meaning of an NPC's actions, or certain events are simply unclear, you can use the following tables to help you understand them better.

D10	Is There Anything Interesting?
1-4	No. Things are exactly as they appear to be.
5-10	Yes. Roll on the Significance table.

D8	Significance
1	It provides some sort of benefit to the character or has some positive outcome or meaning.
2	It somehow hinders or harms the character. Bad or concerning news, unfortunate events.
3	It complicates an existing story, mission or goal.
4	It somehow helps advance towards the resolution of a current story, mission or goal.
5	A new twist is introduced. New details are revealed, a new thread in the current story.
6	It somehow expands on the current scene, situation or events.
7	It relates to an NPC.
8	It affects one of the PCs somehow.

RANDOM ACTION RESOLUTION

If you ever need to randomly determine an action's outcome (without an Attribute or Skill check), use the following table.

D20	RANDOM ACTION RESOLUTION
1	Critical Failure
2-4	Complete Failure
5-7	Failure
8-10	Near Miss
11-13	Minimal Success
14-16	Success
17-19	Great Success
20	Critical Success

TRACKING EVENTS

As explained on page 26, the Usage Die mechanic is an extremely versatile one. One of its many uses is to keep track of different in-game events and situations, aside from the standard use of tracking resources.

1. **Define the Resource**: Determine what the Usage Die is representing. This could be time, progress towards a goal, a character's health, etc.
2. **Set the Initial Die**: The size of the die represents the magnitude of the resource. For example, a D12 might represent a long-term project or a high level of health, while a D4 might represent a quick task or an impending doom.
3. **Roll the Die**: Whenever an event occurs that would normally advance the situation (use the Yes/No oracle in case of doubt), roll the Usage Die instead.
4. **Check the Result**: If the UD doesn't change (e.g., a 3 on a D4), the situation remains unchanged. If the roll is below the usual threshold, downgrade the Usage Die to the next lower die as usual.

5. **Depletion**: When you roll a 1 or 2 on a D4, the event takes place. This could represent the completion of a task, the exhaustion of a resource, the death of a character, etc.

This system introduces an element of randomness and tension into the game, as players can't be sure when the resource will deplete. It also simplifies resource tracking, as you only need to keep track of one die instead of multiple progress clocks or notes.

INITIAL NPC REACTIONS & DISPOSITION

While a GM usually knows what the outcome of an NPC will be, there are occasions when this is best decided randomly, especially when a GM is simply not available. In order to do so, we must first check the NPC's initial disposition, which will affect the Reaction check that must be performed immediately after. Creatures such as monsters or mindless beasts always attack on sight.

An NPC's initial Disposition roll is modified by the following:
• NPC is a merchant/wants something: +2
• NPC is avoiding people/hiding something: -2
• NPC is a loner: -4
• NPC is usually hostile (raiders, rivals, etc.): -10

D10	INITIAL REACTION - SENTIENT CREATURES
1-3	Hostile
5-6	Wary
7	Neutral
8	Curious
9	Friendly
10	Helpful

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D12	Character's Reaction - Detail	Emotional State
1	Dismissive	Happy
2	Interested	Sad
3	Bored	Angry
4	Grateful	Afraid
5	Angered	Excited
6	Confused	Calm
7	Distracted	Confused
8	Disapproving	Determined
9	Excited	Nervous
10	Amazed	Bored
11	Sad	Jealous
12	Nervous	Hopeful

D6	Gender	Age
1-2	Female appearance	Young
3-4	Male appearance	Middle-aged
5-6	Androgynous appearance	Elderly

NPC Motivation (D100)

01 – Acceptance	26 – Knowledge	51 – Pride	76 – Hostility
02 – Addiction	27 – Adventure	52 – Asceticism	77 – Entertainment
03 – Power	28 – Approval	53 – Survival	78 – Altruism
04 – Conformity	29 – Compassion	54 – Gain the upper hand	79 – Hatred
05 – Greed	30 – Debt	55 – Desperation	80 – Devotion
06 – Charity	31 – Boredom	56 – Nihilism	81 – Envy
07 – Follow orders	32 – Faith	57 – Fame	82 – Revenge
08 – Gain favor	33 – Well-being	58 – Hedonism	83 – Impress someone
09 – Confusion	34 – Status	59 – Justice	84 – Tradition
10 – Jealousy	35 – Love	60 – Loyalty	85 – Control
11 – Mastery	36 – Wealth	61 – Fear	86 – Glory
12 – Obligations	37 – Patriotism	62 – Honor	87 – Peace
13 – Anger	38 – Peace	63 – Misguidedness	88 – Personal growth
14 – Wantonness	39 – Freedom	64 – Enviousness	89 – Philanthropy
15 – Pleasure	40 – Strength	65 – Prejudice	90 – Rebellion
16 – Sow discord	41 – Redemption	66 – Belief	91 – Respect
17 – Security	42 – Domination	67 – Take power	92 – Social Cohesion
18 – Protection	43 – Spiritual power	68 – Immortality	93 – Reputation
19 – Stability	44 – Destroy the status quo	69 – Corruption	94 – Teach a lesson
20 – Recognition	45 – Self-esteem	70 – Pride	95 – Safety
21 – Cause harm	46 – Lust	71 – Transcendence	96 – Wanderlust
22 – Blackmail	47 – Desperation	72 – Hate	97 – Self-improvement
23 – Fulfill plan	48 – Conspiracy	73 – Responsibility	98 – Mental illness
24 – Help Others	49 – Pressured	74 – Victim of blackmail	99 – Prove oneself
25 – Harm their enemies	50 – Health	75 – Independence	100 – None

SI

NPC Descriptor (D100)

01 – Poor	26 – Wealthy	51 – Clean	76 – Dirty
02 – Rough	27 – Fancy	52 – Polite	77 – Rude
03 – Trained	28 – Skilled	53 – Educated	78 – Ignorant
04 – Common	29 – Intelligent	54 – Unusual	79 – Sweet
05 – Foul	30 – Beautiful	55 – Driven	80 – Small
06 – Large	31 – Loud	56 – Fast	81 – Slow
07 – Quiet	32 – Exotic	57 – Uninformed	82 – Interesting
08 – Colorful	33 – Informative	58 – Ugly	83 – Dangerous
09 – Inept	34 – Clumsy	59 – Capable	84 – Intrusive
10 – Respectful	35 – Primitive	60 – Elegant	85 – Armed
11 – Different	36 – Young	61 – Difficult	86 – Helpful
12 – Harmful	37 – Disciplined	62 – Erratic	87 – Wild
13 – Commanding	38 – Meek	63 – Humorous	88 – Frightened
14 – Strong	39 – Impulsive	64 – Naive	89 – Surprising
15 – Calculative	40 – Sophisticated	65 – Old	90 – Crazy
16 – Confident	41 – Passive	66 – Bold	91 – Careless
17 – Cautious	42 – Sneaky	67 – Intimidating	92 – Powerful
18 – Unhinged	43 – Powerless	68 – Hurt	93 – Gracious
19 – Caring	44 – Honorable	69 – Principled	94 – Arrogant
20 – Gentle	45 – Brave	70 – Weak	95 – Curious
21 – Supportive	46 – Heroic	71 – Distrusting	96 – Pious
22 – Generous	47 – Posed	72 – Greedy	97 – Nervous
23 – Hopeless	48 – Sociable	73 – Sketchy	98 – Disdainful
24 – Reserved	49 – Proud	74 – Optimistic	99 – Humble
25 – Shy	50 – Calm	75 – Courteous	100 – Formal

D10	NPC NATURE
1	Stoic
2	Shady
3	Cautious
4	Curious
5	Learned
6	Social
7	Practical
8	Friendly
9	Confrontational
10	Pessimistic

D20	WHAT IS THE NPC DOING?
1	Fleeing
2	Hiding
3	On a spiritual quest
4	Starving
5	Waiting for someone
6	Hunting
7	Looking for a place
8	Searching for treasure
9	On patrol
10	Searching for someone
11	Investigating
12	Resting
13	Praying
14	Preparing food
15	Repairing/crafting
16	Being intoxicated
17	Tending to their wounds
18	Studying
19	Frolicking/relaxing
20	Talking to themself

ENEMY COMBAT ACTIONS

In order to simulate an opponent's decision making process we must use the following tables. On each of the opponent's turns, roll on the appropriate table to determine their action.

D10	ENEMY ACTION – AT FULL HEALTH
1-6	Standard Attack
7-10	Special Attack (if any, otherwise Standard Attack)

D10	ENEMY ACTION – AT 50% OR LESS HEALTH
1-4	Standard Attack
5-6	Special Attack (if any, otherwise Standard Attack)
7-8	Use Support Action. If none available, special attack
9	Call for help/summon reinforcements; if none are available then Special Attack
10	Flee
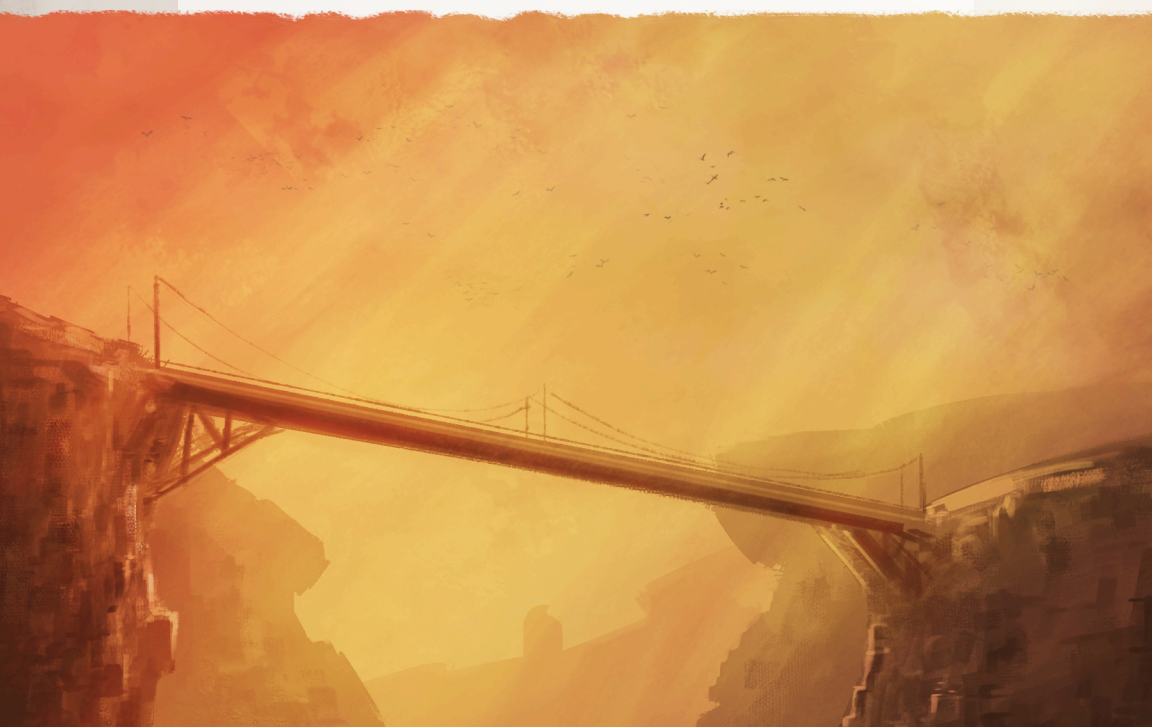
Exploring the Noxian Expanse

The Noxian expanse is a vast territory, dotted by city-states and small kingdoms that are ruled by the different machine gods and noble houses. Separating these little islands of civilization is the vast wasteland, a no man's land of unexplored territory full of danger and the ruins of the past age. The remains of ancient highways serve as the lifeline connecting many of the settlements, allowing for some sort of basic trade to take place between them. Merchant caravans follow along these and other similarly safer paths, although nowhere is truly safe in the Noxian Expanse. Furthermore, navigation is complicated by electromagnetic interference, making AI-assisted tools useless, for the most part. This forces people to rely on traditional methods of orientation and travel, such as using landmarks and the stars.

Civilization

Each city-state is usually under the rule of a machine god or a noble family. These are generally dense urban areas, surrounded by vast farmlands and infrastructure necessary to support the city, with outer districts merging into the wasteland. Each city-estate controls the surrounding productive land, with its influence fading the further away from the city's center. It is not rare to have disputes or even wars between the different city-states for the control of valuable resources in their vicinity, but controlling large territories or areas too far from a city-state is generally too risky.

Scavenger camps and minor settlements are often found around valuable resources, away from the control of the machine gods or their nobility, but these are usually dangerous and lawless places, and are generally avoided by most travelers and merchants. Still, some semblance of civilization is always preferable to the harsh conditions of the wasteland.

The Wasteland

Although known as "The Wasteland" by most, which paints a picture of barren, empty swathes of land, this is not always the case. Yes, large portions of the lands between settlements are nothing more than dust-filled, rocky, and uninteresting places, but there are also forests, jungles, lakes, grasslands, and anything in between. They are mostly referred to as "The Wasteland" due to the fact that, regardless of their geography or features, they are deadly places filled with dangerous remnants of the previous age, as well as scavengers, corrupted beasts, traps, and more.

Weather

One of the things that makes the Wasteland such a dangerous place is the weather patterns, disrupted by malfunctioning climate systems, a legacy of humanity's broken past. This makes weather be extremely unpredictable, with weeks of strong sun immediately followed by the strongest of snow blizzards. If there's one constant in the Noxian Expanse, is the unpredictability of the weather.

——EXPLORATION——
PROCEDURES

When randomly exploring an unmapped region of the Noxian Expanse (as opposed to using a detailed region, such as The Voidspire Territories), it is recommended to use a blank grid map of some sort, with each square representing a section of the region. The traditional 1 inch square grid works perfectly well for this purpose.

		GRASSLANDS	
ZIGGURAT	MOUNTAINS	DENSE FOREST	
FOREST			

OUTDOOR EXPLORATION STEPS

- At all times, your character can see the most important features in the surrounding squares. To simulate this, roll once on the Point of Interest table for each blank square adjacent to the one you are currently in. This means that, if this is your first game, you must roll four times on the **Point of Interest** table to find out what there is in the four adjacent squares.
- When you enter a square, you must determine its weather by rolling on the **Wasteland Weather** table, and its terrain rolling on the **Wasteland Terrain** table.
- Every day (24 hours), you have **2 Exploration Turns**.
- Traveling from one square to an adjacent one takes 1 Exploration Turn.
- As soon as you enter a square for the first time, you must roll on the **Exploration Event** table. Once that's resolved, you can proceed as usual.
- Exploring or interacting with a square's features takes 1 Exploration Turn.
- You can **forage** or **hunt** to acquire Rations. This takes 1 Exploration Turn, and requires an Average DEX check. Success results in D4 Rations. Every PC can attempt this once per square.
- At the end of a day, you must **set camp to rest**. This usually means consuming your daily Ration to avoid becoming *Starved*, and resting a minimum of 6 hours to avoid becoming *Fatigued*. You can also choose to stay at camp for longer periods of time to heal your wounds. Camping does not take any Exploration Turns. A bedroll or tent is required to rest properly. Sleeping without either reduces the number of available Exploration Turns by 1.

D20	POINT OF INTEREST
1-2	Nothing of interest.
3-4	Settlement.
5-8	Impassable feature (large structure, canyon, etc.).
9-15	A distinctive landmark. Roll on the Landmark tables to generate one.
16-20	An ancient ruin. It might be worth exploring.

WASTELAND TERRAIN

D20		Previous Square Type								
	Swamp	**Jungle**	**Hill**	**Mountain**	**Thicket**	**Ancient Debris**	**Desert**	**Forest**	**Water**	**Plains**
1-10	Swamp	Jungle	Hill	Mountain	Thicket	Ancient Debris	Desert	Forest	Water	Plains
11-12	Water	Swamp	Swamp	Hill	Forest	Mountain	Thicket	Thicket	Swamp	Desert
13	Swamp	Mountain	Mountain	Swamp	Swamp	Plains	Swamp	Swamp	Mountain	Swamp
14	Mountain	Mountain	Jungle	Jungle	Jungle	Jungle	Jungle	Jungle	Mountain	Mountain
15	Thicket	Thicket	Thicket	Thicket	Hill	Hill	Hill	Hill	Thicket	Hill
16	Ancient Debris	Ancient Debris	Ancient Debris	Ancient Debris	Ancient Debris	Mountain	Mountain	Mountain	Ancient Debris	Mountain
17	Desert	Desert	Desert	Desert	Desert	Thicket	Desert	Ancient Debris	Desert	Thicket
18	Forest	Forest	Forest	Forest	Mountain	Desert	Forest	Desert	Forest	Ancient Debris
19	Jungle	Water	Water	Water	Water	Forest	Water	Water	Jungle	Forest
20	Plains	Plains	Plains	Plains	Plains	Water	Plains	Plains	Plains	Water

D20	Weather Condition	Description	Effect
1	Clear skies	The sky is clear with no clouds, and the sun is shining brightly.	–
2	Partly cloudy	There are some clouds in the sky, but the sun is still visible.	–
3	Overcast	The sky is completely covered with clouds, blocking out the sun.	–
4	Light rain	A gentle rain falls, creating a soothing atmosphere.	–
5	Heavy rain	A heavy downpour makes travel difficult and reduces visibility.	Visibility is reduced to 60 feet. Perception checks reliant on sight have Disadvantage.
6	Thunderstorm	Thunder rumbles and lightning strikes, accompanied by heavy rain.	Visibility is reduced to 30 feet. Disadvantage on Perception checks and attack rolls while outdoors.
7	Foggy	A thick fog blankets the area, making it hard to see more than a few feet ahead.	Visibility is reduced to 10 feet. All Perception checks have Disadvantage.
8	Windy	Strong winds whip through the area, making it difficult to hear and affecting ranged attacks.	Ranged weapon attacks have Disadvantage.
9	Calm	There is no wind, and the air is still.	–
10	Snow	Snow falls gently, covering the ground in a white blanket.	DEX checks are made with Disadvantage unless creatures are accustomed to snow.
11	Blizzard	A fierce blizzard reduces visibility and makes travel extremely challenging.	Visibility is reduced to 5 feet. Hard CON check every hour to avoid becoming *Fatigued*.

D20	Weather Condition	Description	Effect
12	Hail	Hailstones fall from the sky, potentially causing damage to anyone caught outside.	Creatures in the open take 1 damage per turn.
13	Hot and humid	The air is hot and sticky, making physical activity exhausting.	Average CON check to avoid becoming *Fatigued*.
14	Cold and dry	The air is cold and crisp, making it uncomfortable to stay outside for long periods.	Average CON check to avoid becoming *Fatigued*.
15	Heatwave	Sweltering heat makes it dangerous to be outside without proper hydration and protection.	Hard CON check to avoid becoming *Fatigued*.
16	Cold snap	An unexpected cold front moves in, causing temperatures to drop rapidly.	Hard CON check to avoid becoming *Fatigued*.
17	Drizzle	A light drizzle falls, enough to dampen clothing but not enough to be a major inconvenience.	–
18	Breezy	A gentle breeze makes the weather feel pleasant and refreshing.	–
19	Thunder and lightning	Thunder and lightning fill the sky, but without any rain.	Hard DEX check to avoid being struck by lighting, suffering 2D6 damage.
20	Perfect weather	The weather is ideal for any activity, with comfortable temperatures and a gentle breeze.	–

LANDMARK - OBJECT (D100)

01-02 – Sphere	51-52 – Wall
03-04 – Dolmen	53-54 – Statue
05-06 – Gate	55-56 – Idol
07-08 – Pit	57-58 – Pedestal
09-10 – Fortress	59-60 – Tower
11-12 – Archway	61-62 – Tree
13-14 – Crossroads	63-64 – Block
15-16 – Circle	65-66 – Monolith
17-18 – Portal	67-68 – Bell
19-20 – Pylon	69-70 – Chapel
21-22 – Stele	71-72 – Channel
23-24 – Arcology	73-74 – Vault
25-26 – Memorial	75-76 – Pile
27-28 – Carving	77-78 – Tomb
29-30 – Ossuary	79-80 – Nexus
31-32 – Battlefield	81-82 – Pyramid
33-34 – Crater	83-84 – Well
35-36 – Garden	85-86 – Cave
37-38 – Sanctuary	87-88 – Throne
39-40 – Mausoleum	89-90 – Bridge
41-42 – Obelisk	91-92 – Fountain
43-44 – Pond	93-94 – Spiral
45-46 – Ziggurat	95-96 – Steps
47-48 – Pillar	97-98 – Hill
49-50 – Altar	99-100 – Pool

Landmark - Descriptor (D100)

01 – Weird	26 – Shifting	51 – Great	76 – Odd
02 – Reflective	27 – Buried	52 – Strange	77 – Hidden
03 – Dilapidated	28 – Defaced	53 – Mysterious	78 – Dangerous
04 – Huge	29 – Broken	54 – Lost	79 – Opaque
05 – Eerie	30 – Destroyed	55 – Desecrated	80 – Painted
06 – Stained	31 – Shrouded	56 – Bleak	81 – Bleached
07 – Bloodstained	32 – Moss-covered	57 – Ancient	82 – Colorful
08 – Mesmerizing	33 – Reversed	58 – Spectacular	83 – Fearsome
09 – Bizarre	34 – Frozen	59 – Dark	84 – Labyrinthine
10 – Legendary	35 – Forbidden	60 – Hypnotic	85 – Abnormal
11 – Cursed	36 – Forgotten	61 – Perilous	86 – Metallic
12 – Ageless	37 – Ruined	62 – Infamous	87 – Insidious
13 – Mythical	38 – Magical	63 – Cursed	88 – Hollow
14 – Erratic	39 – Functional	64 – Wondrous	89 – Encrusted
15 – Ivory	40 – Astrological	65 – Decaying	90 – Inverted
16 – Gargantuan	41 – Deadly	66 – Shrouded	91 – Active
17 – Massive	42 – Blessed	67 – Famous	92 – Enigmatic
18 – Exquisite	43 – Changing	68 – Sacred	93 – Fiery
19 – Golden	44 – Bright	69 – Whirling	94 – Rising
20 – Inactive	45 – Sunken	70 – Carved	95 – Chaotic
21 – Elemental	46 – Fiery	71 – Stone	96 – Blood
22 – Sacrificial	47 – Flooded	72 – Twisted	97 – Deviant
23 – Gnarled	48 – Falling	73 – Smooth	98 – Primordial
24 – Bestial	49 – Bone	74 – Glowing	99 – Abyssal
25 – Primitive	50 – Abandoned	75 – Screaming	100 – Black

D20	EXPLORATION EVENT
1-8	Nothing of interest happens.
9-12	You come across some sort of hazard or obstacle. Roll on the Hazards table.
13-20	You run into some sort of creature. Roll on the Encounter - Outdoors table.

D8	HAZARDS
1	**Poisonous plants**. You must pass an Average INT check to spot the plants on time. If you fail, you walk right into them, suffering D8 damage.
2	**Falling debris**. You must pass a Hard DEX check or be injured, suffering D6 damage.
3	**Geyser**. You must pass a Hard DEX check or be scalded, suffering D8 damage.
4	**Landslide**. You must pass an Average DEX check or be struck by the falling rocks, suffering 2D4 damage.
5	**Quicksand**. You must pass a Hard INT check to spot the quicksand on time. If you fail, you must pass a hard DEX check to free yourself. You have 4 attempts, failing all of them means you die, unless someone aids you.
6	**Sinkhole**. You must pass an Average DEX check or injure yourself, suffering D8 damage. You must now figure a way out of the hole, too.
7	**Ancient security system**. Your presence has activated a defense system. You must pass an Average DEX check to avoid the attack, suffering D8 damage if you fail.
8	**Flash flood**. You must pass an Average INT check to spot the incoming water. If you fail, you must pass a Hard DEX check to avoid being dragged by it. If you fail, you suffer D4 damage and appear D6 squares away from your current location, in a random direction.

D20	Encounter - Outdoors	D20	Encounter - Outdoors
1	Broken Prince	11	Plague Angel
2	Chrome Giant	12	Plague Bearer
3	Chrome Hound	13	Raider
4	Demon-Touched	14	Rust Shambler
5	Deepvein Horror	15	Slaver
6	Echo Knight	16	Storm Herald
7	Ghost Protocol	17	Void Progenitor
8	Ghoul	18	Witch
9	Glass Mother	19	Wraith
10	Null Beast	20	Wrathbound

Settlements

Settlements usually appear organically in the vicinity of some sort of resource, which usually means they are mining, scavenging or farming communities. Still, these smaller settlements must maintain a balance, because if they grow too much, too quickly, they will attract the attention of the closest city-state, which usually leads to it being officially "absorbed" into their territory. A too prosperous and undefended settlement is also ripe for the taking by raiders and slavers, making volunteers, soldiers and mercenaries a crucial part of a town's defenses.

Regardless of their size, location and activity, all settlements have someone to trade with and someone who knows their way around injuries and diseases. Finding somewhere to spend the night isn't usually a problem either, once the locals have been convinced that the PCs pose no threat. Settlements are also a good spot to find someone needing help to complete some sort of task.

SETTLEMENT NAME

D10	PREFIX	SUFFIX
1	Moss-	-hold
2	Iron-	-ridge
3	Sand-	-mound
4	Rock-	-keep
5	Light-	-moor
6	Storm-	-spire
7	Chrome-	-ward
8	Volt-	-strand
9	Deep-	-haven
10	Fog-	-barrow

D10	How Do They Feel About Strangers?
1	Kill on sight
2-3	No one's welcome
4-6	They must prove their intentions first
7-8	Just another unknown face
9-10	All are welcome

D6	Settlement Size
1	Small Hamlet (10-100 individuals)
2-4	Small Town (100-500 individuals)
5	Medium Town (500-1,000 individuals)
6	Large Town (1,000-2,000 individuals)

D6	Government Type
1-2	Council
3-4	Overlord
5-6	Popular Vote

D6	Potential Conflict
1	Surrounding monsters
2	Aggressive slavers
3	Raiders
4	Oppressive government
5	Impending natural disaster
6	Disease

D10	Main Industry
1-4	Scavenging
5	Farming
6	Hunting
7	Lumber
8	Crafts
9	Mining
10	Religion

D6	Task Type
1-2	Item
3-4	Place
5-6	Person

TASK GENERATOR - WHAT IS ASKED OF YOU?

D6	ITEM	PERSON	PLACE
1	Recover	Liberate	Find
2	Steal	Assassinate	Capture
3	Find	Protect	Map
4	Destroy	Incriminate	Defend
5	Guard	Capture	Destroy
6	Hide	Find	Siege

TASK GENERATOR - WHAT IS THE TARGET?

D6	ITEM	PERSON	PLACE
1	Religious Artifact	Employer's Rival	Specific Building
2	Relic	Slavers	Ruin
3	Treasure	Raiders	Mine
4	Documentation	Employer's Master	Forest
5	Trade Goods	Thief	Mountain
6	Historical Artifact	Influential Person	Settlement

D20	NPC ENCOUNTERS
1	Aldrich, Blind Oracle, reads ancient data through touch
2	Sister Mira, Priestess, questioning her faith.
3	Vale, Wandering Merchant, trades in forgotten tech.
4	Blackhand Klaus, Scavenger, knows too many secrets.
5	Lady Isolde, Noble Exile, plotting her return.
6	Old Corvus, Bridge Keeper, guards an ancient crossing.
7	Eira, Memory Hunter, seeks specific data fragments.
8	Brother Thorn, Heretic Monk, preaches machine truth.
9	Dax, Caravan Master, needs guards for dangerous route.
10	Madame Voss, Information Broker, trades in ancient secrets.
11	Grim Hadrian, Toll Collector, controls a vital passage.
12	Luna, Shepherd, searching for a lost sheep.
13	Thomys, Failed Knight, drowning in drink.
14	Vesper, Witch, reads omens.
15	Master Keld, Relic Merchant, always seeking rare pieces.
16	Ash, Wasteland Guide, knows safe paths.
17	Father Marcus, Tech-Priest, guards forbidden knowledge.
18	Rook, Courier, carries messages between domains.
19	Lady Blackspire, Noble, secretly funding expeditions.
20	Whisper, Information Thief, selling to highest bidder.

EXPLORING RUINS

The wasteland is littered with the remains of the previous age. Most of these ruins are nothing more than piles of rocks, but sometimes one can find an entrance, and explore these dangerous but potentially valuable locations. These ruins are the only reliable source of ancient relics and artifacts, so scavengers always jump at the chance of ransacking them as soon as word spreads.

Ruins can be both above ground or deep below, buried after centuries of geological upheaval. Most of them are relatively easy to spot, though, as it is more common to find them above ground.

RUIN EXPLORATION STEPS

1. When entering a ruin for the first time, you must find out its **size** and **conditions**. A ruin's size is determined by a UD, as seen on the Ruin Size table. This UD is the starting one, once you reach the end of the UD chain, you've fully explored the ruin. Every time you enter a new room, you must make a UD check.
2. Determine if the area you're entering is a room or corridor by rolling on the **Area Layout** table.
3. If you enter a room, roll on the **Room Contents** table, and use the **Room Details** tables to learn more about it. These tables should help you figure out what the room's original purpose was, or if there's anything of interest in it. Of course, this is all interpreted through the lens of a person who doesn't have a clue about the previous age and the workings of its technology, so while everything will be clearly based on technology, your character will most likely understand it as wondrous and magical.
4. Determine the **number of exits** by rolling D4.
5. Each time you enter a new area (be it a room or corridor), roll D10: a result of 1-3 indicates you run into trouble. Roll on the **Ruin Encounters** table.
6. If there is no Encounter, and you've entered a room, roll on the **Ruin Event** table.
7. Once you've cleared a room you can **search** it to see if you find anything of value. Assign one character to make a Hard INT check; for each other character assisting them add +1 to the searching character's roll. Searching a room can only be done once. If successful, you've found something of interest: roll on the **Scavenging table** (page 86).
8. Once you're ready to leave, pick an exit, and **determine if the next area is a room or corridor**, and its shape and size.

MAPPING RUINS

It is assumed that when you first enter a ruin, you find yourself within a room. This first room doesn't have anything of interest in it, and there are no encounters. From there on, though, you must roll on the Area Layout table to find what comes next. Each time you move on to the next area, you must roll on the Area Layout table. Once you enter a new room or corridor, roll D4: this is the number of additional exits (not counting the one you just entered through that the area has. Place these exits wherever you see fit.

As you explore the ruin, the UD will eventually reach its final stage, and the ruin will be fully explored. If by then there are still doors you haven't gone through, simply assume that they are barred or blocked in some way and you can't go through.

As for drawing the ruin in question, simply take a blank piece of grid paper and draw the different rooms while you explore the place. In order to determine the size and shape of each room and corridor, do the following:

- **Rooms**: Roll 2D6, with each die being of a different color to better differentiate them. One die represents the number of vertical squares, while the other represents the number of horizontal squares. How you orientate and place the room is up to you.
- **Corridors**: Roll D8 to find out the corridor's length, in squares.

D10	RUIN SIZE
1-3	Small (UD6)
4-6	Medium (UD8)
7-8	Large (UD10)
9	Huge (UD12)
10	Labyrinthian (UD20)

D10	AREA LAYOUT
1-4	Corridor
5-10	Room

D10	Special Ruin Conditions
1-2	**Darkness**: Although most ruins have still-functioning illumination, a testament to the might of your ancestors, this one is pitch black. If you don't carry with you a source of light, you have Disadvantage on perception checks and attack rolls.
3-4	**Difficult Terrain**: This ruin is in even worse condition than you thought. Be it rubble, deep water, or even dense undergrowth, all DEX checks have Disadvantage here.
5-6	**Toxic Atmosphere**: The air is not fully breathable here; each time you end a fight, you suffer D4 damage due to inhaling too many toxins.
7-8	**Extreme Heat**: This place is a furnace, causing you to have Disadvantage on all CON checks.
9-10	**Extreme Cold**: The temperature here is dangerously low. Your max Health is reduced by D6 while you remain here.

D6	Room Contents
1-3	**Empty**. There's nothing of interest here.
4	**Blocked**. This room is impassable due to the rubble within it.
5	**Security System**. You've potentially triggered a security system of some sort. Roll on the Security System table.
6	**Other Feature**. Use the Features tables.
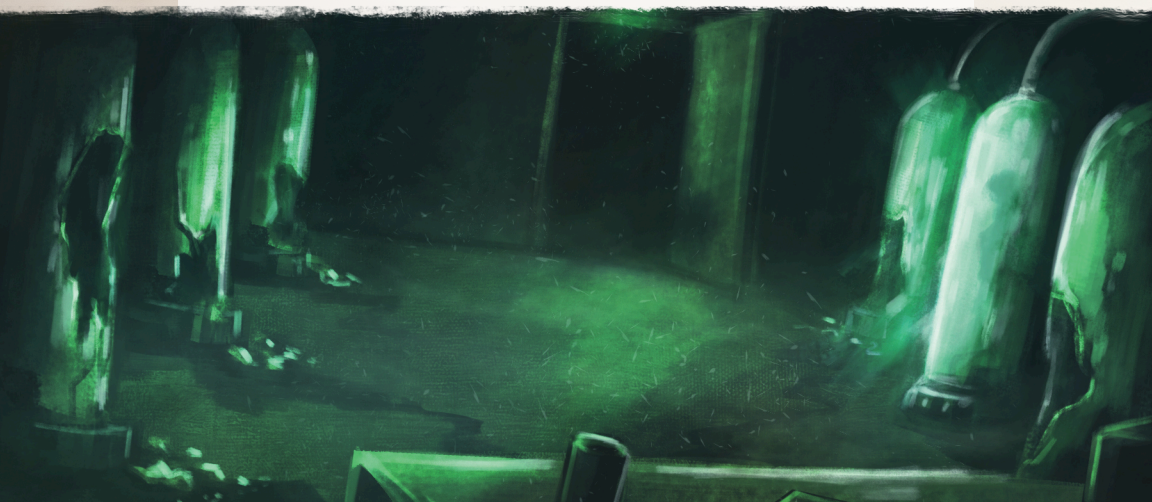
ROOM DETAIL - VERB (D100)

1 – Abandon	26 – Conceal	51 – Engage	76 – Hurry
2 – Accuse	27 – Confront	52 – Engineer	77 – Hurt
3 – Aggravate	28 – Confuse	53 – Enlighten	78 – Inflame
4 – Aid	29 – Contaminate	54 – Ensnare	79 – Infest
5 – Alert	30 – Corrupt	55 – Enter	80 – Inform
6 – Ambush	31 – Damage	56 – Exchange	81 – Instigate
7 – Alter	32 – Dare	57 – Evacuate	82 – Mutate
8 – Astonish	33 – Decay	58 – Evade	83 – Obscure
9 – Banish	34 – Decline	59 – Examine	84 – Obstruct
10 – Beckon	35 – Dedicate	60 – Exchange	85 – Perform
11 – Beguile	36 – Deface	61 – Explode	86 – Prohibit
12 – Blast	37 – Defeat	62 – Fake	87 – Provide
13 – Bother	38 – Defend	63 – Fall	88 – Pursue
14 – Break	39 – Defuse	64 – Follow	89 – Repair
15 – Broadcast	40 – Deliver	65 – Force	90 – Research
16 – Capture	41 – Destroy	66 – Foretell	91 – Reward
17 – Carry	42 – Discover	67 – Fracture	92 – Scavenge
18 – Challenge	43 – Discuss	68 – Free	93 – Segregate
19 – Charm	44 – Disperse	69 – Frighten	94 – Seize
20 – Chase	45 – Disturb	70 – Frustrate	95 – Speak
21 – Choke	46 – Divert	71 – Gather	96 – Tempt
22 – Claim	47 – Elude	72 – Give	97 – Transform
23 – Climb	48 – Endanger	73 – Glimpse	98 – Vanish
24 – Collapse	49 – End	74 – Grab	99 – Warn
25 – Collide	50 – Enforce	75 – Guard	100 – Witness

Room Detail - Theme (D100)

1-2 - Nature	51-52 - Dominance
3-4 - Order	53-54 - Hunger
5-6 - Hubris	55-56 - Wilderness
7-8 - Sorcery	57-58 - Tragedy
9-10 - Madness	59-60 - Savagery
11-12 - Wonder	61-62 - Secret
13-14 - Divination	63-64 - Completion
15-16 - Protection	65-66 - Corruption
17-18 - Transformation	67-68 - Reversal
19-20 - Spirits	69-70 - Light
21-22 - Shadow	71-72 - Death
23-24 - Recovery	73-74 - Gods
25-26 - Knowledge	75-76 - Disaster
27-28 - Desire	77-78 - Life
29-30 - Theft	79-80 - Beauty
31-32 - Greed	81-82 - Construction
33-34 - War	83-84 - Darkness
35-36 - Power	85-86 - Other plane
37-38 - Torture	87-88 - Elemental
39-40 - Legacy	89-90 - Ocean
41-42 - Harmony	91-92 - Ruin
43-44 - Mimicry	93-94 - Weakness
45-46 - Devotion	95-96 - Treasure
47-48 - Demon	97-98 - Combat
49-50 - Sacrifice	99-100 - Wealth

1 - Alarm: A disquieting sound emerges from everywhere at once. A character must pass a Hard INT check to turn it off, or else an Encounter takes place.

2 - Teleport: Each character is teleported to a random location. Roll D6: 1-3 - To a new, unexplored room; 4-5 - To the ruin's entrance; 6 - Outside, D4 squares away from the ruin's entrance.

3 - Stasis: A force field traps up to two random characters in permanent stasis—unable to move or act in any way. A Hard INT check reveals how to undo the stasis (e.g. overloading the stasis field, finding the source of the field, disabling its power source). Characters in stasis remain there indefinitely, until someone rescues them.

D10	SECURITY SYSTEM
1	Alarm
2	Combustible Gas
3	Electricity Field
4	Gravity Reversal
5	Lock Down
6	Nanites
7	Sonic Blast
8	Stasis
9	Teleport
10	Turret

4 - Nanites: A cloud of aggressive nanites is released. They surround a random character, inflicting 1 damage/round. The most effective way to deal with them is with fire, but be open to alternate solutions such as freezing them or electrocuting them. They will move from character to character until there's nobody left.

5 - Combustible Gas: The Area is filled with highly combustible gas, only detectable via a successful Hard INT check. If undetected, the gas combusts moments later, causing D20 damage to all characters within the room.

6 - Electricity Field: Bolts of electricity shoot from all directions, inflicting D10 damage to all characters within the room. The field lasts 1 round, but reactivates each time any character enters the room.

7 - Lock Down: The ruin enters a lockdown protocol. All undiscovered rooms become locked, so the only way to move forward is by forcing your way in via a Hard STR check each time you want to access a new room or corridor.

8 - Sonic Blast: An extremely unpleasant noise fills the room. All characters suffer minor hearing damage and a -2 to any checks related to perception for the next 24 hours.

9 - Turret: An automated turret emerges from the wall, shooting at a random character each round until deactivated, or the characters leave the area. The turret deals D8 damage, and in order to deactivate it a character must pass a Very Hard INT check.

10 - Gravity Reversal: Upon entering this room, all characters must pass an Average DEX check to avoid receiving D6 damage as they suddenly "fall" toward the ceiling. This gravity flip is permanent in this room.

D6	ROOM - FEATURE
1	Altar
2	Brazier
3	Fresco
4	Fountain
5	Shrine/Idol
6	Statue

D8	FEATURE EFFECT
1	Anti-magic
2	Bestows Knowledge/Secret
3	Conceals/Reveals
4	Divines (prophetic images or words)
5	Enrages (+2 to attack rolls during next combat)
6	Greed-causing (the PCs are exclusively motivated by greed during the next 24 hours)
7	Grants/takes 1 Attribute points
8	Heals D20 HP (only once)

D20	RUIN ENCOUNTERS
1	Demon-Touched
2	Deepvein Horror
3	Demented Clone
4	Echo Knight
5	Fallen Custodian
6	Ghost Protocol
7	Ghoul
8	Glass Mother
9	Guardian Servitor
10	Memory Phantom
11	Plague Bearer
12	Raider
13	Revenant
14	Rust Shambler
15	Scavengers
16	Steel Spider
17	Void Progenitor
18	Warped Servitor
19	Witch
20	Wraith

D20	Ruin Event
1	Holographic echoes show daily life before the collapse.
2	Gravity shifts direction unpredictably.
3	Dormant maintenance systems mistake PCs for staff.
4	Memory crystals replay personal messages.
5	Walls reconfigure into new passages.
6	Ancient PA system starts broadcasting.
7	Ancient AI attempts conversation.
8	Discovered log reveals true purpose of facility.
9	Walls become transparent revealing impossible space beyond.
10	Data leak causes shared memories between PCs.
11	Room contains perfectly preserved food that's still warm.
12	Gravity nullifies in bubble-like zones.
13	Found recording reveals crucial historical truth.
14	Systems briefly restore area to original splendor.
15	Weather patterns form inside enclosed space.
16	Light bends in ways that reveal hidden text on walls.
17	Discovered database contains forgotten knowledge.
18	Ancient entertainment system activates.
19	Air fills with floating geometric patterns.
20	Maintenance systems continue pointless tasks.

Gear & Spoils

Encumbrance

Characters can carry a number of items equal to STR+10 without any penalty. A character carrying more than that becomes encumbered, and has Disadvantage on all physical rolls.

- **Non-encumbering items** include anything tiny you can fit in your palm, empty bags, items with no listed weight such as paper, as well as worn clothing and jewelry. These take no Item Slots.
- **Normal items** take up one Item Slot.
- **Heavy items** take up two Item Slots.
- **Light items** can be bundled up to 10 items into a single Item Slot. These include torches, rations, small vials, and Relics.
- **Coins and gems** take up one Item Slot for every 100 pieces, rounded up.

Characters can acquire and equip a maximum of two **Backpacks**. A Backpack increases the number of available Item Slots by 10.

It is assumed that a character's belongings are distributed among their different bags and sacks, except for things like armor or weapons, which are usually worn. A character without a backpack can only carry a number of items equal to their Carrying Capacity.

Selling Gear

When wanting to sell a piece of common gear, a weapon, or a piece of armor (essentially, any non-magical item), you will

receive half the price listed on the tables below. You can improve this to two-thirds of the listed price by passing a successful Hard PRE check.

As for relics and artifacts, no common merchant would even begin to know how much to offer you for them, so they are essentially impossible to sell, unless you make a deal with a noble or very wealthy (and knowledgeable) individual. Some citi-estates offer special bounties for these sorts of items, though, in an attempt to limit their availability to potential enemies.

——Common Gear &—— Services

The following gear tables present the type of items that PCs can find in essentially all settlements. All prices shown are in coins (₵).

Gear	Cost	Weight	Notes
Backpack	100	–	+10 Item Slots.
Bedroll	10	Normal	Sleeping without a bedroll reduces the number of available Exploration Turns by 1.
Bullet Purse	5	Normal	Required to carry sling bullets. It can handle up to UD8.
Candle	1	Light	Illuminates in a 5 ft radius. Lasts 4 hours.
Chain	10	Normal	10 feet.
Clothing (poor)	10	Normal	–
Clothing (average)	50	Normal	–
Clothing (noble)	3,000	Normal	Not available to commoners under usual circumstances.

Gear	Cost	Weight	Notes
Crowbar	10	Normal	–
Flask (empty)	1	Light	–
Flint & Steel	10	Light	–
Grappling Hook	10	Light	Can be thrown for a number of feet equal to STRx3.
Lamp	30	Normal	Illuminates in a 30 ft radius. Requires Oil. Max UD8, must be checked each 30 min.
Lamp Oil	5	Light	Increases the a Lamp's UD by 1.
Medical Supplies	20	Light	Required to attempt to remove the *Bleeding* condition or heal. Spent upon use.
Net	10	Light	A character who is hit by a net is Restrained until it is freed.
Quiver	10	–	Required to carry arrows or bolts. It can handle up to UD8, and it takes a Backpack slot.
Ration	5	Light	Necessary to consume daily to avoid starvation.
Rope	10	Normal	25 feet.
Sack	1	Light	–
Spyglass	500	Light	Objects viewed through a spyglass are magnified to twice their size.
Tent	100	Heavy	Room for 2 people.
Thieves' Tools	200	Normal	Required to open locks and disable traps.
Torch	1	Light	Illuminates in a 20 ft radius. UD4, must be checked each 20 min.
Waterskin	5	Light	–

SERVICE	COST	NOTES
Antiquarian	100	Identifies a single Relic or Artifact.
Lodging (private room)	10	Room for a single night.
Lodging (common room)	5	Bed for a single night.

——Weapons & Armor——

Weapon Properties

- **Finesse**: Characters wielding this weapon can use their DEX modifier, instead of STR.
- **Simple**: Characters do not need proficiency with this weapon in order to wield it properly.
- **Slow**: The character wielding it always acts last in the combat round. If there are several PCs wielding Slow weapons, the one with the highest DEX acts first.
- **Two-Handed**: A weapon that must be wielded using both hands, usually due to its weight or size. Wielding a two-handed weapon reduces a character's Initiative by 2.
- **Versatile**: This weapon can be wielded either with a single hand, or both hands. Wielding a Versatile weapon with two hands increases its damage die.

Ranged Weapons & Ammunition

All ranged weapons require ammunition. Ammunition uses the UD rules to track it, with a check done at the end of any combat where the ranged weapon in question was used. When first purchasing any type of ammunition, the UD starts at D4, and each subsequent purchase increases it by 1 stage. A container is required to carry the ammunition, usually a quiver for arrows or bolts, or a purse for sling bullets.

Weapon (Melee)	Cost	Weight	Damage	Properties
Club	5	Normal	D4	Simple
Dagger	5	Light	D4	Finesse
Light Hammer	10	Light	D4	–
Whip	10	Normal	D4	Finesse
Handaxe	5	Normal	D6	–
Mace	10	Normal	D6	–
Quarterstaff	5	Normal	D6	Two-handed
Shortsword	10	Normal	D6	Finesse
Spear	10	Normal	D6	Versatile (D8)
Bastard Sword	15	Normal	D8	Versatile (D10)
Battle Axe	20	Normal	D8	Versatile (D10)
Flail	15	Normal	D8	–
Greatclub	15	Normal	D8	Versatile (D10)
Improvised Weapon	–	Normal	D6-1	Simple. A shed tool, stick, rebar, or something similar.
Longsword	20	Normal	D8	–
Morningstar	15	Normal	D8	–
Rapier	10	Normal	D8	Finesse
Saber	10	Normal	D8	Finesse
Warhammer	20	Normal	D8	Versatile (D10)
War Pick	15	Normal	D8	–
Glaive	20	Heavy	D10	Two-handed
Halberd	20	Heavy	D10	Two-handed
Pike	10	Heavy	D10	–
Great Axe	20	Heavy	D12	Two-handed
Great Sword	20	Heavy	D12	Two-handed
Maul	20	Heavy	D12	Two-handed

Weapon (Ranged)	Cost	Weight	Damage	Properties
Composite Bow	30	Heavy	D8	Two-handed
Hand Crossbow	40	Normal	D6	Slow
Heavy Crossbow	60	Heavy	D10	Slow, Two-handed
Javelin	5	Light	D6	–
Light Crossbow	30	Normal	D8	Slow, Two-handed
Longbow	20	Heavy	D8	Two-handed
Sling	5	Light	D4	–
Shortbow	20	Normal	D6	Two-handed
Throwing Dagger	5	Light	D4	–

Ammunition	Cost	Properties
Arrow	5	Increases the Usage Die by 1 stage.
Bolt	5	Increases the Usage Die by 1 stage.
Sling Bullet	2	Increases the Usage Die by 1 stage.

Armor

Each armor listed on the Armor table shows the amount of DR a PC gets from having it equipped, as well as the cap to the amount of DEX they can benefit from while wearing said armor. This means that a PC wearing full plate (for example) can increase their DR via their DEX modifier to a maximum of +2, even if their DEX modifier is higher than that.

Armor	Cost	Bonus to DR	Weight	Max DEX Bonus	Notes
Gambeson	60	+1	Normal	+6	–
Padded Leather	300	+2	Heavy	+5	–
Chain Shirt	1,200	+3	Heavy	+4	Requires STR 13+, Disadvantage on Stealth-related checks.
Half Plate	4,000	+4	Heavy	+3	Requires STR 14+, Disadvantage on Stealth-related checks.
Full Plate	8,000	+5	Heavy	+2	Requires STR 15+, Disadvantage on Stealth-related checks.

Helmet	Cost	Bonus to DR	Weight	Notes
Helm	50	+1	Normal	-1 to all Perception-related checks.
Visored Helm	80	+1	Normal	-2 to all Perception-related checks, grants Advantage on checks to avoid becoming *Blinded*.

Shield	Cost	Bonus to DR	Weight
Light	20	+1	Normal
Medium	40	+2	Normal
Heavy	60	+3	Normal

Spoils

D20	Scavenging
1	Nothing of value, aside from useless remnants of the last age
2	D20₡
3-5	Random weapon
6	2D20₡
7-8	Random armor
9	3D20₡
10-14	Random piece of gear
15	4D20₡
16-17	Relic
18	5D20₡
19-20	Artifact

While exploring the wasteland and defeating creatures and people there, you are sure to come across things of value. To determine what you find, you usually must make a roll on the Scavenging table.

Artifacts

As opposed to relics, which are discussed in detail on page 33, artifacts are powerful items that do not need any sort of Resonance Core to be activated, as they are completely autonomous. They offer a vast array of different abilities, boosts, and actions, including spell-like powers and many superhuman capabilities. As such, they are highly coveted, and quite rare. Refer to each of the artifacts' descriptions to learn more.

When an artifact grants certain boosts or capabilities, these are not permanent, unless stated otherwise, and remain in effect for as long as the person wears or wields the artifact in question.

While all artifacts originate from the Age of Technology, many have been corrupted by AIs, nanite swarms, and other technological beings, with many of their powers reflecting the current dark age of humanity and the cruel world that is the Noxian Expanse.

D66	Random Weapon	D66	Random Weapon
11	Club	42	Warhammer
12	Dagger	43	War Pick
13	Light Hammer	44	Glaive
14	Whip	45	Halberd
15	Handaxe	46	Pike
16	Mace	51	Great Axe
21	Quarterstaff	52	Great Sword
22	Shortsword	53	Maul
23	Spear	54	Throwing Dagger
24	Bastard Sword	55	Javelin
25	Battle Axe	56	Sling
26	Flail	61	Hand Crossbow
31	Greatclub	62	Shortbow
32-33	Improvised Weapon	63	Composite Bow
34	Longsword	64	Light Crossbow
35	Morningstar	65	Longbow
36	Rapier	66	Heavy Crossbow
41	Saber		

D10	Random Armor
1	Gambeson
2	Padded Leather
3	Chain Shirt
4	Half Plate
5	Full Plate
6	Helm
7	Visored Helm
8	Light Shield
9	Medium Shield
10	Heavy Shield

D10	Random Gear
1	Backpack
2	Flint & Steel
3	Grappling Hook
4	Lamp
5	Medical Supplies
6	Net
7	Ration
8	Rope
9	Thieves' Tools
10	Torch

D20	Relic Appearance
1-4	Resonance Core (UD4).
5	Superior Resonance Core (UD6).
6-12	Pendant-shaped relic. Roll on the Spell List table to determine its properties.
13-18	Ring-shaped relic. Roll on the Spell List table to determine its properties.
19-20	Other (precious stone, metallic sphere, earring... anything that fits in your hand). Roll on the Spell List table to determine its properties.

D20	Artifact	D20	Artifact
1	Amulet of Enhanced Vitality	11	Glove of Mayor Resonance
2	Boots of Speed	12	Mirror of Sudden Light
3	Bracelet of Defense	13	Needle of Resuscitation
4	Cloak of Invisibility	14	Ring of Cleansing
5	Dermal Patch of Combat Prowess	15	Ring of Stasis
6	Dermal Patch of Damage Enhancement	16	Scavenging Beetle
7	Dermal Patch of Spellweaving	17	Siphon Staff
8	Diadem of Minor Enhancement	18	Spear of Bloodletting
9	Earring of Knowledge	19	Sphere of Light
10	Executioner's Helm	20	Wraith's Embrace Cloak

Amulet of Enhanced Vitality
A small, drop-shaped amulet made of a deeply red glass. When worn, the wearer's vitality is boosted.
+5 Health. Only one of these may be worn at a time.

Boots of Speed
A pair of boots that automatically adjust to the wearer's size, granting them superhuman speed.
+2 Initiative.

Bracelet of Defense
A very minimalist silver bracelet, with some sort of fruit image carved on it. It creates some sort of protective field around the user, improving their defense.
+1 Defense Rating.

Cloak of Invisibility
A normal looking cloak made of what appears to be some sort of fur. When the wearer wills it, it completely wraps around them, making them completely invisible but slowly draining their vitality.
Makes the wearer completely invisible to the naked eye, but causes them to lose 1 Health/round.

Dermal Patch of Combat Prowess

A two-inch wide circular patch made of an unknown material that when applied directly to one's skin enhances their combat capabilities.
Shift the target's DR down.

Dermal Patch of Damage Enhancement

A two-inch wide circular patch made of an unknown material that when applied directly to one's skin enhances their damage during combat.
+1 damage.

Dermal Patch of Spellweaving

A two-inch wide circular patch made of an unknown material that when applied directly to one's skin allows them to cast a single spell.
Allows the user to permanently learn how to cast a spell from the Spell List table. The spell still requires a source of Resonance. The user permanently loses 1 Health, and the Dermal Patch is destroyed in the process.

Diadem of Minor Enhancement

These seemed to be extremely common during the last age, as they are among the most found artifacts. They are simple, metallic diadems that one must wear on their head, enhancing a single aspect of their body or mind.
+1 to a random Attribute. The effects only remain while wearing the diadem, and only one can be worn at a time.

Earring of Knowledge

An earring shaped in the form of a dagger, infusing the wearer with knowledge about different weapons and armor.
Grants Proficiency with a weapon or armor of your choice. Once chosen, it cannot be changed.

Executioner's Helm

A large, horned helm painted black that blocks all foreign influence upon the wearer's mind, but that seems to fuse with them, permanently.
Grants Advantage on any defensive check against any sort of mind-affecting spells or abilities, but the wearer cannot remove the helm voluntarily. It also functions as a visored helm.

Glove of Major Resonance

A single white glove that vibrates with energy, allowing the wearer to power relics.
This item works as a Resonance Core with UD8.

Mirror of Sudden Light

An ornate handheld mirror that can explode with sudden, violent light.

Once each 24 hours, all *Nearby* creatures are *Blinded* and suffer D6 damage. This item must be held when used.

Needle of Resuscitation

A two-inches long needle made of something that looks and feels like bone. When plunged into the heart of a dying person, it immediately brings them back to life, although permanently weakened.

When used on a character that has dropped to 0 Health within the last 5 minutes, it immediately brings them back to life, but with all their Attributes reduced by 1, permanently. The Needle is spent after a single use, fusing with the person's body.

Ring of Cleansing

A black ring that when the person wearing suffers from some condition, seems to stab the person's finger with an invisible needle, healing said condition.

Removes a condition. Can only be used each 24 hours.

Ring of Stasis

A seemingly unassuming band made of a golden alloy that allows the person wearing it to ignore all biological needs, at the price of sacrificing their natural vitality.

The wearer no longer needs to sleep or eat, but their Health is reduced by 10. If removed, the wearer will immediately pass out and sleep for 24 hours, waking immediately after suffering from the *Starved* condition.

Scavenging Beetle

This small turquoise-colored beetle can be used to find things of value or interest while in the ruins of the ancient world. When deployed on the ground, it automatically starts searching the area, looking for anything of value.

Reduce the difficulty of searching in ruins by one stage.

Siphon Staff

A metallic staff that produces small but incredibly sharp needles when attacking, piercing the target's flesh and draining their vitality. Unfortunately, the energy seems to rebound and mutate the user, slowly changing their appearance into something more monstrous.

The user deals an additional D4 damage when attacking with this quarterstaff, and heals for the same amount. Once the combat is over, they must roll D10: a result of 1 means they lose 1 PRE, permanently. Only works against beasts or humans.

Spear of Bloodletting
A crimson spear, made entirely of some sort of ancient alloy.
Creatures damaged by this spear suffer *Bleeding* (1), but the weapon's wielder suffers D10 damage when striking a critical hit.

Sphere or Light
A small metallic sphere than when thrown immediately starts levitating and emitting light, while following the person who threw it.
This artifact serves as a source of light, emitting a clean, white light in a 20 feet radius. It never stops shining, unless one grabs it.

Wraith's Embrace Cloak
A cloak made of some sort of transparent material that allows the user to phase through objects, in exchange for their vitality.
Allows passing through solid objects once each 24 hours, but each use ages the wearer D10 years.

Common Threats of the Noxian Expanse

While humans remain, as ever, a threat to other humans, the downfall of the Age of Technology has brought even bigger dangers upon the world. Terrible creatures lurk the ruins of the previous age, and call the wasteland their hunting ground.

The existence of these creatures stems from the complex interaction between ancient nanotechnology, adaptive AI systems, and human biology. When the old world fell, vast swarms of maintenance and medical nanites were left without proper protocols or control systems. These nanites, originally designed to repair and enhance, began to evolve and mutate, creating new and unexpected patterns. They interact with living tissue in ways their creators never intended, rewriting genetic codes and merging with the nervous systems of living creatures.

Some creatures are the result of generational exposure to these nanite swarms, their ancestors' DNA gradually altered until something new emerged, while others are the product of sudden, catastrophic transformation that occurs when humans encounter concentrated nanite colonies in still sealed ruins. The machine gods themselves sometimes deliberately experiment with these transformations, creating servants or weapons. Defense systems and robots, running on corrupted programming for centuries, have developed strange semi-organic components as their self-repair protocols tried to adapt to available materials. Even the environment itself, saturated with free-floating nanites and corrupted data, can spontaneously generate entities that blur the line between

program and predator. These creatures represent the uncontrolled evolution of technology, where machine enhancement and biological mutation have become indistinguishable from magic and curses.

CREATURE STATS

As explained on page 23, NPCs and creatures not controlled by players do not make checks. Instead, it is always the PCs testing against the creature's stats, using the dynamic Target Number rules explained on page 23. As such, these stats can go from *Very Easy* to *Impossible*. Every creature in **Machine Gods of the Noxian Expanse** has the following stats:

- **Attack**: This works as a dynamic Target Number PCs must roll against when defending.
- **Defense Rating (DR)**: This works as a dynamic Target Number PCs must roll against when attacking.
- **Constitution**: This works as a dynamic Target Number PCs must roll against when attempting to challenge the creature's physical resistances and overall constitution.
- **Experience Granted**: The amount of XP PCs earn after defeating this creature. If the enemy in question comes in groups, the XP shown is per individual in the group.
- **Health**: The amount of damage the creature can take before dying. This is sometimes dependant on the number of PCs that form the party, which is represented by the " ♟ " icon.
- **Initiative**: As is the case with PCs, Initiative is used to determine the acting order during combat. As opposed to PCs, though, this is a fixed value that is used every round without the need to roll.
- **Loot**: Some creatures might carry something of value with them. If an encounter consists of several individuals, their loot is on a per-individual basis.
- **Strength**: This works as a dynamic Target Number PCs must roll against when attempting to challenge the creature's strength.
- **Number**: This is the number of individuals usually encountered. This is sometimes dependant on the number of PCs that form the party, which is represented by the " ♟ " icon.
- **Perception**: This works as a dynamic Target Number PCs must roll against when attempting to sneak or hide from a creature.
- **Dexterity**: This works as a dynamic Target Number PCs must roll against when attempting to challenge the creature's dexterity and agility.
- **Type**: This is a general classification of the creature in question.
- **Willpower**: This works as a dynamic Target Number PCs must roll against when attempting to challenge the creature's force of will or mental strength.

Broken Prince

A noble whose inherited nanite enhancements suffered some sort of horrible malfunction.

HEALTH	ATTACK	DR	INITIATIVE
10 ♟	Hard	Easy	15
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Average	Easy	Hard	Easy
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
1	4	Average	Human-Construct

Standard Attack: Hand Blade (*Engaged*, D6 damage).
Special Attack: Swarm: (*Engaged*). Reduce the target's attack bonus by D4 for 2 rounds.
Support Action: Rebuild: Recover D6 Health.
Loot: 1 roll on the Scavenging table.

Chrome Giant

A massive humanoid composed of incredibly strong alloys.

HEALTH	ATTACK	DR	INITIATIVE
20 ♟	Average	Average	5
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Hard	Very Hard	Easy	Easy
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
1	5	Easy	Construct

Standard Attack: Giant Fist (*Engaged*, D8 damage).
Special Attack: Seismic Stomp: (*Engaged*).All Nearby creatures suffer D6 damage and must pass an Average DEX check or become *Prone*.
Support Action: Reinforce: Increase its DR to hard for the next 2 rounds.
Loot: None.

CHROME HOUND

Pack-hunting dogs with metallic growths that can tear through armor.

HEALTH	ATTACK	DR	INITIATIVE
6	Average	Average	25
CONSTITUTION	STRENGTH	WILLPOWER	DEXTERITY
Average	Average	Easy	Hard
NUMBER	XP GRANTED	PERCEPTION	TYPE
2 ♟	2	Average	Beast-Construct

Standard Attack: Bite (*Engaged*, D6 damage).
Special Attack: Pounce: (*Nearby*). D10 damage, the target must pass an Average STR check or become *Prone*.
When fighting Chrome Hounds, characters reduce their armor bonus to their DR by 2, if applicable.
Loot: None.

DEMON-TOUCHED

Humans partially converted into living metal, desperately seeking to complete their transformation.

HEALTH	ATTACK	DR	INITIATIVE
15 ♟	Average	Hard	8
CONSTITUTION	STRENGTH	WILLPOWER	DEXTERITY
Hard	Hard	Easy	Average
NUMBER	XP GRANTED	PERCEPTION	TYPE
1	4	Average	Human-Construct

Standard Attack: Metal Claws (*Engaged*, D6+1 damage).
Special Attack: Demonic Bite: (Engaged). Deals D6 damage and the target must pass an Average CON check or become *Poisoned*.
Support Action: Reinforce: Increase its DR to hard for the next 2 rounds.
Loot: 1 roll on the Scavenging table.

Deepvein Horror

A *mass of cables and flesh that absorbs its victims.*

Health	Attack	DR	Initiative
15 ♟	Hard	Average	12
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Average	Average	Average
Number	**XP Granted**	**Perception**	**Type**
1	5	Easy	Construct

Standard Attack: Tendril Whip (*Engaged*, D6 damage).
Special Attack: Constrict: (Engaged). The target must pass a Hard DEX check or become *Restrained*. While the Deepvein Horror has a character constricted, they do no other actions, but deal 2D4 damage to their victim/round.
Support Action: Drain Life: (*Engaged*, D6 damage).The Deepvein Horror heals as much Health as damage it dealt with Drain Life.
Loot: 1 roll on the Scavenging table.

Demented Clone

A *recently awakened clone that has fallen into madness.*

Health	Attack	DR	Initiative
4	Easy	Easy	18
Constitution	**Strength**	**Willpower**	**Dexterity**
Easy	Easy	Easy	Average
Number	**XP Granted**	**Perception**	**Type**
3 ♟	2	Easy	Human

Standard Attack: Frenzied Attack (*Engaged*, D4 damage).
Special Attack: Berserker Charge (*Engaged*, D8 damage).
Loot: None.

Echo Knight

Ancient combat android still following corrupt protocols.

HEALTH	ATTACK	DR	INITIATIVE
12 ♟	Average	Average	12
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Average	Average	Average	Average
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
1	4	Average	Construct
Standard Attack: Sword Strike (*Engaged*, D6 damage).			
Special Attack: Echo Blast: (*Nearby*, D8 damage). Target must pass an Average CON check to avoid becoming *Stunned* (1).			
Support Action: Energy Drain: (*Nearby*). The target must pass a Hard CON check to avoid becoming *Stunned* (1). If this action hits, the Echo Knight gets a second Standard Action.			
Loot: 1 roll on the Scavenging table.			

Fallen Custodian

A corrupt security droid.

HEALTH	ATTACK	DR	INITIATIVE
10 ♟	Easy	Average	15
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Hard	Easy	Easy	Average
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
2	2	Average	Construct
Standard Attack: Shock Pulse (*Engaged*, D6+1 damage).			
Special Attack: Stun Bolt: (*Nearby*, 2 damage). Target must pass an Average CON check or become *Stunned* (1).			
Support Action: Overload: (*Engaged*). The Fallen Custodian takes D4 damage and deals D10 damage to all creatures within range.			
Loot: 1 roll on the Scavenging table.			

Ghost Protocol

Security AI manifesting as armored phantoms.

Health	Attack	DR	Initiative
8 ⚑	Average	Hard	20
Constitution	**Strength**	**Willpower**	**Dexterity**
Hard	Easy	Hard	Average
Number	**XP Granted**	**Perception**	**Type**
1	4	Hard	Construct

Standard Attack: Phasing Strike (*Engaged*, D6+1 damage).

Special Attack: Spectral Bolt: (*Far Away*, D10 damage).

All damage dealt to Ghost Protocols is reduced by 2, unless it's spell damage.

Loot: None.

Ghoul

Cannibals who gained regenerative powers from eating nanite-infected flesh.

Health	Attack	DR	Initiative
15	Average	Easy	10
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Easy	Average	Average
Number	**XP Granted**	**Perception**	**Type**
1 ⚑	3	Average	Human

Standard Attack: Frenzied Bite (*Engaged*, D6+1 damage).

Special Attack: Claw Strike: (*Engaged*, D10 damage).

Support Action: Regenerative Bite (*Engaged*, D6+1 damage). The Ghoul heals as much Health as damage it dealt with this action.

Loot: None.

GLASS MOTHER

A being of living crystal that commands shards of itself.

HEALTH	ATTACK	DR	INITIATIVE
10 ♟	Very Hard	Easy	25
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Easy	Easy	Very Hard	Average
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
1	4	Average	Construct

Standard Attack: Crystal Shard (*Far Away*, D8 damage).

Special Attack: Shatter Blast: (*Nearby*, 3D4 damage). A blast attack that affects all creatures within range.

Support Action: Mend Crystal:The Glass Mother recovers D4 Health.

Loot: None.

GUARDIAN SERVITOR

A humanoid combat robot still following its ancient protocols.

HEALTH	ATTACK	DR	INITIATIVE
8 ♟	Easy	Average	8
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Average	Average	Average	Hard
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
1	2	Average	Construct

Standard Attack: Ballistic Shot (*Far Away*, D6 damage).

Special Attack: Energy Blast: (*Nearby*, D6+2 damage).

Support Action: Guard Mode: During the next 2 rounds, any attacks against the Guardian Servitor are of one higher difficulty step.

Loot: 1 roll on the Scavenging table.

Memory Phantom

A deranged fragment of an AI manifesting as a person's lost memories.

Health	Attack	DR	Initiative
8 ♟	Easy	Hard	18
Constitution	**Strength**	**Willpower**	**Dexterity**
Easy	Easy	Very Hard	Average
Number	**XP Granted**	**Perception**	**Type**
1	4	Hard	Construct

Standard Attack: Memory Drain (*Far Away*, D6 damage). Target must pass a WIL vs WIL check, instead of treating this as a physical attack.

Special Attack: Energy Blast: (*Nearby*, D6+2 damage).

Support Action: Drain Resonance: The Memory Phantom targets a random Resonance Core, completely draining it at recovering D4 Health in the process. If there are no available Cores, this action has no effect.

Loot: None.

Null Beast

A mutated animal whose presence somehow disrupts technology.

Health	Attack	DR	Initiative
16 ♟	Average	Average	15
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Average	Easy	Hard
Number	**XP Granted**	**Perception**	**Type**
1	3	Average	Beast-Construct

Standard Attack: Savage Swipe (*Engaged*, D6 damage).

Special Attack: Static Discharge: (*Engaged*, D12 damage). A blast attack that affects all creatures within range.

When fighting a Null Beast, Relics do not function and spellcasting is impossible.

Loot: None.

PLAGUE ANGEL

A *winged humanoid construct that spreads corrupted nanites.*

HEALTH	ATTACK	DR	INITIATIVE
12 ♟	Easy	Average	20
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Hard	Easy	Average	Hard
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
1	4	Average	Construct

Standard Attack: Disease Touch (*Engaged*, D4 damage). Target must pass an Average CON check or become *Poisoned*.

Special Attack: Corrupting Breath: (*Nearby*). All creatures within range must pass an Average CON check or see their memories stripped away by the nanites, causing them to lose 1 XP.

Loot: None.

PLAGUE BEARER

A *colony of aggressive nanites pretending to still be human by inhabiting the flesh of dead people.*

HEALTH	ATTACK	DR	INITIATIVE
18 ♟	Hard	Hard	5
CONSTITUTION	**STRENGTH**	**WILLPOWER**	**DEXTERITY**
Hard	Average	Easy	Easy
NUMBER	**XP GRANTED**	**PERCEPTION**	**TYPE**
1	4	Easy	Human-Construct

Standard Attack: Diseased Bite (*Engaged*, 2 damage). Target must pass an Average CON check or become *Poisoned*.

Special Attack: Nanite Swarm (*Nearby*, D10). A blast attack that affects all creatures within range.

Loot: None.

Raiders

Desperate individuals that have turned to pillaging and robbing any soul unfortunate enough to come across them.

Health	Attack	DR	Initiative
13	Average	Average	15
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Average	Average	Average
Number	**XP Granted**	**Perception**	**Type**
1 ♟	3	Average	Human

Standard Attack: Ruthless Strike (*Engaged*, D6 damage).
Special Attack: Desperate Strike: (*Engaged*, D10 damage). The Raider's DR is reduced by one stage until their next turn.
Support Action: Healing Balm: The Raider recovers 2 Health.
Loot: 1 roll on the Scavenging table.

Revenant

A dead human reanimated by nanite swarms.

Health	Attack	DR	Initiative
10 ♟	Average	Average	12
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Average	Average	Average
Number	**XP Granted**	**Perception**	**Type**
1	2	Average	Human-Construct

Standard Attack: Reinforced Claws (*Engaged*, D6 damage).
Special Attack: Corrosive Strike: (*Engaged*, D6 damage). The target suffers 1 damage/round for the next D4 rounds. This is cumulative.
Support Action: Rebuild Flesh: The Revenant recovers 2 Health.
Loot: 1 roll on the Scavenging table.

Rust Shamblers

An animated mass of corroded metal and synthetic flesh.

Health	Attack	DR	Initiative
4	Easy	Easy	5
Constitution	**Strength**	**Willpower**	**Dexterity**
Easy	Easy	Very Hard	Easy
Number	**XP Granted**	**Perception**	**Type**
3 ♟	1	Average	Construct

Standard Attack: Acid Spit (*Nearby*, D4 damage).
Special Attack: Corrosive Touch: (*Engaged*). The target suffers 1 damage/round for the next D4 rounds. This is cumulative.
Loot: None.

Scavengers

Humans in the wasteland have very few options, and most end up simply risking their lives digging through the ruins of the old world, trying to find anything of value.

Health	Attack	DR	Initiative
14	Average	Average	17
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Average	Easy	Average
Number	**XP Granted**	**Perception**	**Type**
2 ♟	3	Average	Human

Standard Attack: Knife Slash (*Engaged*, D6 damage).
Special Attack: Desperate Strike: (*Engaged*, D10 damage). The Scavenger's DR is reduced by one stage until their next turn.
Support Action: Scavenged Adrenal Drugs: The Scavenger recovers 2 Health. They also increase all damage dealt by 1 for the next 2 rounds. This is cumulative.
Loot: 1 roll on the Scavenging table.

Slavers

The most unscrupulous of humans, searching the wasteland for potential slaves.

HEALTH	ATTACK	DR	INITIATIVE
10	Average	Average	15
CONSTITUTION	STRENGTH	WILLPOWER	DEXTERITY
Average	Average	Average	Average
NUMBER	XP GRANTED	PERCEPTION	TYPE
3 ♟	3	Average	Human

Standard Attack: Cutlass Slash (*Engaged*, D6 damage).

Special Attack: Net Throw: (Nearby). The Slaver casts a net at their target, who must pass an Average DEX check or become *Restrained*.

Support Action: Intimidate: (Engaged). The Raider attempts to intimidate their target, who must pass a WIL vs WIL check. If the check is failed, the target suffers Disadvantage when attacking the Slaver for the next 2 rounds.

Loot: 1 roll on the Scavenging table.

Steel Spider

A multi-limbed maintenance bot gone haywire.

HEALTH	ATTACK	DR	INITIATIVE
23	Easy	Easy	20
CONSTITUTION	STRENGTH	WILLPOWER	DEXTERITY
Easy	Easy	Average	Hard
NUMBER	XP GRANTED	PERCEPTION	TYPE
1 ♟	2	Hard	Construct

Standard Attack: Pincer Strike (*Engaged*, D6 damage).

Special Attack: Multi-Slash: (*Engaged*, 2D4+1 damage).

Loot: None.

Storm Herald

An augmented human wrapped in perpetual nanite lightning.

Health	Attack	DR	Initiative
15 ♟	Hard	Easy	15
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Average	Hard	Hard
Number	**XP Granted**	**Perception**	**Type**
1	3	Average	Human

Standard Attack: Shock (*Far Away*, D6 damage).
Special Attack: Lighting Bolt: (*Far Away*, D8 damage). The target must pass an Average CON check or become *Stunned (1)*.
Energize: The Storm Herald has an additional turn for the next 2 rounds.
Loot: 1 roll on the Scavenging table.

Void Progenitor

A massive mechanical creature birthing technological horrors.

Health	Attack	DR	Initiative
16 ♟	Easy	Average	5
Constitution	**Strength**	**Willpower**	**Dexterity**
Hard	Average	Average	Easy
Number	**XP Granted**	**Perception**	**Type**
1	5	Easy	Construct

Standard Attack: Void Tendril (*Nearby*, D6 damage).
Special Attack: Spawn Construct: The Progenitor spawns a Steel Spider (page 105). Only 2 Steel Spiders can be created at once.
Support Action: Absorb Energy: The Progenitor absorbs ambient energy to heal itself. It regains D4 Health.
Loot: None.

Warped Servitor

A support droid with corrupted protocols that have turned it into a killer.

Health	Attack	DR	Initiative
14 ♟	Easy	Easy	12
Constitution	**Strength**	**Willpower**	**Dexterity**
Hard	Average	Easy	Easy
Number	**XP Granted**	**Perception**	**Type**
1	3	Average	Construct
Standard Attack: Improvised Strike (*Engaged*, D6 damage).			
Special Attack: Disrupting Blast: (*Nearby*). All Relics within range stop working until the end of combat.			
Support Action: Emergency Repairs: The Servitor can quickly repair minor damage to itself. It regains D4 Health.			
Loot: 1 roll on the Scavenging table.			

Witch

A human driven mad by technological communion.

Health	Attack	DR	Initiative
12 ♟	Average	Average	8
Constitution	**Strength**	**Willpower**	**Dexterity**
Average	Average	Very Hard	Average
Number	**XP Granted**	**Perception**	**Type**
1	3	Average	Human
Standard Attack: Dagger Slash (*Engaged*, D6 damage).			
Special Attack: Hex: (*Far Away*). The target must pass an Average WIL check or suffer Disadvantage on all their attacks for the next 2 rounds.			
Support Action: Empower: The Witch deals an additional D6 damage for the next 2 rounds.			
Loot: 1 roll on the Scavenging table.			

WRAITH

A ghost-like entity formed from corrupted nanomaterials.

HEALTH	ATTACK	DR	INITIATIVE
8 ♟	Easy	Easy	12
CONSTITUTION	STRENGTH	WILLPOWER	DEXTERITY
Hard	Average	Easy	Easy
NUMBER	XP GRANTED	PERCEPTION	TYPE
1	4	Average	Construct
Standard Attack: Spectral Touch (*Engaged*, D4+1 damage).			
Special Attack: Drain Past: (*Engaged*). Target must pass an Average WIL check or see their memories stripped away by the Wraith, causing them to lose 1 XP.			
Wraiths only suffer half the damage dealt to them, unless the source of the attack is a Relic or Artifact.			
Loot: None.			

WRATHBOUND

A once-human warrior fused with combat stimulant systems.

HEALTH	ATTACK	DR	INITIATIVE
12 ♟	Average	Average	18
CONSTITUTION	STRENGTH	WILLPOWER	DEXTERITY
Hard	Average	Easy	Average
NUMBER	XP GRANTED	PERCEPTION	TYPE
1	3	Average	Human
Standard Attack: Augmented Strike (*Engaged*, D8 damage).			
Special Attack: Adrenaline Boost: The Wrathbound increases the damage of its next attack by D6.			
Support Action: Stimulant Injection: The Wrathbound injects themself with a potent stimulant, increasing their Attack DR by one stage for the next 2 rounds.			
Loot: 1 roll on the Scavenging table.			

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