

Twelve Years

T.O.C.

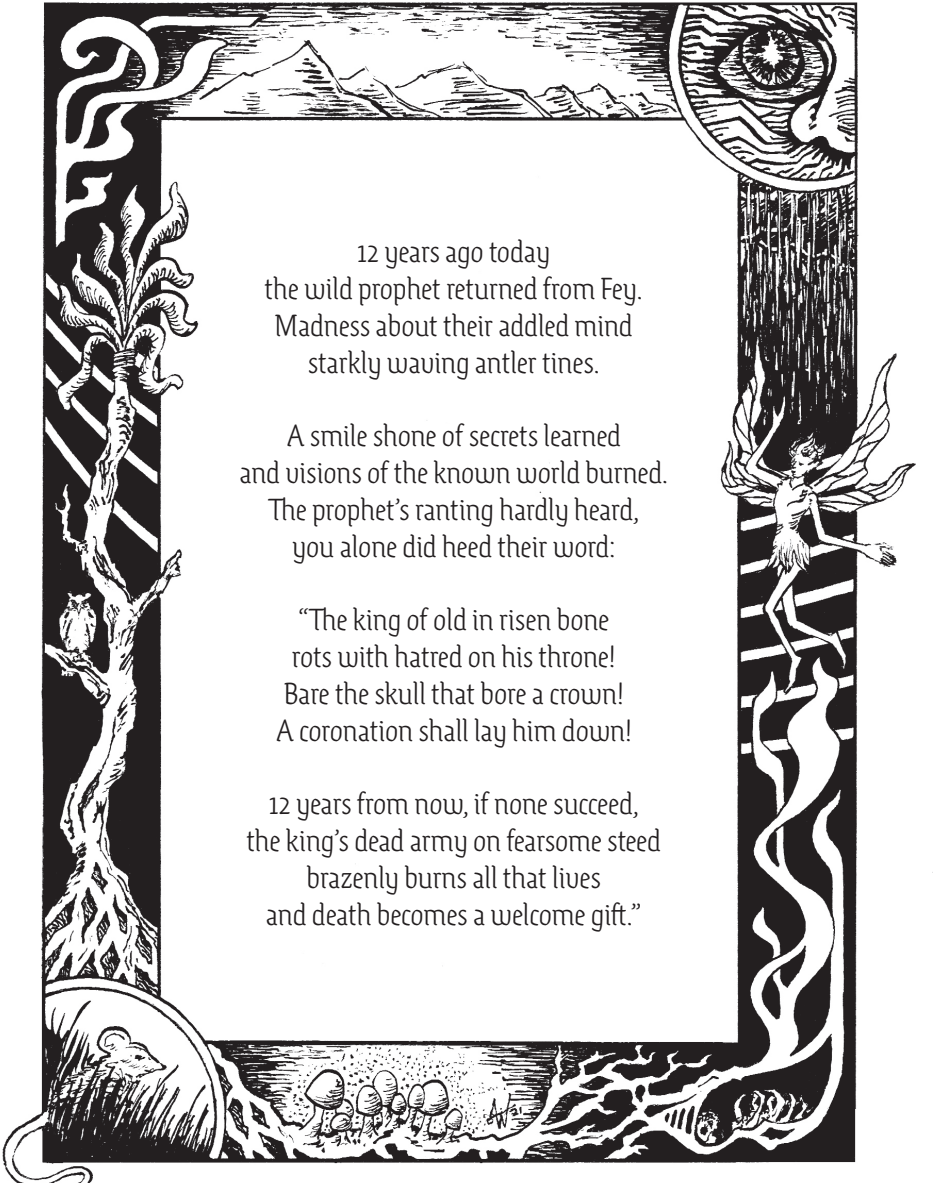
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12 years ago today
the wild prophet returned from Fey.
Madness about their addled mind
starkly waving antler tines.

A smile shone of secrets learned
and visions of the known world burned.
The prophet's ranting hardly heard,
you alone did heed their word:

"The king of old in risen bone
rots with hatred on his throne!
Bare the skull that bore a crown!
A coronation shall lay him down!

12 years from now, if none succeed,
the king's dead army on fearsome steed
brazenly burns all that lives
and death becomes a welcome gift."

Introduction

12 years is a GM'less tabletop role-playing game to be played solo or with multiple players. The encounters, world, and enemy actions are all randomly generated by dice rolls eliminating the need for a Game Master.

You will take on the role of a group of adventurers referred to as a party. The Lich King lurks in the Sunken Castle of the South waiting for the completion of the coronation ritual. If the ritual is not completed in time then he is set free to lay waste upon the known world. You must assemble a party of like-minded adventurers willing to risk their lives for the good of all, or at least for treasure and glory.

After assembling the party, they must sojourn into the wilderness on a search for a crown to appease the Lich King residing in the Sunken Castle of the South. Only once a crown is placed upon his brow will he rest for another twelve years. There are two ways to destroy him permanently, one of them is named in this book, and the other is for you to discover.

You will alternate between two modes of play as the game pro-

gresses, Hexploring and Delving.

Heading off into the wilderness, or Hexploring, you will use a piece of hex paper beginning at the city start indicated on the included Hexploring Sheet. You will roll on the provided tables to generate the terrain and encounters each time you move into a new hexagonal space. These spaces may reveal mysterious labyrinthine locations for further exploration. The greatest treasures lie hidden in dungeons. It is possible to find loot while Hexploring, although Delving is both more treacherous and more rewarding.

Delving refers to exploring dungeons. Upon entering a dungeon, you will switch from hex paper to graph paper to map your path. Dungeon entrances and which dungeon they lead to should be marked clearly on your hex paper. Like Hexploring, you will roll on a series of tables to generate the dungeon and its encounters. Whether Hexploring or Delving, you will face dangerous encounters. Your party must assess the situation and choose to fight or flee. Both choices contain risk and reward. There is no shame in avoiding an unnecessary battle when you are on a quest to save the world!

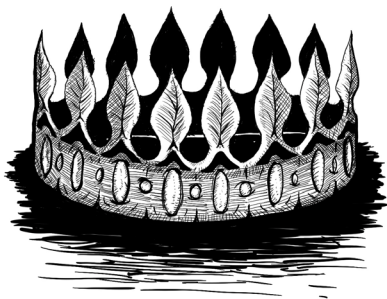
There are no turns in 12 Years. Play is considered parallel. However, players may choose to play collaboratively or competitively. All parties and enemies act simultaneously. Combat is resolved through minimal dice rolling using a single roll for your attack, defense, the enemy's attack, and the enemy's defense. Fighting in 12 Years represents a flurry of chaotic blows or a barroom brawl. It is rapid, and often after the blood clears, no one knows quite what occurred. Your party will fight together as one group, but they will take damage individually and mostly at random.

Death is undoubtedly in the future for any given party member. It is unlikely that your first party will succeed. You may go through many parties before finding a crown and sieging the Sunken Castle of the South.

In their adventure, your party will gain experiences never imagined. Opportunities will arise to level up your party, always leveling the party rather than individuals. Gold and loot are the concrete representation of experience, and as such, you will meet those who offer level advancement in exchange for gold.

You may meet and recruit new friends on your explorations, but beware the Fae and their lore. Many have entered the Fae in the morning and come home later that same day to find their children grown and spouses remarried. They have often found that what seemed like mere minutes had turned out to be twelve years.

Should you accept this quest, you are tasked with finding a crown, sieging the Sunken Castle of the South, and placing the crown upon the brow of the Lich King. If accomplished before twelve years have passed, then you have saved the known world. If twelve years pass, then the world as you know it is destroyed, and the game is lost. It is unlikely that you will win. But please, give it a try and feel free to blame me when your party dies miserably.



Getting Started

You will need the following items to play:

- ♣ RPG dice including a four-sided, six-sided, 8-sided, 10-sided, and 12-sided die
- ♣ Pencil et paper for note-taking and recording play
- ♣ Party sheet, Hexploring sheet, Delving sheet, and Quick Play sheet.

Once you have skimmed the rules and have a sense of how to play, you may quickly find that the rulebook is cast aside and only pulled out occasionally to answer the odd question or provide clarity in a strange circumstance. The Quick Play sheet contains all of the tables you will need in one centralized location to expedite gameplay.

Note: If using difficulty variants, make a note of which ones before you begin.

Assembling the Party

Finding a party of adventurers willing to risk their lives is not easy. There are no guarantees as to who will join your ranks. The starting hex is a small city from which all adventuring parties assemble. All parties begin at level zero and must earn their way to advancement.

To assemble the party:

- ♣ Roll 4d4 to determine starting party members
- ♣ Record the characters on the Party Sheet.
- ♣ Name your characters! Any character without a name dies instantly.
- ♣ Roll for starting weapons, loot, and gold.
- ♣ Set off to find a crown and appease the Lich King!

Note: Party members can die before leaving the city starting point. Your party starts smaller in this circumstance, but there will likely be opportunities to recruit new members.

Party Members

Archetype	HP*	Power	Weakness
1 Hermit	8	Healing	Pacifist
2 Rogue	12	Disable Traps	Self-Preservation
3 Fae Folk	10	Lore	Iron Averse
4 Giant	30	Brute Force	Slow

*This is the base number of hit points before adding a level. Newly assembled parties start at level 0.

Power Description

Healing: When the party rolls a successful hit, the Hermit may choose to fully heal the party instead of the party doing any damage to the enemy.

Disable Traps: Automatically disables any traps encountered.

Lore: The party cannot become lost in the Fae and may freely evade any Lost in the Fae rolls and circumstances

Brute Force: +1 damage to party rolls

Weakness Description

Pacifist: Up until now, the Hermit has always been a pacifist and never trained in combat. Unable to use any armor, shields, or weapons other than a staff. The Hermit begins the game with a mundane staff.

Self-Preservation: Avoids combat letting others take a hit. Re-roll once when a successful attack targets the Rogue. If the re-roll targets the Rogue, they will take damage.

Iron Averse: Cannot use metal weapons or armor and takes +1 damage from metal weapons in PvP combat. Roll 1d6 for starting weapons: 1-sling, 2-staff, 3-bow, 4-sling, 5-staff, 6-bow.

Slow: While evading, cannot successfully retrieve loot or achieve any other result requiring a four on an evasion roll. An evasion roll of 4 has the same effect as a three, in which the party escapes freely.

Starting Gold

1	2	3	4
1 Gold Coin	5 gold	10 gold	20 gold

Party members share gold freely. It does not need to be recorded individually. Roll 1d4 on the following results table for each party member and any newcomers that arrive later in the game

Weapons & Damage

Roll 1d6 on the following table for each party member and any newcomers who arrive later in the game, except Fae Folk and Hermits.

Weapons

Result	Type	Damage	Value	Fae Folk Roll
1	Axe	1d12	10g	
2	Spiked Flail	1d10	8g	
3	Sword	1d8	6g	
4	Bow	1d8	6g	1, 4
5	Staff	1d6	1g	2, 5
6	Sling	1d4	1g	3, 6

*Base damage is listed. Add party level to damage.

Loot

Loot may be freely shared and traded among individual party members. Each starting party member and any newcomers begin with one loot item. Loot is determined by rolling first on the item table and then quality. There is no limit to what a party can carry.

Loot Items

Result	Item	Value/Effect
1	Mirror*	5g
2	Mushroom*	0g
3	Coin	1g
4	Boots	2g
5	Wooden Shield	5g (+1 hp)
6	Weapon	Roll on table
7	Armor	10g (+4 hp)
8	Book	5g
9	Ring	10g
10	Coffer	50g (no type roll)
11	Key*	1g
12	Crown*	100g

*Indicated items have the possibility of becoming unique magickal items. See the unique items table before rolling magick powers.

Loot Quality

Result	Quality	Effect*
1	Broken	Reduce value to 1g
2	Mundane	No modifier
3	Ancient	Double the value
4	Ornate	Multiply value by 10
5	Magick	Roll on the magicks table, reduce value to og
6	Roll Twice/Trap	Roll twice on this table, combining qualities and effects.

Loot Notes

- ♣ Round the value down to the nearest whole coin. There are no smaller increments than one gold.
- ♣ If rolling more than one effect, “broken” applies first.
- ♣ Broken magick items retain their magickal powers.
- ♣ If a second 6 is rolled when determining quality, the item is trapped and deals 1d12 damage upon retrieval. If a loot roll results in trapped loot when Assembling the Party, record it. If there is no Rogue in the party, then the trap goes off, dealing damage to the corresponding party member. If one or more party members dies while Assembling the Party, the adventure may begin with fewer than four party members.
- ♣ If two or more of the same results are rolled, such as “ancient ancient,” read the first instance as “very” and apply the effect twice.

Magicks

Result	Power	Effect	Use
1	Cursed	Compelled to retrieve or consume. Use immediately, and keep if not consumable. Permanent -1 to damage rolls.	Permanent
2	Clairvoyant	Choose which party member takes damage rather than rolling	Permanent
3	Rejuvenation	Resurrect and fully heal a single party member	Single-Use
4	Moonkissed	In the place of a successful attack, heal any party member 5 hp or use once at any time to fully heal the party	Choose
5	Demonic	Instantly possesses one party member rolled at random, and the party immediately encounters them as an enemy*	Permanent
6	Thorning	Covered in magickal thorns, adds +1 to damage or use once to add +1 to any attack roll	Choose
7	Fae Touched	One enemy falls under your spell and obeys your commands, effectively joining your party.	Single-Use
8	Death	Instantly kills one enemy	Single-Use

*If demonic loot items are rolled when assembling a party, the possessed party member dies, and no combat occurs.

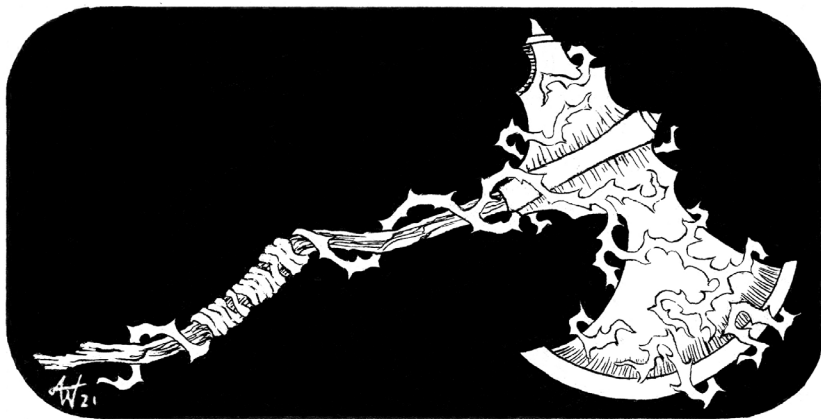
Magick items are too fearsome and powerful to find a willing buyer. In a multiplayer game, players are welcome and encouraged to buy, sell, and trade magick items. Non-player characters (NPC's) such as the tinker will never buy magick items, so their value is zero gold.

Some magick items are considered unique and have special effects, as listed in the table below. Specific loot quality combinations determine unique items. For example, when a roll results in finding a magick mirror or magick key, do not roll a power. In contrast, a magick mushroom becomes unique only if the magick power is either Fae-Touched or Death



Unique Items

Magick Mirror	Do not roll power; the party is immediately compelled to enter a one-way portal and becomes Lost in the Fae for 1d10 years
Magick Key	Can be used once to transport the party directly to any stone portal.
Fae Touched Mushroom	Party is compelled to eat the mushroom and becomes Lost in the Fae for 1d4 years.
Death Mushroom	A random party member, excluding Fae Folk, is compelled to eat the mushroom and immediately dies.
Ancient Magick Crown	An alternative win condition; upon finding and destroying the original ancient magick crown, the Lich King is destroyed! In the unlikely scenario that a party member begins the game with this loot item, the gnomeling thief Popplecrop Slink kills them and steals the crown.



Combat

Combat is considered a chaotic brawl rather than a tactical turn-by-turn encounter. Attack rolls represent a simultaneous series of attacks and parries by everyone in the room. Combat consists of a single roll (1d6) that applies to the whole party and all enemies in the encounter using the following results table:

Combat Results

Result	Deals	Takes	Type	Effect
1	Enemy	Party	Palpable Hit	Double damage
2	Enemy	Party	Hit	Normal damage
3	Enemy	Party	Weak Hit	Half damage
4	Both	Both	Weak Hit	Both deal half damage
5	Party	Enemy	Hit	Normal damage
6	Party	Enemy	Palpable Hit	Double damage

Damage

Damage is dealt by the whole party or as a group of enemies rather than as individual characters. After a successful attack roll, combine and roll all damage dice for the party. Calculate the total damage and distribute it among enemies as you choose. Managing enemy hit points can become tedious, so damage is dealt to a single enemy of choice first. When an enemy dies, any excess damage is carried over to another enemy.

After a successful attack roll, roll the whole party's damage and apply multipliers to the total. For example, a level two party of two Giants wielding spiked flails each roll 1d10 so the total roll is 2d10. If the damage roll is a 10, add +1 damage for each Giant's Brute Force ability and +2 damage for each Giant's level. This results in 16 damage. If this is a palpable hit, the damage is doubled resulting in 32 damage. Use the following rule:

Total Damage = (Party Damage Roll + Party Level per Member + Other Bonuses) x (Any Modifiers)

Unarmed Strike

In the rare circumstance that you find yourself with unarmed party members, the party may need to use an Unarmed Attack. These attacks have a base damage of zero, and so no damage dice are rolled. Even if the only o-level party member remaining is unarmed, an unarmed attack may prevent an enemy from getting a successful attack or provide an opportunity to activate the Hermit's Healing ability. Modifiers and bonuses still apply to unarmed attacks and a party's level is still added to damage. For example, a Giant in a level 1 party would deal two damage on a normal unarmed strike and four damage on a palpable hit with an unarmed strike.

Targeting Party Members

Monsters always attack a single party member unless that member dies during the attack. To determine which party member takes damage, assign a number to each member on the party sheet and roll 1d4 or the most appropriate die if the party is larger. Do this only once and record the order, adjusting only when a new party member joins or dies. Death occurs when any party member or enemy has zero or fewer hit points. If the targeted member dies during the attack, any remaining damage is dealt to the party member next in line on the party sheet. If the next party member is the Rogue, their self-preservation weakness will trigger another roll.

When the party size is more or fewer than 4 choose the appropriate die and repeat the assignment order. For example, a party of 3 may use a d6 with the following results:

Natural Roll:	1	2	3	4	5	6
Assigned:	1	2	3	1	2	3

Evading Combat

There is no reward for clearing the dungeon or clearing the forest. Weighing the consequences of combat may lead to choosing the safer path. There is no shame in fleeing an unnecessary or unwanted

encounter! To attempt to evade an enemy encounter, identify the exit first and roll 1d4 using the following results table:

Evasion Results

Result	Description
1	Enemy hit, evasion attempt fails
2	Enemy follows the party to the next room/hex*
3	Party evades all enemies and traps but does not retrieve any loot
4	Party retrieves all loot and evades enemies and traps

*If an enemy follows the party into a new room, roll for any new encounters before engaging in combat again or attempting another evasion. Enemies will not follow the party out of dungeons or into the start hex.

Death, Dying, & Continuity

You are likely to assemble many parties of adventurers before completing or failing your quest. While the deeds of adventurers are heroic, heroes die far more often than they don't. In the very likely scenario that the party dies with time left to spare, record the following:

- ♣ Location and make a note of which party died here. I number mine.
- ♣ Total years passed, adding one year each time a full party dies.
- ♣ Any remaining enemies, gold, or loot left behind.

You, or someone else in a multiplayer game, may direct another party to visit this location to discover the loot left behind. If you were lucky enough to be killed by a trap, then the trap is now considered disabled and gone. If you were in the middle of fighting some loathsome monster or creature, know that it remains gloating over its victory.

A party member is dead when reduced to zero or hit points. A party member may not be healed once reduced to zero or fewer hit points. However, they may be resurrected and fully healed using a Rejuvenation magick power.

Hexploring

Hexploring refers to the party's overland travel and wanderings. In some cases, it may be quite direct making haste toward a clear objective. Other times, the party may meander, scouring the lands for signs of a dungeon entrance. While Hexploring, the party is sure to meet all sorts of strange creatures and travelers. Hexploring is where the Fae Folk find themselves most useful as the ancient lore they bring with them often serves as a warning to avoid becoming lost and entranced in the Fae.

When Hexploring, complete the following steps each time you enter a new hexagon:

- Roll 1d6 on the Hex Terrain table, recording the result on your Hexploring sheet.
- If relevant, roll on the Hexploring Encounters recording any permanent encounters.
- If relevant, roll on the Hexploring Creatures table.
- When Hexploring brings the party back to familiar areas, roll 1d6 for encounters instead of 1d12

Hexploring Terrain

Result	Type	Description
1	Large Lake	Cannot enter this hex permanently, return to last hex*
2	Quiet Forest	No encounter on first turn, functions as normal forest upon return
3	Clearing	Always pass freely without rolling encounters
4	Marsh	Roll on the Hexploring encounter table
5	Hills	Roll on the Hexploring encounter table
6	Forest	Roll on the Hexploring encounter table

*If one or more hexes become sequestered by lakes then a skull-

masked bard carrying a drum will offer to ferry a party from any neighboring hex across the river but they must roll for becoming Lost in the Fae for 1d8 years. His dark leather armor appears charred and he chants the poem at the beginning of the book to a slow droning beat.



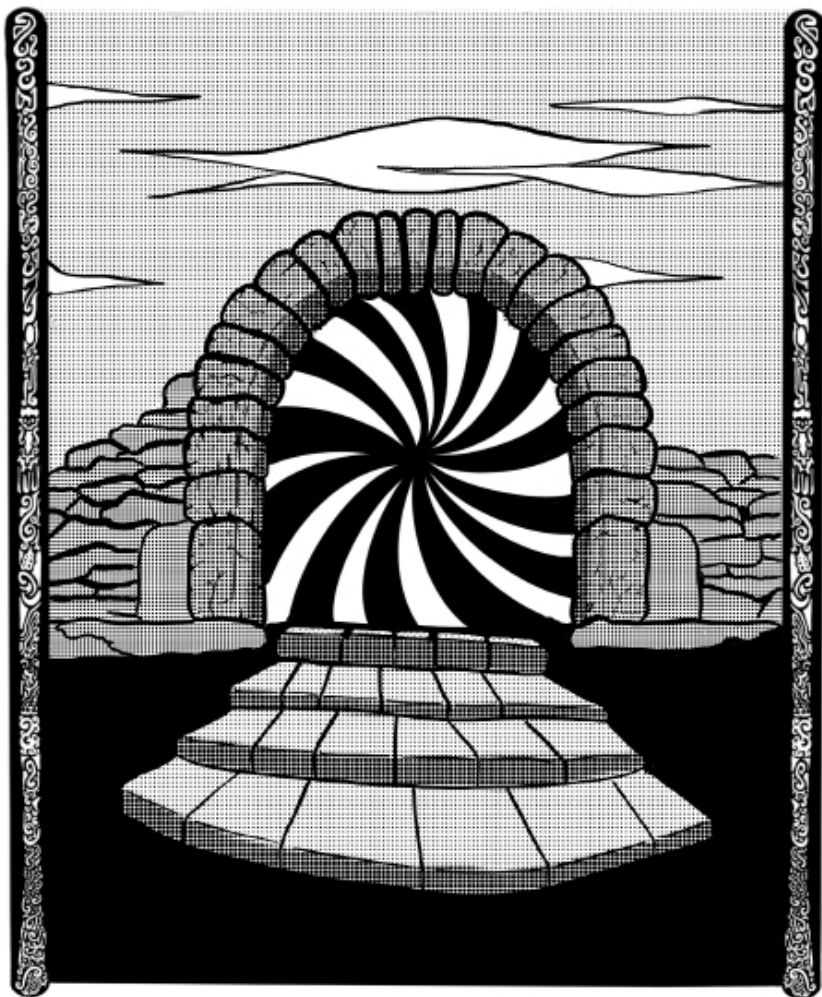
Hexploring Encounters

Result	Encounter	Effect	Duration
1	Thick of Mist	Lost in the Fae for 1d4 years	Passing
2	Creature	Roll once on the Hexploring Creatures table	Passing
3	None	You thought you saw a glimmer of something, heard a noise, had a premonition, but it was nothing after all.	Passing
4	Creature	Roll once on the Hexploring Creatures table	Passing
5	Friend	Roll on the Friends table	Passing
6	Traveling Tinker	Will buy/sell mundane loot. Offers to exchange one loot item for safely escorting them to the next hex. Will not sell a crown. Level advancement available.*	Passing

Continued for New Hexes Only

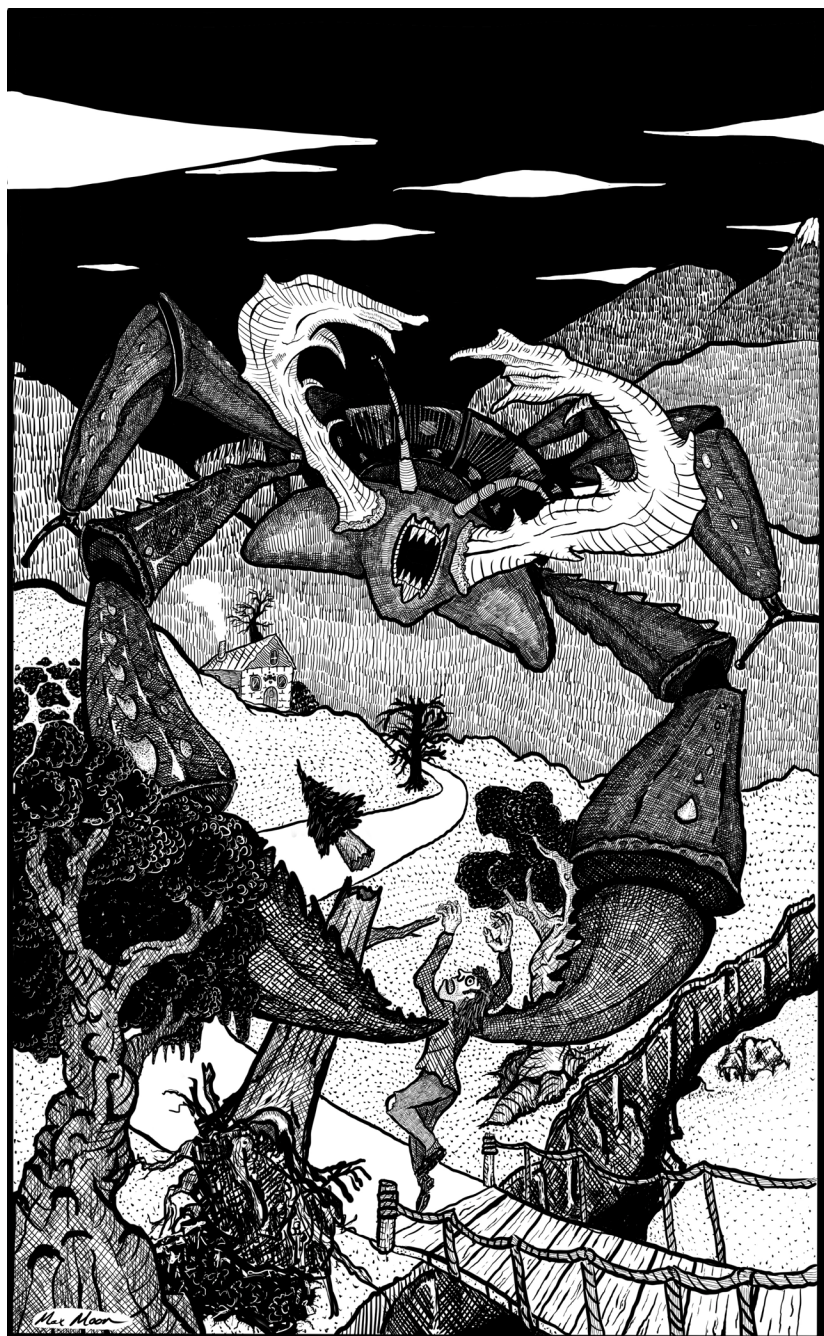
7	Lost Noble	Offers you 100g to safely escort them back to the nearest village. Level advancement available.*	Passing
8	Stone Portal	Teleport up to 6 hex spaces	Permanent
9	Faerie Circle	Heals the party fully each visit	Permanent
10	Dungeon Entrance + Creature	Roll on the Dungeon Entrance table and the Hexploring Creature table. Entrance is guarded and not accessible unless the creature is killed or evaded.	Permanent
11	Dungeon Entrance + Creature	Same results as 10	Permanent
12	Dungeon Entrance	Roll on the Dungeon Entrance table.	Permanent

*The Traveling Tinker and Lost Noble share local gossip and stories of ages past, including level advancement at 100g per level. If the party accept an offer to escort either, the Tinker or Noble effectively joins the party and is always unarmed. They each have one hit point. If either perishes along the way, it is discovered that the Traveling Tinker's bags or Lost Noble's purse are empty and there is no loot to recover. During combat, the Noble and Tinker are both included in the roll, determining which party member takes damage.



Hexploring Creatures

Result	Creature	Damage		Special
1	Deer	--	--	Always evades, always escapes
2	Sentient Vines	20	1d4	Cannot be evaded
3	Treachery of Ravens	4	1d4	Roll 1d12 to determine how many are encountered
4	Poisonous Toad	4	1d12	If party member is dealt damage, lose one hp per hex or room move.
5	Gargantuan Beetle	24	1d12	Deals +4 damage
6	Hill Giant	36	1d12	Deals +1 damage. Will not attack or follow a party that includes Giants.
7	Pack of Wolves	8	1d8	Roll 1d6 to determine how many are encountered
8	Fire Folk	16	1d6	Will not attack or follow a party that includes Fae Folk. If a party member is damaged, take 1d4 damage each time an attack or evasion is rolled.
9	Hostile Elf	18	1d8	Takes +1 damage from metal weapons. Sets a 1d12 trap on any failed evasion roll. Will not attack or follow a party that includes Fae Folk.
10	Banshee	--	1d6	Invulnerable, cannot be damaged
11	Roll Twice	--	--	Roll twice on this table
12	Satyr	16	--	On any enemy hit, do not roll damage. The Satyr offers the party food and drink putting them to sleep and becoming Lost in the Fae for 1d6 years.



Friends

Both Hexploring & Delving

1	Popplecrop Slink	A diminutive gnomeling with a sly sense of humor and twisted sense of truth, Popplecrop Slink weaves a wondrous tale of distraction, robbing the party of all their gold and their single most valuable item. Always evades any attack. The party grows stronger, maybe inspired by the stories, and advances one level per 100g stolen rounding down.
2	Wandering Merchant	A lanky old and wrinkled merchant has been using this place to store their goods. They will buy and sell any mundane items for prices as listed.
3	Wise Woman	A cloaked woman has made this space her strange and dismal home. For 100g, she points out on your map where a crown can be found. Roll a dungeon entrance placed 6 hexes from your current hex. The first loot roll in this location results in an automatic crown.
4	Dying Adventurer	A wounded swordsman reservedly tells you of his failed attempt to slay an enemy in which he fell upon his sword. With his dying breath, he shares a secret location where loot may be found unguarded. The next encounter roll automatically results in loot, whether Hexploring or Delving. Advance one level upon retrieving this loot.
5	Thogwood Billiam	A half-crazed halfling scuttles toward you, seemingly shocked. He hurriedly encourages you to leave this place and points you toward safety. Skip the next encounter roll, or the next door roll is automatically an exit.
6	Gerhardus Zauber	A scaly-skinned dwarf emerges from the shadows stroking his copper beard. He is looking for dragons and will join you for one battle, automatically defeating the next monster or creature encounter.
7	Renegade	No level advancement, will join your party for 50g, roll a new party member

- | | | |
|----|-------------------------|--|
| 8 | New Party Member | No level advancement, roll a new party member |
| 9 | Phim Pham | A walking, talking, shimmering tree. Introduces you to a group of plant people, one of whom joins your party with stats as Fae Folk. |
| 10 | Ellas | A kind and fearsome Elf. Willing to train your party one level advancement in exchange for 50g or one bow. |

*All friends are willing to train your party to advance one level per 100g or 100g worth of loot unless otherwise noted.



Dungeon Entrances

Result	Description
1	As the party peers into a pond, their reflection sharply grasps them, pulling them all into a cavern beneath. Must immediately enter the dungeon, and the party is lost in the Fae for 1d6 years.
2	The earth beneath your feet gives way as the party falls into a sink-hole, discovering a small passageway in the revealed cavern. Each party member takes 1d4 damage. Party can climb out.
3	Ancient ruins surrounded by statues of ghoulish figures
4	An enormous tree with a hand-crafted door built into it
5	A long-abandoned well with a rope ladder hanging down it
6	A boarded-up cave appears long-ignored with a barrier easily removed due to the rot.

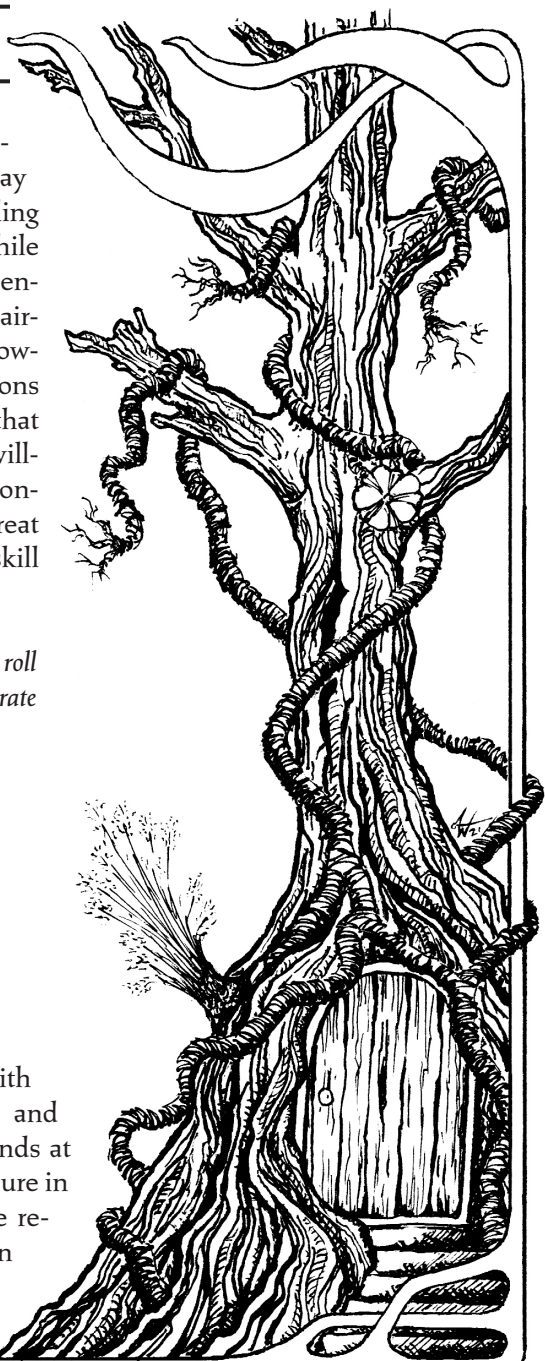
Delving

Delving is the art of exploring strange and mysterious dungeons. Some may be ancient ruins sprawling across a single level, while others may consist of tiny enclosed spaces leading to stairwells creeping lower and lower into the earth. Dungeons are rare, ominous places that no sane person would willingly enter, but the loot contained will surely be of great reward to those with the skill and wit to survive.

When entering a new room, roll the following sequence to generate the room and any encounters:

- ♣ Room size
- ♣ Room type
- ♣ Doors
- ♣ Encounters
- ♣ Delving Reward*

*Dungeons are filled with valuable trinkets, jewels, and gems. The party always finds at least 10 gold worth of treasure in each room. This must be retrieved in the same fashion as any other loot item.



Retracing Your Steps

Unlike Hexploring, when Delving, you will only roll Dungeon Encounters in new rooms. Evaded or victorious enemies, missed loot, traps, and corpses all remain where they were last encountered. If an enemy follows you into a new room, you will still roll for an encounter and potentially face an additional enemy. Enemies are always encountered before other encounters or loot.

Record Keeping

Be sure to make note of any enemies evaded and the room they were last seen in as they will remain there waiting for your return or to greet the next unsuspecting party. This becomes especially fun when playing competitively!

Room Size

1	2	3	4
Claustrophobic	Small	Medium	Large

Room Type

1	2	3	4
Cavern	Corridor	Rectilinear	Round

Doors

1	Dead End
2	Dead-end
3	1 Door
4	2 Doors
5	Stairs Down
6	Roll Twice/Exit

*On a 6, roll again, if it is another six then you have found a safe exit out of the dungeon back to the surface!

Delving Encounters

Result	Type	Effect
1	Trap	1d12 damage to randomly rolled party member
2	Trap	1d12 damage to randomly rolled party member
3	None	
4	None	
5	2 Monsters	Roll twice on the Dungeon Monsters Table
6	Monster	Roll once on the Dungeon Monsters Table
7	2 Monsters + Loot	Roll twice on the Dungeon Monsters Table and generate one loot item*
8	1 Monster + Loot	Roll once on the Dungeon Monsters Table and generate one loot item*
9	Loot + Trap	Generate one trapped loot item
10	Monster + Friend	Roll once on both the monster and friend tables
11	Loot	Generate one loot item
12	Secret Door	Add one additional door to the room

*Always roll loot before fighting or evading enemies so you know what you are fighting for or leaving behind!

*A loot item may be trapped with more than one trap. This could lead to rolling two or more d12 for trap damage.



Dungeon Monsters

Result	Type			Special
1	Skeleton	10	1d4	Creates another skeleton on a palpable hit against the party
2	Goblin	12	1d4	One additional goblin arrives each time an attack or evasion is rolled.*
3	Living Slime	20	1d6	Cannot be evaded
4	Shade	--	1d8	Disappears when hit by party, party loses a level on a palpable hit**
5	Ogre	36	1d10	Deals an additional +2 damage
6	Two-headed Troll	40	1d12	Can only be killed by a palpable hit
7	Cyclops	48	1d12	If attacked, all surviving party members will die in one year
8	Stone Golem	60	1d12	Easily evaded, the party only fails evasion and looting on a 1
9	Zombie	10	1d4	Any party member dealt damage turns into a zombie in the next hex move
10	Roll Twice	--	--	
11	Roll again x3	--	--	Results in three of a single monster type
12	Demon	72	3d6	On a palpable hit against the party, all are set aflame and die

*A new goblin appears before damage is dealt. Only one additional goblin appears regardless of how many goblins are already present.

**The party is physically and mentally weakened by this attack, which may cause the party to have a negative level resulting in negative modifiers to hit points and damage.

Traps

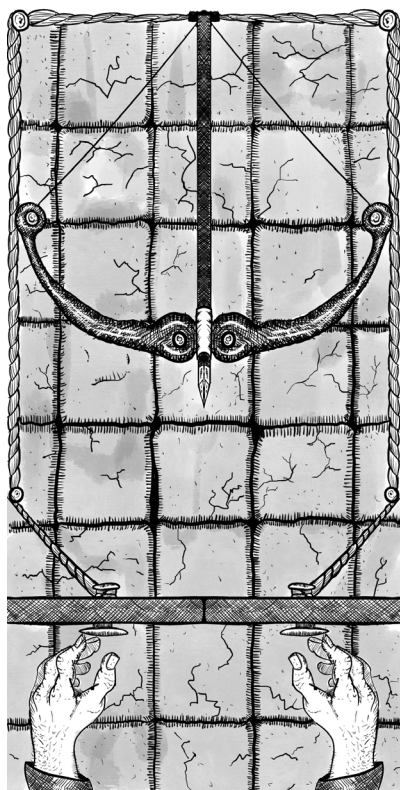
Traps always deal 1d12 damage unless evaded or a Rogue is present to disable them. Any traps not triggered remain until disabled by a Rogue or triggered by another party member. On occasion, loot is trapped. Trapped loot may be retrieved by triggering the trap, disabling the trap, or evading the trap.

Traps may be evaded as any other enemy and while the effect of a trap may follow a fleeing party, the trap itself does not. A party that rolls a 2 on an evasion triggers the trap. The effect may be considered mobile such as a projectile, creeping gas, or a blast effect and so the effect is still able to follow a party as far as necessary if they continue to roll 2's on their evasion rolls.

Trapped loot is always encountered after enemies. If a trapped loot item is guarded by an enemy or another trap, then it may require two successful evasion rolls to get past all enemies and traps and to retrieve the loot unharmed. If the first evasion is successful the loot is retrieved and the party exits the room, however if the second is not successful then the trap is triggered.

On the rare occasion that a loot item is both trapped and broken, the trap is considered disabled, and the item remains in-tact.

In a multiplayer game, it only takes one Rogue to disable a trap for all parties. All parties present encounter the trap and the results for one party do not impact the results for another. A party with a Rogue may choose to evade a trap rather than disable it. Creatures and monsters are not affected by traps.



Level Advancement

Rather than individual characters advancing levels, the whole of the party progresses together. Newly assembled parties always start at level zero. New friends you meet will offer to reveal arcane secrets, train you in combative arts, or teach you the ways of the wise, for a price. Gold is the ultimate reward for your experiences, and it is also gold that purchases the party's level progression. The party may advance as many levels as they have gold for at 100g per level unless otherwise specified. Loot of equal value may also be exchanged.

Level advancement is not complicated, consisting of boons to hit points, damage, and health. When advancing to a new level, raise each member's maximum hit points by one and their damage dealt by an additional one. The party is considered fully healed each time they level up.

Passage of Time

While the actions of the party may account for minutes, hours, days, the only notable passage of time is in the scale of years.

The wild world of the Fae is ever-present and has a strange and terrifying effect on time. Stories tell of parents on a morning walk returning what seemed to be mere hours later yet their children were grown and had children of their own. There are two ways in which years pass; the party becomes Lost in the Fae, or the party dies. Anytime a full party dies requiring assembling a new party, one year passes and is recorded. The game is lost if 12 years pass and no one has defeated the Lich King.

In a multiplayer game, it is possible that time will pass differently for one party than for another even if they are in the same physical location. While one party may be curiously considering the marsh ahead, another party could become lost for years only to reappear again just before the first party turns around never noticing the disappearance. This is the strange effect of the Fae and the rational mind cannot comprehend or account for this discrepancy.

Sunken Castle of the South

Once the party enters the Sunken Castle of the South, you will treat this as Delving with a few exceptions.

- Do not roll on the Dungeon Encounters table, as all rooms contain 1d6 skeletons with the exception of the throne room.
- Upon discovering the 6th room, the party encounters a large throne room containing the Lich King.
- When necessary, a dead-end or exit is re-rolled to ensure the castle has at least 6 rooms. This should never be re-rolled if there is at least one unopened door in the castle.



Encountering the Lich King

The lich king does not have hit points and does not deal damage. The lich king is immune to all magick except magick crowns. Any attacks by the lich king that would deal damage to the party are treated as a single deathtouch instantly killing one randomly rolled party member.

There are two ways in which the party may safely crown the Lich King:

- Making a successful attack roll that would deal full damage or more,
- or rolling a 4 on an evasion roll.

It should be noted that a party including a Giant would not be successful due to the Giant's weakness. When making a successful attack or rolling a four on an evasion, the party avoids the attacks of the Lich King while daringly crowning him and completing the coronation ritual.

He crumbles to the floor to rest for another 12 years unless you found a way to be rid of him permanently. All skeletons remaining in the castle are instantly destroyed and no new skeletons are generated.

Role-playing

Essential to any role-playing game is the construction of narrative. While the story will unfold and take twists and turns, I have found that narrative take a bit more work in solo games. When a full party dies, I like to honor the dead by stopping and writing their story from their perspective before rolling up a new party. I use my maps to guide me as I write up the adventure. This becomes the tale that travelers at the local inn. The one that might be slightly embellished and the one in which surviving members of the party may conveniently for-

get to share some of their more embarrassing moments. Veracity aside, I doubt anyone will believe a word of it!

I highly encourage this practice as it will bring the characters and maps to life in a completely new way. You will find that the more you do this, the more you can identify those crucial plot points as they happen and you might find your imagination taking off more during play. In some cases, you may even be inclined to bend the rules a little to favor a good story.



Difficulty Variants

Monster Level Up

If you are looking for increased difficulty and don't mind extra book-keeping, you may use monster level advancement. More powerful monsters roam the lower levels of dungeons.

Each time you descend a level in the dungeon, record it and add +1 hp and +1 to damage the monsters per dungeon level.

Monsters start at level zero.

The Sunken Castle of the South is treated as being one level beneath the surface.

Castle Difficulty

Before assembling the party, look yourself in the mirror, assess your confidence, and choose the difficulty level of the challenge before you. These changes only impact the Sunken Castle of the South but may significantly change how you prepare and when you decide to enter.

If you want to set the difficulty higher, you can make the following adjustments:

♣ **Sword Mode:** 1d8 skeletons, Lich King appears in 8th room

♣ **Flail Mode:** 1d10 skeletons, Lich King appears in 10th room

♣ **Axe Mode:** 1d12 skeletons, Lich King appears in 12th room, always includes Monster Level Up variant.

During playtesting, no one successfully crowned the Lich King in Axe Mode.

Multiplayer Variants

Games of two or more players offer the opportunity for cooperative, competitive, and parallel play. These are not distinct modes of play and parties may weave in and out of each.

Parallel Play

In parallel play, each party navigates the same world and may interact with some of the same enemies and encounters. This type of play may be synchronous or asynchronous. Players may buy, sell, and trade loot among each other.

Cooperative Play

During cooperative play, multiple parties work together and may attempt to stick together as they explore and fight. However, they remain two distinct parties and will use different rules when engaging in cooperative combat. Evasion remains the same.

When players encounter an enemy, all parties must choose whether to evade or attack. Evading parties roll standard individual evasion rolls using the same results as solo play. In both PvP and cooperative combat, players will each roll 1d6 and use the difference between the rolls to determine the results.

Cooperative combat is very similar to solo combat. However, all players roll 1d6 to attack. Regardless of the number of players, use the difference between the lowest roll and the highest roll to determine the results.

If there are three or more players then there could be a tie for the highest or lowest roll. In this case, the results may apply to multiple players. Use the difference between the lowest and highest rolls to determine the results on the Collaborative combat table.

Cooperative Combat

Difference	Deals	Takes	Effect
0	Both High et Low	Enemy	Palpable hit, both parties roll full damage
1	High Roll	Enemy	High deals full damage to enemy
2	High Roll et Enemy	Enemy et Low Roll	High deals ½ damage to enemy and enemy deals full damage to low roll
3	Enemy	Low Roll	Enemy deals full damage to low roll
4	Enemy	Both High and Low	Enemy deals full damage to both
5	Both High and Low	Both High and Low	Chaos ensues, both parties deal ½ damage to each other

Competitive Play

In competitive play, parties may be racing to be the first to crown the Lich King or they may just give in to their base desires and attack or rob another party. Competitive play uses modified Player versus Player (PvP) combat and evasion rules.

In the case of player vs. player (PvP) combat, if one party wants to attack another, the attack is declared in advance. The attacked party may choose to evade or engage. If they wish to escape, they roll first on the PvP Evasion Results table.

If the evasion attempt fails or the attacked party chooses to engage, then each player will roll 1d6 opposing attacks. The higher roll wins. The difference between the rolls is used to determine the results on the PvP Combat table. The word “enemy” refers to any party, creature, or monster the party is attempting to evade.

PvP Evasion Results

Result	Description
1	All enemies hit; evasion attempt fails
2	Enemy follows the opposed party to the next room/hex*
3	Party evades all enemies and traps but does not retrieve any loot**
4	Party evades all enemies and traps, retrieves encountered loot, and may choose to steal any one piece of loot or all gold from a single enemy party.

*Attacking parties may choose not to pursue.

**Attacking parties may still enter the same hex or dungeon room as the evading party. However, the evading party is considered hidden and cannot be attacked again immediately.

PvP Combat

Difference	Effect
0	Each party deals full damage to the other
1	Defeated party deals ½ damage and successful party deals full damage
2	Defeated party deals ½ damage and successful party deals full damage
3	Successful party deals full damage
4	Successful party deals full damage
5	Palpable hit! Successful party deals double damage

Shared Record Keeping

In multiplayer, Delving and Hexploring may be done both synchronously and asynchronously. Each party records their Hexploring and Delving results thoroughly. It is important to label dungeon entrances and the hexes where they are found. Any monsters encountered are removed if killed. If evaded, note any enemies' remaining hit points. Monsters do not heal.

It is possible that a different amount of time may pass for each player due to becoming Lost in the Fae or dying parties. This does not impact the parties' ability to encounter each other. You are encouraged to invent story elements for these encounters.

More than 2 Players

Combat with one party is already considered chaotic. With three or more players there could be twenty adventurers all attacking a large group of monsters in a claustrophobic sized room! The chaos makes combat unpredictable and unavoidable. If any party attacks another party, a Brawl begins.

Brawling

Brawling is a wild fight for your life and there is no guarantee that you will be able to do damage to your intended victim. The more parties present, the less likely you will have any control over what happens. *Once a Brawl is initiated, use the PvP Combat and Evasion results with the following considerations:*

- ♣ All parties present must choose to evade or engage in the attack as there is no chance of sitting back and watching unharmed.
- ♣ If one or more parties roll a one on an evasion roll then all opposing parties deal full damage to all parties with a roll of one.
- ♣ Any evasion rolls of a two provide an opportunity for any party to follow any evading party with a roll of two.
- ♣ All parties present who are not evading roll 1d6 to attack.
- ♣ If all parties agree to end combat after damage is dealt then no further rolls are needed.

Glossary of Terms and Abbreviations

1d4 - an abbreviation for the number of dice and which dice to roll. In this case it is a single four-sided die. In contrast, 3d12 would refer to three twelve-sided dice.

Combat - any time players or enemies are engaged in attacking.

Creature - creatures are dangerous yet not altogether malicious beings that inhabit the explorable world above ground.

Delving - the act of exploring dungeons.

Dungeon - a general description for any bizarre construct of tunnels and caverns that may be explored by entering.

Encounter - an event, structure, or situation in which the player must choose how the party responds or reacts.

Enemy - any opposing monster, creature, party member, or being that intends harm or that you intend to harm.

Evasion - evasion is an attempt to dodge the attacks of an enemy, maneuver safely around a trap, or in general any attempt to avoid danger.

Fae - the world or beings of the wild.

GM'less - having no Game Master to facilitate the game.

Hexploring - the act of exploring overland hex maps.

Hit Points - Hit points or "hp" refer to the amount of damage a party member, enemy, or friend can tolerate before dying.

Level - this may refer to the rank of the party or to the physical level of the dungeon indicating how far below the surface a room is.

Monster - monsters are malevolent aberrations found in dungeons.

Palpable Hit - an unusually powerful hit that any enemy will surely feel stung by and results in an increase in the amount of damage dealt to the enemy.

Successful Attack - an attack is only considered successful if the party is dealing damage while also avoiding taking any damage.

Successful Evasion - an evasion is only considered successful if the party escapes without the enemy following after them.

Weak Hit - a less than successful hit in which the damage dealt to the enemy is reduced.



Order of Play

While there are not turns and all enemies and players are considered to act simultaneously, there are types of actions and encounters that should be dealt with in a particular order. If questions arise, the general answer is the simplest one. For the sake of clarity below is an outline of order of operations:

- ♣♣ Encounters that specify “immediately” take precedence over all other encounters and actions even if they have been previously encountered.
- ♣♣ Evasion always precedes combat.
- ♣♣ The Hermit’s healing ability and the permanent Moonkissed power always precede damage dealt.
- ♣♣ Damage is always totaled before determining which party member takes damage.
- ♣♣ Traps are encountered before enemies or loot unless the loot is specifically trapped.
- ♣♣ Loot is always rolled before engaging or evading enemies so that you know what you are fighting for or leaving behind.
- ♣♣ Dungeon rooms are always fully generated including doors before engaging with any encounters as the number of doors may impact your decision whether to fight or flee.
- ♣♣ Magicks may be used freely at any time unless otherwise specified.
- ♣♣ Enemies are always encountered before dungeon entrances, exits, or doors.

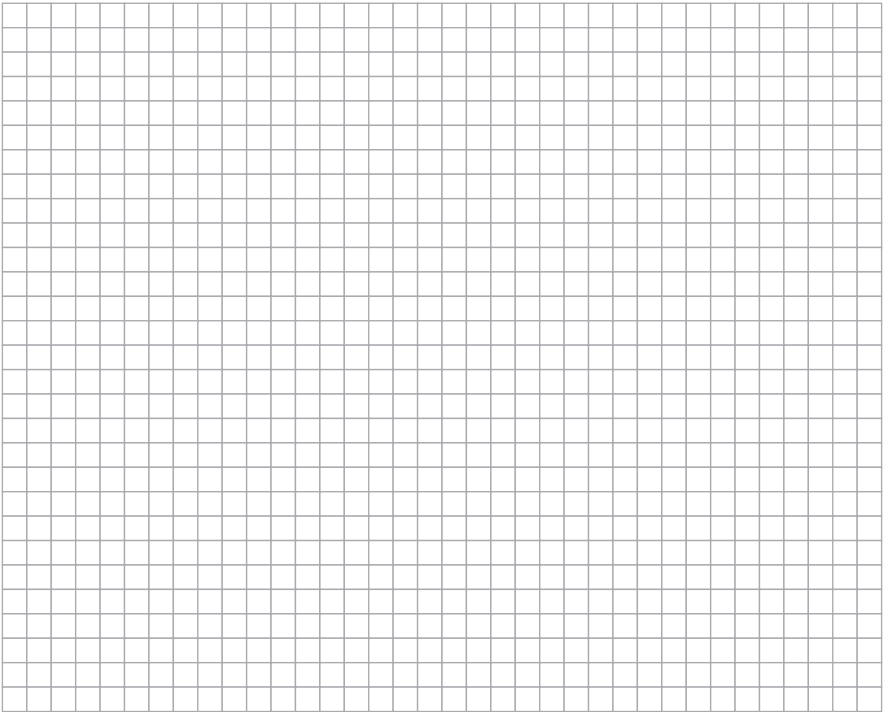
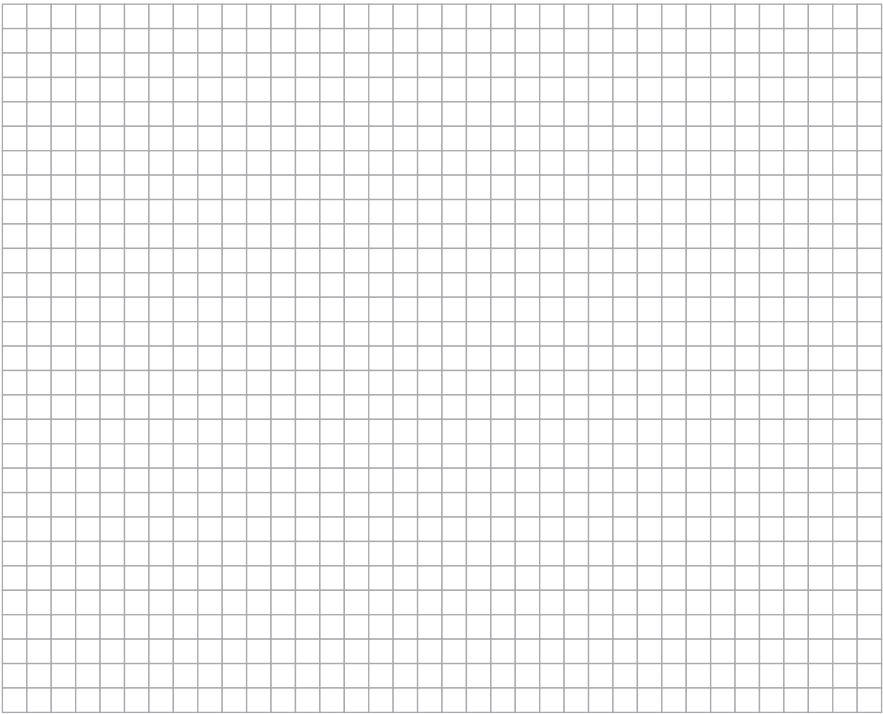
Special Thanks to:

Davy Clark, Lewis Colburn, Dave and Bergen Fankhanel, and Andy Webber for playtesting the heck out of this!

Castle

Start

years passed:



Party Sheet

name:	max hp:	loot
archetype:	current hp:	
weapon:	power:	
damage:	weakness:	

name:	max hp:	loot
archetype:	current hp:	
weapon:	power:	
damage:	weakness:	

name:	max hp:	loot
archetype:	current hp:	
weapon:	power:	
damage:	weakness:	

name:	max hp:	loot
archetype:	current hp:	
weapon:	power:	
damage:	weakness:	

name:	max hp:	loot
archetype:	current hp:	
weapon:	power:	
damage:	weakness:	

name:	max hp:	loot
archetype:	current hp:	
weapon:	power:	
damage:	weakness:	

party level:

party gold:

Quick Play

Party Members

Archetype	HP	Power	Weakness
1 Hermit	8	Healing	Pacifist
2 Rogue	12	Disable	Self Preservation
3 Fae Folk	10	Lore	Iron Averse
4 Giant	30	Brute Force	Slow

Weapons

Type	DMG	Value
1 Axe	1d12	10g
2 Spiked Flail	1d10	8g
3 Sword	1d8	6g
4 Bow	1d8	6g
5 Staff	1d6	1g
6 Sling	1d4	1g

Magicks

Power	Effect	Use
1 Cursed	Compelled to retrieve. Use immediately and keep if not consumable, -1 to damage rolls permanently	Permanent
2 Clairvoyant	Choose which party member takes damage rather than rolling	Permanent
3 Rejuvenation	Resurrect and fully heal a single party member	Single-Use
4 Moonkissed	In the place of a successful attack, heal any party member 5 hp or use once to fully heal the party at any time	Choose
5 Demonic	Instantly possesses one party member rolled at random, who is immediately encountered as an enemy*	Permanent
6 Thorning	Covered in magickal thorns, adds +1 to damage or use once to add +1 to any attack roll	Choose
7 Fae Touched	One enemy falls under your spell and obeys your commands, effectively joining your party.	Single-Use
8 Death	Instantly kills one enemy	Single-Use

Table 2-4 Unique Items

Magick Mirror	Do not roll a power; the party is immediately compelled to enter a one-way portal and becomes <i>Lost in the Fae</i> for 1d10 years
Magick Key	Can be used once to transport the party directly to any stone portal.
Fae Touched	Party is compelled to eat the mushroom and becomes <i>Lost in the Fae</i> for 1d4 years.
Mushroom Death	A random party member, excluding Fae Folk, is compelled to eat the mushroom and immediately dies
Ancient Magick Crown	An alternative win condition; upon finding and destroying the original ancient magick crown the Lich King is destroyed! If a party member begins the game with this item they are immediately killed and the crown is stolen by Popplecrop Slink.
Book of Death	A random party member, excluding the Hermit, is compelled to read the book and immediately dies

Combat

1 Enemy	Palpable Hit	Double damage
2 Enemy	Hit	Normal damage
3 Enemy	Weak Hit	½ damage
4 Both	Weak Hit	½ damage
5 Party	Hit	Normal damage
6 Party	Palpable Hit	Double damage

Evasion

1 Enemy hit, evasion attempt fails
2 Enemy follows the party to the next room/hex*
3 Party evades all enemies and traps but does not retrieve any loot
4 Party retrieves all loot and evades enemies and traps

Loot Quality

Quality	Effect
1 Broken	Value is reduced to 1
2 Mundane	No modifier
3 Ancient	Value is doubled
4 Ornate	Value is multiplied by ten
5 Magick	Roll on the magicks table, value is reduced to zero
6 Roll Twice	Roll twice on this table combining qualities and effects. 2nd 6 = trap.

Starting Gold

1	2	3	4
1g	5g	10g	20g

Loot Items

Item	Value/Effect
1 Mirror*	5g
2 Mushroom*	0g
3 Coin	1g
4 Boots	2g
5 Wooden Shield	5g (+1 hp)
6 Weapon	Roll on table
7 Armor	10g (+4 hp)
8 Book	5g
9 Ring	10g
10 Coffar	50g (no quality)
11 Key*	1g
12 Crown*	100g

Hex Terrain

Type	
1 Large Lake	Cannot enter this hex permanently, return to last hex*
2 Quiet Forest	No encounter this turn only, functions as normal forest upon return
3 Clearing	Always pass freely without rolling encounters
4 Marsh	Roll on the Hexploreing encounter table
5 Hills	Roll on the Hexploreing encounter table
6 Forest	Roll on the Hexploreing encounter table

Hexploreing Encounters

Encounter	Effect	Duration
1 Thick of Mist	Lost in the Fae for 1d4 years	Passing
2 Creature	Roll once on the Hexploreing Creatures table	Passing
3 None	You thought you saw a glimmer of something, heard a noise, had a premonition...but it was nothing after all.	Passing
4 Creature	Roll once on the Hexploreing Creatures table	Passing
5 Friend	Roll on the Friends table	Passing
6 Traveling Tinker	Will buy/sell normal loot. Offers to exchange one loot item for safely escorting them to the next hex. Level advancement available.*	Passing
Continued for New Hexes Only		
7 Lost Noble	Offers you 100g to safely escort them back to the nearest village. Level advancement available.*	Passing
8 Stone Portal	Teleport up to 6 hex spaces w/o encounter	Permanent
9 Faerie Circle	Fully heals the party each visit	Permanent
10 Dungeon Entrance + Creature	Roll on the Dungeon Entrance table and on the Hexploreing Creature table. Entrance is guarded and not accessible unless the creature is killed or evaded.	Permanent
11 Dungeon Entrance + Creature	Same results as 10	Permanent
12 Dungeon Entrance	Roll on the Dungeon Entrance table.	Permanent

Dungeon Entrances

1 Peering into a pond, the party's reflection grabs them pulling them into a cavern beneath. Must immediately enter the dungeon and the party is lost in the Fae for 1d6 years.
2 The earth beneath your feet gives way as the party falls into a sinkhole, discovering a small passageway in the revealed cavern. Each party member takes 1d4 damage. Party can climb out.
3 Ancient ruins surrounded by statues of ghoulish figures
4 An enormous tree with a hand-crafted door built into it
5 A long-abandoned well with a rope ladder hanging down it
6 A boarded-up cave looks to have been long ignored and the barrier can be easily removed due to the rot.

Quick Play

Hexplore Creatures

Creature	HP	DMG	Special
1 Deer	--	--	Always evades, always escapes
2 Sentient Vines	20	1d4	Cannot be evaded
3 Treachery of Ravens	4	1d4	Roll 1d12 to determine how many are encountered
4 Poisonous Toad	4	1d12	If hit by toad, party member loses 1hp each hex or room until healed
5 Gargantuan Beetle	24	1d12	Deals +4 damage
6 Hill Giant	36	1d12	Deals +1 damage. Will not attack or follow a party that includes Giants.
7 Pack of Wolves	8	1d8	Roll 1d6 to determine how many are encountered
8 Fire Folk	16	1d6	Will not attack or follow a party that includes Fae Folk. If hit by Fire Folk, roll 1d4 damage each hex move until healed.*
9 Hostile Elf	18	1d8	Takes +1 damage from metal weapons. Sets a 1d12 trap on any failed evasion roll. Will not attack or follow a party that includes Fae Folk.
10 Banshee	--	1d6	Invulnerable, cannot be damaged
11 Roll Twice	--	--	Roll twice on this table
12 Satyr	20	--	On any enemy hit roll, the Satyr convinces the party that it is harmless and offers a drink and music putting the party to sleep. <i>Lost in the Fae</i> for 1d6 years.

Friends

Both Hexplore & Delving

1 Popplecrop Slink	A diminutive gnomeling with a sly sense of humor and twisted sense of truth, Popplecrop Slink weaves a wondrous tale of distraction, robbing the party of all their gold and their single most valuable item. Always evades any attack. Somehow the party grows stronger, maybe inspired by the story, and advances one level per 100g stolen rounding down.
2 Wandering Merchant	A lanky old and wrinkled merchant has been using this place to store their goods. They will buy and sell any mundane items for prices as listed.
3 Wise Woman	A cloaked woman has made this space her strange and dismal home. For 100g she points out on your map where a crown can be found. Roll a dungeon entrance placed 6 hexes from your current hex. The first loot roll in this location results in an automatic crown.
4 Dying Adventurer	A wounded swordsman reservedly tells you of their failed attempt to slay an enemy in which they fell upon their own sword. With their dying breath, they share a secret location where loot may be found unguarded. The next encounter roll automatically results in loot. Advance one level upon retrieving this loot.
5 Thogwood Billiam	A half-crazed halfling scuttles toward you seemingly shocked. He hurriedly encourages you to leave this place and points you toward safety. Skip the next encounter roll or the next door roll is automatically an exit.
6 Gerhardus Zaubur	A scaly-skinned dwarf emerges from the shadows stroking his copper beard. He is looking for dragons and will join you for one battle automatically defeating the next monster or creature encounter.
7 Renegade	No level advancement, will join your party for 50g, roll a new party member
8 New Party Member	No level advancement, roll a new party member
9 Phim Pham	A walking, talking, shimmering tree. Introduces the party to a group of plant folk, one of whom will join your party with stats as Fae Folk.
10 Ellas	A kind and fearsome Elf. Willing to train your party one level advancement in exchange for 50g or one bow.

Room Size

1	2	3	4
Claustrophobic	Small	Medium	Large

Room Type

1	2	3	4
Cavern	Corridor	Rectilinear	Round

Doors

1	2	3	4	5	6
Dead End	Dead End	1 Door	2 Doors	Stairs Down	Roll Twice/Exit*

Delving Encounters

Type	Effect
1 Trap	1d12 damage to randomly rolled party member
2 Trap	Same as 1
3 None	
4 None	
5 2 Monsters	Roll twice on the Dungeon Monsters Table
6 Monster	Roll once on the Dungeon Monsters Table
7 2 Monsters + Loot	Roll twice on the Dungeon Monsters Table and generate one loot item*
8 1 Monster + Loot	Roll once on the Dungeon Monsters Table and generate one loot item*
9 Loot + Trap	Generate one trapped loot item
10 Monster + Friend	Roll once on both the monster and friend tables, encounter monster first
11 Loot	Generate one loot item
12 Secret Door	Add one additional door to the room

Dungeon Monsters

Type	HP	DMG	Special
1 Skeleton	10	1d4	Creates another skeleton on a palpable hit against the party
2 Goblin	12	1d4	One additional goblin arrives each time and attack or evasion is rolled.*
3 Living Slime	20	1d6	Cannot be evaded
4 Shade	--	1d8	Disappears when hit by party, party loses a level on a palpable hit**
5 Ogre	36	1d10	Deals an additional +2 damage
6 Two-headed Troll	40	1d12	Can only be killed by a palpable hit
7 Cyclops	48	1d12	If attacked, all surviving party members will die in one year
8 Stone Golem	60	1d12	Easily evaded, the party only fails evasion and looting only on a 1
9 Zombie	10	1d4	Any party member dealt damage turns into a zombie in the next hex
10 Roll Twice	--	--	
11 Roll again x3	--	--	Results in three of a single monster type
12 Demon	72	3d6	On a palpable hit against the party all are set aflame and die

Sunken Castle of the South Rules

Re-roll dead-ends or exits if necessary to ensure that the castle contains at least 6 rooms.

All rooms contain 1d6 skeletons with the exception of the throne room.

The throne room is always the 6th room encountered in the castle.

The Lich King's attacks are all instant death blows to a single party member.

The Lich King is defeated by placing a crown upon his head using a successful attack roll (5,6) or maximum result on an evasion roll (4).



Cooperative Combat

Difference	Deals	Takes	Effect
0	Both High & Low	Enemy	Palpable hit, both parties roll full damage
1	High Roll	Enemy	High deals full damage to enemy
2	High Roll & Enemy	Enemy & Low Roll	High deals ½ damage to enemy and enemy deals full damage to low roll
3	Enemy	Low Roll	Enemy deals full damage to low roll
4	Enemy	Both High and Low	Enemy deals full damage to both
5	Both High and Low	Both High and Low	Chaos ensues, both parties deal ½ damage to each other

PvP Evasion Results

- 1 All enemies hit; evasion attempt fails
- 2 Enemy follows the opposed party to the next room/hex*
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- 4 Party evades all enemies and traps, retrieves encountered loot, and may choose to steal any one piece of loot or all gold from a single enemy party.

*Attacking parties may choose not to pursue.

**Attacking parties may still enter the same hex or dungeon room as the evading party. However, the evading party is considered hidden and cannot be attacked again immediately.

PvP Combat

Difference	Effect
0	Each party deals full damage to the other
1	Defeated party deals ½ damage and successful party deals full damage
2	Defeated party deals ½ damage and successful party deals full damage
3	Successful party deals full damage
4	Successful party deals full damage
5	Palpable hit! Successful party deals double damage