

Size:	# Doors	# Monsters	Treasure	Treasure Content
1-2 - 3	1 - 1	1 - 0	1-3 - 0	1-2 - Weapon
3-4 - 4	2-5 - 2	2-3 - 1	4-5 - 1	3-4 - Armor
5 - 5	6 - 3	4-5 - 2	6 - 2	5 - Magic Item
6 - 6		6-7 - 3		6 - Scroll/Potion
	Direction	8 - 4		
	1 - N			
	2 - S	Lockedness		
	3 - E	1-4 Un		
	4 - W	5-6 Locked		

Monsters

1-9 - Kobolds R1 A7 H1-2 D2 HP3 N: +2 per room

10 - 19 - Goblins R1 A9 H1-3 D3 HP6 N: If there are more then 2 in a room, half are archers with R3

20-29 - Orcs R1 A10 H1-4 D4 HP10 N: _____

Boss - Stonehand - R1 A12 H1-5 D5 HP14 N: Before each round of combat *flip* d6. On a 6 Stonehand makes a R3 D3 attack.

If the attack is successful you may not move for the next two rounds of combat.

Name - _____
 Strength - _____
 Dexterity - _____
 Wisdom - _____
 Speed - _____
 HP - _____ AP - _____

Current:
 Weapon - _____
 Armor - _____
 Shield - _____
 Spell - _____

Inventory :

Action Points:

Hit Points:

Spellbook:

Rooms
Explored:

Monsters Killed:

Stonehand the Giant is an especially mean giant who has tormented your village for far too long. The village elder has tasked you with entering his lair and slaying the giant. To help you on your way, he has given you 1 Healing Potion and 1 AP Potion to aid you.

As soon as you enter the giants lair, the entrance door slams shut behind you, hopefully you will be able to fight your way through and find an exit!!!

Points of Interest:

A - A 1 use fountain of resting. Using it will fully restore your HP and AP.

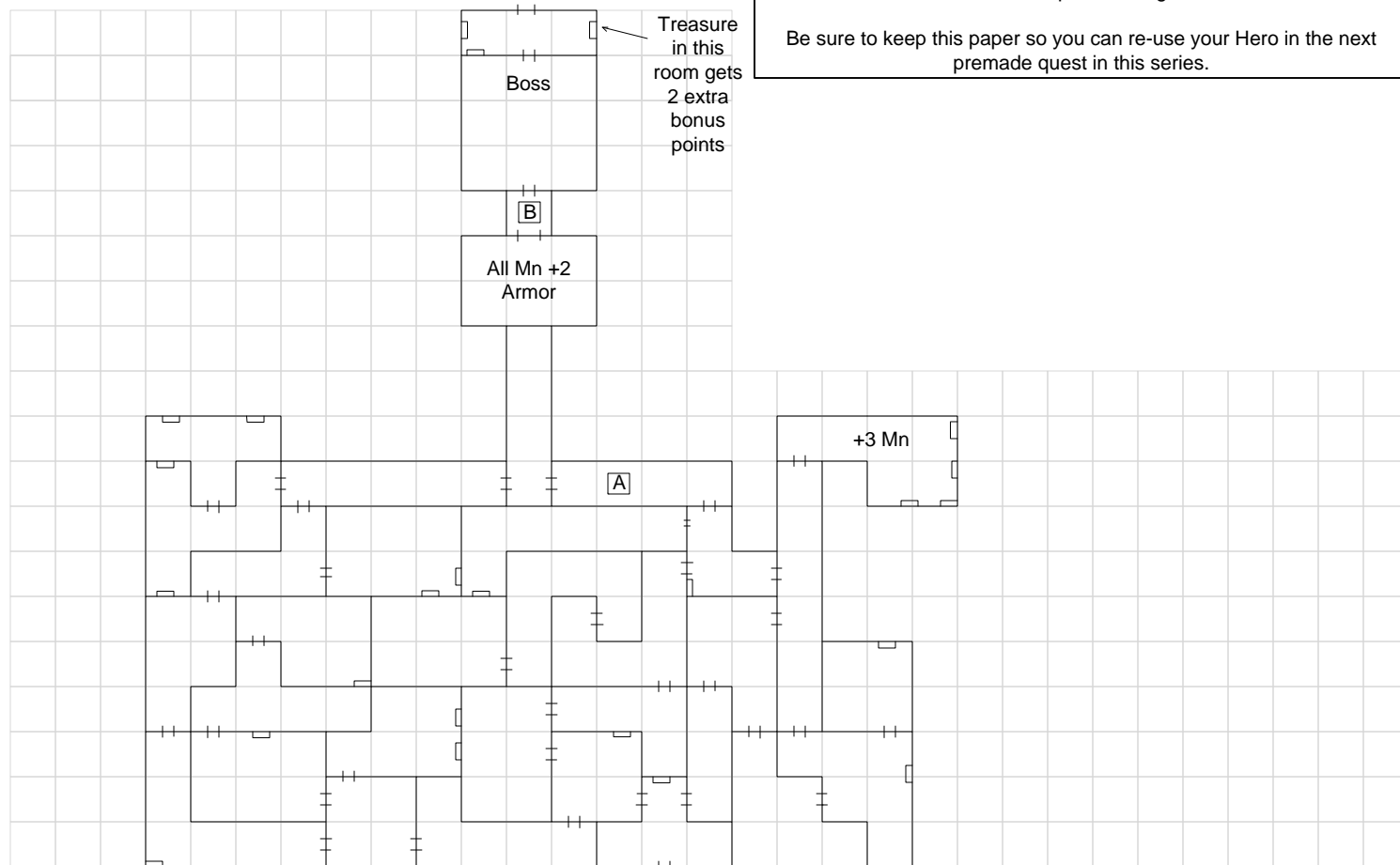
B - You spring a trap when you enter this room. Magical ropes whip out from the wall and entangle your limbs. You hear a roar from the adjacent lair, Stonehand is aware of your presence, and will begin approaching to attack (This room counts as part of his lair). To escape you must roll successfully on the following chart (or defeat Stonehand) choose which stat you will be attempting before the flip:

flip + 2 - Below your Strength to break the ropes.

flip + 2 - Below your Dexterity to escape through cunning

flip + 2 - below your Wis, you recognise the trap and successfully counterspell the magic

Be sure to keep this paper so you can re-use your Hero in the next premade quest in this series.



W(eapons)

1. Hand Axe - R1 D2 H0 1Hnd (Attack Skill is Strength)
2. Sword - R1 D2 H0 1Hnd (Attack Skill is Strength)
3. Dagger - R1 D1 H1 1Hnd (Attack Skill is Strength. A Thief may use Dexterity for attack with this weapon instead)
4. Pair of Daggers - R1 D1 H0 2Hnd Note: The hero may make 2 separate attacks per turn. If both attacks are successful, the dagger does an extra point of damage to one of the attacks (Attack Skill is Strength. A Thief may use Dexterity for attack with this weapon instead)
5. Battle Axe – R1 D3 H0 2Hnd (Attack Skill is Strength)
6. Iron Knuckles – R1 D1 H1 2Hnd Note: May make 2 separate attacks per turn. If both attacks are successful, the weapon does an extra point of damage to both attacks. (Attack Skill is Strength)
7. Bow - R3 D2 H0 2Hnd (Attack Skill is Dexterity)
8. Wand - R3 D1 H1 (Attack Skill is Wisdom)

(S)pells – All spells need to have an attack roll made for success.

- Fireball - R2 D4 H0 3AP
- Magic Missile - R5 D1 H1 1AP (shoots 2 missiles at the same time, roll them separately. They can target separate targets if you want)
- Heal - 2AP Heals 4HP (no damage or range, that would be pretty superfluous for a healing spell. Does not need an attack roll, it is successful on 3-6 on d6)
- Fire Breath – R4 D2 H0 2AP – Attack all monsters (within range) in a straight line from the character.
- Milf's Grip of Terror – R4 D0 H0 2AP – Hold target monster in place. It cannot move for 3 turns
- Fear – R2 D0 H0 2AP - Target monster moves away from your character for 3 turns
- Shocking Grasp – R1 D3 H0 1AP
- Knock – Unlocks a Door or Treasure. R1 1AP
- Blink – Teleport to the most recently visited empty room. 3AP

A(rmor) - Armor "soaks" up it's A value in damage each round of combat. Shields may only be equipped if wielding a 1Hnd Weapon and permitted by class)

1. Cloth - 1A
2. Leather - 2A
3. Platemail - 3A
4. Buckler – 1A
5. Heater Shield – 2A
6. Tower Shield – 3A

P(otions) May be used at any time. So you may drink or throw a potion and still perform your normal actions.

1. Potion of Healing - Heals 4HP
2. AP Restoration Potion - Fully restores your AP
3. Potion of Explodify - Range 3 D4 attack to all enemies in target square, D2 attack to each enemy adjacent to target square.
4. Potion of Invisibility - You may quaff this potion to pass through a room unnoticed by any monsters in it (except for the Boss monster). You can also open any chests in the room without having to kill the monsters.
5. Potion of Fire Breathing - D2 attack to all monsters in a straight line (4 spaces) in front of your character.
6. Unstable Potion - Add +1 to random stat. 1-2 Str, 3-4 Dex, 5-6 Wis

S(crolls) You may use a S(croll) instead of a Move or Attack action. Scrolls can only be used once, and then they are consumed.

1. Scroll of + Str - +1 to your Str for 5 rounds
2. Scroll of + Dex - +1 to your Dex for 5 rounds
3. Scroll of + Wis - +1 to your Wis for 5 rounds
4. Scroll of + HP - +2 to your HP for 5 rounds
5. Scroll of Healing - Heals 8HP
6. Scroll of Mapping - Reveals all rooms (including the treasures and monsters) connected to the current room.

M(agical)I(tems)

1. Ring of Invisibility – 4 uses - You may pass through rooms undetected, You may not open chests or attack monsters while invisible from this ring
2. Lucky Coin – 5 uses - Flip d6 at any time, on a 5-6 you may add or subtract 1 to another non-combat roll. This may only be used once per roll.
3. Pocket Thief – 5 uses - You may automatically unlock one door or treasure chest per use.
4. Mithril Armor - 4A
5. Ring of Teleport - 3 uses – Move your character from the current room to one that has already been explored.
6. Cartographers Glasses - 8 uses - Reveals a room adjacent to the current room without opening the door.
7. Bag of Items - 5 uses – Your character reaches into the bag and pulls out a item (generated by Treasure chart) with 5 bonus points to distribute. The item vanishes when you leave the room it was generated in.
8. Spellbook - You may learn one new spell from the list of spells above.