

# The Dungeons of Hexahedrazar – Card Supplements

This file contains optional playing cards for use with The Dungeons of Hexahedrazar.

There are:

- 36 Enemy Cards (6 Enemy Types for each of 6 Enemy Levels)
- 24 Room Cards (6 Room Types for each of 4 Room Categories – Trap, Wayfarer, Arcana, Shrine)

The cards can be printed, cut, and used in either one of the following ways:

- Sort the cards into piles of 6 cards for each enemy level and 6 cards for each room category. After rolling two D6 to determine the general room category, randomly select a card from the corresponding pile to determine the specific room contents or enemy encounter.

or, alternatively:

- Sort the cards into four piles:
  - the minor enemies (Levels 1 – 3; 18 cards total)
  - the major enemies (Levels 4 – 5; 12 cards total)
  - the final boss enemies (Level 6; 6 cards total)
  - the room categories (24 cards total).

Then randomly choose 7 of the minor enemy cards, 3 of the major enemy cards, 1 final boss card, and 6 room cards. Shuffle the chosen cards into a pile. Each dungeon map contains 17 rooms (not counting the empty dungeon entrance room). To determine the contents of a dungeon room, draw a card from the pile of chosen cards.

### Cartographer

Room - Wayfarer



*"We have maps of the cave systems before they were invaded, but we need more detailed information. I cannot handle the danger. Will you investigate?"*

**Task:** Determine the contents of every room in the dungeon.  
**Reward:** Epic Treasure.

### Royal Guard

Room - Wayfarer



*"The enemies that dwell here have been terrorizing the local townsfolk. We must vanquish them all and restore peace to the countryside."*

**Task:** Enter every room, and if there are enemies, defeat them.  
**Reward:** Epic Treasure.

### Injured Adventurer

Room - Wayfarer



*"I tried to take on this dungeon alone, but I barely escaped from a mob of enemies. I am nearly perished. Please, help me recover so I may leave this place."*

**Task:** Give them one Potion of Healing, or cast a Heal spell on them.  
**Reward:** Epic Treasure.

### Gemstone Miner

Room - Wayfarer



*"I have been asked to find a gemstone for the local jeweler to use in a new crown for the royals, but I have had no luck in my search. Do you have one to trade?"*

**Task:** Give them a gemstone.  
**Reward:** Epic Treasure.

### Apprentice Mage

Room - Wayfarer



*"I journey to study ancient magics, but I have yet to discover any recorded spells. Might you have any magical scrolls?"*

**Task:** Give them one white magic scroll and one black magic scroll.  
**Reward:** Epic Treasure.

### Travelling Merchant

Room - Wayfarer



*"I found an epic treasure in this dungeon! I could sell it for a small fortune in the city market, but I will give you a discount if you purchase it from me here."*

**Task:** Give them 100 gold pieces. (Gemstones are worth 50 GP.)  
**Reward:** Epic Treasure.

### Hidden Arrows

Room - Trap

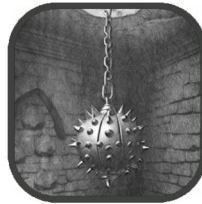


*Metal-tipped arrows suddenly fly out in all directions from hidden crevasses in the walls.*

Each character rolls (Defense) against 3. On success, they avoid the trap. On failure, the character loses 1 HP.

### Spiked Balls

Room - Trap



*Spiked iron balls suspended from the ceiling by chains are rapidly swinging back and forth throughout the room.*

Each character rolls (Defense) against 3. On success, they avoid the trap. On failure, the character loses 1 HP.

### Poison Smoke

Room - Trap



*A greenish smoke sprays into the room from pipes in the walls and ceiling, rapidly filling the room with poisonous fumes.*

Each character rolls (Defense) against 4. On success, they avoid the trap. On failure, the character gains the Poison curse.

## Wailing Ghosts

Room - Trap



*Stone coffins lying in the center of the room begin to shake. As the lids slide off, ghosts arise from the coffins, wailing and flying towards the characters.*

Each character rolls (Defense) against 4. On success, they avoid the trap. On failure, the character gains the Fear curse.

## Spike Pit

Room - Trap



*Trap doors hidden in the floor suddenly open, leading to pits filled with sharpened metal spikes.*

Each character rolls (Defense) against 5. On success, they avoid the trap. On failure, the character loses 2 HP.

## Falling Boulders

Room - Trap



*Large stone boulders fall from openings in the ceiling, denting and cracking the floor as they hit.*

Each character rolls (Defense) against 5. On success, they avoid the trap. On failure, the character loses 2 HP.

## Healing Fountain

Room - Arcana



*A large stone fountain of shimmering water, blessed with healing energy, awaits in this room.*

If the group drinks the water, each character gains 1 HP, and the shimmer fades away. (The fountain does not provide healing effects a second time.)

## Summoning Portal

Room - Arcana



*A glowing hexagonal portal hovers in the air, rapidly showing images of enemies that lurk in the dungeons. The portal hums with energy, awaiting instructions.*

Exactly one time, the group may choose to speak the name of any one particular type of enemy, and they will appear in this room; combat begins immediately.

## Test of Might

Room - Arcana



*A gleaming sword stands embedded in a stone boulder; a spirit of a deceased warrior appears and challenges you a test of might.*

Choose a character to roll (Attack) against (5); only apply level modifiers to the roll. On success, the character gains a level, and the challenge ends. On failure, the character loses 2 HP.

## Test of Magic

Room - Arcana



*A vortex of howling winds and electric sparks swirls in the center of the room; a spirit of a deceased sorcerer appears and challenges you a test of magic.*

Choose a character to roll (Magic) against (5); only apply level modifiers to the roll. On success, the character gains a level, and the challenge ends. On failure, the character loses 2 HP.

## Gambler's Chest

Room - Arcana



*A glowing, magical chest sits on a stone pedestal, on which are carved the words: "Take a chance, double your gold or lose it all, but beware the folly of greed!"*

Place any amount of gold pieces into the chest, then roll against (4). On success, the gold doubles. On failure, the gold disappears. You may make three attempts.

## Farsight Crystal

Room - Arcana



*A large crystal ball hovers in the center of the room, compelling you to look within and view distant places.*

Choose any character to roll (Magic) against (4). On success, choose six unexplored dungeon rooms and roll to determine their contents. On failure, the character loses 1 HP.

### Divine Shrine

Room - Shrine



*A marble column in the center of the room stretches from floor to ceiling and radiates a soft white glow.*

Each character gains a random blessing.

### Chaos Shrine

Room - Shrine



*Sitting upon a metal pedestal, a large and irregularly shaped crystal pulses with rapidly changing colors of light.*

For each character, roll D6.  
On [1-3], gain a random blessing.  
On [4-6], gain a random curse.

### Demonic Shrine

Room - Shrine



*A dark hexagonal platform glows with dark red light and radiates intense heat.*

Each character gains a random curse.

### Remedy Shrine

Room - Shrine



*A white stone orb, sparkling with minerals, is surrounded by a calming and refreshing breeze.*

Each character loses all curses.

### Revoke Shrine

Room - Shrine



*A black stone orb, full of rough angular carvings, vibrates and makes a dissonant humming sound.*

Each character loses all blessings.

### Nature Shrine

Room - Shrine



*A single large tree grows here, full of vibrant green leaves. The room is silent, and the air is still and peaceful.*

Each character loses all blessings and loses all curses.

### Plague Rats

Enemy Group Level: 1



Size: 6 + D6    Morale: -1  
Attack: 3        Defense: 3  
Strikes: -        Damage: -  
Special: *(none)*.

Treasure: -3    XP: 1

### Vampire Bats

Enemy Group Level: 1



Size: 6 + D6    Morale: -1  
Attack: 3        Defense: 3  
Strikes: -        Damage: -  
Special: *(none)*.

Treasure: -3    XP: 1

### Black Scorpions

Enemy Group Level: 1



Size: 6 + D6    Morale: -1  
Attack: 3        Defense: 3  
Strikes: -        Damage: -  
Special: *(none)*.

Treasure: -3    XP: 1

### Giant Spiders

Enemy Group Level: 1



Size: 6 + D6    Morale: -1  
Attack: 3        Defense: 3  
Strikes: -        Damage: -  
Special: *(none)*.

Treasure: -3    XP: 1

### Rabid Weasels

Enemy Group Level: 1



Size: 6 + D6    Morale: -1  
Attack: 3        Defense: 3  
Strikes: -        Damage: -  
Special: *(none)*.

Treasure: -3    XP: 1

### Feral Cats

Enemy Group Level: 1



Size: 6 + D6    Morale: -1  
Attack: 3        Defense: 3  
Strikes: -        Damage: -  
Special: *(none)*.

Treasure: -3    XP: 1

### Venomous Snakes

Enemy Group Level: 2



Size: 3 + D6    Morale: 0  
Attack: 3        Defense: 3  
Strikes: -        Damage: -  
Special: *Poison Attack.*

When a character is damaged by this enemy, they gain the Poison curse.

Treasure: -1    XP: 2

### Steelscale Lizards

Enemy Group Level: 2



Size: 3 + D6    Morale: 0  
Attack: 3        Defense: 4  
Strikes: -        Damage: -  
Special: *Light Armor.*

This enemy is not damaged by attacks with lightweight weapons.

Treasure: -1    XP: 2

### Green Slimes

Enemy Group Level: 2



Size: 3 + D6    Morale: 0  
Attack: 3        Defense: 4  
Strikes: -        Damage: -  
Special: *Slow Attack.*

When a character is damaged by this enemy, they gain the Slow curse.

Treasure: -1    XP: 2

## Hellhounds

Enemy Group Level: 2



Size: 3 + D6    Morale: 0  
Attack: 4    Defense: 3  
Strikes: -    Damage: -

**Special:** *Fear Attack.*

When a character is damaged by this enemy, they gain the Fear curse.

Treasure: -1    XP: 2

## Dungeon Imps

Enemy Group Level: 2



Size: 3 + D6    Morale: 0  
Attack: 4    Defense: 3  
Strikes: -    Damage: -

**Special:** *Cowardice.*

When a character succeeds in a defense roll against this enemy, that individual enemy runs away (decrease the number of remaining enemies by 1).

Treasure: -1    XP: 2

## Gargoyles

Enemy Group Level: 2



Size: 3 + D6    Morale: 0  
Attack: 4    Defense: 4  
Strikes: -    Damage: -

**Special:** *Nocturna Attack.*

When a character is damaged by this enemy, they gain the Nocturna curse.

Treasure: -1    XP: 2

## Skeletons

Enemy Group Level: 3



Size: 1 + D6    Morale: +1  
Attack: 4    Defense: 4  
Strikes: -    Damage: -

**Special:** *Curse Resistance.*

These enemies are not affected by any curses.

Treasure: 0    XP: 5

## Zombies

Enemy Group Level: 3



Size: 1 + D6    Morale: +1  
Attack: 4    Defense: 4  
Strikes: -    Damage: -

**Special:** *Blessing Removal.*

When a character is damaged by this enemy, they lose all blessings.

Treasure: 0    XP: 5

## Goblins

Enemy Group Level: 3



Size: 1 + D6    Morale: +1  
Attack: 4    Defense: 4  
Strikes: -    Damage: -

**Special:** *Gold Thieves.*

When a character fails an attack or defense roll, the party loses 5 GP.

Treasure: 0    XP: 5

## Gnolls

Enemy Group Level: 3



Size: 1 + D6    Morale: +1  
Attack: 4    Defense: 4  
Strikes: -    Damage: -

**Special:** *Predatory Instincts.*

When determining characters to be attacked during the enemy attack phase, the characters with the lowest HP must be assigned first.

Treasure: 0    XP: 5

## Kobolds

Enemy Group Level: 3



Size: 1 + D6    Morale: +1  
Attack: 4    Defense: 4  
Strikes: -    Damage: -

**Special:** *Anti-Magic Aura.*

No magic spells may be cast during combat with this enemy.

Treasure: 0    XP: 5

## Orcs

Enemy Group Level: 3



Size: 1 + D6    Morale: +1  
Attack: 4    Defense: 4  
Strikes: -    Damage: -

**Special:** *Reinforcements.*

At the end of each combat round, if this enemy has not been defeated, one additional enemy arrives (increase the number of remaining enemies by 1).

Treasure: 0    XP: 5

## Basilisk

Single Enemy Level: 4



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 2      Damage: 1

Special: *Poison Attack.*

When a character is damaged by this enemy, they gain the Poison curse.

Treasure: +1      XP: 10

## Wraith

Single Enemy Level: 4



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 2      Damage: 1

Special: *Fear Attack.*

When a character is damaged by this enemy, they gain the Fear curse.

Treasure: +1      XP: 10

## Werewolf

Single Enemy Level: 4



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 2      Damage: 1

Special: *Nocturna Attack.*

When a character is damaged by this enemy, they gain the Nocturna curse.

Treasure: +1      XP: 10

## Vampire

Single Enemy Level: 4



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 2      Damage: 1

Special: *Health Absorb.*

When a character is damaged by this enemy, this enemy gains 1 HP. (This enemy's health may not increase above 5 HP.)

Treasure: +1      XP: 10

## Minotaur

Single Enemy Level: 4



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 3      Damage: 1

Special: *Counter-Attack.*

If a character fails an attack roll with this enemy, immediately roll (Defense) against (Enemy Attack). On failure, the character loses 1 HP.

Treasure: +1      XP: 10

## Iron Golem

Single Enemy Level: 4



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 1      Damage: 3

Special: *Toughness.*

If this enemy would lose more than 1 HP from a single source, then they only lose 1 HP from that source.

Treasure: +1      XP: 10

## Troll

Single Enemy Level: 5



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 1      Damage: 2

Special: *Health Regeneration.*

At the end of each combat round, if not defeated, this enemy gains 1 HP. (This enemy's health may not increase above 5 HP.)

Treasure: +2      XP: 15

## Hydra

Single Enemy Level: 5



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 2      Damage: 1

Special: *Strike-Health Link.*

At the beginning of the enemy combat phase, set this enemy's strike value equal to its health.

Treasure: +2      XP: 15

## Giant

Single Enemy Level: 5



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 1      Damage: 2

Special: *Damage-Health*

At the beginning of the enemy combat phase, set this enemy's damage value equal to its health.

Treasure: +2      XP: 15

### Goblin King

Single Enemy Level: 5



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 1      Damage: 1

**Special:** *Weapon Thief.*

When a character fails an attack or defense roll, the character loses their weapon. All weapons lost in this way are regained when the enemy is defeated.

Treasure: +2      XP: 15

### Curse Lich

Single Enemy Level: 5



Health: 5      Morale: +2  
Attack: 3      Defense: 5  
 Strikes: 2      Damage: 1

**Special:** *Curse Caster.*

Instead of attacking, 2 random characters gain a random curse. If a character already has the randomly chosen curse, they lose 1 HP.

Treasure: +2      XP: 15

### Dragon

Single Enemy Level: 5



Health: 5      Morale: +2  
Attack: 5      Defense: 5  
 Strikes: 2      Damage: 1

**Special:** *Dragonfire.*

After the enemy action phase, roll a D6; on [6], all characters lose 1 HP.

Treasure: +2      XP: 15

### Evil Knight

Single Enemy Level: 6



Health: 6      Morale: +3  
Attack: 6      Defense: 6  
 Strikes: 2      Damage: 1

**Special:** *Sacrificial Attack.*

At the end of the enemy action phase, the character with the lowest HP and this enemy lose 1 HP. (If tied for lowest HP, choose which character to target.)

Treasure: Epic      XP: 20

### Evil Martial Artist

Single Enemy Level: 6



Health: 6      Morale: +3  
Attack: 6      Defense: 6  
 Strikes: 3      Damage: 1

**Special:** *Enhanced Dodge.*

When rolling for attack or defense, both 1 and 2 are automatic failures.

Treasure: Epic      XP: 20

### Evil Barbarian

Single Enemy Level: 6



Health: 6      Morale: +3  
Attack: 6      Defense: 6  
 Strikes: 1      Damage: 3

**Special:** *Magic Hostility.*

When a character casts a magic spell, they lose 1 HP.

Treasure: Epic      XP: 20

### Evil Rogue

Single Enemy Level: 6



Health: 6      Morale: +3  
Attack: 5      Defense: 7  
 Strikes: 1      Damage: 1

**Special:** *Equipment Disable.*

Characters cannot use combat actions or gain extra benefits from epic weapons or gear.

Treasure: Epic      XP: 20

### Evil Cleric

Single Enemy Level: 6



Health: 6      Morale: +3  
Attack: 6      Defense: 6  
 Strikes: 1      Damage: 1

**Special:** *Anti-Divine Aura.*

All blessings are lost; white magic and potions cannot be used.

Treasure: Epic      XP: 20

### Evil Wizard

Single Enemy Level: 6



Health: 6      Morale: +3  
Attack: 3      Defense: 5  
 Strikes: 1      Damage: 1

**Special:** *Magical Attack.*

Instead of attacking, roll a D6.  
[1-2] (Fireball): 2 chars lose 1 HP.  
[3-4] (Bolt): 1 char loses 2 HP.  
[5-6] (Curse): 1 char gains weak & slow

Treasure: Epic      XP: 20