

# The Dungeons of Hexahedrazar – Change Log

## Version 2.0

- Curses: Replaced Unstable curse with Nocturna curse
- Black Magic: Replaced Destabilize spell with Frost Wind spell
- White Magic: Replaced Escape spell with Energize spell
- Black Magic: Added combat action status to Teleport spell
- Black Magic: Fireball and Lightning Bolt require now always require roll against enemy defense; increased effects of Fireball (+1 minor enemy defeated) and Lightning Bolt (major enemy damage scales with result of Magic Roll).
- Curses: Replaced all references to Unstable curse in items and enemy specials
- Magic modifier for Cleric/Wizard now applies to all types of magic spells
- Merged “small gems” and “large gems” into the single category “gemstones”
- Removed “strength tonic” and “haste tonic”
- Removed secondary equipment weight restrictions for simplicity and flexibility in character creation.
- Rebalanced character class attack/defense modifiers
- Changed the no weapon/armor equipped penalty to automatically failing attack/defense rolls
- Changed the character “begins with” equipment list to options: suggested list **or** equivalent GP amount
- Rebalanced enemy attack/defense values
- Replaced enemy “resistance” specials with new specials: “cowardice”, “light armor”, “reinforcements”, and “toughness”,
- Changed epic treasure numbering from “roll group then item” to D66.
- Added brief descriptions of all epic treasures.
- Updated Character, Inventory, and Quick Reference sheets accordingly