

## Evermorph Dungeon Solo Rules

These are rules for a dungeon crawl built entirely from the cube. No dice or external rule system are needed.

### Stats

Your character has three stats: **Vitality, Grit, & Gear**. These all start with a value of 4. If any of these stats reach 0, you lose.

The dungeon also has a stat called **Stability**. It also starts at 4. When it reaches 0, the dungeon shifts.

### Setup

Scramble the cube.

Choose an objective.

A: Kill a **Foe**

B: Disable a **Mechanism**

C: Dispel the **Supernatural**

D: Stabilize the **Environment**

E: Banish a **Horror**

F: Slay a **Beast**

Start on the center tile (#5) of that objective letter.

### Movement

Move north, south, east, or west along connected corridors.

### Encounters

When you enter a tile, the encounter and damage type that you find there are determined by its letter:

A: **Foes** damage **Vitality**

(e.g. goblins, orcs, kobolds)

B: **Mechanisms** damage **Gear**

(e.g. traps, false floors, pressure plates)

C: **Supernatural** damages **Grit**

(e.g. curses, hostile spells, bindings)

D: **Environment** damages **Gear**

(e.g. flooding, collapse, earthquakes)

E: **Horrors** damage **Grit**

(e.g. apparitions, shadows, echoes)

F: **Beasts** damage **Vitality**

(e.g. giant spiders, vermin, oozes)

### Narrative

As you move, the destination tile letter determines the type of encounter (as above), while the origin letter flavors why or how the threat appears (optional).

Here are some examples:

**D to A (Environment to Foes):** You slip on loose gravel and a goblin patrol spots you.

**A to B (Foes to Mechanisms):** A surviving kobold flees from you and trips a hidden trap.

**F to D (Beasts to Environment):** The injured giant spider tears through a support beam.

**E to C (Horrors to Supernatural):** While fleeing the specter, you run into a cursed room.

**A to A (Foes to Foes):** Nearby orcs have been alerted by the fight.

**F to F (Beasts to Beasts):** As you fend off the vermin, you stumble into their nest.

### Damage & Stability

The numbers on the tiles you are moving to and from determine damage to your character and reduced stability of the dungeon.

#### **Base Damage**

If the tile number is increasing, take 1 damage to the indicated stat. If the tile number is the same or decreasing, take no base damage.

#### **High-Intensity Tiles**

If the tile number you are moving into is 8 or 9, take 1 additional damage to the indicated stat and decrease Stability by 1.

#### **Large Increases**

If the tile number increased by 4 or more, take 1 additional damage to the indicated stat and decrease Stability by 1.

#### **Redirecting Damage**

You may spend 1 Vitality, Grit, or Gear to reduce the incoming damage by 1. You cannot prevent Stability decreases this way.

#### **Optional Rule: Taking a Risk**

When entering a High-Intensity tile (8 or 9), you may choose to flip a coin. If heads, reduce incoming damage by 1. If tails, reduce Stability by 1.

### Rotation

When Stability reaches 0, rotate the row/column of your current tile in the same direction you just moved.

If you moved west, rotate that row west. If you moved north, rotate that column north. etc.

You remain on the same tile during rotation. After rotation, Stability resets to 4.

### Center Tiles (#5)

When you enter any center tile, you may choose to recover 2 of a single stat (Vitality, Grit, or Gear). If you do, decrease Stability by 1.

You cannot recover from the same center tile again until you have entered a different center tile.

### Objective

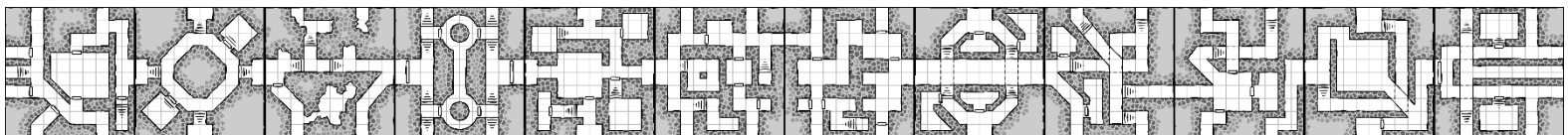
Your objective is reached the first time you enter the #9 tile of your chosen objective letter.

Resolve that tile normally. If you survive, the objective is complete. Immediately perform a rotation (using the same directional rule). This rotation does not restore Stability.

### Escape

After completing your objective, escape the dungeon by returning to your starting center tile and resolving that tile normally. If you survive, you escape.

v1.0



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