

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

Monsters

1-9 -Cultist	M1 R1 A13 H1-2 D4 HP9 N: +1 Per room. The extra one will be a caster with range 3
10-19 - Fanatic	M1 R1 A15 H1-3 D6 HP12 N:
20-29 - Priest	M1 R3 A17 H1-4 D7 HP14 N:
Boss – Mozozar	M1 R1 A18 H1-5 D79 HP19 N: Each round on a 5-6 Summons a imp in a empty spot adjacent to him. Imp – M3 R1 A16 H1-3 D5 HP9

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

Current:

Weapon - _____

Armor - _____

Shield - _____

Spell - _____

Inventory :

Action Points:

Hit Points:

Spellbook:

Rooms
Explored:

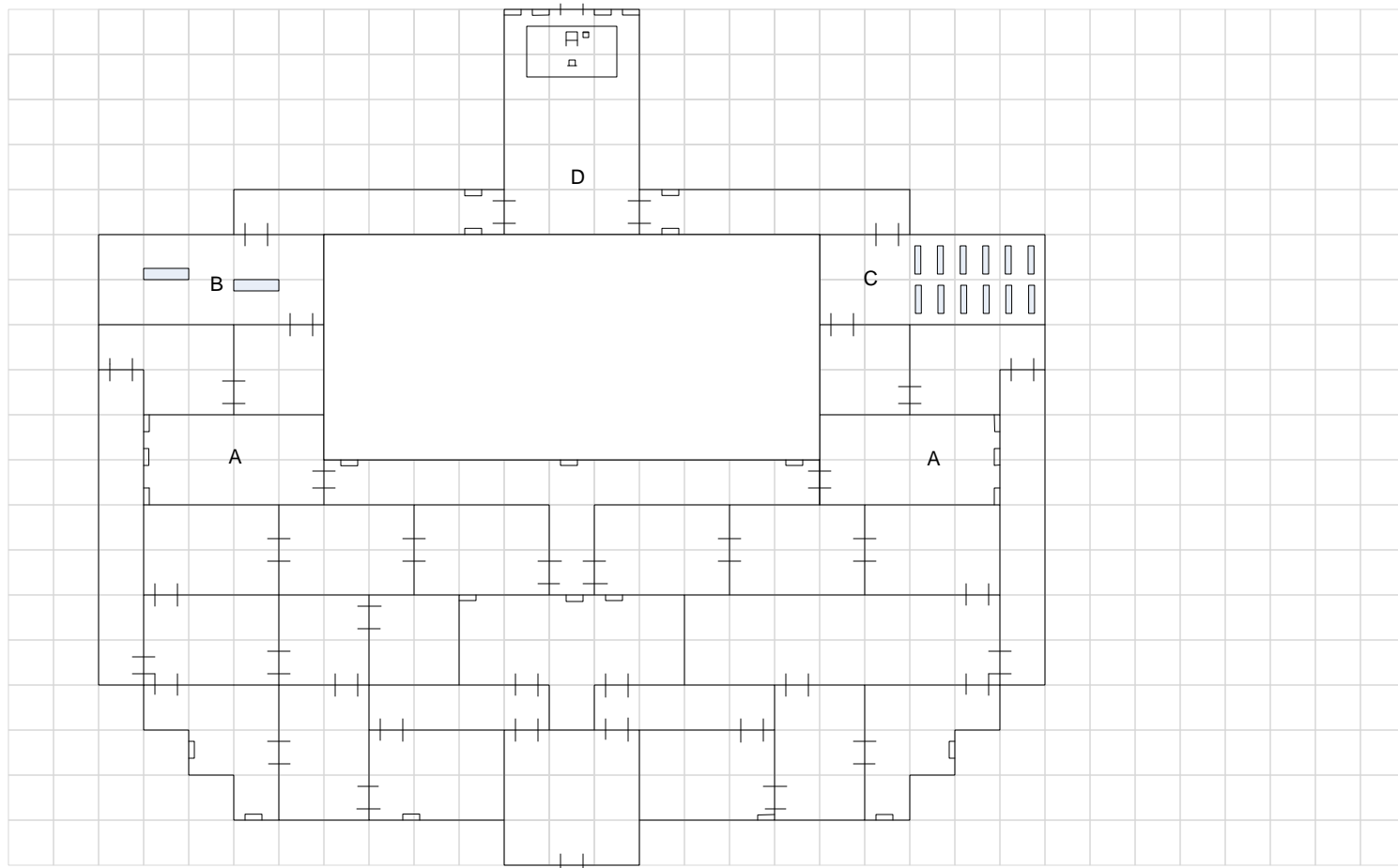
				1
				2
				3
				4
				5
				6
				7
				8
				9

Monsters Killed:

[illegible]

After slaying Stonehand, the village elders has decided you may not be as useless as the school teachers have said. After you return to the village, they ask for your presence and tell you about a reward the king is offering for the head of a cult not too far away from here. They tell you they have not really had anyone quite as expendable as you to send up until now. If you can slay whoever is behind the cult and bring back proof of their death, they will make sure you are rewarded. You should be more bothered that several of the elders laugh as you are leave.

This is the second Pocket Dungeon adventure. Copy over your character from Stonehands dungeon, Choose whatever items you want to have equipped from what you had found previously. All unequipped items are "sold" to the local pawn shop, in exchange for 2 healing potions, a AP restore potion, and a Lucky Coin. As you encounter them, see the back of this page for the descriptions of the labeled Points of Interest on the map



W(eapons)

1. Hand Axe - R1 D4 H4 1Hnd (Attack Skill is Strength)
2. Sword - R1 D4 H4 1Hnd (Attack Skill is Strength)
3. Dagger - R1 D3 H5 1Hnd (Attack Skill is Strength. A Thief may use Dexterity for attack with this weapon instead)
4. Pair of Daggers - R1 D3 H4 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 D5 H4 2Hnd (Attack Skill is Strength)
6. Iron Knuckles – R1 D3 H5 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 D4 H4 2Hnd (Attack Skill is Dexterity)
8. Wand - R3 D3 H5 (Attack Skill is Wisdom)

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

- Fireball - R2 D6 H4 3AP
- Magic Missile - R5 D3 H5 1AP (shoots 2 missiles at the same time, roll them separately. They can target separate targets if you want)
- Heal - 2AP Heals 7HP (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 D4 H4 2AP – Attack all monsters (within range) in a straight line from the character.
- Milf's Grip of Terror – R4 D0 H4 2AP – Hold target monster in place. It cannot move for 3 turns
- Fear – R2 D0 H4 2AP - Target monster moves away from your character for 3 turns
- Shocking Grasp – R1 D5 H4 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 - 3A
2. Leather - 4A
3. Platemail - 5A
4. Buckler – 3A
5. Heater Shield – 4A
6. Tower Shield – 5A

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 8HP
2. AP Restoration Potion - Fully restores your AP
3. Potion of Explodify - Range 3 D6 attack to all enemies in target square, D4 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 – D4 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 12HP
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 - 6A Can be worn by any class and has no Strength requirement.
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.

A – Treasure storage. This room has +2 enemies.

B – Alchemy lab – This room is littered with the gear of alchemists. After killing any enemies here, you may attempt to create a potion of your choice here. On a *flip* of 6, you create the desired potion. On 1-5 you take 6 damage. The room has enough supplies for 5 attempts. You may come back later to attempt again. If your wisdom is above 4, you may add 1 to your attempt roll.

C – Library. This room has ramshackled shelves strewn with moldy and dusty books. *flip* d8, if you roll 1-3 you find nothing, 4-6 you find two random scrolls, and 7-8 you find a Spellbook.

D – You throw open the door to what can only be the cathedral of the twisted church you have been trudging through. On the dais and the end of the church, you see a priest, eyes blazing in rage. He has +1 to each stat from the DunGen chart. Once defeated, he lets out a howl as the flesh begins to melt off of his body. As his final screams turn into a weak gurgle, the blackened shell of the priest starts to crack, and it looks like something is emerging. In the priest place stands the lesser demon, wings outstretched, pointy tail and all. He bellows out “Foolish boy (or girl). You have trifled in the affairs of Mozozar and for that you will die.”

He raises his arms and all of the exits to the room slam shut. Act quickly and embrace your destiny, if you believe in that sort of thing!