The Dungeons of Hexahedrazar

a solitaire adventure game
designed by Lee Stemkoski

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Prologue

There are countless stories of the eternal conflict between the forces of good and evil. It seems a foregone conclusion in all such stories that good shall prevail – an observation that has not escaped the notice of evil. What exactly is the combination of qualities, skills, and circumstances that assures victory? What must evil do to be victorious? These questions constantly occupy evil thoughts. And then, an idea slowly begins to take shape: if the good people destined for victory are converted to the side of darkness, perhaps the victory itself will be converted as well – a long-awaited triumph for evil. These are the thoughts of the demon, Hexahedrazar, forever trapped in the astral plane.

Unable to interact with the mortal realm directly, the demon focuses its otherworldly vision on a small kingdom, one similar to those from the stories the demon finds so irksome. Setting its plans into motion, Hexahedrazar commits all of its spiritual energy to corrupting six heroic adventurers, tasking them to gather and strengthen the forces of evil. Each journeys to one of the cave systems in the outskirts of the countryside surrounding the central city of the kingdom. As they arrive, they set to work immediately, with blackened souls and fiendish enthusiasm. Under the leadership and protection of these corrupted adventurers, evil shall make a stand once more.

Time passes, and unrest grows among the people of the kingdom. An unseen shadow creeps over the land, growing darker and closer each day. And then, by providence, fate, destiny – call it what you will – four new arrivals to the central city hear the rumors, and join together to investigate…

Overview

In *The Dungeons of Hexahedrazar*, you play as a group of four characters, adventuring through dungeons as they attempt to thwart the schemes of the evil demon Hexahedrazar. Along your journey, you will fight enemies with weapons and magic, encounter wayfarers and arcane objects, and collect treasures and epic equipment, helping your characters grow stronger as they face the ever-increasing dangers that lurk in the shadows.

This game features a customizable class/race character creation system, an interconnected framework of equipment, magic spells, and status conditions, and a large assortment of enemies and equipment to discover. During combat, your characters have many possible actions to consider: attacking, defending, casting magic spells, drinking potions, activating items, using special skills, or even fleeing when necessary. Furthermore, these actions are differentiated by each character's background, current equipment, and blessings and curses. Gameplay can be either solitaire or cooperative multiplayer, and either a one-shot adventure or a six-dungeon campaign. The experience has been designed to present a balanced challenge, plenty of opportunities for strategic gameplay and luck mitigation, and enough variety to ensure replayability.

To begin playing, you will need this rulebook, two six-sided dice, a pencil and eraser, and printed copies of: the Character Sheet, the Inventory and Progress Sheet, an Enemy Tracker Sheet, one of the six Dungeon Maps, and if desired, the Quick Reference Sheet. Optionally, you can use a small cube, coin, or token to track your position in the dungeon.

How to Play

Start by creating four characters to form an adventuring party (see **[Characters]**), or use the suggested adventurer party in that section. The party begins with 40 Gold Pieces (GP); mark this on your Inventory Sheet. You may spend money in the city (see **[City Market]**) if you wish.

Throughout this gamebook, you will frequently encounter statements of the form:

*Roll (**X**) against (**Y**). On Success: (. . .); On Failure: (. . .).*

These statements indicate that you will roll a D6 (a six-sided die) to determine the outcome of an event. If the result is a 6, it is an automatic success; if the result is a 1, it is an automatic failure. Otherwise, modify the roll result, depending on whether **X** is Attack, Defense, or Magic: apply any relevant modifiers (adding and subtracting values) from the character's level, weapons, armor, equipment, blessings, and curses. If the modified roll value is **greater than or equal to** the value specified by **Y** (typically a number, trap level, or enemy attack/defense value), then the outcome is a success; follow any instructions specified after "On Success". Otherwise, the outcome is a failure; follow any instructions specified after "On Failure". Statements of the form "Roll against Y" are handled similarly; in this case, roll a D6 and compare against **Y**, as above.

Next, select a dungeon map. Dungeons are divided into areas called *rooms* and *corridors*, separated from each other by doors. Rooms are large, containing at least a 3-by-2 square area, and feature various types of encounters. Corridors are paths between rooms, only 1 square wide, and have no encounters. (See **[Dungeon Map]** for more details.) You begin in the dungeon entrance room, indicated by a star, which is always empty. Your goal is to find and defeat the final boss and leave the dungeon. Repeat the following sequence of steps until the adventure ends (see below).

- Choose a door in the current area to walk through.

- Perform a *status update*: resolve any blessing/curse effects. See **[Status Conditions]** for details.

- If you are walking into an unexplored room for the first time, determine what it contains:

  - If this is the last unexplored room in the dungeon and you have not yet encountered a final boss, they will be in this room (see **[Enemy Room]** – Corrupted Adventurer).

  - Otherwise, roll two D6, add the values, and mark the map with the room contents according to the following table; see the corresponding section for specific information on how to proceed. Only one final boss may be encountered per dungeon; re-roll if necessary.

[2] : **[Trap Room]** – Dangerous	[3] : **[Trap Room]**
[4] : **[Wayfarer Room]**	[5] : **[Arcana Room]**
[6] : **[Enemy Room]** – Vermin	[7] : **[Enemy Room]** – Creature
[8] : **[Enemy Room]** – Humanoid	[9] : **[Shrine Room]**
[10] : **[Enemy Room]** – Monster	[11] : **[Enemy Room]** – Overlord
[12] : **[Enemy Room]** – Corrupted Adventurer (Final Boss)	

- If you are returning to a previously visited room:
  - If there are enemies from which you previously fled, you must interact with them again.
  - If there is an active arcane object or wayfarer present, you may choose to interact.
  - In all other cases (where enemies were previously defeated, a wayfarer has left, or inactive arcana/shrine/trap), roll a D6, and on a result of [1], randomly wandering enemies are present: see **[Wandering Enemies]** to determine which type is present, and begin combat.

- After you have dealt with any encounter requiring immediate attention (enemies, traps, and shrines), you may now search (if in a room – see **[Searching a Room]**), drink potions, use skills or gear with a designated rest action, or perform any other relevant tasks before moving to the next area.

Every time the party has earned 10 experience points (XP), you may choose a character and increase their level by 1, provided the chosen character's level will not be more than 2 levels greater than lowest character level in the party. Additionally, as your characters grow stronger, so do the enemies in the dungeon: for every 50 XP the party has earned, increase the enemy attack/defense modifier by 1.

If at any time a character's health points (HP) become 0, they have perished and can no longer take part in the adventure. They will be carried or otherwise transported by the remaining characters until they can be resurrected, at which point they can rejoin the adventure.

The adventure ends when either of the following occur:

- The party chooses to leave the dungeon, either through the dungeon entrance or an alternative exit (regardless of whether or not the final boss was found or defeated), and returns to the city.

- All characters in the party perish. In this case, wandering enemies loot the party: on the Inventory sheet, set Gold Pieces (GP) and gemstones to 0, and any treasure chests collected are gone. Afterwards, wayfaring adventures discover the party and return them to the city for assistance.

In the city, clerics from the local temple resurrect any perished characters and remove any lingering curses, blessings wear off, and the citizens nurse the characters back to full health.

There are two possible scenarios, depending on what happened in the dungeon:

- If the final boss was not defeated, you return to the same dungeon, but all the rooms revert to unexplored with unknown contents – the beings that remained in the dungeon will have changed and rearranged everything, anticipating your return and hoping to cause confusion.
  If you encountered but did not defeat the final boss, then when you encounter them on your next journey, they will be the same type of corrupted adventurer.

- If the final boss was defeated, then any remaining enemies in the dungeon will have departed also.
  - If there are unexplored dungeons and cursed adventures still remaining, you may continue your campaign with the same party, continuing to use the same Character Sheet and the same Inventory and Progress Sheet. You may visit the city market to sell and purchase items if you wish. Then choose a new dungeon, enter, and continue your adventure.
  - If you have defeated all six cursed adventurers, congratulations! Your quest is now complete; see **[Epilogue]**.

Characters

You control a group of four characters. On their journey, they will make choices and perform various actions, including attacking and defending in combat, using skills and items, and interacting with their environment. Their success is affected by many factors, such as their attack and defense modifiers, their weapons and armor, and their level of experience. The foundation for most of these aspects are a character's class and race.

A character's *class* (knight, martial artist, barbarian, rogue, cleric, wizard) describes the training they have received, and determines bonuses for health, attack, defense, and magic, usually by a formula in terms of the character's level, which is denoted by **L**. (All fractional values are always rounded down to the nearest whole number.) Classes determine which weights of equipment (light/medium/heavy) a character can use. Each class has a suggested starting set of equipment and an amount of gold (equivalent to 50 GP in total value), or a character may start with 50 GP and purchase equipment from the city market before going to a dungeon. (GP is shared between characters and tracked on the Inventory sheet.) Finally, each class has a special skill that can be used **2 + L** times per adventure.

The *race* of a character (human, elf, dwarf, halfling, gnome, ginorm) provides additional background information based on its species or cultural heritage. Each race provides another special skill that can also be used **2 + L** times.

To create a character, first choose their name, class, and race. Then, record the corresponding information into a column of the Character Sheet (described below). You may choose any combinations for the four characters you will using, but you may want to choose different classes and races for a balanced party. One suggested starting party is a Human Knight, a Halfling Rogue, a Dwarf Cleric, and an Elf Wizard.

Character Sheets

The column pictured here contains an example of how to fill out the starting information for Aurin, a Dwarf Cleric. All characters start at level 1. The class description contains the formulas for Max HP, and modifiers to Attack/Defense/Magic rolls; these are written in the corresponding boxes. The HP box contains the current health points. Since Aurin is at level 1 (**L = 1**), his current HP is 5. The suggested starting weapon and armor are also contained in the class description. The attack and defense bonuses for the weapon and armor depend on their weight class (see **[Weapons and Armor]**). Aurin is currently using a medium-weight weapon and medium-weight armor, so the bonuses in each case are +1. There is a box for each of Aurin's skills, one for race (R) and one for class (C). Next to each skill, the SP box contains the current skill points. They are initially set to the Max SP value, which has the same formula for all characters (**2 + L**).

In the lower parts of the character sheet are areas for additional information that will be used in the future. There are two columns to record information for status conditions: **[Blessings]** and **[Curses]**. Blessings have a limited duration; in the box next to the name of each blessing you write a number to indicate how much longer the blessing will be active. Curses do not have a duration and remain active until removed; in the box next to the name of each curse, you write a checkmark when the character has that curse. At the bottom of the sheet is a space for any additional equipment that the character is currently using; such equipment will be discovered during their adventures.

Name: Aurin

Race: Dwarf

Class: Cleric

Level	HP	Max HP
1	5	$4 + L$

Attack	Defense	Magic
$+ L/2$	$+ L/2$	$+ L$

Weapon: Brass Mace	Att. +1
Armor: Chain Mail	Def. +1
Skill (R): Treasure Hunter	SP 3
Skill (C): White Magic	SP 3

Blessings		Curses	
Strength		Weakness	
Haste		Slow	
Reflect		Amnesia	
Regen		Poisoned	
Survive		Fear	
Lumina		Nocturna	

Additional Equipment:

Classes

Knight

Knights have formal combat training with the royal soldiers of various kingdoms. These experiences foster a keen sense of justice and honor among knights. They are also well known for their camaraderie and good nature. Knights are strong and versatile, able to use any type of weapon or armor. In battle they are brave and courageous, and excel at coordinating with and supporting allies. These qualities have given them a unique ability to defend their allies during combat.

Max HP: 6 + L	Attack: + L/2	Defense: + L/2	Magic: + 0	Max Equip Weight: Heavy
Begins with: Bronze Sword (Medium Weapon), Steel Breastplate (Heavy Armor), 0 GP *or* 50 GP				
Skill: *Defend Ally.* • Any time an ally would take damage due to a failed defense roll, the knight may take the damage instead.				

Martial Artist

Martial Artists have gained their fighting skills while living and training at remote monasteries, learning discipline of the mind as well as the body. They are typically focused, quick, nimble, and able to maintain a sense of calm in stressful or dangerous situations. What they may lack in power they make up for in speed. While limiting the types of weapons and armor they can use, this increases their ability to dodge and defend, and gives them the unique skill to attack multiple times in combat.

Max HP: 5 + L	Attack: + L/2	Defense: + L/2	Magic: + 0	Max Equip Weight: Medium
Begins with: Iron Nunchaku (Medium Weapon), Reinforced Tunic (Medium Armor), 10 GP *or* 50 GP				
Skill: *Flurry Attack.* • Combat action: attack twice.				

Barbarian

Barbarians are warriors with no formal training. They have learned to fight from a variety of places, from city streets and back alleys to wild forests and barren wastelands, often driven by the need to survive. Barbarians are proud and self-reliant, admire physical strength, and are somewhat distrusting of magic. Their respect is hard-earned, but with it comes an absolute, unwavering loyalty. In the heat of combat, barbarians can channel their inner rage to increase accuracy and damage when attacking.

Max HP: 7 + L	Attack: + L	Defense: + L/2	Magic: − 1	Max Equip Weight: Heavy
Begins with: Iron Warhammer (Heavy Weapon), Dragonhide Armor (Medium Armor), 0 GP *or* 50 GP				
Skill: *Rage Attack.* • Combat action: roll D6 three times and use the highest result to attack. If the attack successfully damages a major enemy, it causes one additional point of damage.				

Rogue

Rogues are masters of stealth. They have experience with various covert activities, increasing their power of observation, dexterity, and versatility. Prioritizing speed and aiming to remain unobserved, rogues only use lightweight weapons and armor, but this greatly enhances their defense. Rogues are particularly skilled at dealing with traps: their abilities enable them to detect and disable traps in rooms, or sneak around and set traps for enemies during combat.

Max HP: 3 + L	Attack: + L/2	Defense: + L	Magic: + 0	Max Equip Weight: Light
Begins with: Silver Daggers (Light Weapon), Leather Cloak (Light Armor), 30 GP **or** 50 GP				

Skill: *Trap Specialist.*
      Rogues can perform a *Skill Roll*: Roll D6 and add the Rogue's level. This is used for the following:
 • Trap Room action: when first entering a trap room, Roll (Skill) against (Trap Level). On success: the trap is inactive.
 • Combat action: set a trap for the enemy.
      For minor enemies, (Skill Roll – Enemy Defense) enemies are slain.
      For a major enemy, Roll (Skill) against (Enemy Defense). On success: enemy loses 2 health.				

Cleric

Clerics have chosen to follow a higher spiritual calling. They have a strong sense of faith and morals, serve causes with conviction, and will always aid their allies in times of need. Clerics also have great charisma and inspire those around them. Understanding the importance of balance in all things, clerics have moderate fighting abilities that complement their magical abilities. Channeling divine energy, they can heal allies, grant blessings, remove curses, and protect others.

Max HP: 4 + L	Attack: + L/2	Defense: + L/2	Magic: + L	Max Equip Weight: Medium
Begins with: Brass Mace (Medium Weapon), Chain Mail (Medium Armor), 10 GP **or** 50 GP				
Skill: *White Magic.* • Cast any white magic spell. (May be combat action or rest action depending on spell chosen.)				

Wizard

Wizards are experts in manipulating arcane energy. Intelligent and hard-working, they are wholeheartedly devoted to the study and mastery of their art. Indeed, they care little for developing their own attack or defense abilities, and only use light weapons and armor, to avoid interference with their spellcasting. However, wizards are a mighty force in combat, being able to attack enemies directly by harnessing elemental forces, or indirectly by casting curses.

Max HP: 2 + L	Attack: + 0	Defense: + L/2	Magic: + L	Max Equip Weight: Light
Begins with: Wooden Staff (Light Weapon), Wizard Robes (Light Armor), 30 GP **or** 50 GP				
Skill: *Black Magic.* • Cast any black magic spell. (May be combat action or rest action depending on spell chosen.)				

Races

Human

Humans have extremely varied appearances, but are consistently 5 – 6 feet tall. They are well-known for being adaptable, travelling widely and living in nearly all climates throughout the world. Humans are ambitious, eager to improve, devote themselves entirely and tirelessly to whatever goals they choose to set, and take great pride in their accomplishments. Most of all, humans are known for their indomitable spirit, never giving up even in the face of seemingly insurmountable odds.

> Skill: *Determination.*
> - Re-roll any failed Attack, Defense, or Magic roll.

Elf

Elves are similar to humans in overall appearance, except for their distinctively pointed ears. They have great empathy and compassion for nature and all living things, and prefer residing in forests. Elves can live for hundreds of years (the longest of all the races), have excellent memory, value tradition, and take a long-term view of most matters. Highly spiritual beings, elves see the divine in all things and work tirelessly to nurture such qualities.

> Skill: *Enhance Blessing.*
> - Combat action or rest action: either add 1 to durations of all blessings of all allies,
>   or add 6 to the duration of a single blessing of a single ally.

Dwarf

Dwarves are short and stout, about 4 – 5 feet tall, and possess great strength and endurance. They typically live with large extended families and have deep respect for their ancestors. While they are typically quite serious, they are jovial when celebrating. Dwarves prefer living in mountain caves, deep underground, and can see clearly even in dim light. With their affinity to earth and metal, they are talented miners, jewelers, and metalsmith, and they have a fine appreciation for quality craftsmanship.

> Skill: *Treasure Hunter.*
> - When rolling for a standard treasure,
>   roll three times in total and choose which of the three results to use.

Halfling

As their name suggests, Halflings are shorter than most races, about 4 feet tall as adults. They are a free-spirited species, cheerful and talkative, with an optimistic disposition and an honest desire to find ways to be useful – a welcome companion in any group. Highly curious about the world around them, halflings enjoy travelling, usually walking barefoot on their large and tough feet. Due to their inquisitive nature and keen powers of observation, they have a particular knack to spot details and items others might overlook.

> Skill: *Search Expert.*
> - When rolling to search a room,
>   roll three times in total and choose which of the three results to use.

Gnome

Gnomes are about 3 feet tall (the smallest of the races), round in appearance, and have slightly pointed ears. They are a quiet and industrious people, have a strong sense of community, and generally prefer staying at home rather than travelling. Gnomes live in burrows, often in hillsides, and are fond of complex tunnel systems. They have a reputation for being mysterious, but only because they are often overlooked; gnomes are kind and friendly when approached.

> Skill: *Tunnelling.*
> Create tunnels through the solid region between areas, or create an alternative dungeon exit.
> See **[Dungeon Map – Tunnelling]** for more information.

Ginorm

Ginorms are a large humanoid species, broad-shouldered, muscular, thick-skinned, and usually about 7 feet tall. They often lead solitary lives, especially preferring to live on mountaintops. Ginorms take their time to act or speak, as they consider things carefully and thoroughly before responding. They are honorable, kind, and especially protective of the smallest creatures. Due to their close affinity to nature, ginorms can channel natural energy to dispel all curses on their allies.

> Skill: *Group Remedy.*
> Combat action or rest action: remove all curses from all allies.

Status Conditions

Status conditions can affect your characters by modifying the values of attack and defense rolls, increasing or decreasing health, or supporting or hindering progress in other ways. Beneficial status conditions are called **blessings**, and negative status conditions are called **curses**. Enemies can be affected by certain curses as well.

Blessings are gained from some white magic spells, equipment, and shrine rooms. Each blessing has a limited **duration** that is determined at the time the blessing is gained; this information is recorded on the Character Sheet. During status updates (explained later), the duration of each blessing decreases by one, and when it reaches zero, the blessing is lost. Certain powerful blessings (Reflect and Survive) are lost after their effect is activated. While a character has a blessing, if the same blessing is gained again, combine the durations. For example, if a character has a Strength blessing with duration 4, and gains a Strength blessing with duration 3, then set the duration of Strength to 7 on the Character Sheet.

Curses are gained from some trap rooms, shrine rooms, and enemies. Unlike blessings, curses do not have a duration and remain active until removed, either by a Remedy spell, a Remedy potion, a Ginorm's skill, or the effects of a shrine room. Some curses only affect characters during combat, while others have effects outside of combat as well. When a character gains a curse, indicate this on the Character Sheet with a checkmark, and when the curse is lost, erase the corresponding mark. While a character has a curse, gaining the same curse again has no effect. Enemies can be affected by curses when characters cast certain black magic spells, as side effects from some weapons, or by using special gear.

A **status update** occurs when entering an area, or during the first phase of combat (starting in the second round). At that time, apply Regen blessing effects, subtract 1 from durations of all blessings, lose blessings with duration 0, and resolve effects of Poison and Fear curses.

When gaining a random blessing or curse, roll D6 to determine the type, and in the case of a blessing, roll another D6 to determine its duration.

Table: Blessings

1. <u>Strength</u>
   Your body is strengthened, making your attacks more effective.
   Characters: +1 to Attack Rolls.

2. <u>Haste</u>
   Moving quickly, you can more easily dodge and defend yourself.
   Characters: +1 to Defense Rolls.

3. <u>Reflect</u>
   A magical aura reflects combat damage back to the attacker.
   The next time a character would lose HP from an enemy attack, the enemy is damaged instead.
     For minor enemies, this will defeat a single enemy; for major enemies, they will lose HP.
     After this reaction takes place, this blessing is lost.

4. <u>Regen</u>
   You feel an inner warmth as your health slowly increases.
   Apply effects during status updates. Character gains 1 HP.

5. <u>Survive</u>
   Your spirit feels securely tethered to the earth.
   If a character's HP is reduced to 0 or below, they survive, and their HP becomes 1.
     After this reaction takes place, this blessing is lost. (Other blessings or curses remain if present.)

6. <u>Lumina</u>
   Your body emits a faint glow, protecting you from being cursed.
   The character does not gain curses. (Current curses are unaffected.)

Table: Curses

1. <u>Weakness</u>
   Your body is weakened, making your attacks less effective.
   Characters: –1 to Attack Rolls.

2. <u>Slow</u>
   Moving slowly makes you less able to defend yourself.
   Characters: –1 to Defense Rolls.

3. <u>Amnesia</u>
   You have forgotten your special training and how to use your skills.
   Characters: unable to use skills.

4. <u>Poison</u>
   You feel dizzy and nauseous, as your health begins to slip away.
   Apply effects during status updates.
     Characters: roll a D6: on [1-2], the character loses 1 HP.
     Enemies: roll a D6: on [1-2], a single minor enemy perishes, or a major enemy loses 1 HP.

5. <u>Fear</u>
   Overwhelming feelings of panic and terror sometimes paralyze you into a state of inaction.
   Apply effects during status updates.
     Characters: roll a D6: on [1-2], the character cannot perform any actions;
       all attack/defense/magic rolls fail until the next status update or until the curse is lost.
     Enemies: perform a Morale Roll during each round of combat.

6. <u>Nocturna</u>
   A faint darkness hovers around your body, preventing you from being blessed.
   The character does not gain blessings. (Current blessings are unaffected.)

Magic Spells

Magic spells can be used for many purposes. White magic spells are typically used for healing and blessing allies, while black magic spells are typically used for attacking or cursing enemies. Clerics and Wizards have skills that enable them to cast white and black spells, respectively, with a bonus based on their level. Some spells require a magic roll to determine their effectiveness. A scroll is an item containing the magical energy and incantation necessary to cast a spell, and can be used by any character, but only once.

Table: White Magic

Each of the white magic spells may be cast as a combat action or a rest action. The Escape spell is most useful in combat as a safer alternative to fleeing, avoiding a final round of enemy attacks.

1. Heal
   The caster's hands begin to glow; streams of healing light flow from them to the target.
   Target ally gains (Magic Roll) health points.

2. Energize
   A shimmering mist surrounds the target, restoring a small amount of energy.
   Target ally gains one Skill Point (either Class Skill or Race Skill). (No Magic Roll required.)

3. Remedy
   The target is surrounded by a bright column of light that quickly fades away.
   All curses are removed from target ally. (No Magic Roll required.)

4. Vigor
   The target's body emits sparks of light as it fills with powerful energy.
   Target ally gains both the Strength and Haste blessings for duration (Magic Roll).

5. Aura
   A faint sphere of protective light forms around the target.
   Target ally gains the Reflect blessing for duration (Magic Roll).

6. Endure
   A translucent halo of light hovers above the target's head.
   Target ally gains the Survive blessing for duration (Magic Roll).

Table: Black Magic

Each black magic spell is only a combat action, except for Teleport, which is both a combat and rest action. For the spells Fireball, Lightning Bolt, and Frost Wind, (Magic Roll) refers to the prior result of rolling (Magic) against (Enemy Defense); a second roll is not made to determine the effect of these spells.

1. Fireball
   A fireball expands and engulfs a wide area in flames.
   Roll (Magic) against (Enemy Defense). On failure, nothing happens. On success:
    Against minor enemy group: slays 1 + (Magic Roll – Enemy Defense) enemies.
    Against major enemy: enemy loses 1 health point.

2. Lightning Bolt
   A single bolt of lightning strikes with precision and power.
   Roll (Magic) against (Enemy Defense). On failure, nothing happens. On success:
    Against minor enemy group: slays 1 enemy.
    Against major enemy: enemy loses 1 + (Magic Roll)/3 health points.

3. Frost Wind
   Icy wind swirls around the enemy; the debilitating coldness makes them weaker and slower.
   Roll (Magic) against (Enemy Defense). On failure, nothing happens. On success:
    Enemy attack and defense values are reduced by (Magic Roll)/3.
   (Spell may be cast on enemy multiple times; results of successful casts are combined.)

4. Plague Mist
   A putrid green fog materializes around the enemy.
   Enemy gains the Poison curse status. (No Magic Roll required.)

5. Psychic Blast
   A rapidly pulsing sphere of darkness slams into the enemy.
   Enemy gains the Fear curse status. (No Magic Roll required.)

6. Teleport
   Create a portal to lead the party to another location.
   You may instantly teleport the party to any area that passes through at most (Magic Roll) doors along the way.

Items

Items are the objects that your characters collect and use during their adventures, and are recorded on either the Character Sheet or the Inventory Sheet.

Weapons and Armor

Weapons and armor influence a character's combat abilities: weapons affect the chance of a successful attack, while armor affects the chance of a successful defense. Any character that does not have a weapon equipped automatically fails attack rolls; similarly, any character that does not have armor equipped automatically fails defense rolls. Each character may only use one weapon and wear one piece of armor at a time. Depending on their class, each character starts with a particular weapon and armor, but these items may be replaced with other items that are purchased or collected.

Weapons and Armor are available in three different weight classes that determine which characters may use them (according to the character's class and race). Weight classes also determine the associated attack or defense modifier; greater weights have greater benefits. The different types of weapons and armor within each weight class are completely interchangeable and may be chosen according to the style of the wielder.

- Light-weight weapons include clubs, daggers, staffs, and slingshots.
  These weapons have a short reach and relatively little impact when fighting. +0 to attack.

- Medium-weight weapons include standard sized swords, spears, axes, and maces.
  Common but reliable, these weapons can be used by most fighters. +1 to attack.

- Heavy-weight weapons include broadswords, longspears, double-headed axes, and warhammers.
  Each of these weapons require two hands to wield and are very effective in battle. +2 to attack.

- Light-weight armor includes robes, tunics, and leather jerkins.
  These types of clothes can be worn by anyone, but offer little protection. +0 to defense.

- Medium-weight armor includes chain mail and scale mail (copper/bronze), and dragonhide armor.
  Strong, sturdy, and durable, this armor safeguards against much damage in combat. +1 to defense.

- Heavy-weight armor includes breastplate and full plate armor (iron/steel).
  Preferred by experienced fighters, these pieces provide the most protection. +2 to defense.

The standard weapons and armor listed above may be purchased at the city market. Additional weapons and armor may be discovered when epic treasures are obtained; these special items may include additional modifiers, effects, and combat action options.

Equipment

Equipment refers to additional items a character may carry or wear that provide additional benefits, such as shields (which may be purchased at the city market) or various kinds of epic treasures (pendants, rings, bracelets, and so forth). A character may have up to 4 pieces of equipment at any time.

Gear

Gear refers to items kept in the group inventory; these items are epic treasures that you may obtain during your adventures. Gear may have passive effects that automatically apply in certain situations, or provide combat and/or rest actions that may be used by any character.

Potions

Potions are magical liquids that can be obtained by purchasing them in the city market. Drinking them provides healing effects to a character, proportional to the amount consumed, measured in units. Any amount can be consumed as a single combat and/or rest action.
The available types and their effects are as follows:

- Health Potion: restore 1 HP per unit.
- Remedy Potion: remove 1 curse per unit.

Scrolls

Magic scrolls are sometimes found as treasures in dungeons. Each contains a specific magic spell and can be used by any character. See **[Magic Spells]** for more information.

Keys and Chests

Keys and Chests are hidden items that are sometimes found when searching in dungeons. If a key and chest made from the same metal are found, the chest can be opened to reveal an epic treasure. See **[Searching a Room]** for more information.

City Market

Both before and after each dungeon adventure, characters travel to the central city to rest, recuperate, and purchase items to help on their next adventure. The following items can be purchased at the city market:

Weapons:

- Light-weight (+0 attack): 10 GP
- Medium-weight (+1 attack): 20 GP
- Heavy-weight (+2 attack): 30 GP

Armor:

- Light-weight (+0 attack): 10 GP
- Medium-weight (+1 attack): 20 GP
- Heavy-weight (+2 attack): 30 GP

Equipment:

- Shield. (+1 defense): 20 GP
  Usable by characters that can carry mid-weight weapons while not using a heavy-weight weapon.

Potions:

- Health Potion: 20 GP per unit
- Remedy Potion: 20 GP per unit

Locksmith Services:

- If you have an unopened chest found in a dungeon, you may pay 100 GP to have it opened;
  in this case immediately roll on the **[Epic Treasure]** table and gain the item indicated.

Epic Treasures:

- Any epic treasure not claimed from a wayfarer or from a sold treasure chest: 200 GP.

At the city market, you may also sell unwanted or unneeded items. Anything that can be purchased at the market automatically sells for half of the purchase price. Additional selling prices are as follows:

- Gemstone: 50 GP
- Magic Scroll: 50 GP
- Unused Key: 10 GP
- Unopened Chest: 50 GP
  If you sell an unopened chest, immediately roll on the **[Epic Treasure]** table;
  the item indicated immediately becomes available for sale (for 200 GP).
- Epic Treasure: 100 GP

Dungeon Maps

Dungeons are divided into areas called rooms and corridors, separated from each other by doors. Rooms are large, containing at least a 3-by-2 square area, and feature various types of encounters. Corridors are paths between rooms, only 1 square wide, and have no encounters.

The diagram to the side illustrates how the different types of areas in the dungeon are shown on the map. Rooms and corridors are solid white and surrounded by black lines. Doors between areas are small gray rectangles. Solid regions around and between rooms and corridors have a speckled pattern.

As you travel throughout the dungeon, you may indicate your current location with a mark or using a small cube, coin, or token. You will also need to record the contents of each room on the map, as you will visit many rooms more than once. When encountering enemies, for simplicity, record this on the map using a notation such as "Enemy #N", where N represents the number in the "#" box on the Enemy Tracking Sheet. Mark inactive rooms (where enemies have been defeated, where a trap/arcana/shrine is inactive, or a wayfarer has left) with a circled "X". Mark searched rooms with a circled "S".
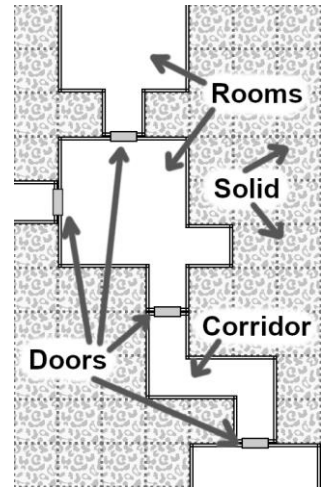
Tunnelling

Tunnelling is a rest action available if you have a Gnome in your party, or if you have obtained the Geomancy Rod. There are two uses for tunnelling:

- Create a path through the solid regions between two areas. This requires one skill point or item use per square. This can be indicated by drawing additional doors at the start and end of the tunnel, and drawing lines around the boundary of the tunnel. The diagram to the side illustrates an example of a tunnel drawn on a dungeon map. Tunnels are considered equivalent to corridors.
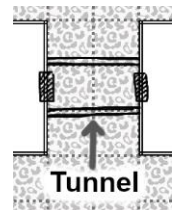
- Create an alternative exit from the dungeon from any area. This requires one skill point or item use. Indicate the newly formed exit by drawing a star in the corresponding room.

Trap Rooms

When entering this room for the first time, a trap activates; roll D6 to determine which type of trap is present according to the list below. If a Rogue is in the party, they may use their class skill to attempt to disable the trap; if successful, nothing happens to any character. Otherwise, each character must immediately roll (Defense) against (Trap Level); add 1 to the trap level if the room is indicated as dangerous. On success, the character avoids or dodges the trap and nothing happens. On failure, the character suffers the effects listed. After leaving the room, the trap becomes inactive, and no longer affects the party if they re-enter the room at a later time.

1. Hidden Arrows
   Metal-tipped arrows suddenly fly out in all directions from hidden crevasses in the walls.
   Trap Level 3. On failure, the character loses 1 HP.

2. Spiked Balls
   Spiked iron balls suspended from the ceiling by chains are rapidly swinging back and forth throughout the room.
   Trap Level 3. On failure, the character loses 1 HP.

3. Poison Smoke
   A greenish smoke sprays into the room from pipes in the walls and ceiling, rapidly filling the room with poisonous fumes.
   Trap Level 4. On failure, the character gains the Poison curse.

4. Wailing Ghosts
   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.
   Trap Level 4. On failure, the character gains the Fear curse.

5. Spike Pit
   Trap doors hidden in the floor suddenly open, leading to pits filled with metal spikes.
   Trap Level 5. On failure, the character loses 2 HP.

6. Falling Boulders
   Large stone boulders fall from openings in the ceiling, cracking the floor as they hit.
   Trap Level 5. On failure, the character loses 2 HP.

Wayfarer Rooms

In these rooms, you encounter a wayfarer – an individual wandering around the dungeon – who speaks with you and offers you a task and an epic treasure as a reward. Roll a D6 to determine which wayfarer is in this room, according to the list below, then roll on the epic treasure table immediately (see **[Epic Treasure]**) to determine what reward they are offering. If you are in this room and you have completed the task conditions, add the treasure to your inventory; the wayfarer will then leave. If you leave the dungeon without completing the task, then the item will be for sale at the city market; note this on the inventory sheet. (Note: each type of wayfarer may appear at most once in each dungeon; re-roll as necessary.)

1. Cartographer
    "We have maps of all the cave systems before they were invaded, but I have been tasked with providing more detailed information. I got this far, but I cannot handle any more danger. Will you investigate?"
    Task: Determine the contents of every room.
    (Note: using certain items, it is possible to complete this quest without entering every room.)

2. Royal Guard
    "The enemies that dwell here have been venturing out of dungeon and 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. (Note: If you flee from enemies in any rooms, you must also return to those rooms and defeat them to claim the reward.)

3. Injured Adventurer
    "Fool that I am, I tried to take on this dungeon alone. I barely escaped from a mob of enemies, and I am nearly perished. Please, help me to recover so that I may reach the exit on my own two feet."
    Task: Give them one Potion of Healing, or cast a Heal spell on them.

4. Gemstone Miner
    "I am searching for a gemstone for the local jeweler to use in a new crown. Do you have any?"
    Task: Give them a gemstone.

5. Apprentice Mage
    "I journey to study ancient magics, but I have yet to discover any recorded spells."
    Task: Give them one white magic scroll and one black magic scroll.

6. Travelling Merchant
    "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 save me the trouble and purchase it from me here."
    Task: Give them 100 gold pieces. (Note: you may also pay with gemstones: 50 GP each.)

Arcana Rooms

These rooms contain arcana: mysterious magical objects that characters may choose to interact with if they wish. Roll a D6 to determine which object this room contains according to the list below. If you choose not to interact with the room contents at first, you may return later and do so, after which the room becomes inactive. (Note: each type of arcana may appear at most once in each dungeon; re-roll as necessary.)

1. Healing Fountain
   A large stone fountain of shimmering water lies in the center of this room.
   If the group drinks the water, each character gains 1 HP, and the shimmer fades away.

2. Summoning Portal
   A glowing hexagonal portal hovers in the air, 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 (see **[Enemy Room]**).
   Note: a final boss may be summoned only if no final boss has yet appeared in this dungeon.

3. Test of Might
   A gleaming platinum sword stands embedded in a stone boulder. As you approach, the spirit of a deceased warrior appears and speaks, challenging all to a test of might, promising a great reward to the one who succeeds, but great suffering to those who fail.
   To undertake the challenge, choose a character to roll (Attack) against (5), only applying level modifiers to the roll. On success, the character immediately gains a level, and the spirit disappears. On failure, the character loses 2 HP. You may repeat this test until one character is successful.

4. Test of Magic
   A vortex of howling winds and electrical sparks is swirling in the center of the room. As you approach, the voice of a deceased sorcerer echoes throughout the room, challenging all to a test of magic, promising a great reward to the one who succeeds, but great suffering to those who fail.
   To undertake the challenge, choose a character to roll (Magic) against (5), only applying level modifiers to the roll. On success, the character immediately gains a level, and the vortex disappears. On failure, the character loses 2 HP. You may repeat this test until one character is successful.

5. Gamblor's Chest
   A glowing golden chest sits on a stone pedestal, next to a lever. Instructions are carved in the stone: make an offering and pull the lever for a chance to become rich, but beware the folly of greed!
   While the chest is glowing, you may place any amount of your gold pieces into the chest, then roll against (4). On success, the amount of gold in the chest doubles; on failure, all the gold in the chest disappears. You may make an offering three times.

6. Farsight Crystal
   A perfectly round crystal ball hovers in the center of the room, compelling you to look within.
   To attempt to use this item, choose any character to roll (Magic) against (4). On success, choose up to six unexplored dungeon rooms and roll to determine their contents. On failure, the character loses 1 HP. You may repeatedly attempt to use this item until you are successful once.

Shrine Rooms

These rooms contain monuments, carvings, and mystical objects, designed to channel or inhibit various types of energy, affecting the status conditions of all who approach. Roll a D6 to determine the type of shrine in this room according to the list below, and then apply the effects of the shrine to each character. Afterwards, the shrine becomes inactive; there are no further effects if the party enters the room a second time. (Note: each type of shrine may appear at most once in each dungeon; re-roll as necessary.)

1. Divine Shrine
   A marble column in the center of the room stretches from floor to ceiling, inlaid with thin strands of gold and silver, and radiates a soft white glow.
   Each character gains a random blessing.

2. Chaos 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.

3. Demonic Shrine
   A dark hexagonal platform glows with dark red light and radiates intense heat.
   Each character gains a random curse.

4. Remedy Shrine
   A white stone orb, sparking with minerals, is surrounded by a calming and refreshing breeze.
   Each character loses all curses.

5. Revoke Shrine
   A black stone orb, full of rough angular carvings, vibrates and makes a dissonant humming sound.
   Each character loses all blessings.

6. Nature Shrine
   A single large tree grows here, full of vibrant green leaves. The room is silent, and the air is still.
   Each character loses all blessings and loses all curses.

Enemy Rooms

In many rooms, you will encounter enemies. If you defeat them, you gain treasure, such as gold pieces and gemstones, which are used to purchase items that will help you survive longer and overcome additional challenges. (In special circumstances, you may even gain an epic treasure.) For each enemy room, an enemy class/level will be specified; roll a D6 to determine the specific enemy type from the class table.

Enemies are grouped into six levels of increasing difficulty: *vermin* (level 1), *creatures* (level 2), *humanoids* (level 3), *monsters* (level 4), *overlords* (level 5), and *corrupted adventurers* (level 6). Level 1–3 enemies are called **minor enemies**; they each have 1 HP and attack in groups. Level 4–6 enemies are called **major enemies**; they have multiple HP and fight alone. The level of an enemy affects their morale (how likely they are to flee, explained later) and the treasure and experience points awarded when they are defeated. Enemies are **defeated** when they have perished (group size or health points have been reduced to 0) or when they have fled.

Each type of enemy has a constant **Attack** value and **Defense** value that affects their success in combat, similar in purpose to a character's attack roll and defense roll. The enemies in the dungeon also grow stronger at certain points during the adventure: for every 50 XP the party has earned, the enemy attack/defense modifier increases by 1; this number is added to all enemy attack and defense values.

Level 2–6 enemies have extra instructions labelled as **Special**, which are rules applied during combat with that particular type of enemy; some examples are "magic spells can not be used during combat with this enemy" and "when a character is damaged by this enemy, that character gains the Poison curse".

Minor enemy classes have a **Group Size** formula: when encountering a minor enemy group, roll a D6 and add the stated number to determine how many enemies are present. When a character successfully attacks a group of minor enemies, exactly one is defeated. Some skills or items may enable a character to defeat multiple minor enemies at once. When minor enemies attack, distribute their attacks as evenly as possible among the characters; the remaining attacks may be distributed however you choose. For example, if 11 enemies attack the 4 characters, each character will be attacked by at least 2 enemies; you may choose which 3 characters are attacked by the remaining 3 enemies.

Major enemies have some associated values that minor enemies do not. The **Health** of a major enemy is similar to a character's health (HP); when an enemy's health is reduced to 0, the enemy perishes. **Strikes** are the number of times a major enemy attacks during its action phase; attacks must be distributed evenly among characters, just as with minor enemies. **Damage** is the amount of HP a character loses when successfully attacked; this number is usually 1, but may be greater for stronger enemies.

An **Enemy Morale Roll** is made at times when the enemy may consider whether to remain in combat or to flee. At such times, roll a D6 plus the enemy class morale modifier against (4). On success, the enemy remains in combat; continue combat as usual. On failure, the enemy flees; proceed to the Round End combat phase, after which combat ends. Note: level 6 enemies never flee.

When encountering an enemy, record their information on the Enemy Tracker Sheet, including their Name, Level (Lvl), Attack (Atk), Defense (Def), and if applicable: Strikes (Stk), Damage (Dmg), and Special. (Status conditions that occur during combat can also be recorded in the Special area.) The circles are used to track group size (for minor enemies) or health points (for major enemies). Before combat starts, write an "x" in the circles you will not need; during combat, write an "x" in a circle for each minor enemy perished or each major enemy health point lost. Finally, keep track of how many enemy encounters you have had, and in the "#" box, indicate which number encounter it is; this simplifies cross-refencing with the dungeon map.

The diagram to the side shows an Enemy Tracker sheet filled out for a Minotaur (a level 4 enemy), the second enemy the characters have encountered in the current dungeon. It starts with 5 HP, so 7 circles are crossed out.

#2	Name: **Minotaur**		Lvl: 4
○ ○ ○ ○ ○ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗ ⊗			
Atk: 5	Def: 5	Stk: 3	Dmg: 1
Special: **Counter-Attack**			

Combat Sequence

Each round of combat sequence has three phases:

- First Phase: Round Start
  - If this is the first round of combat, you may choose to skip the Character Action phase and allow the enemy to react to your presence, in hopes that the enemy will flee. Perform an Enemy Morale Roll. If the enemy does not flee, proceed to the Enemy Action phase.
  - In any round of combat, you may choose to skip the Character Action phase and flee from combat. In this case, proceed to the Enemy Action phase, after which combat ends and the party immediately enters an adjacent area of their choice. The enemy remains in this room and returns to full health.
  - If during the previous turn, a minor enemy's group size or a major enemy's health became less than or equal to half their original amount, perform an Enemy Morale Roll.
  - Starting in the second round of combat, perform a *status update* (see **[Status Conditions]**): when relevant: apply Regen blessing effects, subtract 1 from durations of all blessings, lose blessings with duration 0, and resolve effects of Poison and Fear curses.
  - If the enemy has a Poison or Fear curse, resolve the effects (see **[Curses]**).

- Second Phase: Character Action
  In any order, each character may perform one of the following actions.
  - Attack: Roll (Attack) against (Enemy Defense). On success: against a minor enemy group, one enemy is defeated; against a major enemy, they lose 1 HP. On failure: the attack misses.
  - Drink a potion (any amount), cast a magic spell from a scroll, use any skill or gear with a combat action, or exchange/equip any weapon/armor/equipment from the inventory.

- Third Phase: Enemy Action
  During this phase, the enemy attacks. For minor enemy groups or major enemies with multiple strikes, distribute the attacks as evenly as possible among the characters as previously described. For each attack, roll (Defense) against (Enemy Attack). On success: the character has defended against the attack and is unharmed. On failure: against a minor enemy group, the character loses 1 HP; against a major enemy, the character loses HP specified by the enemy's damage value.

When all enemies are defeated (have perished or fled), combat ends. You then gain any treasure the enemy may have been carrying or guarding: roll a D6, add the enemy class treasure modifier, and gain the corresponding treasure (see **[Standard Treasure]**, or **[Epic Treasure]** when defeating a level 6 enemy). Also gain the amount of XP specified for that enemy class. Every 10 XP, choose a character to gain a level; in addition, every 50 XP, increase the enemy attack/defense modifier by 1. (This information is recorded on the Inventory and Progress Sheet.)

Table: Vermin

Level: 1	Minor Enemy (group)	Group Size: D6 + 6	Morale: –1	Treasure: –3	XP: 1

1. **Plague Rats** | Attack: 3 | Defense: 3

2. **Vampire Bats** | Attack: 3 | Defense: 3

3. **Black Scorpions** | Attack: 3 | Defense: 3

4. **Giant Spiders** | Attack: 3 | Defense: 3

5. **Rabid Weasels** | Attack: 3 | Defense: 3

6. **Feral Cats** | Attack: 3 | Defense: 3

Table: Creatures

Level: 2	Minor Enemy (group)	Group Size: D6 + 3	Morale: +0	Treasure: –1	XP: 2

1. **Venomous Snakes** | Attack: 3 | Defense: 3
Special: *Poison Attack*. When a character is damaged by this enemy, they gain the Poison curse.

2. **Steelscale Lizards** | Attack: 3 | Defense: 4
Special: *Light Armor*. This enemy is not damaged by attacks with lightweight weapons.

3. **Green Slimes** | Attack: 3 | Defense: 4
Special: *Slow Attack*. When a character is damaged by this enemy, they gain the Slow curse.

4. **Hellhounds** | Attack: 4 | Defense: 3
Special: *Fear Attack*. When a character is damaged by this enemy, they gain the Fear curse.

5. **Dungeon Imps** | Attack: 4 | Defense: 3
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).

6. **Gargoyles** | Attack: 4 | Defense: 4
Special: *Nocturna Attack*. When a character is damaged by this enemy, they gain the Nocturna curse.

Table: Humanoids

Level: 3	Minor Enemy (group)	Group Size: D6 + 1	Morale: +1	Treasure: 0	XP: 5

1.

Skeletons	Attack: 4	Defense: 4

Special: *Curse Resistance.* These enemies are not affected by any curses.

2.

Zombies	Attack: 4	Defense: 4

Special: *Blessing Removal.* When a character is damaged by this enemy, they lose all blessings.

3.

Goblins	Attack: 4	Defense: 4

Special: *Gold Thieves.* When a character fails an attack or defense roll, the party loses 5 GP.

4.

Gnolls	Attack: 4	Defense: 4

Special: *Predatory Instincts.* When determining characters to be attacked during the enemy attack phase, the characters with the lowest HP must be assigned first.

5.

Kobolds	Attack: 4	Defense: 4

Special: *Anti-Magic Aura.* No magic spells may be cast during combat with this enemy.

6.

Orcs	Attack: 4	Defense: 4

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).

Table: Monsters

Level: 4	Major Enemy (single)	Morale: +2	Treasure: +1	XP: 10

1.	**Basilisk**	Health: 5	Attack: 5	Defense: 5	Strikes: 2	Damage: 1
	Special: *Poison Attack*. When a character is damaged by this enemy, they gain the Poison curse.					

2.	**Wraith**	Health: 5	Attack: 5	Defense: 5	Strikes: 2	Damage: 1
	Special: *Fear Attack*. When a character is damaged by this enemy, they gain the Fear curse.					

3.	**Werewolf**	Health: 5	Attack: 5	Defense: 5	Strikes: 2	Damage: 1
	Special: *Nocturna Attack*. When a character is damaged by this enemy, they gain the Nocturna curse.					

4.	**Vampire**	Health: 5	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.)					

5.	**Minotaur**	Health: 5	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.					

6.	**Iron Golem**	Health: 5	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.					

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Table: Overlords

Level: 5	Major Enemy (single)	Morale: +2	Treasure: +2	XP:15

1.	**Troll**	Health: 5	Attack: 5	Defense: 5	Strikes: 1	Damage: 2

Special: *Health Regen*. 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.)

2.	**Hydra**	Health: 5	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.

3.	**Giant**	Health: 5	Attack: 5	Defense: 5	Strikes: 1	Damage: 2

Special: *Damage-Health Link*. At the beginning of the enemy combat phase, set this enemy's damage value equal to its health.

4.	**Goblin King**	Health: 5	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.

5.	**Curse Lich**	Health: 5	Attack: 3	Defense: 5	Strikes: 2	Damage: 1

Special: *Curse Caster*. During the enemy action phase, instead of attacking, 2 random characters gain a random curse. If a character already has the randomly chosen curse, they lose 1 HP.

6.	**Dragon**	Health: 5	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.

Table: Corrupted Adventurers

Level: 6	Major Enemy (single)	Morale: never flees	Treasure: epic table	XP: 20

(Note: each of these enemies may only appear once in each campaign; re-roll if necessary.)

1.

Evil Knight	Health: 6	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.)					

2.

Evil Martial Artist	Health: 6	Attack: 6	Defense: 6	Strikes: 3	Damage: 1
Special: *Enhanced Dodge.* When rolling for attack or defense, both 1 and 2 are automatic failures.					

3.

Evil Barbarian	Health: 6	Attack: 6	Defense: 6	Strikes: 1	Damage: 3
Special: *Magic Hostility.* When a character casts a magic spell, they lose 1 HP.					

4.

Evil Rogue	Health: 6	Attack: 5	Defense: 7	Strikes: 1	Damage: 1
Special: *Equipment Disable.* Characters cannot use combat actions of weapons or gear.					

5.

Evil Cleric	Health: 6	Attack: 6	Defense: 6	Strikes: 1	Damage: 1
Special: *Anti-Divine Aura.* All blessings are lost; white magic and potions cannot be used.					

6.

Evil Wizard	Health: 6	Attack: 3	Defense: 5	Strikes: 1	Damage: 1
Special: *Magical Attack.* Instead of attacking during the enemy action phase, roll a D6. On [1–2]: Fireball – Two random characters each lose 1 HP. On [3–4]: Lighting Bolt – One random character loses 2 HP. On [5–6]: Combat Curse – One random character gains the weakness and slow curses.					

Searching a Room

Dungeons contain secret treasures protected by lock and key. You may search any room one time, in the hopes of finding hidden treasure chests (which are always locked) and keys. Each treasure chest is reinforced by brass, copper, or iron, and the key which unlocks it is made from the same metal.

However, searching involves some risk: you may attract the attention of wandering enemies that will attack you. To search an area, roll a D6 and use the following list to determine what happens. After searching, mark the corresponding room on the dungeon map with a circled "S" to indicate that it has been searched.

- [1]: Randomly wandering enemies appear; see **[Wandering Enemies]**.
- [2–4]: The area is empty.
- [5–6]: You have discovered a hidden item; consult the table below.

If you discover a hidden item, roll a D6 and consult the following table to determine what you have found. (Note: each hidden item may appear at most once in each dungeon; re-roll as necessary. If all six hidden items have been discovered in a dungeon, roll on the standard treasure table instead.)

[1]: Chest – Brass	[2]: Chest – Copper	[3]: Chest – Iron
[4]: Key – Brass	[5]: Key – Copper	[6]: Key – Iron

Record the item found by marking the corresponding area on the Inventory Sheet. If you find a chest and key made from the same metal, you immediately open the chest and find an epic treasure: see **[Epic Treasure]**, roll as instructed to determine what you have found, and then discard the chest and key.

Keys from one dungeon can not be used to unlock a chest from a different dungeon. If you exit a dungeon with unused keys or locked chests, all you can do is bring them to the city market. They can be sold, or you can pay for a locksmith to unlock the chest. If you choose not to hire a locksmith and sell the chest instead, roll to determine the epic treasure in the chest, and provided it was not gold pieces or jewels, the treasure will then be available for sale at the market.

Wandering Enemies

You may encounter randomly wandering enemies in two situations:

- When entering a previously visited room (where enemies were defeated, a wayfarer has left, or inactive arcana/shrine/trap), roll a D6, and on a result of [1], wandering enemies are present.
- When searching for hidden items (see **[Searching a Room]**).

If you encounter wandering enemies, roll a D6 and consult the following table to determine the enemy class, then roll on the enemy class table to determine the specific type, and begin combat. If you flee from wandering enemies, they remain in the room, just as standard encounter enemies do.

[1]: **[Enemy – Vermin]**	[2]: **[Enemy – Creatures]**	[3]: **[Enemy – Creatures]**
[4]: **[Enemy – Humanoids]**	[5]: **[Enemy – Humanoids]**	[6]: **[Enemy – Monsters]**

Treasure

Treasures are the rewards you collect during your adventures, and will prove most valuable as you continue along your journey. Standard treasures include gold pieces (GP), gemstones, and magic scrolls, and can be obtained by defeating most types of enemies. Epic treasures include special weapons and armor, equipment, gear, and vast amounts of standard treasure. These can be obtained by defeating the most powerful enemies, finding and unlocking treasure chests, and completing tasks for wayfarers.

Each epic treasure is unique, and can be obtained only once during an adventure or campaign. Weapons, armor, and equipment that provide attack/defense/magic bonuses or combat actions must be assigned to a character to be applied or used. Recall that each character can have at most 1 weapon, 1 armor, and 4 pieces of equipment at any time, but extras may be kept in the group inventory and swapped at various times. Note that any weapons or armor listed with an attack or defense bonus are gained *in addition* to that item's standard weight class modifier.

Items classified as gear are kept in the group inventory. Such items may have associated effects, which should be applied automatically in the relevant situations, or may have combat/rest actions, that can be activated at an appropriate time by any character (without being equipped).

Finally, some epic items have a "usage limit": the number of times their associated action or effect can be used per dungeon. This information should be tracked on the character or group inventory sheet.

Table: Standard Treasure

To collect a standard treasure, roll D6 and apply any modifiers. If the result is less than 1, no treasure is present; if the result is between 1–6, add the item specified on the following list to the Inventory and Progress Sheet; if the result is greater than 6, the treasure is an epic treasure: see **[Epic Treasure]**.

1. 10 Gold Pieces
2. 20 Gold Pieces
3. 30 Gold Pieces
4. Gemstone
5. White Magic Scroll (roll D6 on **[White Magic]** table to determine the spell the scroll contains)
6. Black Magic Scroll (roll D6 on **[Black Magic]** table to determine the spell the scroll contains)

Table: Epic Treasure

To randomly determine an epic treasure, first roll a D6 to determine the tens digit of a number, then roll another D6 to determine the ones digit of a number; combine these to get a two-digit number corresponding to a treasure in the list that follows. Recall that epic treasures are unique, and so if the combination of rolls corresponds to an item that has already been obtained, offered by a wayfarer, or is available for sale in the city market, then roll each D6 again to determine a different item.

11. Platinum Sword.   *An extremely durable and finely edged sword.*
    Weapon – Midweight. +1 Attack.

12. Spiked Flail of Despair.   *A flail that emits terror-inducing screeches when swung through the air.*
    Weapon – Midweight. Combat action: when fighting a minor enemy group, they flee immediately.
    Usage limit: 1.

13. Venom Scimitar.   *A curved sword with a poison-coated blade and a snakeskin grip.*
    Weapon – Midweight. When a major enemy is hit with this weapon, they gain the Poison curse.

14. Infernal Spear.   *A spear with a black iron tip that burns and curses any being it touches.*
    Weapon – Midweight. When a major enemy is hit with this weapon, they gain the Fear curse.

15. Storm Trident.   *A golden three-pronged weapon that tingles with electric power.*
    Weapon – Heavyweight. Combat action: when in combat against a minor enemy group, summon
    bolts of lightning that destroy three enemies. Usage limit: 1.

16. Obsidian Staff.   *An enchanted staff carved from volcanic rock; light to carry, powerful when striking.*
    Weapon – Lightweight. Can only be used by Clerics and Wizards. Class attack bonus becomes +L.

21. Titanthread Cloak.   *A silver cloak sewn with a rare metallic thread that increases protection.*
    Armor – Lightweight. +1 Defense.

22. Platinum Armor.   *Extremely strong and sturdy for its weight class.*
    Armor – Midweight. +1 Defense.

23. Bracers of Power.   *Magically enhanced metallic wristguards that increase your strength.*
    Equipment. +1 Attack.

24. Boots of Speed.   *Magically enhanced dragonhide boots that increase your movement speed.*
    Equipment. +1 Defense.

25. Astral Hourglass.   *A sparkling crystal hourglass with the power to stop time for a short while.*
    Gear. Combat action: skip the next Enemy Action phase. Usage limit: 1.

26. Survival Bracelet.   *A bracelet of intertwined evergreen vines, radiating living energy.*
    Equipment. If the wearer's HP is reduced to 0 or below, this bracelet automatically activates: the
    wearer survives, and their HP becomes 1. (Any blessings and curses remain if present.)
    Can only activate once per dungeon.

31. Blessed Necklace.   *A fine silver chain necklace, crafted by Elven clerics.*
Equipment. When gaining blessings, increase their duration by 3.

32. Luminous Ring.   *A golden ring that emits a faint glow.*
Equipment: While equipped, wearer has the Lumina blessing; when unequipped, Lumina is lost.

33. Disks of Reversal.   *Magical metallic disks that harness the mystical powers of reflection.*
Gear. Combat action: All allies gain the Reflect blessing for duration 1. Usage limit: 1.

34. Skillmaster Amulet.   *A bronze amulet with a central gemstone that can store and release energy.*
Gear. Rest action: Target ally gains 2 SP in one skill, or 1 SP in each skill. Usage limit: 1.

35. Divine Orb.   *An orb of white quartz, warm to the touch, full of divine energy.*
Gear. Combat/Rest action: Target ally gains all blessings for duration 6. Usage limit: 1.

36. Arcane Orb.   *An orb of black onyx, cool to the touch, full of arcane energy.*
Gear. Combat action: Enemy gains the poison and fear curses, and enemy attack/defense values are reduced by 1. Usage limit: 1.

41. Invisibility Wand.   *A translucent wand that can make the wielder invisible.*
Weapon – Lightweight. Combat action: for the rest of this combat round, the holder cannot be targeted or affected by enemy actions. Usage limit: 3.

42. Enchanted Weapon.   *A weapon shimmering with magical ability.*
Weapon. When obtained, choose a weapon type and weight, and a spell; this weapon permanently has the chosen characteristics. Combat/Rest action: cast the chosen spell. Usage limit: 3.

43. Mage's Cap.   *A wide-brimmed hat with a pointed top that increases mental focus.*
Equipment. +1 Magic.

44. Graygem Pendant.   *A faceted gray diamond attached to a braided silk cord.*
Equipment. Only usable by Clerics and Wizards. Allows wearer to cast spells of both magic types.

45. Solar Spellbook.   *A book bound in white leather and covered with circular designs.*
Contains six scrolls: one for each white magic spell.

46. Lunar Spellbook.   *A book bound in black leather and covered with angular runes.*
Contains six scrolls: one for each black magic spell.

51. Clover of Fortune.   *A gilded four-leaf clover that brings good luck when discovering treasure.*
Gear. When obtaining any treasure including gold pieces or gemstones, double their amount.

52. Golden Treasure.   *A massive number of golden coins, almost too heavy to carry.*
Contains 360 GP. (Note: this treasure is not available for sale.)

53. Jewelry Box.   *A small wooden box, padded and lined with velvet to protect its contents.*
Contains 6 gemstones. (Note: this treasure is not available for sale.)

54. Magical Lockpicks.   *Finely crafted and enchanted tools capable of releasing any locking mechanism.*
Gear: Rest action: Open a treasure chest found in the dungeon. Usage limit: 1.

55. Merchant's Scepter.   *A golden scepter that indicates high status and favor among the merchants.*
Gear. 20% bonus from all items sold.

56. Merchant's Crown.   *A golden crown that indicates high status and favor among the merchants.*
Gear. 20% discount from all items purchased.

61. Tent of Healing.   *A magical tent that wards away enemies, allowing characters to rest for a while.*
Gear. Rest action: all characters gain 3 HP. Usage limit: 1.

62. Resurrection Talisman. *A smooth, heart-shaped gemstone that emits a faint but steady pulse.*
Gear. Rest action: Return a perished character to life with 1 HP. Usage limit: 1.

63. Geomancy Rod.   *A granite rod that dissolves large volumes of earth on contact.*
Gear. Rest action: Create tunnels through the solid region between areas, or create an alternative dungeon exit. See **[Dungeon Map – Tunnelling]** for more information. Usage limit: 6.

64. Glasses of Foresight.   *Thick-lensed glasses with the power to see through walls.*
Gear. Rest action: roll to fully determine the contents of all adjacent rooms before you enter them.

65. Reality Prism. *A tempered glass artifact that refracts, distorts, and changes reality as the user desires.*
Gear. When entering an unexplored room, instead of rolling to determine what the room contains, instead choose the specific contents of the room (for example: "an arcana room containing a healing fountain"). Restrictions on rooms that can only appear once per dungeon still apply. Usage limit: 1.

66. Cube of Destiny. *A mysterious white cube with a different number of black dots etched on each side.*
Gear. At any time, re-roll any one die roll, and choose whether to keep the old result or the new result. Usage limit: 6.

Epilogue

(*This section is meant to be read only after you have defeated all six corrupted adventurers.*)

With the defeat of the sixth and last corrupted adventurer, the final part of the essence that was the demon Hexahedrazar dissipates into the aether. During its last moments, the demon contemplates its failure and ponders the question one final time – *How can evil be victorious?* – and then the demon ceases to exist.

Evil, by its nature, never questions the underlying assumption – that evil *can* succeed – never understanding the inherent contradiction in its own existence. Striving for power and seeking to dominate, the pursuit of evil is ultimately a solitary endeavor. Evil breeds evil, resulting in endless competition and infighting – an unstable and unsustainable existence.

At the same time, the presence of evil inspires forces of good to arise in opposition. Forces that, unlike evil, are able to unite and work together to become greater than the sum of their individual skills and abilities. And if evil grows in strength, good grows ever more determined and tenacious in response, making it inevitable that, eventually, the forces of good will be triumphant.

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As all stories do, this story too comes to a close.

After leaving the dungeon, as usual, the characters make their way back to the central city. There is no fanfare, no celebration, no royal parade… but there are subtle changes. The general feeling of unrest is gone, replaced with a sense of peace. The people seem to be breathing more easily, deeply, and fully. Everyone seems more aware of the sounds of birds singing, the scents of flowers in the air, and the warmth of the sunlight shining. Perhaps nobody will sing songs or tell tales of the adventures of these new heroes, but making a difference… it is enough. Living and appreciating life to its fullest is its own reward.