

The Dungeons of Hexahedrazar – Quick Reference Sheet

Roll (X) against (Y):

Roll a D6. [1]: Success, [6]: Failure, otherwise add modifiers specified by X. Success if result $\geq Y$.

Room contents:

[2]: Trap – Dangerous

[3]: Trap

[4]: Wayfarer

[5]: Arcana

[6]: Enemy – Vermin

[7]: Enemy – Creatures

[8]: Enemy – Humanoids

[9]: Shrine

[10]: Enemy – Monster

[11]: Enemy – Overlord

[12]: Enemy – Corrupt. Adv.

When re-entering a room, roll D6; on [1], fight Wandering Enemies

Status Update:

Apply Regen, -1 to all blessing durations, lose blessings at 0, apply Poison and Fear effects
Perform when entering any area and starting on 2nd combat round.

Potions and Tonics:

* Healing Potion: +1 HP / unit

* Remedy Potion: -1 curse / unit

Blessings:

1. Strength: +1 attack

2. Haste: +1 defense

3. Reflect: damage to enemy

4. Regen: +1 HP on update

5. Survive: 0 HP → 1 HP

6. Lumina: no curses

(Reflect & Survive lost after used)

Curses:

1. Weakness: -1 attack

2. Slow: -1 defense

3. Amnesia: can't use skills

4. Poisoned: on [1-2], -1 HP

5. Fear: on [1-2], no actions; all att/def/magic rolls fail

6. Nocturna: no blessings

White Magic:

1. Heal: gain HP (roll)

2. Energize: gain 1 SP

3. Remedy: lose all curses

4. Vigor: gain Strength, Haste (roll)

5. Aura: gain Reflect (roll)

6. Endure: gain Survive (roll)

Black Magic:

1. Fireball: minor enemies:

defeat $1 + (\text{roll}) - (\text{enemy def.})$

2. Lightning Bolt: major enemies:

enemy loses $1 + (\text{roll} / 3)$ HP

3. Frost Wind: enemy att/def values

decrease by $(\text{roll} / 3)$

4. Plague Mist: enemy Poisoned

5. Psychic Blast: enemy Fear

6. Teleport: appear elsewhere (roll)

Searching a Room:

[1]: fight Wandering Enemies

[2-4]: room empty

[5-6]: Hidden Item

Wandering Enemies:

[1]: Vermin

[2-3]: Creatures

[4-5]: Humanoids

[6]: Monster

Hidden Items:

[1]: Chest – Brass

[2]: Chest – Copper

[3]: Chest – Iron

[4]: Key – Brass

[5]: Key – Copper

[6]: Key – Iron

Enemy Level Info:

1. Morale: -1, Treasure: -3, XP: 1

2. Morale: +0, Treasure: -1, XP: 2

3. Morale: +1, Treasure: +0, XP: 5

4. Morale: +2, Treasure: +1, XP: 10

5. Morale: +2, Treasure: +2, XP: 15

6. Never flees, Epic Treasure, XP: 20

XP Reminders:

* Every 10 XP, 1 char. gains a level; no char. may be > 2 levels higher than lowest level char.

* Every 50 XP: increase enemy attack/defense mod by 1

Standard Treasure:

[1]: 10 GP

[2]: 20 GP

[3]: 30 GP

[4]: Gemstone (worth 50 GP)

[5]: White Magic Scroll

[6]: Black Magic Scroll

(roll on magic table to determine which spell the scroll contains)

If treasure roll < 1: no treasure

If treasure roll > 6: epic treasure

Weapon Modifiers:

* Light: +0 Attack

* Medium: +1 Attack

* Heavy: +2 Attack

Armor Modifiers:

* Light: +0 Defense

* Medium: +1 Defense

* Heavy: +2 Defense

Class Skills:

* Defend Ally: absorb damage from any ally failed defense roll

* Flurry Attack: attack twice

* Rage Attack: roll for attack 3x, use highest; +1 dmg to major enemy

* Trap Specialist: roll D6 + level against trap to disable; in combat use like fireball or lightning bolt

* White Magic: cast W. magic spells

* Black Magic: cast B. magic spells

Race Skills:

* Determination: re-roll any failed attack/defense/magic roll

* Enhance Blessing: +1 to all char. blessings, or +6 to one blessing

* Treasure Hunter: roll 3x, choose result on std. treasure roll

* Search Expert: roll 3x, choose result on room search roll

* Tunnelling: create a tunnel or exit

* Group Remedy: remove all curses from all allies

Max Skill Points: 2 + Level