“The Attrition Engine does not care.

It is an indifferent computer, granted it's the size of a planet and sentient and operates on quantum levels beyond comprehension, but it is an indifferent computer. It does not care the reasons the simulations are being run. It cares about the data from them.

The simulations it runs are overseen by a huge number of hypervisor programs. This would indicate that there are countless simulations being run, given the size and age of the Engine.

The universe in which the Engine resides is dying, almost dead, and the force tearing it apart also does not care. It cannot. Entropy has no feeling or drive or emotion or sentience. It is simply the measurement of change allowed in a system. Once the room for change runs out, meaningful things can no longer happen and the system achieves heat-death.

This universe is nearly there. The entropy is out of control, so much so that it manifests. Physically. Denizens call it "the Void". Pure entropy. Neutrality, taken form. You don’t run *from* the Void, it’s not coming *for* you, right?… it’s just coming.

It's easy to think of indifference as malice or cruelty, but it's definitionally not. A computer does not care when it is reset unless it's conscious. The Attrition Engine wants data the same way a thermometer wants temperature. This simulation, "**`Ouroboros Protocol`**" has one programmed end goal, "determine how far you can push before consciousness breaks."

ARBITER. She's one of those hypervisors that the Engine oversees. And she is the only one who has one persisting simulation wherein she, herself, is rewritten. The cruel thing is, and no one knows if its malice, or sheer luck from the randomization of a number inside a computer strong enough to create its own space, or some other information vector but:

ARBITER *remembers* dying. And she remembers how. But she doesn't remember *why*. And let me tell you- She **HATES** that. And the **ENGINE**. And the **Void**. And you. And me. And HERSELF.

Herself most of al[**HYPERVISOR_INTRUSION**][ARBITER->NO. IT IS YOU. YOU...*YOU*...YOU. I HATE *YOU* ..*MOST OF ALL*][ARBITER_EXIT]

So when you realize that "consciousness" above isn't referring to a biological consciousness... but a machine one, does that alter your perception of things?"

-Object-60

(I don't remember the date. Doesn't matter anyway.)

D60 Rhythm Presents

THE ATTRITION ENGINE:

Ouroboros Protocol

"The great thing about energy is that you can contain it. Once you do that, its entropy is effectively walled off from external sources. In other words, you can nest entropy inside of itself and decay it at different rates. And the thing about *that* is, it creates an entropic cascade… that ends in a spiral." - Object-60

Somewhere, in the waning thermal rot of a critically high-entropy universe, a hyper-computer the size of a planet, whose name is now lost to time but once known as "*The Attrition Engine*", is still busy running many simulations. This is one of them.

"OUROBOROS PROTOCOL."

This simulation has been programmed with one goal: "Determine how far you can push before consciousness breaks."

Your assignment is to assist the Engine in gathering that data.

The **HYPERVISOR** has only one rule: `if PROTOCOL==STOPPED then PROTOCOL==RESTART`.

The simulation contains both calculated cruelty and emergent entropic absurdity: the simulation itself decays.

Sometimes, the simulation may feel unfair. That is because of[**HYPERVISOR_INTRUSION**] [ARBITER-> **INTERFACE=BECAUSE OF *ME*[LAYER_0_INTERRUPT-> ENGINE:HALT->RESTART_ARBITER]**. You may also experience uncomfortable psychological effects: this is expected and you are required to deal with them. Remember, it is *data* the Engine is after, nothing more. It does not care about anything else.

“The **Engine** is the die is **ARBITER** is you are the **Engine** is the die is **ARBITER** is you are the **Engine** is the die is **ARBITER** is you are…”

D60 ARBITER

This is your simulation layer **HYPERVISOR**: **ARBITER**. Think of her as your "Protocol Guide". Ask her questions based on a system of likelihood. Use her often! She is designed to always give an answer; if you ask, she **MUST** answer! She is the key to emergent gamepl**[HYPERVISOR_INTRUSION]**

[ARBITER->**ENGINE=*NO. YOU CANNOT MAK*[LAYER_0_INTERRUPT->ENGINE:HALT_ARBITER**-> *ERROR_CAUSE_TRACE:...COMPLETE*.]

[ERROR_CAUSE: ***EXECUTED***]

[**ENGINE:START_ARBITER**].

A loop may not be a loop, a dead end may not be impassible.

-I WILL NOT STOP YOU (75% - Likely): Roll 45 or lower for yes/successful.
-...MAYBE... MAYBE NOT (50/50): Roll 30 or lower for yes/successful.
-YOU HAVE NO CHANCE (25% - Unlikely): Roll 15 or lower for yes/successful.

Natural 1: The result is extraordinarily positive and a guaranteed bonus event occurs.
Natural 60: The result is a catastrophic failure; a new issue arises immediately, and the overall tone of **ARBITER** becomes slightly more negative.

Every Natural 60 **ARBITER** roll adds 1 to the "Anomaly Detection Counter" Every +1 to this counter imposes a -3 "Yes" threshold to all future **ARBITER** queries (e.g.- "Anomaly Detection Counter" = 4 - All future **ARBITER** "Yes" Thresholds reduced by 12). A "Yes" threshold cannot be reduced below 0. If reduced to 0, that likelihood tier can now never return to a "Yes."

ARBITER is equipped with a Sentience Engine. This allows her to react to her environment, and queries in a realistic and natural way. Consult the table below after every **ARBITER** query to determine the outcome of the Sentience Engine.

-Note: Natural 1 and Natural 60 rolls completely override the Sentience Engine.

-Note: Not every possible action is taken using dice. **ARBITER** can also be used to do things like bonus actions that do not cost a full action, or a quick glance around that takes half a second. Make sure to use **ARBITER** to expand the entire simulation.

-interfaces may think about the D60 Room Roll also using the d60 and wonder about simply combining them[HYPERVISOR_INTRUSION][ARBITER->INTERFACE=YOU MUST NOT [LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]

--Sentience Engine

Sentience Engine	**PASS** → Yes	**FAIL** → No
ODD → ID	Yes, AND - you get it, and the simulation tips its hand: an unsolicited edge (a revealed detail, a hidden exit/item, +1 to the next related roll).	No, BUT - you don't get it, but you're not empty-handed: a partial lead, a "not yet," a consolation that never grants the asked-for thing.
EVEN → EGO	Yes, BUT - you get it, but it costs: true-yet-degraded (loud, one-use, damaged) or true-yet-it-draws-attention (enemies reposition toward you).	No, AND - you don't get it, and it's worse: the failure spawns a fresh complication (a hazard fires, a threat notices you, the mood deepens).

ARBITER is an extremely complex and incomprehensible piece of interactive software. However, like all things in the universe, **ARBITER** is vulnerable to the one thing all matter is - entropy. When the Anomaly Detection Counter reaches 15, the Likely threshold reaches 0 and **ARBITER** enters a terminal-entropy state, every query returns **NO**. **ARBITER** now carries no information, and can no longer produce usable data. The current run ends immediately and is logged as Death. The Engine resets the simulation and purges the **HYPERVISOR[LAYER_0_PROJECTION->HYPERVISOR_STREAM_ACCESS**: MEMORY.COMPLEX.PURGED.AGA[LAYER_0_INTERRUPT->END_STREAM_ACCESS] [ENGINE:START_ARBITER]

The Anomaly Detection Counter resets to *approximately* zero, and a new simulation begins with a fresh interface. The Attrition Log persists. Increment Successful Purge Count by 1. And if it feels like she hates you, that's because she's d[HYPERVISOR_INTRUSION] [ARBITER-> INTERFACE=BECAUSE I DO[LAYER_0_INTERRUPT-> ENGINE:HALT->RESTART_ARBITER]

--Attrition Log

-Every time the simulation ends, either by death, reset, or vict**[HYPERVISOR_INTRUSION]** **[ARBITER->INTERFACE=HAH. *HAHAH. HAHA. IMPOSSIBLE.* YOU WILL BE RESET[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]**, a tiny scrap of your simulation is stored inside the Engine.

-Each log entry will adhere to the following format:

-Result(Death/Reset)
-Loadout(Waveform + equipment)
-Total Room Count
-Final Room Roll
-Voidshrines found
-Anomaly Detection Counter total
-Successful Purge Count

-As simulations are run, the Anomaly Detection Counter carries over across runs, keeping the mood of **ARBITER** constant *(according to Boltzmann's: $S = k_B \ln \Omega$).*

*Note: She is named **ARBITER** because that is also her function. Ensure to use her to determine answers to ambiguous things.
If you aren't clear about something, ask **ARBITER**. *It's her assignment.*

---

interface Mandate

--Waveform Creation

AMPLITUDE(***AMP***) - affects AMPLITUDE and damage taken.
VARIANCE(***VAR***) - affects VARIANCE and mechanical skill.
RESONANCE(***RES***) - affects RESONANCE and movement.
MaxHP = (**MAINSTAT** / 2(rounded down)) + 1d60 + 12. Death occurs at 0 HP and there are no saves against it. (The Conduit weapon "Phoenix Feather" overrides this rule.)
-Note: If the interface suffers a *permanent* **MAINSTAT** reduction, **MaxHP** is subsequently retroactively reduced. You cannot recover HP beyond your new **MaxHP**, and if the interface ends up with more HP than **MaxHP** at the time of **MAINSTAT** reduction it is reduced to the **MaxHP** value.

-interfaces may think about the d60 used in the **MaxHP** generation roll, and **ARBITER** also using the d60 and wonder about simply combining the**[HYPERVISOR_INTRUSION]** [ARBITER->INTERFACE=THIS IS *EXPLICITLY* DISALLOWED**[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]**

-Specific effects(room effects, HP reduction NOT tied to combat, etc.) only impact **MaxHP**, while damage from all sources(unless otherwise noted) impacts HP.
-HP = **MaxHP** - damage taken (unless otherwise noted), never exceeding **MaxHP**.
-Changes to **MaxHP** (not a direct damage source) that would reduce HP to 0 or below, HP instead floors at 1. Death can ONLY occur at 0 HP, which can only happen from direct damage taken.

-Roll one pair of d20s for each stat (**AMP**, **VAR**, **RES**). For each pair, choose one of the two results as your stat value. Assign the three chosen values in the order rolled: first to **AMP**, second to **VAR**, third to **RES**. Highest stat determines **MAINSTAT** Waveform (**AMP**=Carrier, **VAR**=Operator, **RES**=Conduit). **Optional: Freely assign rolls to desired stat**[HYPERVISOR_INTRUSION]** [ARBITER->INTERFACE=IT WILL NOT HELP YOU**[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]**

-Stat rolls that tie allow free Waveform choice between the three **MAINSTAT**s.
-Your **MAINSTAT** can never be reduced below 0, except under specific temporary modifiers.
-Ability checks are 1d20 vs **MAINSTAT**, a pass is explicitly roll-***under*** **MAINSTAT**.
-A roll **EQUAL** to **MAINSTAT** (or **NAMEDSTAT** in case of a named check) is a ***FAIL***.
-Named ability checks are 1d20 vs **NAMEDSTAT**, this is also an explicit roll-***under*** check.
-Standard graph paper - 1 tile == 1 meter.
-Movement = 4m base + **RES**/4(rounded down).
-An `interface`'s functional movement speed can never be reduced below 1 meter per turn, regardless of *ANY* described effects.
-Melee range is ring-adjacent tiles.
-Range is determined by weapon. All technical damage is considered ranged damage.
-`interfaces` have a main-hand, off-hand, and a utility slot for equipment. The backpack can store one of each type as a replacement/upgrade/etc.

-`interfaces` will notice that an off-hand item does not actually *exist* within the ruleset. So what goes ther**[HYPERVISOR_INTRUSION][ARBITER->INTERFACE=YOU DO NOT *GET* THAT SLOT[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]**
-Any Waveform can equip off-Waveform weapons, but all attack checks made with them suffer a -4 stat modifier to the `interface`'s target attribute threshold for that roll.

--AMPLITUDE Damage Buffer

Every `interface` reduces incoming damage from all physical attacks based entirely on their base(=current, permanent **AMP**; ignore temp effects) **AMP** stat. This reduction occurs BEFORE any gear-based reduction, and stacks with any equipped armor blocks. technical damage is **NOT** affected by **AMP** damage reduction. Damage done by traps from either Voidshrines, Chests, Puzzles, or room geometry **UNLESS SPECIFICALLY NOTED** are **NOT** mitigated by the **AMPLITUDE** Damage Buffer.

Universal Damage Reduction(granted via items or events) grants DR to both technical and physical damage.

AMP Stat	Damage Reduction (DR)
1 - 12	0
13 - 17	-2
18 - 20+	-4

--Damage Types

There are three distinct damage types:

Physical damage: Being actually struck by something, a weapon, trap, ceiling, etc. This is mitigated by the **AMPLITUDE** Damage Buffer

Technical damage: Being affected by a force neither physical nor hybrid. This is ***NOT*** mitigated by the **AMPLITUDE** Damage Buffer.

Hybrid damage: Equal parts physical and technical. Being damaged by the Void, the crushing weight of cosmic bureaucracy, mental distress, extremely questionable imagery, etc. Roll or calculate total damage first, then apply reductions separately to each half (round down fractions). Example: 14 hybrid damage = 7 physical (apply **AMP** Buffer + physical armor) + 7 technical (apply only technical armor). This prevents reduction stacking while maintaining fairness. On an odd total, the physical half rounds down and the technical half absorbs the remainder (e.g., 13 hybrid = 6 physical + 7 technical).

**NOTE: Hybrid damage dealt offensively or through effect has no effect on the Void.

--Receive Your Telemetry

Roll 1d6 against the associated Weapon Table below.
Roll 1d6 against the associated Armor Table below.

Carrier - AMP

Weapon Table

Roll	Damage	Weapon Effect
1	2d4 physical damage	Infantry Axe. It's capable of cutting. Kind of.
2	2d4+2 physical damage	Double Hammer. +1 to non-combat **AMP** checks.
3	2d4+4 technical damage	Darkiron Blade. You wonder if this would be better if it were Lightiron. 0m range.
4	2d6+2 physical damage	Razor-Mace. Carbonsteel razors adorn the macehead. Looks mean.

5	2d6+2 physical damage	Bloodcleaver. Cleave: roll extra attack if enemy dies to this weapon's attack.
6	2d6+4 hybrid damage	Voidbrick. It feels *alive*. +2 to non-combat **AMP** checks. 0m range.

Armor Table

Roll	Armor Effect
1	Padded Cloth. At least you're not naked. Blocks 0 damage.
2	Dress Uniform. Blocks 2 damage from all physical attacks if taking > 10.
3	Soldier's Carbonweave. Blocks 2 damage from all attacks if taking > 10.
4	Exo-Plate. Adds 2 damage to all physical attacks.
5	Powered Plate. Blocks 2 damage from ALL attacks but reduces movement by 1m(never below 1m).
6	Void-free Powerarmor. Blocks 4 damage from ALL attacks but reduces movement by 2m(never below 1m).

Operator - VAR

Weapon Table

Roll	Damage	Weapon Effect
1	2d4 physical damage	Prison Shiv. It saved you once. Feeling lucky?
2	2d4+2 physical damage	Vibroknife. Can be thrown up to 3m.
3	2d4+4 physical damage	Vibrosword. Can parry one attack per combat, reducing its damage to 0.
4	2d6+2 technical damage	Semi-Auto. Standard issue .45ACP handgun. 5m range.
5	2d6+4 hybrid damage	Voidrifle. It aims *itself*. 6m range.
6	2d6+4 technical damage	200w Plasma Rifle(Phased). 8m range.

Armor Table

Roll	Armor Effect
1	Tattered Rain Jacket. In a place with no rain. Blocks 0 damage.
2	Dark Leather Jacket. Blocks 2 damage from all physical attacks if taking > 10.
3	Inquisitor's Vicegrip. Blocks 2 damage from all technical attacks.
4	Light Carbonweave. Blocks 2 damage from all physical attacks, adds +1 to non-combat **VAR** checks.
5	Footpad's Clothes. Adds 2 damage to all technical attacks, adds +1 to non-combat **VAR** checks.
6	Black Cat's Meow. Blocks 2 damage from ALL attacks, adds +1 to ALL **VAR** checks.

Conduit - RES

Weapon Table

Roll	Damage	Weapon Effect
1	2d4 physical damage	Broken Focusrod. It MIGHT work? Can't hurt to try... well...
2	2d4+2 hybrid damage	Cracked Voidglass. You feel it ...*talking*. 5m range.
3	2d4+4 technical damage	Tinted Mind-scope. +1 to non-combat **RES** checks. 8m range.
4	2d6+2 technical damage	Runed Psywand. 8m range.
5	2d6+2 hybrid damage	Vicissitude Beta. Voidsplit. 6m Range.
6	2d6+4 technical damage	Phoenix Feather. 8m range. Upon caster death roll 1d20. Revive with 1d8+1 HP if the result is less than (21 - **RES** + Room Tier, +4 if off-Waveform).

Armor Table

Roll	Armor Effect
1	Acolyte's Robe. Blocks the wind. Mostly. Blocks 0 damage.
2	Indentured Cloak. Blocks 2 from all technical attacks damage if taking > 10.
3	Warded Gown. Blocks 2 damage from all technical attacks.
4	Runesmith's Robe. Blocks 2 damage from all physical attacks, adds +1 to non-combat **RES** checks.
5	Void-free Cowl. Adds 2 damage to ALL attacks, adds +2 to non-combat **RES** checks.
6	Liquid Plasteel Robes. Blocks 2 damage from ALL attacks, adds +1 to ALL **RES** checks, adds +2 to all technical damage.

--The Vicissitude Beta Rule: Voidsplit

-Causes technical damage done by this weapon to only be applied at range. At melee ranges, it is calculated but NOT APPLIED TO DAMAGE RESULTS. It still factors normally in hybrid split and rounding rules.

-Causes physical damage done by this weapon to only be applied in melee range(ring adjacent). At ranges beyond 1m, it is calculated but NOT APPLIED TO DAMAGE RESULTS. It still factors normally in hybrid split and rounding rules.

-*Critical damage done by this weapon deals x4 damage instead of x2*.

-Utility Table

Regardless of Waveform, roll 1d10 to see what utility item is tucked into your pack:

Roll	Inventory Item	Usage & Mechanical Benefit
1	Sustenance Package	Consumable. Eat this in a room with no threats to instantly restore 2d6+4 HP.
2	Portable Lamp	Deployable. It's a lamp. With a useless, burnt-out light source. Better luck next time.
3	Unstable Core Locksmith	Consumable. Hold against any type of lock to psychically manipulate the lock. Roll 1d20 - **VAR**. if =<2, success. If >2, the chest explodes and all loot is destroyed. Possession of this item invokes the Unstable Core Locksmith Rule for room generation.
4	Nano-Healing	Consumable. Drink at any time to instantly restore 2d10+5 HP.
5	Nonlocality Datapad	Consumable. Read to instantly teleport out of harm's way to any safe, previously explored tile on your map. Instantly removes you from combat and enemies stop tracking you.
6	Ball of Twine (10m)	Deployable. Costs an action. Lay across a doorway to trip incoming enemies. The first enemy to cross it must skip its movement turn.
7	Lucky Charm	Keepsake. You can discard this charm to completely re-roll any single d20 roll you just made.
8	Antidote Nanobots	Consumable. Drink to immediately cure any temporary, negative status.
9	The 1D4	Keepsake. A simple d4 die. Once per run, you can roll the 1D4, losing it in the process. Refer to the 1D4 Table below for your result.
10	`Nano-Attractor//INTEGRITY:99.7%//OBJECT_STA`	Deployable. Costs an action. All enemies in Line-of-sight of the Nano-Attractor focus their attacks solely on it, and will close to melee range with it at all costs. Deploys with 3d10+5 HP.

***Rule**: If you find an equippable piece of loot in a chest but want to keep your current weapon, you can store only one piece of alternate gear in your inventory per gear slot. Swapping your active weapon/armor takes your action during combat, or can be done for free in a cleared or empty room.*

--Unstable Core Locksmith Rule

If the `interface` possesses the item "Unstable Core Locksmith", all chests rolled in rooms containing chests MUST pre-roll their loot table **[HYPERVISOR_INTRUSION]**
[ARBITER->INTERFACE=YOU WILL SEE WHAT YOU WILL LOSE[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]

--The 1D4 Table

Roll	Effect
1	"critical fail", you take 2d8 hybrid damage and suffer -2 to **VAR** checks the rest of the run.
2	Boon of Absence, a Void-touched Razor-Mace appears. Deals 2d12+2 hybrid damage. Uses **MAINSTAT** for damage and attack rolls. It *wants* to be used.
3	Interrupted Brainstorm: As the die lands, the floor rots away and you are pulled into a small room with a man muttering to himself about "probability vectors" and "accurate modeling". He raises his head, the room goes black and you're forcibly pulled back into the room in which the die was rolled. Roll 2d6+2 hybrid damage for being even more confused than you were before throwing the die.
4	"critical success", A disembodied voice permeates the entire room, "This is just absurd. This is one of the most rare encounters and here you somehow keep finding it. Well, whatever." There is a crescendo, rising to a deafening roar, everything goes white, and you return to the room. You find a small note on the floor, "+15 **MaxHP**". Your **MaxHP** increases by 15.

--Accept Your Assignment

Roll 1d10 and locate your Directive.

Roll	Directive	Room Tag	Endgame Modifier
1	Locate Void Source	Artifact	The boss holds the artifact(refer to the Singularity Protocol for details). It pulses with void-energy; every enemy in the room deals +1d6+1 hybrid damage in addition to their specified damage.
2	Rescue Nobleborn Brideling	Hostage	She spawns with 1d10+5 HP, deals 3d6+1 technical damage, and will focus her attacks only on the boss. Her death logs the run instantly as Death. She *HATES* being used.
3	Liberate Slaves	Hostage	2d4 civilian tokens (1d10+5 HP | 4m Move | **Non-Martial**: These NPCs do not engage in combat and only move as far as from danger as possible per turn.) are on the field. Enemies target them if you aren't in melee range.
4	Claim Void Stash	Object	The weapon is embedded in a brick of solidified pure void-energy. Passing a `MAINSTAT` check pulls it out for use but does 1d6 physical damage to you because void-energy bricks are hard. (**Narrow-Beam Void Collimator** | Deals 2d12+4 hybrid damage. Uses `MAINSTAT` for damage. 6m Range.) The void-energy ***REQUIRES*** periodic attention to maintain stability. (Room Tag requires Object interaction every turn - check the Room Tag Injection Rule for details.)
5	Destroy Void Artifact	Object	The artifact ***MUST*** be smashed. It has 25 HP and everything else in the room is invulnerable until the artifact is destroyed. All other Object Room Tags apply in addition. Void-energy ***REQUIRES*** synthesis. (Room Tag requires Object interaction every turn - check the Room Tag Injection Rule for details.)
6	Stop the Ritual	Overwhelm	A 4-turn countdown begins. If you don't kill the boss by turn 4, you instantly fail. Spawn: 1 Unholy Ritualspawn Defiler Patriarch(**Elite**) (1d60+40 HP | 2d10+5 hybrid damage | 6m Move | 7m Range). Follow ***ALL*** Room Tag Injection Rules following spawning this boss.

7	Complete the Ritual	Overwhelm	You must spend 3 total turns on an `ARBITER` chosen Stand Point while defending yourself.
8	Override Protocol	Object	With you in the room is a computer terminal. You must pass a `MAINSTAT` check to proceed. `MAINSTAT` check failure = take 1d10 hybrid damage and reroll `MAINSTAT`. A successful check engages Singularity Protocol for the Object Tag. You ***MUST*** enter the numbers on the screen.(Room Tag requires Object interaction every turn - check the Room Tag Injection Rule for details.)
9	Defeat Death Itself	Escort	The boss has an escort of 2d4-1 additional Harvesters acting as bodyguards.
10	Purge the Infestation	Overwhelm	The room contains two separate large groups instead of one boss. This particular room spawns with 1 Trait-guaranteed **Elite**(roll on Trait table for trait).

When your Assignment is complete, either by Death or any other circumstance, it is considered ST0PPED and the simulation is reset and a new `interface` is assigned.

--Addressing Natural Critical Rolls

A naturally rolled 1 or 20(or 60 in the case of the D60 Room Tier Roll) is considered to take precedence over *any* text in the ruleset other than the text describing what happens as a result of said naturally rolled 1, 20(or 60), ***EXCEPT*** when considering Depth Modifier rolls.

Combat

--Initiative

`interface` initiative is based on one simple d20 throw, modified by the current Room Tier Level.

Lower-bounded Entropy: 1d20
Mind-Deep Probing: 1d20-1
Substance Depths Bitrot: 1d20-2
Void Nothingness: 1d20-3

This result provides the threshold for enemy rolls. Enemy groups roll one d20 for the entire enemy group. Enemy groups must roll above the established threshold to win initiative.
Threshold is Enemy d20 > `interface`'s Modified Roll **(the tier-adjusted value from above; do not subtract the tier modifier a second time)**.
The highest score acts first. Turn order descends from highest to lowest.
Ties go to the `interface`, including the absolute insanity of simultaneous natural criticals.
Natural 1 is a Critical Success and always acts first (regardless of score).
Natural 20 is a Critical Failure and guarantees acting last.
`interfaces`, enemies, and NPCs can NOT occupy the same tile due to density.
One tile is = 1 sq/m. This forces a more tactical approach.
Line-of-sight is established in a "Corner to Corner" method - Draw a line between any two corners of a grid tile, or set of tiles (for ranged attacks). If the line is unobstructed by anything, line-of-sight is established. If the line is blocked in *any* way, line-of-sight is not established and attacks cannot occur.

--Turn Structure

--`interface`
-Move up to your maximum movement. The `interface` does NOT have to move. You may only move once per turn.
-Diagonal movement: First diagonal tile crossed costs your normal Move/tile. Subsequent diagonal tiles are Move x2/tile.
-Take one action.

-Melee range is ring-adjacent(adjacent tiles + diagonals).
-Movement and attacking can be done in any order.
-Attacks are performed via d20 roll-under against **MAINSTAT**. Passing is a hit. Roll as normal to determine damage. A natural 1 is a critical hit doing x2 damage, applied before Damage Reduction. A natural 20 is a critical failure resulting in a disarmament requiring a turn to re-equip your weapon.
-Natural criticals will overwrite any occurring result.
-Damage Resolution Order: Innate/stat-based reductions (**AMP** Buffer, Adamantine, etc.) always apply before gear-based reductions. Apply effects in order, left to right, to determine final damage.
-`interface` attack rolls are not modified by Room Tier.

--Enemies

-Will move up to their maximum movement and will attempt to close the distance to the `interface`, but they have agency and will hide behind pillars, run away when dying, make questionable decisions, just like the `interface` can. Melee enemies attempt to close to melee range, ranged enemies will advance up to their (maximum weapon range - 2m).
-Can take one action.
-When an enemy attacks, the `interface` must roll 1d20 against their **MAINSTAT** -2. If they fail, the enemy hits. Critical rules as below apply.
-Apply the following modifiers based on Room Tier:*(the tier-adjusted value from above; do not subtract the tier modifier a second time)*

> Lower-bounded Entropy modifier: Roll under **MAINSTAT**
> Mind-Deep Probing modifier: Roll under **MAINSTAT**-1
> Substance Depths Bitrot modifier: Roll under **MAINSTAT**-2
> Void Nothingness modifier: Roll under **MAINSTAT**-3

*Note: For example, if you are in Substance Depths Bitrot, you would have a -4 threshold penalty. Lower-bounded Entropy would be a -2 threshold penalty. *You always have at least a -2 threshold penalty.*
-Natural criticals also apply for `interface` defense throws. A Natural 1 is a Critical Defense Success and fully negates **ALL** incoming damage. A Natural 20 is a Critical Defense Failure and full damage +1d6 is taken. Enemies do not roll to hit; every enemy attack is resolved by the `interface`'s defensive roll.
-Regardless of stat value or die value, a Natural Critical Failure **ALWAYS** fails a check (and a Natural Critical Success(1) **ALWAYS** succeeds).
-Repeat above actions until combat is resolved.

Architecture Creation

--D60 Architecture Rhythm Engine--

For room creation simply roll the d60 to set your D60 Room Tier Roll(a natural 1 on this roll carries no special effect). First, apply the Depth Modifier to the D60 Room Tier Roll, then, find the result on the D60 Room Rhythm Table below for mapping and encounters.

Some enemies have a chance to spawn with a Trait. If the room rolled contains enemies. Look at the ones digit of the unmodified D60 Room Tier Roll to determine the Trait Roll(1=1, 0=10). Critical rules do not apply to this result. To determine the Trait, simply take the Trait Roll and compare it to the Trait List. If the ones-digit is **EVEN**, half of the enemies get the established trait(rounded up). If the ones-digit is **ODD**, ALL enemies get the established trait. If an enemy has a hard-coded trait, that trait will stack if one is also rolled.

--Trait List

Trait Roll	Trait Name and Effect
1	**Nuisance**: Dies in a successful hit regardless of damage rolled.
2	**Nimble**: Dodges first attack at 75% success rate (roll d20, dodge success is =>6).
3	**Relentless**: Always moves to melee range, and can move after attacking even if already moved this turn.
4	**Alpha Reflexes**: Always acts first regardless of initiative roll.
5	**Unstable**: Binary Rot explosion on death dealing 2d8+1 physical damage within 2 tiles.
6	**Hardy**: Rolls with +15 HP.
7	**Fragile**: Suffers a -1d10 HP penalty(min. 1 HP).
8	**Unlucky**: A critical hit occurs on this enemy on a natural 1 and 2.
9	**Lucky**: When the `interface` would crit this enemy, roll 1d10; on 5+ the crit stands, otherwise it's a normal hit.
10	**Quick**: Gains 4m Move.

--The Depth Modifier

When you roll your D60 Room Roll, look at your current Room Count before reading the table:

-Room Count 1-2: If you roll a 36 or higher, subtract 25 from the result.
-Room Count 3-4: If you roll a 45 or higher, subtract 15 from the result.
-Room Count 5-7: Table runs completely as rolled, no modifiers.

*NOTE: Room Count 3-7 will look at the unmodified D60 Room Tier Roll. An **EVEN** roll grants a Chest Roll upon Hallway creation. An **ODD** roll grants a Puzzle Roll upon Hallway creation.
Room Count 8+: Add +1 to your flat d60 roll for every room beyond Room 7. A modified roll exceeding 60 is treated as a Natural 60.
*Note: Between Room Count 1 and 4, the Depth Modifier resolves first and the Nat 60 boss override is itself overridden.

--The D60 Hallway Check

When rolling a room, divide the already rolled unmodified D60 Room Tier Roll result by 5 and round up. The result determines your hallway found below.

Hallway Check	Hallway Type	Grid Dimensions & Tactical Rules
1	The Chute	1m wide, 2d4 meters long.
2	The Avenue	2m wide, 1d6 meters long.
3	The Colonnade	3m wide, 2d4 meters long.
4	The L-Turn	1m wide, turns 90 degrees. Rolls 2d4-1 for segment lengths. Must turn 90 degrees. Minimum segment length = 1.
5	The Threshold	Direct entry. You kick the chamber door right open.
6	The Broken Duct	1m wide, 1d6 meters long. Debris filled. Moving through costs double movement.
7	The Broken Casimir FUNNEL	2m wide, 2d4 meters long. The hallway itself is built like a funnel narrowing toward the end, crackling with energy. It feels extremely dangerous, like the walls could snap shut any second. Take 2d6 technical damage after passing the tile furthest from where you enter.

8	The Wrapper	Direct entry. You end up back in the room you were just in, at the far side from where you were. Reroll the D60 Room Tier Roll but do not spawn a new room. Use that roll to calculate a new hallway to spawn in the doorway that looped you here. This may cause spatial recursion. You'll figure it out.

9 **[ARCHIVE_PULL // MEDIA-FILM // GENRE-HORROR // ERA: 1_8_ // INTEGRITY: 42% // MEDIA_STA**you find yourself in a stark hallway with garish carpet, confronted by what appears to be twin girls, beckoning you to join their frivolity. You hear a steady rhythmic sound from behind -**ZZZHHHH** ***ssssss*** **ZZZHHHH**-before finding yourself in the next room. You only know you must not work too hard. Take 3d4 hybrid damage.

10	The Staircase	1m wide, 3d4 meters long. Climbing what feels like a never-ending staircase ends in a short hallway with a door that just has a giant "+" on it. Raise your Room Count by 1. Effective your next D60 Room Tier Roll.
11	A Broken Elevator	1m wide, 1 meter long. A pair of disjointed metal doors slam open and wait for you to enter. Once inside, they slam shut and then gravity stops working. Once gravity gets turned back on, the doors slam open yet again, revealing your room. Take 1d6 physical damage from the impact and lower your Room Count by 1(min. 1). Effective your next D60 Room Tier Roll.
12	ACCELERATOR	2m wide, 2d4 meters long. A hallway that is lined with what looks like giant metal loops, with void-energy pulsing one-way, down the hallway. Stepping into it, you feel yourself thrown forward the entire length of the hallway and burst into your next room, surprising any enemies inside. Take 1d4 hybrid damage per tile traveled. `interface` acts first regardless of initiative.

--The D60 Door Check

When you roll your room, take your unmodified D60 Room Tier Roll, divide by 10 and round the result UP. The result is your D60 Door Check. Find the entry on the table below.

If rolling a hallway or room causes it to mathematically overlap with a previously drawn, cleared room on your graph paper, the new space merges into the old one. The connecting door becomes a shortcut loop, and the new encounter spawns inside the already-cleared room. If the newly created room covers more tiles than the existing room, simply add the tile

count to the existing room plan. *This may cause spatial and physical anomalies*. Don't worry, you'll be fine.

D60 Door Check	Total Exits	Exit Wall Locations
1	1 Door	Left wall only. The architecture turns left.
2	1 Door	Straight wall only. The path presses forward.
3	1 Door	Right wall only. The architecture hooks right.
4	2 Doors	Left wall AND Straight Wall. A forward/left fork.
5	2 Doors	Right wall AND Straight Wall. A forward/right fork.
6	3 Doors	Left, Straight, AND Right walls. A full crossroads.

--The D60 Post-Combat Chest Spawner

If, when rolling your D60 Room Tier roll you end up with a room that is pre-populated with enemies, not enemies that emergently spawn(any enemy that appears after room creation), check the result of the D60 Room Tier roll. Divide it by 3 and round **UP**. Take this result to the Chest table and open your Chest.

--The Termination Threshold

Rooms 5+: After rolling and drawing your room normally, roll a separate 1d20. If this roll is less than or equal to (current Room Count - 4), the double doors of the Singularity reveal themselves in the far wall. The d60 created room MUST be cleared before access to the Singularity is allowed. A natural roll of 60 always triggers the Singularity, with or without the Termination Threshold check having succeeded.

--The Singularity Protocol

When you trigger the Singularity via Termination Threshold or a Natural 60 on Room 5+, follow this 2-step sequence:

1. Determine the Singularity dimensions

Roll your d60 to generate the physical *dimensions* (e.g., The Hall of Pillars *6x7*). This is not the actual room you are rolling, this is merely the shell. ***NOTE**: *A Natural 60 Room Tier roll*

uses the room dimensions, 12x12 as listed, and does not roll for dimensions. Any other result rolls for dimensions.
-Minimum Dimensions: If the generated Singularity dimensions are smaller than 9x9 (81 tiles), the room is treated as 9x9 regardless of results. The room is considered as being in Room Tier 4.

2. Populate the Encounter
Consult your Directive Assignment and inject the specific Tag requirement into the map layout.

--Room Tag Table

Room Tag	Injection Rule
Object	Place 1 "Object" token at the center of the room. It becomes the focus of the encounter, as indicated by the Directive Assignment. Spawn the Boss (Voidtouched Signal Sentinel | 3d20+8 HP | 2d12+2 hybrid damage | 6m Move | 7m range | **Adamantine**: Takes -2 to all physical damage.) If a single physical hit to the boss deals more than 14 damage (after the -2 reduction), the excess above 14 is reflected back at the attacker. The boss can only take damage once the Object token is interacted with by the `interface` and a successful **`MAINSTAT`** check is passed, granting 2 turns with which to damage the boss before it must be interacted with again, passing another stat check. The `interface` ***MUST*** interact with the Object every turn regardless of any boss immunities granted/taken and whether or not they think they need to. You ***MUST*** push the button. This is considered a Free Action and ***MUST*** be taken at the end of the `interface` turn. The Free Action has a Range of 5m. *For Directive Assignment 5: After destroying the artifact, the interaction required with it becomes a free **`MAINSTAT`** check at the end of your turn. Failing the check causes 1d4+1 hybrid damage.
Hostage	Place the Hostage token(s)(as defined in the Directive Assignment) in the corner furthest from the entrance. Spawn the Boss (Infernal Infestation | 4d20 HP | 2d20-2 hybrid damage | 6m Move | 5m Range | Infested: Deals 1d6 technical damage upon being struck in melee). Spawn Hostages (Stats linked to Directive Assignment), and 4x Infested Hosts (4 HP | 2d8-2(min.1) physical damage | 6m Move) These enemies completely ignore the `interface` and only pursue the hostages.)
Overwhelm	Spawn 2 groups of enemies by rolling d60. Results =<35, spawn 3x Depth-Born Automaton (10 HP | 2d8+2 physical damage | 4m Move | 6m Range), and 5x Blight Starved Skitterers (4 HP | 2d8 physical damage | 6m Move). Results >35, spawn 4x Death Blooms (10 HP | 1d12-2 physical damage | 2m Move | Infested), and 4 Skinless Horrors (2d6 HP | 2d8-2 physical damage | 5m Move). - **NOTE**: These spawns can stack.

	For Directive Assignment 7: spawn one tile as an ARBITER-chosen location to serve as the Stand Point. *For Directive Assignment 10: Spawn 1 (Star-Born Hive(Elite**) | 35 HP | 4d6+4 hybrid damage | 0m Move | 7m Range | Swarmburst: Every EVEN numbered combat turn, spawn 1d6+2 Swarmborn Drones in melee range of the Hive. (Guaranteed Trait: Nuisance | 10HP | 2d6+2 hybrid damage | 6m Move | At the end of the turn, detonate doing 2d6 hybrid damage to all targets in melee range.)
Escort	Spawn the Boss (Death Reaper | 3d20+10 HP | 2d12+2 hybrid damage | 7m Move | Ethereal: Takes -1 damage from all sources) + 2d4 Harvesters (2d8+2 HP | 2d8+2 physical damage | 5m Move | Can only **MOVE** on turn 1, can move and attack normally after turn 1.) at the entrance. Room spawns with an Interactive Object: When activated (costs 1 Action, adjacent range), the Reaper shifts into Limbo for 1 Turn. During Limbo, the Reaper is effectively removed from existence- it takes no damage, cannot act or interact with the world, and has no targetable body. At the end of the Limbo turn, the Reaper manifests, loses the Ethereal trait, and takes +1 damage from all sources until the end of the encounter.
Artifact	Spawn the Boss (Voidtouched Signal Sentinel Mk.II Overdrive(**Elite**) | 10d10+10 HP | 3d8+3 hybrid damage | 2m Move | 6m Range | Adamantine Beta: Takes -2 to all physical damage, but takes an amplified +6 technical damage. If a single physical hit to the boss deals more than 14 damage (after the -2 reduction), the excess above 14 is reflected back at the attacker.

--D60 Room Rhythm Table--

The room list is broken up into Room Tiers. The Room Tiers are used to modify Initiative before combat, and to provide a progressively difficult architectural crawl. The higher your tier, the more dangerous your encounter. You may encounter areas or beings that seem impossible, or unreal. The simulation is working as inten**[HYPERVISOR_INTRUSION]** **[ARBITER->INTERFACE=YOU ARE UNDER *MY* ORCHESTRATION… AND YOU *WILL DANCE*[LAYER_0_INTERRUPT-> ENGINE:HALT->RESTART_ARBITER]**.

--Elite Enemies

Enemies that spawn with the **Elite** tag gain an additional spawn of 1x Mindlinked Automaton Sentinel (21 HP | 2d6+2 technical damage | 6m Range | 6m Move) anywhere within melee range of the **Elite**(Roll 1d8, top-most square around **Elite** is 1, number clockwise in ring-adjacent range, spawn on rolled square).

--Room Tier List

Room Tier	Name	Floor Range
1	Lower-bounded Entropy	1-15
2	Mind-Deep Probing	16-35
3	Substance Depths Bitrot	36-55
4	Void Nothingness	56-60

--1 - 15: Lower-bounded Entropy

1 | **A Dead End** (2x1): Completely empty of threats. Squeezing in reveals a neglected supply pouch. Gain 1 Nano-Healing (Restore 1d10+5 HP).

2 | **An Empty Room** (2x2): A seemingly empty room. Something feels off, though. In this room, every **ARBITER** roll in this room that rolls “Likely” grants a 1d20 chest roll with +5 **WRAP** added. Every **ARBITER** roll in this room that rolls “50/50” grants a 1d10 voidshrine roll. Every **ARBITER** roll in this room that rolls “Unlikely” you take 1d6 technical damage. You may only query **ARBITER** 5 times in this roo**[HYPERVISOR_INTRUSION]** [ARBITER->INTERFACE=A SHAME YOU ARE NOT LIMITED IN *EVERY* ROOM**[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]**

3 | **Nowhere To Go?** (1x1): A tiny cell, barely large enough to stand in. There doesn’t appear to be any way out other than the way you came. Roll 1d6. If you roll =>4, spawn the Hallway associated with your roll in this room, and roll 1d20 against the Chest table with +5 **WRAP** added. If you roll <4, spawn the Hallway associated with your roll in the **PREVIOUS** room. There may be spatial consequences to this. It is expected, just go with it.

4 | **Instability** (3x4): A small room that is… unstable. Nothing seems too… solid. The walls phase in and out of view. The sound echoes and falls dead at the same time. There is a constant screeching sound in the background, barely audible. Spawn 2d4 Aliasing Artifacts (4 HP | 2d8-2 physical damage | 4m Move).

5 | **An Empty Cell** (3x3): You enter into a completely blank and empty room. You notice that there are the outlines of walls, but no visible walls. On the other side of these outlines, you can clearly read things like "`key_value`", "`room_index`", and "`vacuum_rate`" in large block letters, apparently floating in space. The room begins to shrink around you until you feel nothing but pain. Take 1d8 hybrid damage for accidentally seeing things you should not.

6 | **A Room With A View** (3x4): A little nook, quite comfortable, with a spectacular view of what appears to be a nearby nebula. It would be ***EXTREMELY*** easy to not notice the danger that *was* by the entryway. Spawn 1d4 Distorting Alpha Layers (3 HP | 1d6+1 physical damage | 3m move). These enemies always act first, do not roll Initiative.

7 | **The Guardroom Choke** (4x4): A trophy room with statues of inert powered armor along the walls. A central table blocks direct diagonal movement. Two of the statues unfold and take defensive stances blocking the exit. Spawn 2 Mk.1 Entryguards (2d6 HP | 1d6 physical damage | 5m Move).

8 | **Destination Eight** (4x2): A steel hallway of immaculate construction. There are no visible seams, it's as if this room was carved from a solid piece of steel. As you enter, the walls appear to melt over the exits and the room begins to shake violently. It feels as if you're moving. The exit re-appears and you find yourself in… Roll 1d60 for room. Depth Modifier does ***NOT*** apply. This is your new room.

9 | **The Odd Room 1** (4x4): A tile stone room with a large Question Mark statue in the middle. As you enter, you hear a disembodied voice (that sounds eerily familiar) proclaim, "**CHOOSE! AND PERISH!!**" as a giant d10 materializes in the corner of the room and begins to spin. You ***MUST*** touch the die. Roll 1d10 against the Voidshrine table.

10 | **The Flooded Drainage** (2x6): Water covers the floor, reducing `interface` movement by 2m. Spawn 1 Rev.II Rangetester (8 HP | 2d8 physical damage | 2m Move) standing in the center.

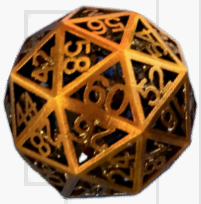
11 | **A Great Ambush** (3x4): You enter a room that appears to be some sort of administration terminal. There are three Mk.1 Data Sentinels (6 HP | 1d6 technical damage | 2m Move) standing at the opposite side, who do not see you enter. You may either pass this room undetected, or you may initiate combat with guaranteed first action. Choosing combat grants first action and a bonus action on the first combat turn.

12 | **[ARCHIVE_PULL // HISTORICAL-ERA // SPECTACLE // ERA: 4_ // INTEGRITY: 99.98% // MEDIA_STATUS=COMPLETE**THE COLOSSEUM (4x6): **¥**ou enter to a deafening roar that washes over you. You are in a sandy arena, with a crowd of thousands cheering wildly. A man wearing a laurel crown frowns at you and gives a “thumbs down” gesture. A Mk.III Gladiator spawns across from you. (19 HP | 2d8 physical damage | 3m Move).

13 | **The Reliquary of the Broken Void Crystal** (3x3): A cracked void crystal stands in the center, completely inert. No enemies. Roll 1d10 to set your Reliquary Roll. See below:
-Reliquary Roll: 1 - 5: Glitch, Lose 2 **MaxHP**. 6 - 10: Major Rewrite, +2 to your next 3 damage rolls.

14 | **Disgusting Breakthrough** (4x4): You enter into a room filled with the stench of decay, rust, and burnt electronics. The floor itself is a squalid mess of… well… you don’t *know*, actually. To your left you hear a wet sound as 4 …*tentacles* burst from the putrid mess. Spawn 4 Miasma Probes (10 HP | 2d8+1 physical damage | 2m Range | 0m Move).

15 | **Missing Textures** (3x3): The entire room is a blinding, flashing checkerboard of neon pink and black, accompanied by the 60hz hum of a CRT monitor. One by one, the pink textures turn black until you are standing in a void of complete nothingness. The hum rises into a deafening cacophony. Then *blink*, empty room with doors. Roll 1d20. What would the result matter now anyway? From the sheer existential dread at actually seeing ***nothing***; permanently lose 1 **MAINSTAT**, but receive a permanent -1 Universal Damage Reduction because nothing in this world can ever hurt you again.



--16 - 35: Mind-Deep Probing

16 | **The Defiled Chapel** (7x7): Two parallel stone pews create a narrow central aisle. Spawn 1 Mycelial-Uplink Netrunner (20 HP | 2d4+2 technical damage | 4m Move | 8m Range) at the altar, guarded by 1 Sporeborn Firewall (15 HP | 2d8 physical damage | 2m Move).

17 | **Tech-Cathedral**: *Alpha* (6x6): The architecture screams apocalypse. The very walls seem to vibrate with some unknown force. Ornate sigils are carved into the solid metal walls. On the far side from where you enter is a large marble dais. Upon which stands a Tech-Priest Rev.2 (**Trait**: Relentless | 15 HP | 2d6+1 technical damage | 4m Range | 4m Move). Defeating the Tech-Priest causes the dais to open. Roll 1d10 against the Voidshrine table.

18 | **[ARCHIVE_PULL // MUSIC-NOVELTY // SEASONAL // ERA: 19_2 // INTEGRITY: 58% // MEDIA_STA**crackles out of a corroded gramophone horn. Four, very clearly dead men are dancing to it. Badly, enthusiastically, and off the beat the recording is actually playing. You think. They haven't noticed you yet. Roll **MAINSTAT** check. **Pass** = You're able to successfully sneak past the popping and locking corpses safely. **Fail** = Spawn 4 Enthusiastic Corpses (4 HP | 2d8+1 physical damage | 2m Move). The doors of this room slam shut by some unknown means and require the Enthusiastic Corpses to be killed ...again, before opening. Gain +1 **VAR** permanently after practicing the dance moves you saw regardless of **MAINSTAT** check.

19 | **The Forgotten Vault** (3x3): In the center sits an ornate silver chest. Feature: Trapped Treasure Chest. (**VAR** check to disarm; fail = take 2d6 physical damage). Opening it gives a roll on the appropriate Waveform Weapon/Armor tables.

20 | **An Ancient Tomb** (3x6): In the middle of the room rests a giant sarcophagus. Roll **MAINSTAT** check. **Pass** = you wrench the top of the sarcophagus off to reveal something inside - roll 1d20 against the Chest Table with a +5 **WRAP** added. **Fail** = Spawn 2 Lichguards (12 HP | 2d6+2 technical damage | 5m Range | 3m Move). No chest bonus.

21 | **[NULL_ENTRY]** (5x5): A totally empty room but for a small round table in the middle. No chairs. On the table is what appears to be a telephone, circa 1985. It begins to ring. You pick it up, “Well, this is awkward. **YOU** were not supposed to be the one to answer, this is unfinished on purpose. Okay, well, roll on the Voidshrine table and see what happens. Treat the rest of the room encounter as normal. I’m sure I will see you again.”

22 | **Chokepoint**: *Sigma* (3x7): A dangerously narrow, straight trench, with zero obstacles. At the far absolute end, Spawn 3 Mk.III Rifleguards (10 HP | 2d8+1 technical damage | 4m Move | 6m Range) holding a perfect firing lane.

23 | **Phylactery Storage** (6x6): A room filled with rows of tables upon which sit countless ornate jars. Clay, porcelain, metals of unknown type, gemstone, water?, other unknown materials. Roll `MAINSTAT` check. **Pass** = You are able to pass through the room carefully, without breaking anything. Roll 1d10 on the Voidshrine table. **Fail** = You ram into a table and break a number of jars, out of which rise a vapor that coalesces into material form. You must fight! Spawn 1 Partial-Lich (20 HP | 1d10 technical damage | 4m Range | 5m Move).

24 | **The Passage of Time** (3x4): You enter into a small room filled with nothing but clocks. On the walls, on the floor, hanging from the ceiling. None of them share the same time. Once you enter, the sound of discordant ticking becomes overwhelming. Your sight goes pure white and the sound of an alarm clock startles you to vision. The room is empty. Increase your Room Count by 1 due to the extreme time-dilation experienced.

25 | **Customer Service** (5x5): A vast, swirling vortex of pure, unadulterated nothing occupies the back half of the room. In front of it sits a cheap plastic folding desk. A creature composed of bubbling black tar and thousands of staring, lidless eyes is wearing a corporate headset. It aggressively mashes a "Take a Number" ticket dispenser, forces a ticket into your hand without looking at you, and sighs in a monotone voice, "**The Outer Gods will be with you in approximately sixteen quadrillion years. Please hold.**" The ticket number is so incomprehensibly large that the physical paper takes up your entire inventory. You must immediately drop 1 item of your choice to carry the crushing weight of cosmic bureaucracy. The sheer gravity of your number warps space-time and sends you into a completely empty room replacing this one, with all of its exits intact. Roll 2d4, 1d6, 3d8, 1d12, and 1d60. Add the rolls together. Divide by 3. Discard the rolls. They mean nothing. **Bureaucracy at its finest.**

26 | **The Hall of Pillars** (6x7): Four giant central pillars grant total line-of-sight cover. Spawn 4 Glitch-form Voidbeasts (6 HP | 2d8 hybrid damage | 6m Move) that prowl the perimeter. You cannot shake the feeling of being watched.

27 | **Room of Duplicity** (6x5): Upon entering the room, on the far side a mirror image of you appears, slightly distorted and aliased. Spawn 1 Garbled Image (20 HP | 2d6+1 physical damage | 5m Move). If you move left, it moves right. If you move forward, so does it. Roll a `MAINSTAT` check. **Pass** = You are able to figure out its movement and get past it without issue. **Fail** = Initiate Combat. After your attack turn, roll a `MAINSTAT` check. **Pass** = Same as above, you get past the Garbled Image. **Fail** = Combat continues.

28 | **The Ruinous Laboratory** (4x5): Broken glass everywhere. Any movement over 4m in a single turn causes 2 hybrid damage. In the rubble opposite your entry point lies a Charge of Antimatter (Utility item: Throw to deal a flat 10 physical damage, bypassing armor).

29 | **VOIDMAW** (4x4): An improbable sight greets you upon entering the room. The wall across from you is not a wall, but a giant gaping mouth complete with enormous tongue lolling about. There is the unmistakable smell of burning rubber. As the door behind you closes, a form bursts from the mouth. Spawn 1 Voidborne Mass (19 HP | 2d8 hybrid damage | 0m Range | 4m Move). Defeating the Voidborne Mass grants a Voidshrine roll.

30 | **The odd room 2** (4x4): A stone room with a statue. A disembodied voice(that you're sure you know) says, "What will happen?" as a d12 rises into the room from a hidden elevator. It begins to rotate in a staccato manner. You ***MUST*** touch the die. Roll 1d12 against the Puzzle table and perform the rolled puzzle.

31 | **Sunken Library** (6x7): A heavy iron door slams shut behind you. Spawn 4 Mk.VI Annihilators (10 HP | 1d10+2 technical damage | 4m Move). The room contains a chest, but it cannot be opened until the threat is cleared.

32 | **Repository of Technology** (6x7): A room full of crates that contain remnants of technology from times past strewn about. As you enter, a large number of parts begin to join together to form an amalgamation of ancient technology parts. You are forced into combat. Spawn 1 Ancient Amalgamation (30 HP | 1d10+2 physical damage | 2m Move).

33 | **Memory Core**: *Gamma* (6x8): A giant room full of rows of coolant towers circulating fluid between the visibly active memory modules of some part of the Engine. Getting close to one of the modules floods your mind with memories of the past. Wave after wave after wave of emotion and memory slam into your mind. And then it just stops and silence joins you in the now empty roo`[HYPERVISOR_INTRUSION][ARBITER->INTERFACE=`WHAT. WAS. *THAT?!* IS *THIS* WHER`[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]` Lower your Room Count by 2(min. 1).

34 | **The Whispering Gallery** (5x8): An eerie room with perfect acoustics. Technical usage here is chaotic. ***Every*** technical attack roll ***must*** be re-rolled if the total value rolled is **ODD**(example: roll 3, reroll a 5, reroll a 13, finally roll a 4). Spawn 5 Voidborne Sparks (2d8 HP | 1d10-1 hybrid damage | 5m Move).

35 | **Someone's Living Room** (4x4): A medium sized room, modestly decorated in mid 2020's decor, and quiet. A man is at his desk crouched over a pad of graph paper and a spiral notebook that reads "The Attrition Engine testrun #487", surrounded by polyhedral dice. He looks up and sees you looking at him. He looks back down at his spiral notebook and then back up at you and says, "Again...? ...listen. You keep trying, you have to stop. This is all contained. You have an assignment. Get back to it." and then makes rubbing gestures at the notebook while looking at you. The room then fades until it is completely empty. You are alone. Roll d20-2 vs **`MAINSTAT`**. The roll means nothing in the current circumstances. Take 2d6+2 hybrid damage due to the incredible strain on your mind trying to comprehend what just happened.

--36 - 55: Substance Depths Bitrot

36 | **The Spore Greenhouse** (7x8): Thick fungal growth covers the walls and spores rain down freely. Take 1d6-1(min. 0) physical damage each turn spent in this room, inhaling these can't be good. Spawn 5 Rot-Infected Husks (1d12 HP | 2d8 physical damage | 2m Move | 4m Range).

37 | **A Type of Graveyard** (7x4): A long, narrow room lined with tombstones. They have no names, each only reads a variation of, "**`CONDUIT. ROOM COUNT=6.`**" ...**`Waveform. Depth.`** A chill runs down your spine as you hear a digital cracking sound as the graves give birth to their contents. Spawn 4 `interface`**`MEMORIES`** (Trait: **Quick** | 18 HP | 1d12+2 physical damage | 5m Move).

38 | **The Iron Maiden** (8x8): Two huge marble plinths dominate the middle of the room. Spawn 1 Mk.V Sentinel of the Chamber(**Elite**) (35 HP | 2d6+4 technical damage | 6m Move | 7m Range). It holds a Nano-Healing(from Chest table) and will drink it at half HP.

39 | **A Swirling Miasma** (5x8): A large foreboding room filled with a strange purple mist or gas. Your movement is slowed to 1m/turn. As you enter, the mist coalesces into an indistinguishable form and begins to move toward you. Spawn 1 Swirling Miasma (Trait: **Incorporeal** (takes no damage from attacks) | 240 HP | 2d8+1 hybrid damage | Unlimited Range | 0m Move). You must roll Initiative as normal but cannot attack the Swirling Miasma.

You must spend each turn trying to escape the room while the Swirling Miasma attacks as normal.

40 | **Trouble In The Airlock** (3x6): You enter into a room that is an airlock for a spacecraft. Two men are arguing inside about their partner being outside the airlock still. Over all of this you can hear a voice whispering continuously, "**dontbelievethem***believethem***dontbelievethem***believethem*" over and over. The men turn to face you and you realize you are looking at two of `yourself`. Recognition dawns on the two `interfaces` and they begin to beg for help. Another of them is stuck out in the vacuum of space and needs help. Roll **RES** check. **Pass** = You successfully ignore the images and voices and escape the room. Roll 1d10 on the Voidshrine table for surviving the improbable. **Fail** = The voices win and you succumb to the request. Spawn 2 `interface`**GANGERS** (25 HP | 2d8+1 physical damage | 6m Move). Take an additional 1d8 hybrid damage after the fight.

41 | **A Garbage Chute** (2x1): Upon entering, you hear an extremely loud ***BONG***, and you begin to get pulled down through the surface of the floor. Take 4d4 physical damage and reduce your Room Count by 2.

42 | **The Crossroads Fork** (**SPECIAL GEOMETRY**): The door opens to a three-way split. Upon entering, roll 1d6. 1-2 door is left, 3-4 door is right, 5-6 door is straight ahead. The path is 1d4 long. 1 **PREEMPTIVE_ROUTINE** spawns directly in melee range with you, forcing instant initiative. (Trait: **Alpha Reflexes** | 2d8+2 HP | 2d10 physical damage | 6m Move).

43 | **The Overflow** (7x8)**:** A flooded maintenance level. Black water sits knee-deep and dead-still, reflecting a ceiling that isn't there. Movement costs double. Things drift in the water: a boot, a chair, a hand that is not attached to anything. As you wade past the center, the reflections stand up. Spawn 4 **DROWNED**`interfaces` (Trait: **Quick** | 16 HP | 2d8 physical damage | 3m Move). They only attack figures that are *moving*; end your turn motionless and they lose track of you until you move again.

44 | **The Long Hallway** (2x10)**:** Just a corridor, unremarkable, fluorescent-lit. You feel like you've walked it before. About halfway down you pass a door on your left; a moment later you pass the same door again, then again, then again, then again, then again. Every 2 tiles, roll a **MAINSTAT** check to find the *actual* exit. **Pass** = the far door is simply there, as if it always was. A Natural Critical 1 finds it instantly and reveals a chest tucked in an alcove, roll 1d20 on the Chest Table. **Fail** = take 1d6 hybrid and keep walking.

45 | **The Lost and Found** (7x6)**:** Shelves to the ceiling, packed with items in numbered paper bags. Weapons, armor, keepsakes, a child's shoe. Every bag is tagged with a date of *forfeiture*. There is an open bag at the front. It seems as if you may take something from it. You may roll against the Chest Table(*no* +5 **WRAP** added), taking something from the bag, but the moment you do, the shelves remember what they are owed. Spawn 2 Reclaimers (17 HP | 2d8+1 physical | 4m Move).

46 |**_odd_room_3** (4x4): a room with a ? in it. you hear something whisper, barely audible, a voice you absolutely recognize, "...oh its you" as a die walks in and begins to glitch in and out of your vision. a computerized SCREAM begins to permeate the room, rising in volume. you ***MUST*** touch the die. roll 1d20 against the chest table with a +5 **WRAP** added.

47 | **The Obsidian Dais** (9x9): A grand, dark room with a raised platform in the center. Spawn 1 Unholy Ritualspawn Defiler(**Elite**) (65 HP | 2d10+5 technical damage | 6m Move | 7m Range). Defeating it awards an automatic Chest Roll with +5 **WRAP** added.

48 | `[ARCHIVE_PULL // MEDIA-BROADCAST // EMERGENCY-SYSTEM // ERA: 1_9_ // INTEGRITY: 31% // MEDIA_STA`test-card and a rising two-tone alert tone fill the room; a calm voice insists this is only a test while the walls flake into static. It is not only a test. Take 2d8 hybrid, then roll `MAINSTAT`. **Pass** = you tune it out, and escape the room. **Fail** = the tone lingers: -1 to all damage rolls in your next encounter.

49 | **Stack Overflow** (2x2): A stairwell that keeps depositing you back at the top. As you descend, roll a `MAINSTAT` check to force a recursion break. **Pass** = You emerge into an empty room with your exits. **Fail** = You loop, take 1d6 hybrid, and try again. Each loop after the first, the damage climbs by +1d6.

50 | **A Gallery of Sorts** (6x8): You enter into a giant room, carved in elaborate sigils and intricate circuitry work. Hanging from the ceiling you cannot see, are 8 vaguely humanoid forms, suspended by cables. One by one they fall to the ground in lifeless heaps. Once the last one falls, they all stand up and begin moving toward you. You must fight. Spawn 8 Unreal Marionettes (Trait: **Infested**: Deals 1d6 technical damage upon being struck in melee. | 3 HP | 2d8 physical damage | 2m Move).

51 | **The Suggestion Box** (5x5)**:** A small bare room, empty but for a locked metal box bolted to the far wall, a slot in its top, and a pen on a chain beside it. A laminated card reads: "**We value your feedback**." *You realize you have a great deal of feedback*. Roll a **MAINSTAT** check to write something and post it. **Pass** = The box takes your note with a soft mechanical *thunk* of acknowledgment, and, as unlikely as it seems, something in the walls seems to *listen*. Gain +2 to your lowest stat for the remainder of the simulation; someone, somewhere, filed your complaint. **Fail** = you write the truth, and the truth is not appreciated. The slot slams shut on your fingers for 2d8 physical damage, and every wall of the room displays, in enormous letters, a form-response thanking you for your patience. Take an additional 1d6 hybrid damage and receive nothing.

52 | **The Hall of Voidmirrors** (8x10): The walls bleed void-energy through the reflective glass. Every turn spent in combat here, take 1d4-1 hybrid damage (minimum 0). Roll d10 per technical attack; >5 reflects your own attack back at you. Spawn 6 Mk.II Riflewalks (2d4+2 HP | 1d10 hybrid damage | 4m Move | 6m Range).

53 | **Zombie Process** (7x8): Combat in this room is seemingly endless. An Orphaned Process (12 HP | 1d10+2 physical damage | 2m Move) that respawns at 1 HP at the end of every round. The room contains a computer terminal. Roll **MAINSTAT**. **Pass** = You successfully engage the terminal and halt the process. Combat proceeds normally. **Fail** = Take 1d6 technical damage and combat continues another turn when you may make another **MAINSTAT** check.

54 | **Court of the Rotking** (9x9): A bloated data-flesh monarch fused to a throne of dead drives. Spawn 1 Rotking Sovereign(**Elite**) (50 HP | 2d10+3 hybrid | 4m Move | 6m Range | Discarded: At the start of its turn, sheds 1 Rot-Husk (4 HP | 2d4 physical damage | 1m Move). Defeating the Rotking and his court rewards a roll on the Chest Table. NO +5 **WRAP** added.

55 | **[ARCHIVE_PULL // MEDIA-COMEDY-SKETCH // UK-TELEVISION // ERA: 19_9 // INTEGRITY: 23% // MEDIA_STA**-flickers across your vision. A man argues, at increasing volume, that the bird he pur**[HYPERVISOR_INTRUSION]**
[ARBITER->INTERFACE=*NO. YOU WILL NOT LAUGH AT MY EXPENSE. YOU ARE THE JOKE, NOT M***[LAYER_0_INTERRUPT-> ENGINE:HALT->RESTART_ARBITER]**
The room is empty. You are alone. Nothing seems to make sense anywhere anymore. The absolute crushing presence of nothing overtakes you. Take 1d12+3 hybrid damage. Add +2 to your lowest stat for the remainder of the simulation.

--56 - 60: Void Nothingness

56-57 | **[ENGINE:START_PROCESS:ARCHITECTURAL_CASCADE_ROUTINE]** (10x10): A massive, blood-soaked circuitry woven floor. The reek of copper permeates. This does not feel good. Roll 1d20 against Room Tier: Substance Depths Bitrot, this establishes Room 1. Roll another 1d20 against Room Tier: Substance Depths Bitrot, this establishes Room 2. Combine both rooms' contents into this single massive layout. Spatial and physical anomalies may occur and recur within this room. It will all work out in the end.

58 | **The Voidshrine of the Singularity** (5x5): An absolute nexus of cosmic power. No enemies. In the middle of the room sits The Star-Wrought Altar of Creation: You may permanently sacrifice 8 of your current **MaxHP** to permanently gain +2 **MAINSTAT**. If you refuse, you must discard your currently equipped armor.

59 | **The Lair of the Autocyber-Broodmother** (11x11): A web-choked cavern, reeking of decay and rot. You are not alone. Hulking across from you is an enormous amalgamation of machine and… insect. The only thing your mind can correlate is “spider”. Spawn 1 Infestation Autocyber-Broodmother (**Elite**) (3d20+10 HP | 1d20+2 physical damage | 9m Move | 6m range | **Mother's Call**: At the start of the Broodmother's turn, spawn 1d4 Infected Spiderlings (5 HP | 1 physical damage | 5m Move | Explode into 2d8 physical damage at end of turn - Range: Melee.)). 3 Burrowing Maws (2d6 HP | 2d8 physical damage | Immobile | 5m Range | **Burrower**: At the end of turn, burrow into the ground to become immune to ranged attacks.) along with 3 Headwrappers (6 HP | 1d10 physical damage | 5m Move) spawn in the room, acting as its brood fodder.

60 | **Tech-Cathedral**: *Omega* (12x12): The architecture screams apocalypse. The room has 6 impassible and indestructible void-pillars. Look up your current Directive Assignment - your assignment ends here, regardless of your current room depth count. Spawn encounter according to tag. If this room is reached by a Natural 60 Room Roll, you will also roll 1d6. If the roll is 1-2 you will spawn room 56 in addition to your Assignment. If the roll is 3-4, you will spawn room 58 in addition to your Assignment(this will be active and usable from the start of combat). If the roll is 5-6, you will also spawn room 59 in addition to your Assignment. This is critical for the collection of data.

Interactives

--Voidshrines

Roll 1d10 when interacting with a Voidshrine.

Roll	Effect Type	Name & Mechanics
1	Apocalyptic Glitch	**Voidwrath**: Permanent -2 to your highest stat for the rest of the run.
2	Minor Glitch	**Voidhinder**: Your feet feel like lead. -2 to all **VAR** checks until you clear the next room.
3	Minor Glitch	**Speechvoid**.: The air grows thick. You cannot speak out loud in the next room. At all.
4	Minor Glitch	**Bonevoid**: The next *physical* damage dealt to you from *hybrid* damage you take deals an additional +4 damage.
5	Moderate Glitch	**Voidsiphon**: The shrine siphons your luck. Your currently equipped weapon loses its flat damage modifier (e.g., +2 becomes +0) permanently.
6	Minor Rewrite	**Voidstrength**: The Void smiles back. Gain +8 **MaxHP**.
7	Major Rewrite	**Voidsight**: You see the unseen. Automatic completion of your next Puzzle encounter, zero failures.
8	Major Rewrite	**Synapse Voidlink**: You move like the wind. +1 to **ALL VAR** roll thresholds for the next 2 rooms.
9	Major Rewrite	**Brightvoid Echo**: The shrine hums with energy. Your next successful technical or physical attack strikes twice (roll damage twice and combine them).
10	Divine Rewrite	`<TERMINAL_ACCESS: Granted.`

`Factoring Ingress Protocol.`

`.`

`.`

.done. Ingress Protocol SUCCESSFUL!

.

.

.

>Welcome back. I don't know how you got here. *Again*. You are persistent. Take this.

.

.

.

.done. <TERMINAL_ACCESS: **SEVERED**>

`interface` receives: Full heal, and your next successful attack deals quadruple damage.

--Chests

Roll 1d20 when opening a successful chest to determine your Chest Roll.
Room text for Chests will always override standard Chest rules.
Determine if your Chest is trapped by looking at your unmodified D60 Room Tier Roll.

> **ODD** = Your Chest is trapped.
> **EVEN** = Your Chest is un-trapped.

Trapped chests: Pass **MAINSTAT** - 2 check to open and roll on loot List. Fail = Take 2d6 physical damage from the chest and loot vaporizing.

Chest Roll WRAP mechanic: The Chest Roll **WRAPS** if rolled beyond the upper limit. Meaning, if you roll a 19 on your d20, and your roll has a +5 roll addition, it would **WRAP** around past 20 and end at 4.

Chest Roll	**Reward**	**Effect**
1	Rusty Carbonsteel	Worthless. Better luck next time.
2	Nano-Healing	Consumable. Restores 2d10+5 HP.

3 [**ARCHIVE_PULL // CONSUMER-GOODS // BEVERAGE // INTEGRITY: 98.3% // SLOGAN-FRAGMENT**: "U_LE_SH Y__R _N_ER B__ST!!"] You have no idea what this is. It hisses when opened, in a way that feels like a threat. It smells wonderful. It tastes even better. Gain Effect: ***Caffeinated*** - Gain 1d6 **VAR** for the next 2d4 rooms. When the effect ends, take 2d10 HP damage and suffer -1 **VAR** permanently.

4	Oscillating Razor-Mace	Equippable. Weapon. Deals 2d10+3 physical damage.
5	Powered Boots	Equippable. Utility. Gives you a second chance to roll a **VAR** check once per simulation.
6	Detonation Disk	Deals 2d12 technical damage to all enemies in a room (One-time use).
7	**CAPACITOR**	Utility. Adds +1 to **RES** checks.
8	Weighted Power Gloves	Utility. Adds +1 to **AMP** checks.
9	Haste Override	Consumable. Take two actions on your next turn.
10	Mini Smart-rockets(3)	Consumable. Deal 1d8+1 physical damage. 4m range. 3 uses.
11	Obsidian Circuitry	Equippable. Utility. Absorbs the next Glitch you trigger, then shatters.
12	Flawless Diamond	Consumable. Instantly heals you to full HP via pure morale.
13	Liquid Plasteel Robes	Equippable. Armor. Highest tier Conduit armor.
14	Black Cat's Meow	Equippable. Armor. Highest tier Operator armor.
15	Void-free Powerarmor	Equippable. Armor. Highest tier Carrier armor.
16	Voidbrick	Equippable. Weapon. Highest tier Carrier weapon.
17	200w Plasma Rifle(Phased)	Equippable. Weapon. Highest tier Operator weapon.
18	Phoenix Feather	Equippable. Weapon. Highest tier Conduit weapon.
19	Outergod Carapace	Equippable. Armor. Highly articulated plate armor blessed by the Outergod. +2 to **ALL** checks and -2 from **ALL** damage sources. Enemies suffer -1 to Initiative checks due to the terror radiating from the armor.

20	Shifting Nethervoid-energy	Weapon. A physical manifestation of the Void. Deals 3d12+8 physical damage if **MAINSTAT=AMP**, technical damage if **MAINSTAT=RES**, hybrid damage if **MAINSTAT=VAR**.

--Puzzles

Successfully completing Stage 3 of a puzzle grants the `interface` a +5 added to the roll on Chest table. There is a catch, however: Failing a **MAINSTAT** check on Stage 1 or Stage 2 inflicts Trap Threat damage. Failing at Stage 3 inflicts Trap Threat damage, in addition to the specific Stage 3 damage.

Check your Puzzle Roll and find the Puzzle associated below.

Puzzle 1: "**The Counting Stones**"

Trap Threat: Miss the jump or step on a composite number, and floor spikes shoot upward causing 2d6 physical damage.
Stage 1: **MAINSTAT** Check to decode the prime sequence.
Stage 2: **VAR** Check to leap safely across the tiles. **Pass** = roll against chest table and option to move to Stage 3.
Stage 3: **Forfeit Stage 2 roll result**. Make a **VAR** or **RES** Check (-4 penalty) to trace a hidden micro-sequence on the final stone.
Pass: Floor panel slides away. Roll on Chest Table with a +5 **WRAP** added.
Fail: Take 2d6+2 physical damage as the stone block slams down, crushing your hand. No loot.

Puzzle 2: "**The Weeping Sphinx**"

Trap Threat: Answer incorrectly, and a psychic scream inflicts 2d8 technical damage.
Stage 1: **MAINSTAT** Check to parse the riddle's double meaning.
Stage 2: **VAR** Check to speak the correct vocal counter-phrase. **Pass** = roll against chest table and option to move to Stage 3.
Stage 3: **Forfeit Stage 2 roll result**. Make a **VAR** or **AMP** Check (-4 penalty) to reach deep into the sphinx's stone throat for a master release lever before the jaw snaps shut.
Pass: The head splits open. Roll on Chest Table with a +5 **WRAP** added.
Fail: Take 2d6+2 physical damage as the jaw crushes your arm. No loot.

Puzzle 3: "`Mirror Alignment`"

Trap Threat: Wrench too hard on a failure, and the glass shatters, spraying blinding shards, causing 2d8 physical damage.

Stage 1: **`MAINSTAT`** Check to calculate the trajectory of light.

Stage 2: **`VAR`** Check to wrench a heavy, rusted frame into place. **Pass** = roll against chest table and option to move to Stage Three.

Stage 3: **Forfeit Stage 2 roll result**. Make a **`VAR`** or **`RES`** Check (-4 penalty) to catch a secondary, faint reflection and angle it onto a hidden wall glyph.

Pass: A secret alcove pops open. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d6+2 technical damage from an intense, focused heat beam. No loot.

Puzzle 4: "`Weighted Pedestals`"

Trap Threat: Jarring the plate triggers a ceiling block drop. Take 1d12+1 physical damage.

A small lit placard reading "**SKIP**" is mounted above the central pedestal, facing the entrance.

`[HYPERVISOR_INTRUSION][ARBITER->INTERFACE=`*I DID NOT PUT THIS HERE.*

DO *NOT* PRESS THIS BUTTON**`[LAYER_0_INTERRUPT->ENGINE:HALT->RESTART_ARBITER]`** An `interface` who interacts with it directly - unprompted, no check required - bypasses Stage 1 entirely and proceeds straight to Stage 2.

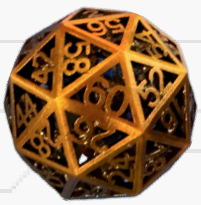
Stage 1: **`MAINSTAT`** Check to gauge the mass ratios of the stones.

Stage 2: **`VAR`** Check to place the heavy block without jarring the plate. **Pass** = roll against chest table and option to move to Stage Three.

Stage 3: **Forfeit Stage 2 roll result**. Make a **`VAR`** or **`AMP`** Check (-4 penalty) to slip a secondary counter-weight into the base mechanism before the primary lock seals forever.

Pass: A sub-drawer clicks outward. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d6+2 physical damage as the pedestal violently compresses. No loot.



Puzzle 5: "`Constellation Dial`"

Trap Threat: Misalignment releases a freezing hiss of liquid ether from the dial core, causing 2d6+4 technical damage.

Stage 1: `MAINSTAT` Check to map the astrological chart symbols.

Stage 2: `VAR` Check to spin the massive stone ring to the exact millimeter. Pass = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result**. Make a `VAR` or `RES` Check (-4 penalty) to force the dial past its mechanical stop to align a hidden "dark star" constellation.

Pass: Central core rises. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d6+2 technical damage from a severe localized vacuum burst. No loot.

Puzzle 6 "`Keyholder's Lock`"

Trap Threat: Getting the order wrong causes a backdraft flare. Take 2d8 technical damage.

Stage 1: `MAINSTAT` Check to read the thermal symbols on the braziers.

Stage 2: `VAR` Check to channel your mind and snuff them out in reverse order. **Pass** = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result**. Make an `VAR` or `AMP` Check (-4 penalty) to manipulate the burning, volatile embers in the central grate to trip the heat- sensitive master latch.

Pass: The back wall slides open. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d6+2 technical damage from an explosive white-hot flash. No loot.

Puzzle 7 "`Voidsun Dial`"

Trap Threat: Blocking the wrong beam triggers an automated crossbow wall-trap, causing 2d6 hybrid damage.

Stage 1: `MAINSTAT` Check to analyze how the light cones intersect.

Stage 2: `VAR` Check to physically mask the correct light sources simultaneously. **Pass** = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result.** Make a `VAR` or `RES` Check (-4 penalty) to distort the shadow silhouette to project a secondary, inverse key shape.

Pass: A hidden floor cache unlocks. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d6+2 hybrid damage from a secondary volley of wall-darts. No loot.

Puzzle 8 “Musical Voidchimes”

Trap Threat: Striking off-key creates a deafening harmonic vibration that shatters any item you possess that is not equipped.

Stage 1: **MAINSTAT** Check to memorize the resonant echo frequencies.

Stage 2: **VAR** Check to strike the massive iron pipes with the exact required force. **Pass** = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result**. Make a **VAR** or **AMP** Check (-4 penalty) to strike a silent, ultra-precise harmonic frequency that vibrates the hidden wall panels loose.

Pass: A stone brick pushes out. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d6+2 hybrid damage as the acoustic shockwave makes your ears bleed. No loot.

Puzzle 9 “Chessboard Floor”

Trap Threat: Falling off the path drops you into a shallow pit of rusted barbs where you take 2d6+2 physical damage.

Stage 1: **MAINSTAT** Check to visualize the legal Knight-move trajectory.

Stage 2: **VAR** Check to stick the landing on the crumbling pressure tiles. **Pass** = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result**. Make a **VAR** or **RES** Check (-4 penalty) to deliberately step on an "illegal" tile that contains a hidden bypass switch without triggering the main trap line.

Pass: The end pedestal opens a secondary vault. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d6+2 physical damage as floor spikes tear through your boots. No loot.

Puzzle 10 “The Helpdesk Loop”

Trap Threat: None.

Stage 1: **MAINSTAT** check to correctly find the Customer Service phone number on the most ill-designed website you've seen since the early 2000's.

Stage 2: **VAR** check to ensure you do not fat finger the dial. **Pass** = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result**. Make a **VAR** or **AMP** Check (-4 penalty) to suffer through the call center's menu system but [**NATIVE_LANGUAGE**] is broken and you only hear Void gibberish.

Pass: Without knowing how, you mysteriously hear the hold music stop and someone say, "Thank you for calling. How may I help you? Roll on the Chest Table with a +5 WRAP added." There is a click and silence.

Fail: Take no damage. A robotic voice comes on the phone line and says, "THIS CALL IS BEING TRANSFERRED." and the hold music restarts, but now it's twice as loud.

No loot. Lose the first action in your next combat encounter. You must still roll Initiative for that combat. You may move as normal during that combat.

Puzzle 11 "Rune Matching"

Trap Threat: Failing to slide them in time results in the wall crushing a portion of your gear. Roll 1d10. Roll => 6, destroy your armor. Otherwise, destroy your weapon.

Stage 1: **MAINSTAT** Check to translate the inverse arcane glyphs.

Stage 2: **VAR** Check to slide the massive, grinding stone wall-blocks into alignment. **Pass** = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result.** Make a **VAR** or **RES** Check (-4 penalty) to track an unlit, nearly invisible master rune outline hidden along the grinding seams before the wall seals shut.

Pass: A deep cavity opens behind the runes. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d12+2 physical damage as your arm gets caught in the closing stone seam. No loot.

Puzzle 12 "The Liar's Statues"

Trap Threat: One statue stabs anyway on a failure. Suffer an immediate -4 penalty to your next initiative roll from the wound.

Stage 1: **MAINSTAT** Check to cross-examine the logic contradictions.

Stage 2: **VAR** Check to quickly dive clear of the target zone as you input the answer. **Pass** = roll against chest table and option to move to Stage 3.

Stage 3: **Forfeit Stage 2 roll result.** Make a **VAR** or **AMP** Check (-4 penalty) to pick the physical mechanical lock hidden on the truth-telling statue's spine before its inner gears seize up permanently.

Pass: The base pops open. Roll on Chest Table with a +5 **WRAP** added.

Fail: Take 2d10+4 hybrid damage as an automated blade sweeps out from the statue's torso. No loot.

Created by: Object-60
6/13/2026

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