

Health

Endurance

XP

HEX is a solitaire game.

A curse has infested an ancient keep near your town. The evil magic has filled the keep with monsters. Can you save your home from this Hex?

LVL

Keys

□□□□□ Magic Weapon -

Endurance LOSS is reduced by +1 per checked box, each check costs 50 XP.

□□□□□ Magic Armor -

Health LOSS is reduced by +1 per checked box, each check costs 50 XP.

You can use dice to represent **Health** and **Endurance**. Place the dice on the Character Sheet each displaying a 6.

If either die is reduced to zero, your hero is defeated. The hero flees the dungeon and loses ½ unspent XP.

You can also use dice to track, **XP**, **Dungeon LVL**, and **Keys**.

Dungeon Table

Start at 1st lvl of Dungeon (LVL=1)

1d6 (+Keys - start with zero keys)

- 1) Empty Corridor
- 2) Trap Room
- 3) Empty Room
- 4) Monster Room
- 5) Monster Corridor
- 6) Treasure Room
- 7) Stairs Down (LVL +1)
- 8) Boss Monster Room
- 9) Exit the Dungeon

Actions

Perform one Action per Dungeon Room, then Move On.

1,3) Empty Room/Corridor

Rest

-camp here for the night.
(+1 Health, +3 Endurance, +0 XP)

Scavenge for Food

-Search through old crates and barrels to discover sustenance.
(+3 Health, -1 Endurance, +0 XP)

Move On

-Roll on the Dungeon Table.
(+0 Health, +0 Endurance, +0 XP)

2) Trap Room

Trigger Trap

-trigger a hidden trap, or ...
(-LVL Health, +0 End, +0 XP)

Disable Trap

-take time to disable the trap.
(+0 Health, -LVL End, +0 XP)

4,5) Monster Room/Corridor

Run Away

-leave the room or corridor avoiding the monsters, Move On.
(+0 Health, +0 Endurance, +0 XP)

Fight

-kill all monsters, Move On.
(-LVL Health, -LVL End, +LVL XP)

6) Treasure Room

Search for treasure

-roll 1d6 + Keys
(1-3 Key / 4+ Gold)

-if Key add (+1 Keys), Move On.
-if Gold add (+LVL XP), Move On.

7) Stairs Down

Descend into the Dungeon

-take stairs deeper into the dungeon.
(LVL+1)

8) Boss Monster Room

Boss Fight!

- You can't run from the Boss!
(-2xLV Hth, -2xLV End, +2xLV XP)

9) Exit the Dungeon

You survived! Congratulations!

Tally your XP. Can you upgrade your Magic Weapon or Magic Armor? What was the deepest level of the dungeon that you attained? What was the toughest Boss Monster you faced? Chronicle your adventures!

Monsters

LVL 1 Monsters are Giant Rats the size of large wild dogs! The Boss is a Giant Were Rat that rears up on its hind legs almost 7 feet tall!

LVL 2 Monsters are animated undead skeletons. The Boss is a giant skeleton with 4 arms and a sword in every hand!

LVL 3 Monsters are Giant swooping Vampire Bats, and the Boss is an evil Vampire!

LVL 4 Monsters are large demon hounds that breathe fire, and the Boss is a three headed fire breathing hell hound as big as a rhino!

LVL 5 Monsters are hissing red scaled, armored Lizard men, and their Boss is a Gigantic Red Scaled Lava Spitting Dragon!

Hex is a 1 page solitaire RPG by Jeff Moore.

Inspired by **Doom: Semper Fidelis** by Sandy Antunes - find both games at www.1km1kt.net