

Pencils & Powers

A Roll & Write Adventure Game

v1.1

A Game by Mark Jindra

For 1 or more players - Ages 12 and up - Plays in 30 min.

Prologue: In Pencils & Powers you control a party of adventurous heroes working their way through a dungeon filled with danger. Can you defeat all of the monsters and take their treasures before time runs out?

Overview: Pencils & Powers is a Roll & Write adventure-puzzle game where you will roll dice, fight monsters, collect treasure, level up your heroes, and face off against a boss monster. The game includes two adventures and is playable solo or with a group of friends.

Components: You will need three d6 (6-sided dice) for the table. Additionally each player will need a d6, a pencil, and an adventure sheet.

Setup: Before the game begins, roll 3d6. Reroll until all three dice have different numbers. Each player then selects and assigns one die to the room square for treasure filling in that room number for the topmost treasure. The next treasure down gets the next higher number. When the number 6 is assigned the next number will be 1. The same is done for the second die with monsters. The third die is the amount of gold you will start the game with.

Example: If you rolled a 1,3,6 and selected the 3 for treasure, working down the column, the remaining positions receive numbers 4,5,6,1,2. from top to bottom. Selecting the 1 for monsters would result in 1,2,3,4,5,6. And finally you would assign the remaining die and start with 6 gold.



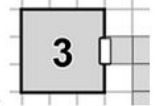
HOW TO PLAY

1) Roll the Dice: Select a player to roll the three dice and place them for all players to see. All players will simultaneously assign the results of this roll. Each player clockwise around the table will take turns rolling these dice.



2) Assign the Dice: All players simultaneously select one die to assign to **Explore**, one die to assign to a **Treasure**, and one die to assign to a **Monster** in any order they so choose.

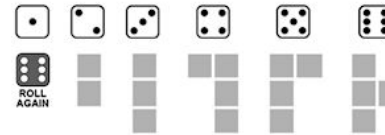
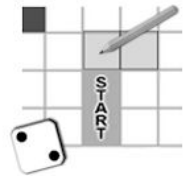
3) Attack a Monster: After assigning the dice, you may attack one monster that is in a room that has a shaded square bordering one of its doors. If the door has become locked you will need to use a hero power to open it if you have one that opens locked doors.



Note: You may assign dice to already defeated monsters and collected treasure. These dice are simply lost. Do NOT shade any additional squares for them. This can be a great strategy late in the game so as to avoid improving a monster any further until you are ready to attack.

EXPLORE

Explore: Starting next to the "start" location on the map, shade in the shape that matches the assigned die. The shape may have no more than one edge touching another shaded area but must touch at least one shaded edge. You may rotate the shape 90 or 180 degrees. Rooms, obstacles, tombs, and the start area may not be shaded. If the assigned die is a 1 then you may roll your personal die for a shape.

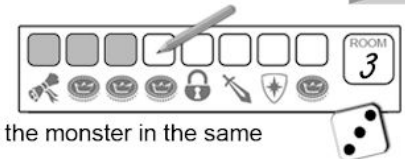


Example Rotated Shape



TREASURE

Treasure: Fill in the leftmost empty square of the treasure chest that matches the die you assigned to treasure. The reward for each shaded square is denoted by an icon under each square and is collected when you defeat the monster in the same room as that treasure.



Trapped chests trigger once the chest is opened unless disarmed. Locked chests must be opened first. You may then collect anything else in the chest in any order you so choose. A chest that remains locked provides no points at the end of the game. You may unlock a chest at any time after you have defeated the monster in that room.

Hint: Early in the game you should focus on improving the treasure with the key to the boss's room and a treasure that will reward you with both a Magic Shield and a Magic Sword. This will get you off to a good start.

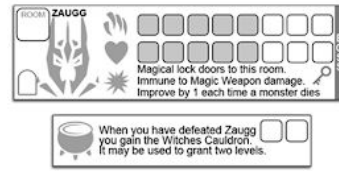
MONSTER

Monster: Select to improve a monster's attack or health and shade in the one square that matches your selection on the adventure sheet for the die that you assigned to monsters. Health or attack may not be more than two points ahead of one another, for example a monster with 1 attack and 3 health would need the next point to go to its attack.



Monsters may have a power that triggers based on something that may happen on your turn or even before the game starts. Read the monster powers before the game begins so you are familiar with their effects.

Boss Monster: Some adventures may have a "Boss" monster. To gain access to this monster's room you may need to collect one or more items from various treasures. When defeated you will gain access to a special treasure.



ATTACK

Attack: When you have selected a monster to attack, roll your personal "Combat" die. This will be your heroes' attack roll for this combat. Next add the total number of magic weapons your heroes have to the Combat die. Additionally you may use hero powers to add to the damage. To defeat the monster the total must be **equal to or greater than** the monster's health total for this combat.

Monsters deal damage equal to their attack spread any way you wish across your heroes. Each magic shield your heroes have reduces the overall damage that is assigned by 1. Each hero may have no more than one magic shield so the most damage you can mitigate this way is 4. However some heroes have powers that provide additional damage mitigation.

Success: When you defeat a monster fill in its tombstone and collect the treasure assigned to the room.



Failure: If you fail to defeat a monster any damage you did to the monster is ignored.



Blessing of Luck: Players may spend one gold to reroll the Combat die. This may be done as many times as you wish provided you have gold to spend.

Example: You are playing *The Dread Knight* adventure. You decide to attack the Spyder. You now roll your personal "Combat" die and it comes up a 3. That monster has 4 attack and 6 health. So you need 3 additional damage to beat its health. The heroes have one magic weapon taking the combat total to 4. The Guardian bashes the monster for 2 additional damage taking it to 6 and thus defeating the monster. The monster would do 4 damage to the heroes but the party has two magic shields taking that down to 2. So you decide to assign one damage to the Guardian and one to the Assassin. The monster is dead and the treasure for that room is collected.

HEROES

Each hero starts with 3 health and 3 power. Each hero also has a level indicator. 1 2 3 When a hero goes up a level they gain 1 health and 1 extra use of their powers. Heroes may gain up to 3 levels. When a hero uses a power or loses health shade in one of the boxes next to that icon. When there are no more health boxes to shade in, that hero is dead.



Powers: You may use each power a single time during combat. Outside of combat powers may be used any number of times. Shade in a power square when used. Powers that are (FREE) do not require you to shade in a power square.

Level Up: Gold may be used to purchase extra levels for your heroes at the end of your turn. A level costs 5 gold plus the level you are purchasing. (Level 1 = 6 gold, 2 = 7 gold, 3 = 8 gold).

Raise Dead: A dead hero that is not at max level (level 3) may be brought back from the dead by paying for a "Level Up". Max level heroes that die are simply dead.

END OF THE GAME

The game ends when all players have defeated all six monsters or have reached the maximum number of turns. Every turn you will write down the dice rolled on the right side of the adventure sheet. In some adventures that game will end after the 35th roll. There may be ways to extend the game beyond the 35th turn. See each individual adventure for details.

WINNING THE GAME: The greatest team of adventurers are those of the player with the most points at the end of the game. See each individual adventure to determine how score is calculated.

Hint: It is possible to score more than 100 points in a game. To help maximize your score you should manage risk vs reward by waiting as long as you can before collecting treasures and defeating some monsters. Getting a Magic Sword and Magic Shield early in the game will help with any Wandering Monsters you encounter along the way.

SETUP				
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THE DREAD KNIGHT

Mystery Encounter: When you shade in the square containing the mystery encounter you must roll your personal die and consult the mystery encounter table.



Wandering Monster: Instantly attacks and can only be killed by using *magic weapons* and *hero powers*. Heroes do not roll a Combat die against them. If not killed it escapes taking its gold with it.

Monsters: If this is your first game please read through the powers of each of the monsters as some monsters have powers that trigger at the start of the game or when another monster dies.

Magical Key : Remember that the Magical Key is first needed to access the Boss's room and is in the 8th position of the last Treasure.

THE FORGOTTEN KING

Heroes

This adventure introduces secondary abilities to the heroes. The Shadow Master generates Shadows when any monster dies, including the Wandering Monster. You may use a power to destroy shadows. Place a check in a shadow box when you gain a shadow and shade it when you use it. Similarly the Guardian gains Barriers that may be used in the same way as the Shadow Master's Shadows.

Forgotten Tombs

The mystery special of this map is the Forgotten Tomb. When you shade in a square adjacent to a forgotten tomb and you have a power that grants you access, you may roll your personal die and consult the forgotten tomb table to see what is inside.

Skeletons

Whenever a Skeleton dies it improves all other Skeletons by one including the Skeleton King. Additionally there are Curses in Forgotten Tombs as well as Treasures that will improve a single skeleton of your choice.

Wandering Monster: Instantly attacks and can only be killed by using magic weapons and hero powers. Heroes do not roll a Combat die against them. If not killed it escapes taking its gold with it.

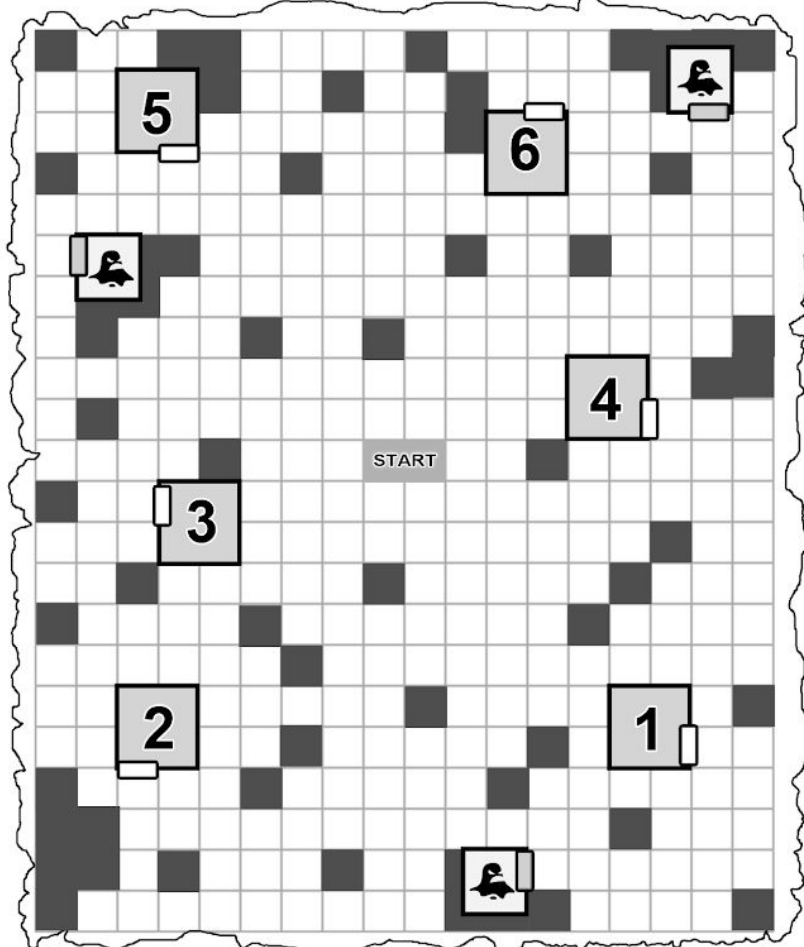
Skeleton Key

Remember that the Skeleton Key is first needed to access the Boss's room and is in the 8th position of the last Treasure.



The Crazy Alchemist

Hidden deep in the town sewers lies the laboratory of a the Crazy Alchemist. His quest to turn lead sewer sludge into gold has caused a slow descent into insanity. Now vicious slimes, his failed experiments, are crawling out of the sewers and threatening the town. Can you stop the assault?



MAP KEY

- Room (white square)
- Door (white square with vertical line)
- Locked (grey square)
- Obstacle (black square)
- Black Slime: 2 attack, 2 health, a hero gains a level (penguin icon)

ROLL AGAIN (dice icons)

Mystery Potion

When you create a mystery potion roll a d6 and write the potion number in a bottle below. When used shade in the bottle. When a potion is used it gives its effect for the remainder of your turn.

- 1: Agility: avoid 2 damage
- 2: Strength: deal 2 damage
- 3: Empower: one power can be used for free
- 4: Luck: raise or lower any die roll up to 2
- 5: Insight: avoid one trap or reroll the personal die
- 6: Blast: unlock one door or chest

SCORE

SCORING

- 1 point per shaded square on a monster when defeated.
- 1 point for defeating a black or grey slime.
- 5 points for defeating the boss monster.
- 1 point per shaded square on a chest when collected.
- 1 point per mystery potion created.
- 1 point per hero level gained.
- 5 points for each dead hero.
- 2 for every turn past 35.

BONUS

5 points

Before the game begins roll 2d6 (reroll doubles) and lock the doors to the room numbers you rolled

MONSTERS

ROOM RED SLIME

Deals 2 damage that can not be avoided
If you do not have a magic shield destroy this monsters treasure when defeated.

ROOM ORANGE SLIME

Immune to hero powers
Gain 4 gold when defeated

ROOM GREEN SLIME

Improve this monsters treasure by 2
Improve all slimes by 2 when defeated

ROOM BLUE SLIME

Deals damage taken to it back to heroes
Create one mystery potion when defeated
Improve all slimes by 1 when defeated

ROOM PURPLE SLIME

Heroes take 2 damage for every magic weapon they use against this slime

ROOM CRAZED ALCHEMIST

Lock the door to this room at start
Roll a d6 and add to damage done
Improve by 1 for every slime you defeat

TREASURES

Locked Chest
Trap: improve a slime by 2 unless disarmed
Map: shade 3 squares

Mystery Potion

Magic Sword

Magic Shield

1 gold

Grey Slime: 1 attack, 1 health, 2 gold

Distillery: when the boss is defeated you gain access to the distillery and once per turn may destroy a mystery potion and gain 4 gold

Gold

1 = reroll combat die
6 = level 1
7 = level 2
8 = level 3

HEROES

hero powers are usable once per turn each

Alchemist

Brew (FREE) 2 Gold: create a mystery potion.
Craft: when you create a mystery potion you may select its effect instead of rolling

Bounty Hunter

Bribe (FREE) 1 Gold: monster deals 1 less damage
Contract: deal 2 damage to a monster. If it dies gain 2 gold.

Merchant

Hire (FREE) 1 Gold: hire one Henchman
Henchman: deal 1 damage or reduce 2 damage
Riches (PASSIVE): start the game with double gold

Prophet

Foresight: shade in any 2 treasure squares
Prophecy: raise or lower the number on a die up to 2
Revelation: reroll all 3 turn dice (use before assigning dice)

SETUP

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ROLLS

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OVERTIME

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THE CRAZED ALCHEMIST

Mystery Potions

When you create a mystery potion you will roll a d6 to determine which potion you have created. Place the first letter of that potion in one of the potion bottles. When you use the potion shade it in. Each hero may use a single potion on your turn.

Black Slime

There are three black slime on the map. When you kill them they grant 1 level to one of your heroes. You may choose to attack a Black Slime at any point after you have shaded in the square next to the door of the room it is in. Black Slime's can only be killed by using magic weapons and hero powers. Heroes do not roll a Combat die against them.

Grey Slime

Like the black slime these monsters can only be killed by using magic weapons and hero powers. Heroes do not roll a Combat die against them. However they attack your heroes immediately upon opening a Treasure.

The Crazy Alchemist

Is improved by 1 when any slime is defeated including the Black and Grey slimes. When attacking him he will roll a d6 and add that to his damage done.

Heroes

The Merchant has a PASSIVE ability that doubles your starting gold. This is important because there are a few powers that are FREE but require spending gold to use them on the Merchant, Alchemist, and Bounty Hunter.

Monsters

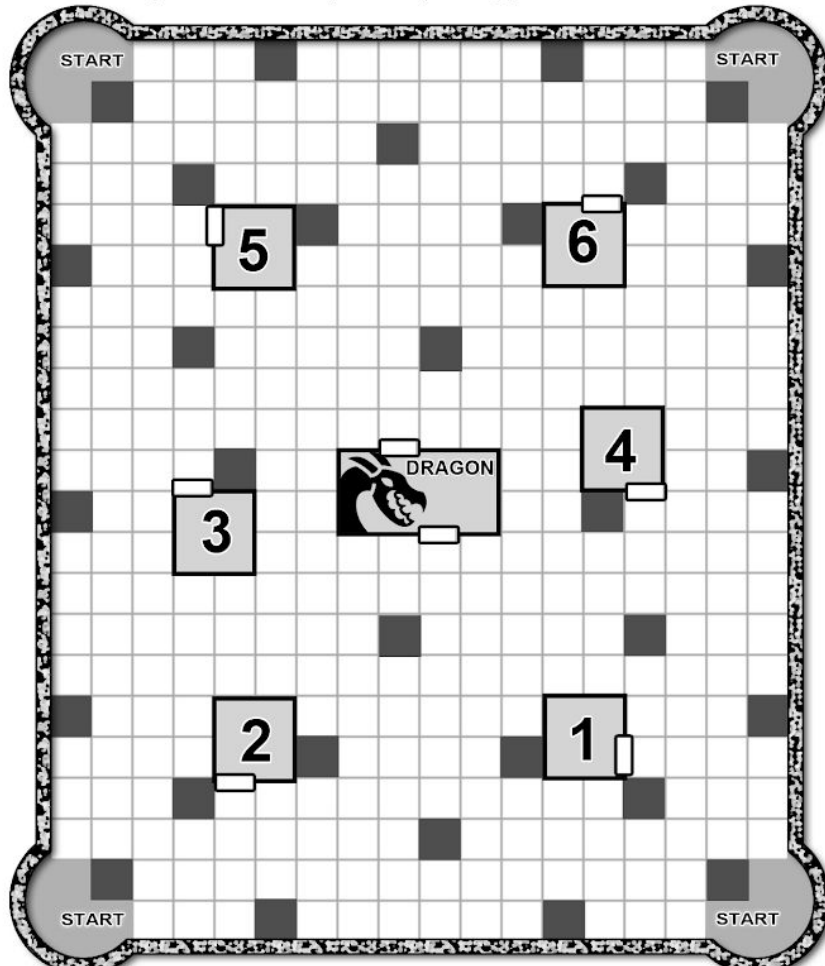
If this is your first game please read through the powers of each of the monsters as some monsters have powers that trigger at the start of the game or when another monster dies.

Magical Key

Remember that the Magical Key is first needed to access the Boss's room and is in the 8th position of the last Treasure.

Dragon Castle Challenge

A Powerful Dragon has taken control of an abandoned castle in the nearby countryside. It is rumored that he has amassed a vast hoard of gold and magic relics. Outsmarting the dragon and taking its treasure would be easy for a hero such as yourself if it were not for the torrents of arcane magic that alter reality itself inside the castle walls.



SETUP

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ROLLS

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OVERTIME

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MONSTERS

ROOM GARGOYLE

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- Improve this monster's treasure by 2
- Deals 2 damage that can not be avoided

ROOM GOO

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- Immune to hero powers
- Gain 5 gold when defeated

ROOM DIREHORN

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- Improve this monster's treasure by 3
- Improve all monsters by 2 when defeated

ROOM SHOCKER

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- If you do not have a Magic Shield you are stunned and lose 2 turns

ROOM GGGHOST

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- This monster may not be damaged if you do not have a Magic Sword

ROOM HYDRA

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- Lock the door to this room at start
- Improve by 1 each time a monster dies

TREASURES

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Locked Chest
Trap: 1 damage
Map: shade 3 squares
Tome: +1 spell
Magic Sword
Magic Shield
1 gold
Slime: 1 attack, 1 health, 2 gold

Gold

1 = reroll combat die
6 = level 1
7 = level 2
8 = level 3
9 = level 4
10 = level 5

HERO

Sorcerer

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LEVEL

1	2	3	4	5
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Cast: You may select and cast one spell you have discovered.
Research: discover one spell, roll 1 die and place a check next to the spell below.

Empowered (passive): gain two powers at level 2,3,4,5.
 Simulcast: You may select and cast two spells at once.

SPELLBOOK

<input type="checkbox"/> Firebomb: deal 2 damage to a monster.
<input type="checkbox"/> Firefly: melt through a locked chest or door unlocking it.
<input type="checkbox"/> Firewall: block 2 damage done by a monster.
<input type="checkbox"/> Firewalk: select the shape you wish to shade this turn.
<input type="checkbox"/> Firesight: raise or lower a die roll by 1.
<input type="checkbox"/> Firesurge: take 1 damage, gain 1 free turn following this one.

DRAGON

Once you have reached the Dragon's Lair you may attempt to steal some treasure without being seen. Each time you do so the Dragon becomes more aware of your location. After 10 attempts the Dragon will find and kill your hero.

Each attempt you will roll 2d6 instead of your normal turn. Consult the chart to the right for your reward and mark off that roll.

If you roll a double or a previously rolled set of numbers your hero takes 2 unavoidable damage. Improve the monsters in those rooms by 1 each.

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- Spellstone +1 spell
- 10 gold
- Relic (2 points)
- 10 gold
- Powerstone 1 power
- 10 gold
- Artifact (3 points)
- 10 gold
- Firestone 2 damage
- 10 gold
- Arrows 1 damage
- 10 gold
- Shieldstone 1 health
- 10 gold
- Luckstone reroll 1 die

MAP KEY

- Room
- Open Door
- Locked Door
- Obstacle

Mystery Room

- Obstacle darkens a square diagonally from three separate obstacles.

Mystery Room

Roll and shade in the room detailed here. Place a door on a side adjacent to a previously shaded square. The room may not be adjacent to any other room. You must immediately encounter this room. There may up to seven Mystery Rooms.

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- P** Pit Trap: 1 damage and lose 2 turns as you climb out.
- T** Treasure: you find a chest with 2d6 gold. 2 damage on a double.
- C** Cave-In: 2 damage and lose 1 turn as crawl from the rubble.
- E** Enchanters Forge: Increase your Magic Weapon or Shield by 1.
- S** Surprise Attack!: An evil Goblin surprises you. 2 attack, 2 health, 4 gold.
- L** Library: Lose 1 turn and gain 1 level or take 2 free turns following this turn.

SCORING

1 point per shaded square on a monster when defeated.
1 point per shaded square on a chest when collected.
1 point per hero level gained.
1 point for every 10 unspent gold.
1 point for every different Dragon's Treasure acquired.
1 point for each Mystery Room encountered.
-2 points for every turn past 35.

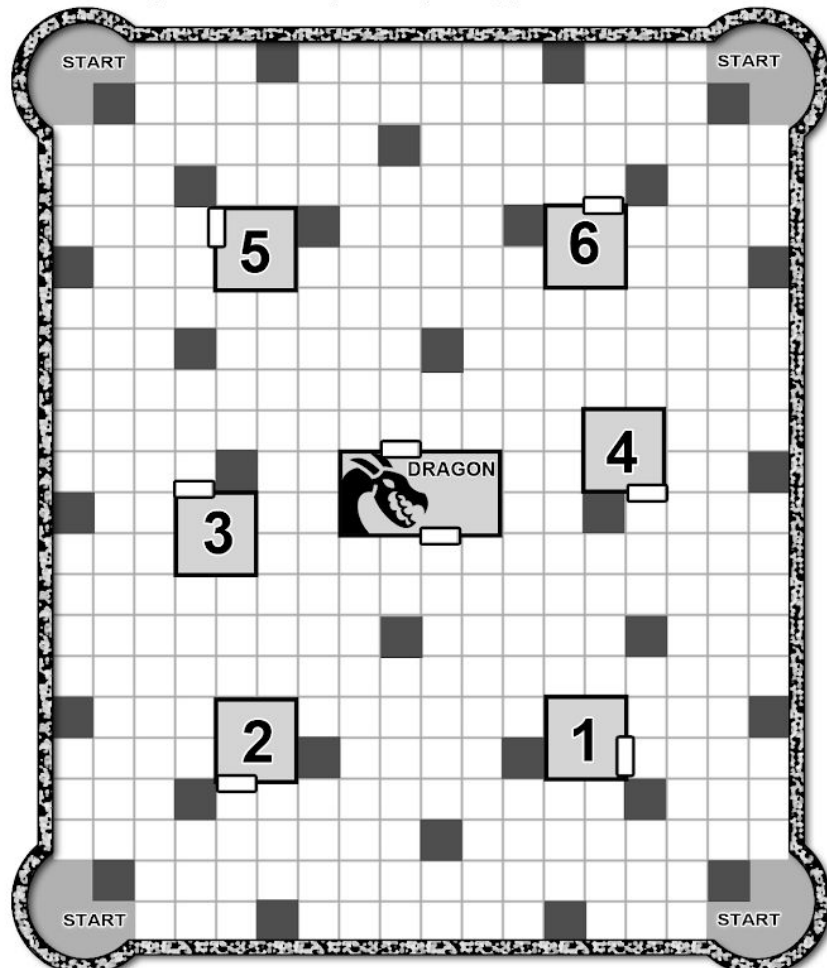
BONUS

5 points

Before the game begins roll 2d6 (reroll doubles) and lock the doors to the room numbers you rolled

Dragon Castle Challenge

A Powerful Dragon has taken control of an abandoned castle in the nearby countryside. It is rumored that he has amassed a vast hoard of gold and magic relics. Outsmarting the dragon and taking its treasure would be easy for a hero such as yourself if it were not for the torrents of arcane magic that alter reality itself inside the castle walls.



SETUP

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ROLLS

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35 _____

OVERTIME

36 _____

37 _____

38 _____

39 _____

40 _____

MONSTERS

ROOM GARGOYLE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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- Improve this monster's treasure by 2
- Deals 2 damage that can not be avoided

ROOM GOO

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- Immune to hero powers
- Gain 5 gold when defeated

ROOM DIREHORN

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- Improve this monster's treasure by 3
- Improve all monsters by 2 when defeated

ROOM SHOCKER

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- If you do not have a Magic Shield you are stunned and lose 2 turns

ROOM GGGHOST

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- This monster may not be damaged if you do not have a Magic Sword

ROOM HYDRA

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- Lock the door to this room at start
- Improve by 1 each time a monster dies

TREASURES

ROOM

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Gold

- Locked Chest
- Trap: 1 damage
- Map: shade 3 squares
- Tome: +1 spell
- Magic Sword
- Magic Shield
- 1 gold
- Slime: 1 attack, 1 health, 2 gold

1 = reroll combat die
6 = level 1
7 = level 2
8 = level 3
9 = level 4
10 = level 5

HERO

Guardian

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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LEVEL

1	2	3	4	5
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Guard: (free) lower the damage a monster does this combat by 1 for every 1 damage the Guardian takes

Smash: deal 1 damage or open a locked door or chest

1 Intuition: raise or lower the number on one die by 1.

2 Evasion: avoid a trap (including Pit Trap and Cave-In)

3 Aggression (passive): smash now deals 2 damage.

4 Forge (free) 3 gold: gain one armor up to a max of 8

5 Empowered (passive): gain 3 more uses of your powers

Guardian does not use spells

DRAGON

Once you have reached the Dragon's Lair you may attempt to steal some treasure without being seen. Each time you do so the Dragon becomes more aware of your location. After 10 attempts the Dragon will find and kill your hero.

Each attempt you will roll 2d6 instead of your normal turn. Consult the chart to the right for your reward and mark off that roll.

If you roll a double or a previously rolled set of numbers your hero takes 2 unavoidable damage. Improve the monsters in those rooms by 1 each.

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- Spellstone +1 spell
- 10 gold
- Relic (2 points)
- 10 gold
- Powerstone 1 power
- 10 gold
- Artifact (3 points)
- 10 gold
- Firestone 2 damage
- 10 gold
- Arrows 1 damage
- 10 gold
- Shieldstone 1 health
- 10 gold
- Luckstone reroll 1 die

MAP KEY

- Room
- Open Door
- Locked Door
- Obstacle
- Mystery Room
- Obstacle darken a square diagonally from three separate obstacles.

Mystery Room

Roll and shade in the room detailed here. Place a door on a side adjacent to a previously shaded square. The room may not be adjacent to any other room. You must immediately encounter this room. There may up to seven Mystery Rooms.

- P** Pit Trap: 1 damage and lose 2 turns as you climb out.
- T** Treasure: you find a chest with 2d6 gold. 2 damage on a double encounter this room.
- C** Cave-In: 2 damage and lose 1 turn as crawl from the rubble.
- E** Enchanters Forge: Increase your Magic Weapon or Shield by 1.
- S** Surprise Attack!: An evil Goblin surprises you. 2 attack, 2 health, 4 gold.
- L** Library: Lose 1 turn and gain 1 level or take 2 free turns following this turn.

SCORING

- 1 point per shaded square on a monster when defeated.
- 1 point per shaded square on a chest when collected.
- 1 point per hero level gained.
- 1 point for every 10 unspent gold.
- 1 point for every different Dragon's Treasure acquired.
- 1 point for each Mystery Room encountered.
- 2 points for every turn past 35.

BONUS

5 points

Before the game begins roll 2d6 (reroll doubles) and lock the doors to the room numbers you rolled

DRAGON CASTLE CHALLENGE

Heroes

You have only one hero to play this adventure with but you may choose from four different adventurers. Each hero may gain up to 5 levels and at each level gains additional powers and abilities.

Wizard: only the Wizard uses spells. You must first learn a spell before you can use it. When you learn a spell you may use a power to cast it. Heroes that do not have spells do not gain any benefit from the Tome in the Treasure.

Mystery Rooms

This adventure has Mystery Rooms that need you to leave some space for them. They may not be adjacent to any other rooms. They can be adjacent to any shaded squares you have already shaded and are like other rooms in that the only way in and out is through their door. You may discover up to 7 mystery rooms.

Obstacles

When you assign a 6 to the Explore roll you will darken three squares They are obstacles like the ones that are already blocking your progress across the map. These squares must be diagonal from three different existing obstacles.

Lose a Turn

When you "lose a turn" cross off the next turn or two as instructed on the roll track to the right.

Free Turns

Free turns will let you roll and assign dice without tracking them in the roll track on the right.

Magic Weapons & Shields

Each time you gain a magic sword or shield place a check in the square to the right of the symbol of the hero of your choice. You do extra damage equal to the squares and mitigate damage the same way. The max additional damage is +4 and max mitigation is -4 damage.

The Dragon

There is no BOSS monster for this adventure. Instead you are making your way to the center of the map where you will steal as much treasure from the Dragon before he hones in on your location. You may steal the Dragon's treasure up to 10 times.

Pencils & Powers™

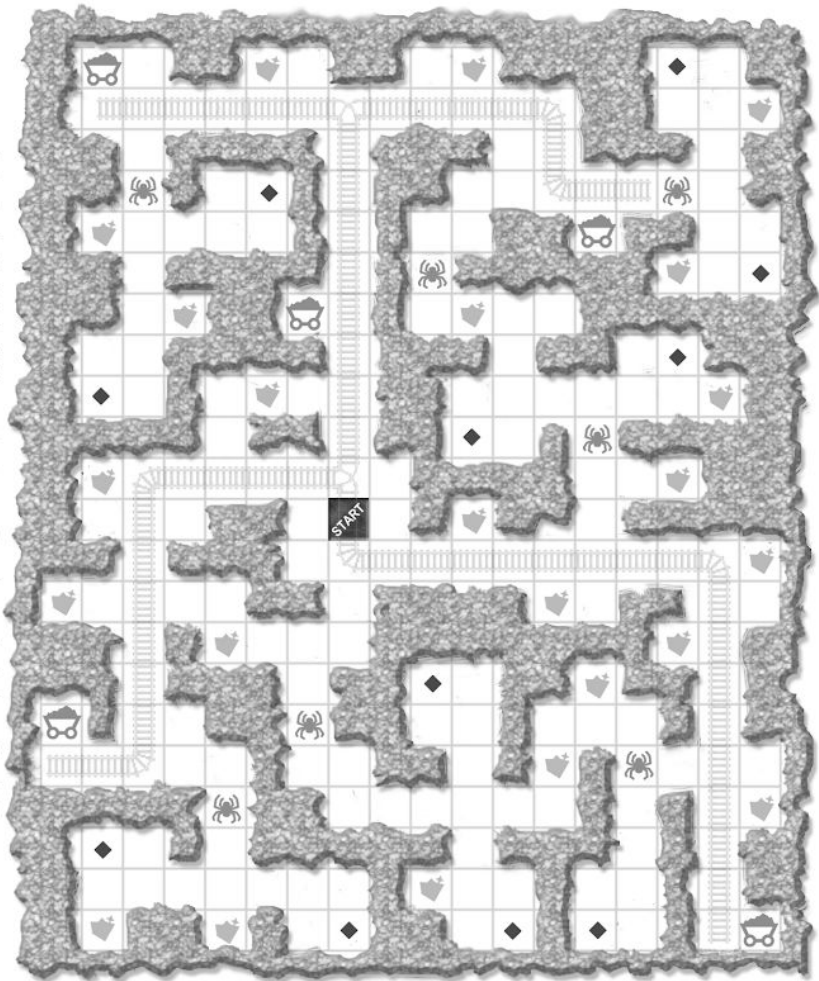
A Roll & Write Adventure Game



The Motherlode Mine

The Motherlode Mining Corporation has put out a call for brave heroes to assist in clearing out a cluster of spiders that has closed off the mine and taken their workers as food. The reward: all the gold you can carry.

Adventure by Mark Jindra 2018 - pencilsandpowers@gmail.com - facebook.com/PencilsNPowers



SEARCH: roll 2d6 and consult the list. Cross off a number after you roll it. If you roll a number that you have previously rolled, use the next unused higher or lower number (your choice).

2: 1	5:	8: 4	11:
3:	6: 3	9:	12: 6
4: 2	7:	10: 5	numbers are spiders/hives

You may shade 1 square for each magic shovel and magic pick that you have.

If you shade any track squares this turn, you may shade 2 additional tracks.

When you shade a square with a spiderling, you will immediately encounter it.

You may choose to not shade any optional squares.

Mine Carts

The dwarfs have hidden items that may aid you. Search each mine cart to claim the prize.

- Handle of Aurum*
- Gain a magic shovel
- Gain a magic pick
- Antidote: cure a poisoned hero
- Gemstone: gain a free turn.
- Head of Aurum*

* Mine Carts may be rerolled for 1 gold.

Cocoons

Open a cocoon to free a trapped dwarf and see what horrors await your heroes inside.

- Spiderling: 1 attack, 1 health, poison (2+)
- Explosion: deal 2 damage to heroes, Gain 6 gold
- Vile Spiderling: 2 attack, 2 health, poison (3+)
- Fools Gold: curse (4+) or lose next turn.
- Toxic Spiderling: 3 attack, 3 health, poison (4+)
- Corrosive Gas: (5+) or destroy a magic pick or magic shovel

Cocoons may be rerolled for 2 gold.

Aurum

Find the handle and the head of this legendary mining pick:

- Gain +2 to all saving rolls
- Gain +2 attack and defense
- All gold rewards are doubled

SCORING

- 1 point per shaded square on a spider when defeated.
- 1 point per shaded square on a hive when collected.
- 1 point per hero level gained.
- 1 point for each defeated spiderling.
- 3 points per trapped dwarf saved.
- 10 points for each dead hero.

SCORE SPIDERLINGS DWARFS

SPIDERS (MONSTERS)

ROOM VENOMOUS	<ul style="list-style-type: none"> Cocoon: there is a cocoon here Venom: (4+) for each hero or that hero is poisoned
ROOM GIANT	<ul style="list-style-type: none"> Strength: does +3 extra damage Venom: (4+) or a hero is poisoned
ROOM HOARDER	<ul style="list-style-type: none"> Improve this spiders hive by 4 on setup Venom: (4+) or a hero is poisoned
ROOM CRYSTAL	<ul style="list-style-type: none"> Reflect: deals damage taken to heroes Crystal: worth double score Gemstone: gain a free turn Venom: (3+) or a hero is poisoned
ROOM CURSED	<ul style="list-style-type: none"> Curse: (5+) or lose your next turn Venom: (3+) or a hero is poisoned
ROOM SPIDER QUEEN	<ul style="list-style-type: none"> Vicious: +5 extra damage Venom: (5+) for each hero or that hero takes 1 damage and is poisoned

NESTS (TREASURES)

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DWARFS (HEROES)

Dugrim	<ul style="list-style-type: none"> Explosives: deal 3 damage this combat Prospect: gain 3 gold, may be used multiple times per turn
Wogarth	<ul style="list-style-type: none"> Wisdom: choose the result of a search Tactics: reduce damage from a monster by 1 and deal 1 damage to that monster
Swargle	<ul style="list-style-type: none"> Lantern: shade 3 extra squares this turn Fortune: raise or lower a die roll by 1, may be used multiple times per turn
Andael	<ul style="list-style-type: none"> Expertise: add +2 to a saving roll Dig Deep: reduce damage by 2 Arachnophobia: improve a hive by 1

saving rolls may be rerolled for 1 gold

hero powers are usable once per turn unless otherwise noted

ATTACK BONUS	DEFENSE BONUS	SAVE BONUS
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SETUP

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ROLLS

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34 _____

35

FREE TURNS

◇ 1 _____

◇ 2 _____

◇ 3 _____

◇ 4 _____

◇ 5 _____

The Mother Load

The Motherlode Mining Corporation has put out a call for brave heroes to assist in clearing out a cluster of spiders that has closed off the mine and taken their workers as food. The reward, all the gold you can carry.

SETUP

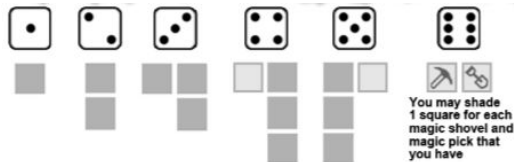
You will roll 3d6 to start and will assign room numbers and gold as normal. The three dice do not need to be different numbers. Additionally you will need to make a number of search rolls (see below) before starting the game.

DICE

- **Assigning:** any time you assign a dice to a collected treasure, defeated monster, or if you can not place your selected shape you lose one gold. If you are out of gold you will deal one damage to the hero of your choice.
- **Rerolls:** you may re-roll your combat die for the cost of one gold. Additionally mine cart rolls may be rerolled for one gold and cocoon rolls may be rerolled for two gold.

EXPLORATION

In this adventure we have new shapes including shapes with optional squares. What this means is that you do not need to shade any of the optional squares. The shapes can still be rotated as normal and you are still limited to each square you shade only touching one shaded square along a single edge. However squares shaded by maps or hero powers can touch any number of other shaded squares but must still touch at least one.



Rolling a 6 will allow you to shade a number of squares equal to your total number of magic pick and magic shields and the squares can be shaded anywhere so long as they touch another shaded square on one edge. This can be great late in the game when you have Aurum and need a ton of gold for a few emergency level gains.

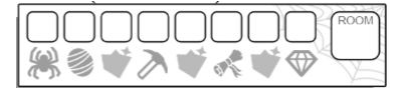
Shading at least one mining cart track square on your turn will allow you to shade two additional squares along the track. This is a great way to get to the far reaches of the mine quickly. Although there are a few "shortcuts" throughout the map.



Shading a square with the gold symbol on the map will immediately gain you one gold. This will be increased to two gold if you have Aurum.



NESTS (TREASURE)



When you defeat a spider you will encounter its nest(treasure) you may collect the contents of the treasure in any order you wish. For instance you could collect a magic pick and then encounter the spiderling which would deal one damage to that spiderling killing it.

FREE TURNS

There are five gemstones available via treasures and mine carts that will grant you free turns. You may use the free turn any time before the 35th turn of the game.

FREE TURNS

◇ 1 _ _ _ _
 ◇ 2 _ _ _ _
 ◇ 3 _ _ _ _
 ◇ 4 _ _ _ _
 ◇ 5 _ _ _ _

SEARCHING

Whenever you shade in a search square on the map you will roll 2d6 and consult the search results chart. The result is what you found at that location. The numbers on the chart correspond to hives that you are looking for. You need to find the hive location before you can defeat the spider and claim the treasure. If you roll a number that you have previously rolled you may select the next unassigned number of your choice higher or lower. Note the result next to it. **C** for cocoon, **M** for mine cart, and a number **1,2,3,4,5,6** for a hive. When you collect the mine cart, cocoon, or collect the treasure cross it off on the map as a reminder.



- **SETUP:** after rolling and assigning the setup dice you will make **three** search rolls. You may select any search location on the map. This will get you started with some knowledge as to where a few of the hives might exist.

◆ **SEARCH:** roll 2d6 and consult the list. Cross off a number after you roll it. If you roll a number that you have previously rolled, use the next unused higher or lower number (your choice).

2: 1	5: 🕸	8: 4	11: 🕸
3: 🕸	6: 3	9: 🕸	12: 6
4: 2	7: 🕸	10: 5	numbers are spiders/hives

SAVING ROLLS

A new mechanic that has been added this adventure is "saving rolls". Whenever you see a number in parenthesis like this (3+) that will mean that you must roll a d6 and roll the listed number or greater to avoid the listed effect.

- **POISON:** when you fail a saving roll for poison (venom & poison gas) one or more heroes will become poisoned. A poisoned hero takes double damage and all of their powers cost two charges to use. A hero may be cured of poison by using an **ANTIDOTE**. There are two antidotes available via treasures and two available in mine carts.
- **CURSED:** when you fail a saving roll for cursed (fools gold & cursed spider) you will lose a turn. Simply cross off the next turn on the rolls tracker.
- **DESTRUCTION:** when you fail a saving roll for destruction (corrosive gas) you will need to choose a magic pick or magic shovel that you have equipped and destroy it (erase it). Note that there are six magic picks and six magic shovels available.

POISON GAS: Along the roll tracker you will see poison gas icons. Before you take any other action on your turn, if that turn has one of these icons, you will need to make a saving roll (4+). If you fail the roll one of your heroes becomes poisoned. There are also two treasures with poison gas that must be resolved when you collect the treasure.

MINE CARTS

The dwarfs have hidden some useful items in the mine carts throughout the mine. When you collect one of the items you will shade in its square. The number of each item is limited. If you roll an item that has already been collected you can continue searching for one gold per attempt or simply stop and take no reward from that mine cart. Note that you will want to collect the head and handle of Aurum as gaining this legendary weapon is crucial to your success.



AURUM: The legendary golden pick known to the dwarfs as Aurum has been separated into two parts, the head and the handle, which have been hidden in mine carts. Once you have both parts you will gain the benefits of Aurum.

- +2 to all saving rolls
- +2 to all attacks and defense
- All gold rewards are doubled

COCOONS

The spiders have trapped dwarf miner in cocoons in their hives. When you open a cocoon to free the dwarf (worth three victory points) something nasty might also be lurking inside. The result can be rerolled for the cost of two gold. All of the results carry with them something bad for your heroes however one of them has a consolation prize of 6 gold.



HEROES

This adventure includes a summary area where you can track your overall attack, defense, and saving roll bonuses.

DUGRIM: has worked in the Motherload Mine for many years and is an adept miner. He carries explosives that can be used to damage monsters and can always locate a little gold just when you need it.

SWARGLE: carries a lucky lantern can be used to explore further into the mine and always seems to bring him a touch of luck when he really needs it.

WOGARTH: a mining foreman, he knows the mine like the back of his hand. He always seems to know what lies just around the corner and has dealt with these spiders before.

ANDAEL: is a master miner and can dig like no one you have ever seen. His ability to wield a shovel is legendary. He can help avoid damage and always seems to know just when to get out of the way of a falling rock or gaseous cloud. His arachnophobia gives him a particular insight into where spiders hide the good treasures.

DIFFICULTY LEVELS

If you find the adventure a little too easy or a little too hard these optional rules can help you out or make things just a little harder for you.

EASY: start by assigning all search rolls before the game begins and give a hero one magic pick and one magic shovel. You may also reroll any die for the cost of a single gold.

NORMAL: this is the base rules for this adventure.

HARD: you will not roll any search rolls and you will shade one square on each spider at the start of the game. Each hero starts with one damage and one power has been used.

EXTREME: same as the hard difficulty however heroes may only gain one level each. Aurum no longer doubles any gold rewards and only provides +1 to attack, defense, and saving rolls. Spiders start with two squares shaded each.

IMPOSSIBLE: same as extreme however heroes may not gain any levels and Aurum provides no benefits. Spiders start with three shaded squares each. Rerolling your attack and mine carts costs two gold instead of one. Rerolling cocoons costs three gold instead of two.

Note: currently I have not tested anything above NORMAL, but I really do think IMPOSSIBLE would really be impossible to survive the adventure. I would like to hear from anyone that tries it to hear how it went.

STRATEGY

Shade the mine cart tracks towards the mine carts to get a magic pick and magic shovel and the pieces of Aurum as fast as possible as they will help with defeating spiderlings and saving rolls.

Maze of the Minotaur

Every thousand years, The Destroyer, an evil demon seeks to enter this world and bring about a great Armageddon and eternal torment to all of its denizens. The time of reckoning is almost upon us. As the greatest heroes of the land, it has fallen upon you to make your way through the great maze to the bottomless pit at its core and seal it before time runs out.

Setup

Start Location: different from past adventures you will need to select a start location. Before rolling and assigning your setup dice. Shade in one of the eight mystery locations in the maze and roll on the maze mysteries table.



Previous Adventures

Items that you may have gathered from previous adventures in the series will be of great use during this adventure. Without these items your heroes will be at a great disadvantage.





- **Magic Stones: Spellstone, Shieldstone, Luckstone, Powerstone** (Dragon Castle Challenge): May be destroyed to gain an additional saving roll against the gorgon's gaze ability.
- **Distillery** (The Crazy Alchemist): You may distill demonic vials that you have collected from treasure.
- **Ruby Skull** (The Forgotten King): May be used by a hero's power to negate the ruby spiders disintegrate effect.
- **Witches Cauldron** (The Dread Knight): You may use a hero's power to reverse the effects of the witch queens curse.
- **Aurum** (The Mother Load): Your heroes start with +2 to attack, +2 to defense and +2 to your saving rolls for the entire adventure.

Exploration

To explore the maze you will assign one die to exploration as normal. However you will simply shade in a number of squares equal to the die rolled. You may also add the total number of *magic weapons* and *magic shields* that your heroes have in their possession to this roll. You may only shade squares that are adjacent to previously shaded squares. You only need to shade a square adjacent to a door to gain access to the monster and treasure inside.

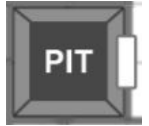
EXPLORATION

Shade a number of squares equal to the assigned die. 

You may add +1 to the die for every *magic weapon* and *magic shield* you have. 

Sealing the Pit

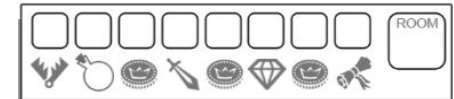
To seal the pit you will need to first make your way through the maze to each of the six guardians of the pit and defeat them to gather the seals of the pit. Once you have all of them you must make your way to the pit and spend one turn activating the seals.



Note: Ogg the Orc Barbarian may not break through the walls into the pit room.

Treasure

Treasure is collected as normal when the monster guarding that treasure is defeated.



Demonic Vials

Are found in treasure and may be used by heroes. Drinking the vial grants a hero the ability to use one of their powers for free this turn however that hero is then killed by the raw power of the vial. You may first distill the vial so that the hero that drinks it is not killed.

To cleanse a vial, that you have collected, you will need to have gathered the distillery from the adventure "The Crazy Alchemist". First set a target number for the vial by rolling 3d6 and filling in the 4th box on the vial track. Next you may assign any or all of your dice on a given turn to any vials that you have gathered. Once a vial is cleansed. When the power of that vial has been used you may shade the smaller box at the bottom of the track.



In this example we rolled 3d6 and the result was 13 so it was written in the 4th box as the target number. On later rounds we were able to assign dice to this vial (4, 3 and 6) which cleansed this vial.

Magic Gems

Can be gained from treasure and from maze mysteries. Your heroes each start with one magic gem and can carry up to three magic gems each. Place a check mark in the magic gem box on a hero when you gain one and shade it in when used.

- On your turn each hero may use a single magic gem. You may select one of the 6 possible effects.

MAGIC GEMS

Use a magic gem to:

- gain a free turn (max 5).
- add +3 to all saves this turn.
- set a die to any side.
- one hero gains 2 levels
- avoid the minotaurs attack.
- shade 10 squares.



Maze of the Minotaur

Maze Mysteries

When you shade in a *maze mystery* you must roll to discover a mystery. Most of the results are good however the minotaur may become aware of you and attack.



Dead Ends

When you shade in a square containing a dead end you will find a small amount of treasure and gain one gold.



Free Turns

There are five gemstones available via treasures and mine carts that will grant you free turns. You may use the free turn any time before the 35th turn of the game.



Combat

Combat is handled as normal with you adding a d6 to your attack against monsters. When you encounter a shock slime in a treasure you may only use magic weapons and powers to damage them.

Note that you may only attack a one monster a single time on your turn. This means the Hydralich, Dread Slime, and Orthrus must be attacked multiple times to defeat them.

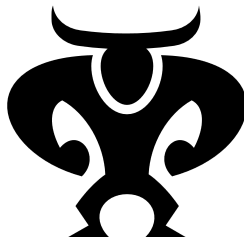
If you have acquired Aurum the legendary mining pick you will start the game with +2 attack, +2 defense, and +2 to saves. As you gain magic swords and magic shields your attack and defense bonus will increase. You may keep track of it at the bottom of the hero area of the adventure sheet.



The Minotaur

When the minotaur attacks roll on the minotaurs attack table. You may spend a magic gem to avoid the minotaurs attack. The minotaur will attack on turns 5,9,13,17,21,25,28, 31, and 34. The minotaur may also attack if you roll a 1 when encountering a maze mystery.

You may only damage the minotaur with magic weapons. Sir Lex has a power that does one magic weapon damage and Topaz has a power that will increase all damage from magic weapons by 1 for the turn. Use these powers to your advantage to defeat the minotaur and claim 20 victory points.



Monsters

You will assign a die to a monster on your turn as normal. When a monster is dead you will no longer assign a die there. Instead you will either assign the die to a demonic vial that you have collected or you will place a mark in the UNASSIGNED box of the scoring area. Each unassigned die is worth -1 points at the end of the game.

- **Hydralich** :will take multiple turns to defeat as you will not roll a d6 as normal. Only magic weapons will damage this monster.
- **Dread Slime**: will take three or more turns to defeat as when you defeat this monster for the first time it splits into two smaller 5 attack, 5 health slimes.
- **Gorgon**: when you defeat this monster you will need to make a saving roll of 5 or better for each hero otherwise that hero is turned to stone and considered to be dead. If you have gathered any **Magic Stones*** from the Dragon Castle Challenge they may be used to gain additional saving rolls to avoid this affect.
- **Ruby Spider**: when you attack this monster it will deal as much damage as it has health back to the heroes. When you defeat this monster one of your heroes is instantly killed unless you have the **Ruby Skull***.
- **Witch Queen**: when defeated each her will need to make a saving roll at 5 or better otherwise that hero loses a level. Cross off the highest attained level. Using the **Witches Cauldron*** can reverse this effect.
- **Orthrus**: is a giant two-headed, serpent-tailed dog that guards one of the seals of the pit. He was saved by the Minotaur after a run in with the great hero Herakles.

Seals of the Pit: Each monster guards one of the seals. You will need to defeat all six monsters to seal the pit.

The Heroes

Each hero starts with 4 health and 4 uses of their powers and may use a single power each turn. Heroes also start with a single magic gem but can carry up to 3 gems, 1 magic weapon, and 1 magic shield.

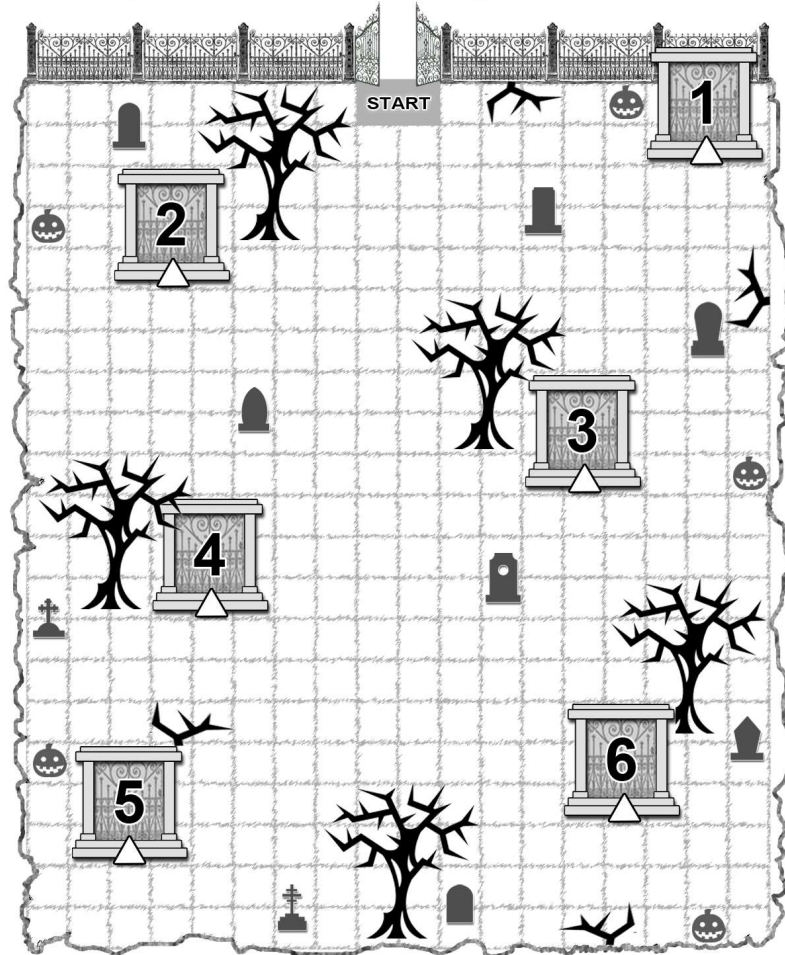
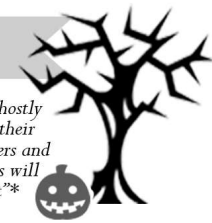
- **Zedrick** (human wizard): great at dealing damage but can also double the effect of any other heroes power.
- **Ogg** (orc barbarian): can deal moderate damage but may be even more useful in taking shortcuts through the walls of the maze.
- **Sir Lex** (human knight): quite hardy as each of his health counts as two. He excels at blocking damage and has the ability to imbue whatever weapon he is carrying with magical energy and deal one magic weapon damage.
- **Topaz** (elf priest): can influence fate and allow you to reroll a die up to three times. She can also increase a saving roll by 3. And as if that isn't enough she is able to empower a magic weapon to do 2 additional damage (this includes Sir Lex's power).

Pencils & Powers™

A Roll & Write Adventure Game

All Hallows Eve

*"In our hearts we feel the lure. Toward darkness, shivers, and things not pure, While ghostly shadows creep slowly by, Spying on witches and brooms that fly. Icy fingers that grab their prey. And do bad things 'til night turns to day. Heed this plea to stay inside. Find covers and blankets and sheets to hide. Slowly this night will fade to day. And fiends and monsters will crawl away. Once a year, on this dank night, We'll shake and shiver 'til morning light"**



SETUP
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ROLLS

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MONSTERS

ROOM SKELETONS

Icons: Skull, Heart, Star

Health: 10 squares (2 shaded)

Abilities: Improve Boss by 2. Gain 2 gold when defeated.

ROOM PHANTOM

Icons: Ghost, Heart, Star

Health: 10 squares (2 shaded)

Abilities: Immune to all damage unless the heroes have a Magic Sword.

ROOM SPYDER

Icons: Spider, Heart, Star

Health: 10 squares (2 shaded)

Abilities: - 4 gold when defeated. - Improve this monsters treasure by 2 at start.

ROOM GGGHOST

Icons: Ghost, Heart, Star

Health: 10 squares (2 shaded)

Abilities: - This monsters damage is not reduced by Magic Shields.

ROOM ZOMBATS

Icons: Bat, Heart, Star

Health: 10 squares (2 shaded)

Abilities: - If you roll this monster after it has been killed it comes back to life.

ROOM VAMPYRE

Icons: Vampire, Heart, Star

Health: 10 squares (2 shaded)

Abilities: - Add a d6 to this monsters attack. - If you fail to beat this monster a hero dies.

TREASURES

Room 1: 10 treasure slots (2 icons)

Room 2: 10 treasure slots (2 icons)

Room 3: 10 treasure slots (2 icons)

Room 4: 10 treasure slots (2 icons)

Room 5: 10 treasure slots (2 icons)

Room 6: 10 treasure slots (2 icons)

Locked Chest
Trap: 2 damage
Map: shade 3 squares
Magic Sword
Magic Shield
1 gold
Curse: Improve a monster by 1.

Gold
1 = reroll combat die
6 = level 1
7 = level 2
8 = level 3

ROOM Roll a die at start, that monster is the boss. Improve it and its treasure by 4. Lock it's mausoleum. To unlock it you must shade in tombstones with the letters of its name. -50 points if you do not beat the boss.

ROLL AGAIN

Die icons: 1, 2, 3, 4, 5, 6

MAP KEY

5 Mausoleum Door

Obstacle

Tombstone

Jack-O-Lantern

Tombstones

see rules for tombstone setup

Jack-O-Lanterns

These monsters have 2 attack, 2 health, and can only be damaged by magic weapons. Beat them and recieve a treat

- 1. A hero gains a level
- 2. Gain 5 gold
- 3. Shade in any 2 treasure square
- 4. Gain a magic sword
- 5. Next turn is a free turn (max 5)
- 6. Gain a magic shield

SCORING

- 1 point per shaded square on a monster when defeated.
- 1 point per fully shaded tombstone
- 1 point per shaded square on a treasure when collected.
- 1 point per jack-o-lantern defeated.
- 1 point per hero level gained.
- 5 points for each dead hero.

HEROES

hero powers are usable once per turn each

Sally

Icons: Sword, Shield, Level 1-3

Abilities: Trick or Treat: reroll a die that you just rolled
Vampyre Costume: reduce damage by 1
Smash Pumpkin: deal 2 damage to a Jack-O-Lantern

Caretaker Joe

Icons: Hat, Sword, Shield, Level 1-3

Abilities: Shovel: deal 1 damage to a monster
Shovel: smash open a locked chest
Shovel: trigger a trap without taking damage

BoBo (Monkey)

Icons: Monkey, Heart, Star, Level 1-3

Abilities: Comedic Relief (PASSIVE): Each of BoBo's health can absorb 2 damage
Monkey Snack: another hero may use a power for free

Officer Bob

Icons: Hat, Sword, Shield, Level 1-3

Abilities: Investigate: shade in any 2 treasure squares
Deduce: raise or lower the number on a die by 1
Nightstick: deal 2 damage to a monster

FREE TURNS
1
2
3
4
5

* Halloween Night poem by Denise M. Cocchiaro spookymoonart.com

ALL HALLOWS EVE

Sally was trick-or-treating, with her pet monkey BoBo, as her favorite vampyre from that TV show. (you should probably be ashamed if you can think of more than one). Sally being a mischievous little girl loves to smash pumpkins on Halloween. As she passed the local cemetery she noticed a Jack-O-Lantern on the other side of the fence.

Officer Bob was on patrol, keeping everyone safe as the trick-or-treaters scurried from house to house. Bob noticed a little girl and her monkey entering the cemetery and he decided to investigate what was up.

Caretaker Joe has been the caretaker of this cemetery for the past 40 years. And every Hallows Eve strange noises come from the mausoleums and strange apparitions in the guise of Jack-O-Lanterns have been reported haunting the grounds. He decided that he should probably lock the gates before any trick-or-treaters wandered in and were scared by the spirits.

As Sally, BoBo, Officer Bob, and Caretaker Joe passed through the gates to the cemetery, they slammed shut behind them. The rusted gates would not budge. Suddenly a ghostly Jack-O-Lantern flew by their heads and off into the distance. Just then the screeching of bats could be heard coming from one of the mausoleums.

Without hesitation the group ran after the Jack-O-Lantern... What happened next is up to you!

RULES

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

TOMBSTONES: You will need to set up the tombstones. Find a book and open it to a random page. Find the 13th letter on that page. You will fill that letter in for the first blank to the right of the first tombstone. Going down the column fill in the next letter of the alphabet. When you reach Z continue with A. When a column is complete start with the next column. Do this until all tombstone spaces have letters.

Let's say that the letter is "C" this is how it would look.

[1] C	F	I	[4] L	O	R	[7] U	X	A
[2] D	G	J	[5] M	P	S	[8] V	Y	B
[3] E	H	K	[6] N	Q	T	[9] W	Z	C

When you shade in both squares of a tombstone on the map you will gain access to the letters on that tombstone. The boss's room is locked and will remain so until you have found the tombstones with the letters that spell that the boss's name. Let's say that the boss was GGGHOST so in the example above you would need to find tombstone 2,3,4,5,6. This will be different each game as you will randomly select the boss at the start of the game and the letters on each tombstone will be different.

FREE TURNS: You may be granted a free turn if you roll a 5 after defeating a Jack-o-Lantern these are tracked separately to the right under the 35 standard turns of the game. You may gain a maximum of 5 of these turns.

JACK-O-LANTERNS are monsters that you do not roll a dice when fighting. SO you will need to have magic swords to beat them or use Sally's power "Smash Pumpkin".

WINNING: You will need to defeat the boss to win but you will still want to collect as much treasure and defeat every monster for the points. Just make sure to beat the boss as if you don't by the stroke of midnight (35th turn) he will escape and you will lose 50 points.

Pencils & Powers™

A Roll & Write Adventure Game

ALIEN OVERRUN

The year is 2084 and you are a member of an elite combat unit operating on the edge of known space. Whenever aliens attack a mining facility your team gets the call. Your mission: clear the base of all aliens and defeat the Alien Queen.



SETUP

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ROLLS

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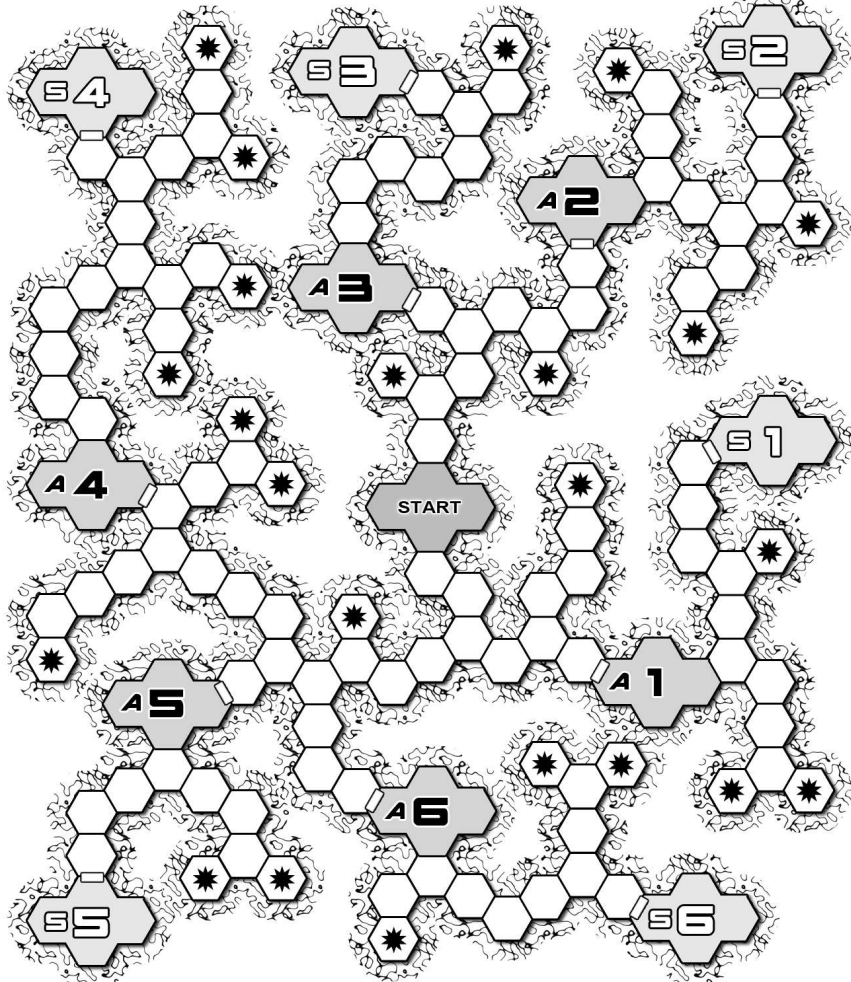
35 _____

FREE TURNS

1 _____

2 _____

3 _____



ALIEN QUEEN



The Queen starts with 20 health. When you attack the Queen, roll a die to determine what random effect occurs.

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ARTIFACTS

When you gain an Artifact roll to identify it. You may gain each artifact once. Roll again if necessary.

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SCORE SCORING

1 point per shaded square on an Access Room when defeated.
 1 point per shaded square on a Special Room when defeated.
 1 point per Crystal collected on the map.
 1 point per hero level gained.
 -5 points for each dead hero.
 -50 points for failing to defeat the Alien Queen.

MAP KEY

- Crystal
- Bulkhead
- Access Room
- Special Room

CRYSTALS

Spending 1 crystal to reroll a die

SPECIAL KEY

- Missile (d6 damage)
- Armor
- Blaster
- Alien Artifact
- Alien Horde
- Ambush

ACCESS ROOMS

ROOM SWARMER

When defeated gain 1 Crystal and improve all other Aliens by 1

ROOM WARRIOR

When defeated gain 2 crystals and improve all other Aliens by 2

ROOM ELITE

When defeated gain 3 crystals and improve all other Aliens by 3

ROOM OVERSEER

At start of game shade 3 squares of the Special Room of the same number

ROOM AGGRESSOR

Immune to damage from Missiles

ROOM COMMANDER

The Queen may not be damaged while the Commander is still alive

SPECIAL ROOMS

ARCHIVE

Spending 1 Crystal to gain 1 Level

ARMORY

Spending 2 Crystals to gain 1 Armor

SECURITY

Spending 1 Crystal to open any 3 bulkheads

ARSENAL

Spending 2 Crystals to buy 1 Blaster

DEPOT

Spending one Crystal to gain one Missile

REACTOR

You may assault the Alien Queen

HEROES

HACKER

Hack: another hero may use a power for free
 Access: open a bulkhead adjacent to a shaded hex

SOLDIER

Explosives: deal 2 damage to an alien
 Overload: a Missile this turn does 2 extra damage

ENGINEER

Probability: raise or lower a die result by 1
 Barricade: reduce damage done from Aliens by 2 this turn

SCOUT

Scan: explore 3 extra hexes this turn.
 Alert: ignore all Ambush Damage this turn.

ALIEN OVERRUN (v1.0)

RULES

EXPLORATION: Your exploration die will be used to shade a number of hexes equal to the assigned die. You may shade adjacent to already shaded hexes, the start room, and rooms that you have cleared of alien presence.

- **BULKHEADS:** Block your ability to enter rooms and you may not shade hexes beyond them until they have been removed. You may use a the Hacker “Access” power to remove a bulkhead. Additionally the Security Room will let you remove bulkheads. As a last resort you may use a Missile to destroy a bulkhead.

MONSTERS: The Aliens in Access Rooms are the “Monsters” references in the Pencils & Powers rooms and are defeated in the same way.

- **COMBAT:** In this adventure you will NOT roll a die in combat. However you may cross off a Missile that you have gained to add a d6 to combat. Add one to damage for each Blaster you have and reduce damage done to your Heroes for each Armor you have. Powers that do damage or block damage work as normal.
- **MISSILES:** You may gain missiles from the Depot Special Room for Crystals. These are the only way to add a d6 to your combat. All heroes start with 1 Missile. You may use only 1 Missile each turn.

TREASURES: Special Rooms take the place of treasures. You must reach each of these rooms to gain access to them. When you reach the room you must defeat any aliens in that room to claim any of the additional items (treasure). Once defeated the special ability of that room may be used.

- **ALIEN HORDE:** These aliens in Special Rooms take 1 damage each to kill. Any that are not killed deal 1 damage to the heroes.
- **AMBUSH DAMAGE:** All rigs take 1 damage when ambushed. This may be negated by Armor or the Scout’s “Alert” power.
- **SETUP:** You will assign one die on setup towards your starting Crystals.

CRYSTALS: These are the currency of this adventure. You can gain them by shading in the hex on the map with a Crystal, by defeating Special Rooms, and from a few of the Aliens in Access Rooms.

ARTIFACTS: These alien devices are unique. When you gain one you will roll a d6 to determine which one you found. If you roll an artifact that you already have, roll until you find one you haven’t already rolled. Mark it off when used.

- **FREE TURNS:** You may be granted three free turns from an Artifact. These are tracked separately to the right under the 35 standard turns of the game.

ALIEN QUEEN: The alien Queen has 20 health and you will need to make your way to the Reactor Special Room to be allowed to attack her. You may make a single attack per turn so you may choose to attack the Queen, an Access Room, or a Special Room but not more than one per turn. Each time you attack the Queen roll on the random effect chart at the start of combat.

WINNING: You do not need to defeat the ALIEN QUEEN to win but if you do NOT you will lose 50 victory points. Remember that she has 20 health and will take several turns to defeat. .

The Shadow Spire

A shadowy spire has arisen nearby and with it came evil shadow creatures that have been ravaging the countryside. As a great champion of the kingdom, your challenge is to travel the lands gathering knights and other allies with the goal of assaulting the spire and ridding the land of shadows forever.

For this adventure you will be recruiting an army of Knights to help you defeat the shadows of the Shadow Spire. You will need to kill shadows and venture into dangerous catacombs to gain gold that you will use to buy food for your troops and to recruit more knights and other powerful allies. As you travel the lands you will also need to defeat six powerful shadow lords and the three smaller shadow shards that have appeared. Once you have defeated them you will be allowed to assault the shadow spire.

Please read through the base rules first. These rules build upon those.

Starting The Game

To start you will need to select one of the three Castles on the map and shade it in. You will then be granted 5 Knights, 10 Food, and 5 Gold.



The Dice

Assigning Dice: For this adventure you will roll 3d6 for your "turn dice" as normal. You will assign one die to **Exploration** and select a shape to shade in. A second die will be used to improve a **Shadowlord** (shade in a Shadow). And the third die will be assigned to an **Event**.

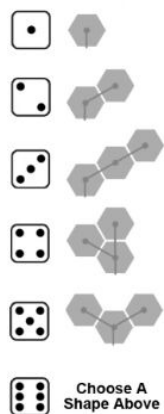
Setup: at the start you will roll your setup dice as normal to set the Shadowlord's location numbers and the Event numbers that will correspond to future roles. The third die will grant you additional starting Gold.

Unassigned Dice: when you can not assign a die to Shadowlord that has been defeated, or an Event track that has been completed, you will instead add **5** to the number of Shadows that guard the Shadow Spire.

Rerolls: you may reroll your personal die, up to **3** times per turn, each roll adds **3** Shadows to the Shadow Spire. This can affect Treasure, Catacombs, Events, and your Combat die (but not the Shadows combat die).

Shapes

For this adventure we have new shapes that you will be shading when you assign that die. The shape must border at least one other previously shaded hex. Rolling a **[6]** will let you select your choice from the other five shapes. You may rotate the shape as normal to as to be able to shade around any obstacles. Alternately you can draw lines between the provided dots in the center of each hex.



The Map

Shadow Spire: the spire starts with **20** Shadows and gains additional shadows when a die that can not be assigned (when assigned to a completed Event or Defeated Shadowlord). To reach the Spire you need to defeat all six *Shadowlords*, and claim all three *Shadow Shards* on the map. Once you have accomplished this feat you will be allowed to assault the Shadow Spire.



Shadow Shards: each *shard* is guarded by shadows. Defeat the shadows at each of the three *Shadow Shard* locations to claim each of the shards. See "Combat" below for more information of fighting Shadows.



Shadowlords: each Shadowlord commands a number of Shadows. When you defeat a Shadowlord you will trigger their power. See "Combat" below for more on fighting Shadowlords.



Mountains: The shaded areas on the map are mountains. You may not shade any mountain hex.



Mountain Pass: each mountain range has a single mountain pass that you can pass through. This pass is guarded by Shadows. When you attempt to shade the mountain pass you must win a *Shadows Attack!* If you retreat you will not shade the pass or beyond this turn.



Catacombs: when you shade a Catacombs you will explore it. You may explore each of the six Catacombs once per game. You may also recruit an Explorer at a Catacombs.



Temple: you are safe from shadows at a Temple. When you shade a Temple, and you qualify for aid, you will be granted Knights, Gold, or Food. You may also recruit a Priest at a Temple. You may use each of the three temples once per game.



Market: when you shade in a Market, you may select and purchase Food, Knights, Levels, and powerful allies (Brute, Ranger, Priest, and Explorer). You may use each of the three Markets once per game.



Castles: When you shade in a Castle you will immediately be granted 5 Knights, 10 Food, and 5 Gold and you can recruit Knights for 3 gold each. You start at a Castle so there will be two additional Castles that you may visit on your adventure. Each Castle may be used once per game.



The Shadow Spire

Food & Gold

Feed the Troops: In this adventure you will need to maintain enough food for your Knights. Every **five** turns (as marked on the turn tracker), at the start of that turn, you will need to feed the troops, when this happens each Knight consumes **one** food. Knights also help you carry your food and gold and may each carry up to **five** gold and **two** food. If you do not have enough food on a turn for each of your Knights **Starvation** will occur (see below). If you do not have enough Knights to carry your food or gold you will lose any excess food or gold. Note that you may recruit a Brute at a Market that can carry 20 food and 50 gold.



Starvation: happens when you are completely out of food. At the end of your turn you will lose one Knight per turn until you can get to a Market to buy more.

Champion

In this adventure you will have only a single hero, the "Champion". You will need to recruit a fighting force of Knights and other powerful allies by traveling the land and recruiting them.

Champion: starts with 4 health and 4 power and can gain up to 3 level increases for 5 Gold each at the Market. You have four powers that you can use throughout the adventure.

- **Inspire:** add 3 to your combat die.
- **Rally:** recruit 2 Knights when you shade a Temple or Castle.
- **Sacrifice** (free): each damage to take protects 2 Knights.

Powers: you may use one power per turn however during this adventure you may also use one power per round in combat. You start with 4 powers but can gain 3 through levels and another 5 from the Power Sword.

Knights: You may command up to 25 Knights. Knights can carry 5 gold and 2 food each. Knights can be killed in battle by the Blight, Plage, Curse, and Dragon events. You can recruit Knights at the Market and Castle however there are other ways to gain Knights throughout the game. Being struck by Plague when you have a Priest or through your Rally power.

Allies

Allies are permanent once recruited. They do not eat any food and do not engage in combat. You may recruit each only once.

Brute (Market): a Brute is valuable because it can carry 25 gold and 10 food. Brute do not engage in combat, and don't consume any food.

Explorer (Market/Catacombs): If you roll one of the three special treasures that has already been collected you will instead gain your choice from the remaining Treasures.

Priest (Temple/Market).the Priest protects against the Plague event. But not only does the Priest prevent the Plague, but actually awards you with two new Knights. The Priest doesn't prevent losses in battle, or to Blight.

Ranger (Market): you can never get Lost if you have recruited a Ranger. f you are the victim of a "Lost" event and you have a Ranger, not only do you *not* lose a turn, but you also gain an immediate free turn (take this turn immediately following the current turn).

Treasures

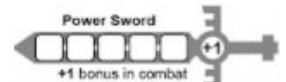
As you acquire treasures **note*** that there are only one Warlock, one Griffin, and one Power Sword available. Once you have collected them you should cross them off the treasure table. Any further rolls of their number gain you d6 gold unless you have an Explorer.

Relic: a special treasure that grants you a **+2** bonus in combat when your troops are outnumbered.

Griffin: a flying creature that can be used to transport anywhere on the board. Choose a hex anywhere on the board and shade it in. You may use the Griffin once per game and must do so before you roll your dice for the coming turn.



Power Sword: is a powerful weapon that grants you a **+1** bonus in combat plus **5** extra uses of your powers. And allows you to slay a Dragon that attacks your troops.

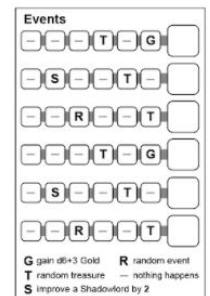


- If a Dragon attacks, you may use a power to slay the Dragon and you will gain 2 Knights and 10 gold. Otherwise you will lose 2 Knights and 10 gold to a Dragons attack.

Events

There are six event tracks. You will shade these in left to right. As you shade along the track you trigger events such as, finding a Treasure, improving a Shadowlord, a Random Event, or a Cache of Gold. When you complete the entire event track you will immediately trigger a **Random Event** and roll for an event.

Lost Turns: If you lose a turn from the "Lost" event you should cross off the highest available turn from the turn tracker.



The Shadow Spire

Combat

Combat for this adventure will use 2d6. Use one of the three white dice for your combat rolls, and a die of a different color for the Shadows.



Combat occurs in rounds; for each round you **lose**, a single Knight dies, but for each round you **win**, the Shadows lose a number equal to your total Knights. Additionally the force with less troops in the fight will lose one additional troop. Before you roll for a round you may avoid combat and retreat, but you will lose one additional Knight as you depart the field of battle.

Each round you will roll both d6. Add your die to your combat value and the Shadows d6 to their combat value. If your total is greater than the Shadows combat value you win that round.

Combat Value: your combat value is equal to your number of Knights divided by 3 (rounded up). The Shadows combat value is listed here.

- **Shadows Attack!** 2 (d6+2 shadows)
- **Shadow Shards:** 5 (d6+5 shadows)
- **Shadowlords:** 5 (shaded shadows)
- **Shadow Spire:** 8 (number of shadows)

Shadow Troops: Shadows Attack! And Shadow Shards have random number of Shadows that will be rolled at the start of the fight. Shadowlords and the Shadow Spire have a set number of Shadows.

Rewards: when you win a fight you will gain Gold equal to the number of Shadows you have defeated.

Shadow Spire: Always kills one extra Knight per round.

Possible Bonuses

- **Champion:** may use a Power to activate their "Inspire" ability to add 3 to your combat die.
- **Power Sword:** grants +1 to your die roll if you possess it.
- **Relic:** grants +2 to your combat roll if your Knights are outnumbered by Shadows.

Champion Powers: normally you may only use a power on your hero once per turn. However during combat for this adventure you may use one power every round.

Combat Example (Shadows Attack!): I shade in the Shadows that are guarding a mountain pass and Shadows Attack!. I will roll d6 and add 2 to set the number of Shadows. I roll [4] so there are 6 Shadows.

1. [6 Shadows vs 5 Knights] I roll a [2] plus my combat value of 2 is 4. The Shadows roll a [3] for a total of 5. I decide to use my Champion's "Inspire" to increase this by 3 for a total of 7 and beat the Shadows. The Shadows lose (5) and my Knights lose (1).
2. [1 Shadow vs 4 Knights]. This round I roll a [5] plus my combat value of 2 for a total of 7. The Shadows roll a [4] for a total of 6. The Shadows have been defeated.
3. I now gain 6 Gold for defeating 6 Shadows.

Combat Strategy (warning math spoilers!)

Your combat value goes up every 3 Knights so it is important to know the three major break even points. At 4 Knights you have the same base combat value as Shadows Attack!. At 13 Knights your combat value matches the Shadow Shards and Shadowlords. And at 22 Knights your combat value is the same as the Shadow Spire. It is important to remember that even if you win the round, when you are outnumbered you will lose one troop.

You start the game with 4 uses of your champion's powers. This will afford you the ability to boost the die roll by 2. In addition you can reroll your combat die as many times as you like but you will be adding 3 Shadows to the Shadow Spire every time you do so.

Treasure: the Power Sword grants you a +1 bonus which drops the break even point by 3 Knights. And in the final fight against the Spire you will want the Relic as it will grant you a +2 bonus to rolls when you are outnumbered.

v1.1 updated 5/21/2018

- Blight event increased to lose 5 food up from 2 food
- Champions Rally power can only be used the turn when you shade a Temple or Castle
- Champions Gather power has been removed
- Champions Sacrifice power has been reworded for clarity

The Cult of Cthulhu

Setup

Roll three six-sided dice as normal for setup. Choose two of the dice and read them from lowest to highest. That will be the location on the map where you start. Shade in the two squares on the map for that location. You may not encounter cultists at this location and you will not roll for this location. The third die will be used to give you a head start exploring the sanitarium. Shade in a number of squares equal to the third die (see **exploration** below). Note that there is no gold with which to buy rerolls or level gains for your heroes however your characters may use powers or embrace the madness (see **madness** below) to reroll a die.

Assigning Dice

You will assign one die to **search**, one to die to **ritual**, and one die to **exploration**.

Search: Shade in one search square (magnifying glass icon) at the corresponding ritual location. When a ritual location has all of its search squares shaded in its location on the map will be known. Roll 2d6 to determine the location reading the numbers lowest to highest.



If you choose a ritual that has already shaded all five of its search squares one of your heroes shades in a madness square (see **madness** below).

Ritual: Shade in one ritual summoning square (candle icon) at the corresponding ritual location.



If you choose a ritual that has already shaded all five of its ritual squares one of your heroes shades in a madness square (see **madness** below).

- **The End is Coming:** After you defeat all cultists you have gathered all of the clues as to the location of the final ritual location. Roll 2d6 to determine the location reading the numbers lowest to highest. You will need to shade in the final ritual location to encounter and defeat the summoning of Cthulhu.

Exploration: You may start shading from the start location or any other shaded square. You will shade in a number squares on the map equal to the number you just rolled for exploration. You may only shade a square that is adjacent to the chosen start location or adjacent to an existing shaded square.

Defeated Cultists

When assigning the **search** and **ritual** dice, if the cultists at the respective location have already been defeated you can still assign the dice to that location provided there are empty squares. However you will mark those squares with an X and they will not count as victory points. When all of the squares have been shaded or have an X then your heroes will start going mad (see **madness** below).

Madness

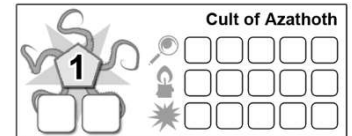
When when there are no more empty squares for the **search** and **ritual** at a location you may no longer assign a dice to that location. Instead you will shade in one madness square for one of your heroes at random. When a hero has shaded in all eight madness squares they run off screaming into the night and are no longer usable in this adventure. Roll your personal die, a result of a 1 or 2 is the *Investigator*. A result of 3 or 4 is the *Priest*, and a result of 5 or 6 is the **Adventurer**.



- **Embrace the Madness (reroll):** You may sacrifice a heroes sanity to reroll any one die. Select a hero and shade in one of their madness squares.

Locations

Each ritual summoning location has five search squares, five ritual squares, and five power squares. There are 21 possible locations. When all five of the search squares have been shaded, that location is known and you will roll 2d6 and read the two numbers lowest to highest. Fill in the two squares under the location number. Locate the matching location on the map and that is the location of the newly discovered ritual.



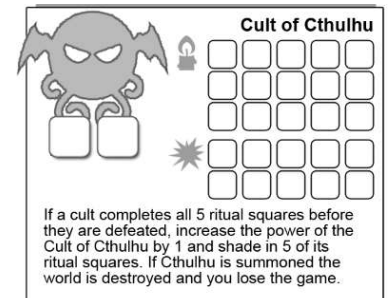
If you roll a location that has already been rolled you will shade in one power square for that location and roll again.

You will need to shade your way to that location and shade in both ritual squares on the map before you can engage the cultists and stop the ritual. Reaching a location before discovering a ritual there will not uncover the location as a ritual location. It is assumed the cultists have not yet reached the location or have hidden nearby waiting for you to pass.



Cult of Cthulhu

If you fill in all 15 of Cthulhu's summoning squares the great old one himself is summoned and destroys the world, and even worse you lose the game.



Caverns of the Krampus

Beneath the North Pole lies the Caverns of the Krampus. In contrast to good old St. Nicholas he punishes children who have misbehaved throughout the year. The Krampus takes the children's gifts for himself and stashes them deep in his caverns. You and your fellow elves have had enough of the Krampus and have decided to venture into his caverns and stop him from ruining Christmas for so many children around the world.

SETUP

You will roll 3d6 to start and will assign room numbers as normal. Treasures are replaced by Gift Stash's and Monsters are replaced by Nutcracker Soldiers. Your third die will give you a head start exploring and will be assigned to Exploration.

DICE

- **Assigning:** Any time you assign a dice to a collected Stash or a happy Nutcracker you will make a mark in the the **humbug** box in the scoring section.
- **Rolling:** You may re-roll any die for the cost of one **humbug**.

HUMBUG



EXPLORATION

Each turn the exploration die will be the number of hexes you will shade in. You may shade adjacent to already shaded hexes, the start room, and rooms that you have cleared of any Nutcrackers.

- **Locked Doors:** block your ability to enter rooms and you may not shade hexes beyond them until they have been removed. You may use Jingle's Key Ring power to unlock a locked door.

COMBAT

CONFRONT (COMBAT): In this adventure when you confront a Nutcracker Soldier you will roll a d6, add +1 for each Candy Cane you have, and any additional joy from using your elf's magical powers. Additionally you may eat a Gingerbread Cookie to add another d6 to the result. Your joy must meet or exceed the grumpiness of the Nutcracker. The Nutcracker deals an amount of grumpiness to your elves equal to its Chomp which may be reduced by powers and mittens.

- If you succeed, the Nutcracker is happy and will let you pass. You may now shade in hexes beyond the room that the nutcracker is in.
- If you fail, the Nutcracker gains 1 grumpiness and you will need to confront it again on another turn before you may pass.
- If a nutcracker is happy but an effect adds one grumpiness they return to blocking access to the stash room as well as count for zero victory points. When made happy again their power does not trigger but they will again be worth victory points.

Example: You confront Nutcracker Griswold. You roll a [3] and have 2 Candy Canes for a total of 5. Griswold has a grumpiness of 6. You decide to eat a Gingerbread Cookie and roll a [3] bringing your new total joy to 8. Griswold is now happy but still chomps your elves for 6 but you have 2 magic mittens so you must shade in a total of 4 happiness squares on your elves.

GIFT STASH (TREASURE)



Gift Stashes take the place of treasures and work just as treasure do. Except for the final gift in the stash which when collected will grant the additional benefits listed with that stash.

Note: any gifts you encounter on the cavern map will let you shade a square of a stash of your choice.



SILVER BELLS

These magical bells are unique. When you gain one you will roll a d6 to identify which one you found. If you roll a bell that you already have, roll until you find one you haven't already rolled. Place a check in the box when you gain the bell and shade it when used.



- **Free Turns:** You may be granted three free turns from a bell. These are tracked separately to the right under the 35 standard turns of the game and may be used at any time before the 35th turn.

GINGERBREAD COOKIES

You may gain gingerbread cookies from treasures or defeating Nutcrackers. These may be eaten (used) to add a d6 to your joy value when you confront a Nutcracker or The Krampus. Or you may eat one to reduce your **humbug** by the value rolled. All elves start with 1 cookie. Your elves may eat only one cookie each turn.



ORNAMENTS

There is no gold for this adventure however you will be collecting ornaments to decorate Tannenbaum, a fir tree, and gain access to the Krampus. You will find them throughout the caverns, hidden in stashes, and carried by Nutcrackers.



RUDOLPH

Rudolph has been caught snooping around the caverns and locked in a room deep within the caverns. Reach the room with Rudolph and unlock the door to save him. This will grant 2 levels and 5 victory points.



ELFS (HEROES)

Each elf has a happiness value that is the same as health from past adventures. When affected by grumpiness you will lose happiness and when an elf has no more happiness they are grumpy and will not be able to continue adventuring. If an elf gains a level they will have one fresh new happiness and may return to help the others. Each elf also has a magical power track that starts with 3 uses. These are the same as powers from past adventures. Each elf starts with one Gingerbread Cookie but may carry up to two more that have been found throughout the adventure. Finally each elf may have Magical Mittens and a Candy Cane that work like the shield and sword from past adventures.

- **Levels:** Your elves will gain levels from stash effects, a silver bell, for saving Rudolph, and for each Nutcracker you defeat. The silver bell that grants levels may be saved and used at the start of any turn before you roll the dice provided it has not been destroyed. All other ways you gain levels will happen immediately and cannot be saved for later use.

KRAMPUS

The Krampus is in his lair in the center of the caverns. The door to this room is blocked by **Tannenbaum**. The Krampus has 20 grumpiness you will need to turn happy with joy. You may make a single confrontation per turn so you may choose to confront the Krampus or a Nutcracker but not more than one per turn. Each time you confront the Krampus roll on his random effect chart before the confrontation begins.



You will not roll a d6 for joy against the Krampus as you would for a Nutcracker. The Krampus always has 4 grumpiness that you must overcome before you bring him any joy. You may only bring him joy by using gingerbread cookies, candy canes, and elf powers. You may only give him one gingerbread cookie per turn and each elf may use only one power per turn as usual.

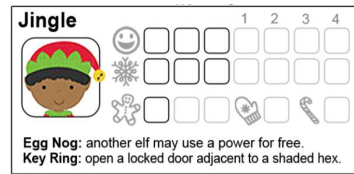
- **Tannenbaum**, is a magical fir tree that you can not make happy with joy. You will need to decorate Tannenbaum with 8 ornaments that you have collected on this adventure to make him happy. Until you have collected at least 8 ornaments you will not be allowed to confront the Krampus.

HUMBUG

You will gain humbug when you assign a die to a previously collected stash or nutcracker or you may gain a humbug to re-roll a die. Each point of humbug is worth -1 victory point at the end of the game.

WINNING

You will need to confront the Krampus and make him happy to win the game. You will receive 30 victory points for doing so. Remember that he has 20 grumpiness and will probably take several turns to make happy.



CHALLENGE

12 Days of Christmas: you may take this challenge where each time you play the game you will add one or more of these rules at the start of the game and they will persist throughout the game. The first playthrough you will start with the rule 1 and each time you play you will add the next rule until the 12th play through where all 12 rules will be in effect. **Or just start with all 12 if you feel really adventurous.**

1. Each time you use a silver bell, add 1 grumpiness to a random Nutcracker.
2. Double Humbug: each mark in the humbug box is worth -2 victory points.
3. At setup consult the Krampus effect chart and trigger each effect that matches each of the 3 setup dice (hint: only a 6 does nothing bad at this point).
4. Cross off the 4th level for each elf. They may now only gain up to 3 levels each.
5. You only have 30 turns to play the game. Cross off the last 5 turns (31 -35).
6. You must make all Nutcrackers happy starting with room 1 and progressing through the numbers till you reach 6 (1,2,3,4,5,6).
7. Shade in 7 Nutcracker Soldier squares (your choice of Chomp or Grumpiness).
8. Frostbite: Every 8 turns your elves lose one happiness (turns 8,16, 24, 32) each elf with mittens us unaffected (so get some mittens fast).
9. The first time you confront the Krampus he immediately does 9 grumpiness to the elves.
10. Destroy a random silver bell every 10 turns (10,20,30)
11. The total number of ornaments needed to make Tannenbaum happy is increased to 11.
12. At the start of the game, cross off your choice of 12 gifts from the map. The Krampus has stolen them and they are no longer available.

Note: This will make the game very difficult and requires you to remember quite a bit of extra rules. But beating the Krampus on the 12th day with all 12 effects will be quite the accomplishment. I look forward to hearing from anyone that takes the challenge and to seeing if I can beat their score.

Updated 12/23/2017

Ancient Evil Awakens

1: The Dread Knight

Buried deep within the halls of the Dungeon of Dread lies the crypt of Zaugg the Mighty. Once a great and powerful Knight he was corrupted by evil magic. Now a powerful Dread Knight he is compelled to guard the magical cauldron of the Evil Witch Queen. Defeat him and claim the cauldron for yourself.



If the Guardian or Sorcerer die during this adventure they will not be available for you to use against the dragon in the Dragon Castle Challenge adventure.

SCORE

If you manage to score more than 100 points you may start The Forgotten King adventure with 6 additional gold and may improve one treasure by 3 before the game begins.

2: The Forgotten King

Within the catacombs beneath the Temple of Dread lies the tomb of a forgotten and mysterious King. It is said that an artifact, the Ruby Skull, an item of unimaginable power was buried with the King. Legend has it that whomever wields the skull becomes as powerful as a god. Dare you face the Skeleton King and claim the treasure for yourself?



If the Shadow Master or Treasure Hunter die during this adventure they will not be available for you to use against the dragon in the Dragon Castle Challenge adventure.

SCORE

If you manage to score more than 100 points you may start The Crazy Alchemist adventure with 3 mystery potions and 6 additional gold.

3: The Crazy Alchemist

Hidden deep in the town sewers lies the laboratory of a the Crazy Alchemist. His quest to turn sewer sludge into gold has cause a slow descent into insanity. Now vicious slimes, his failed experiments, are crawling out of the sewers and threatening the town. Can you stop the assault?



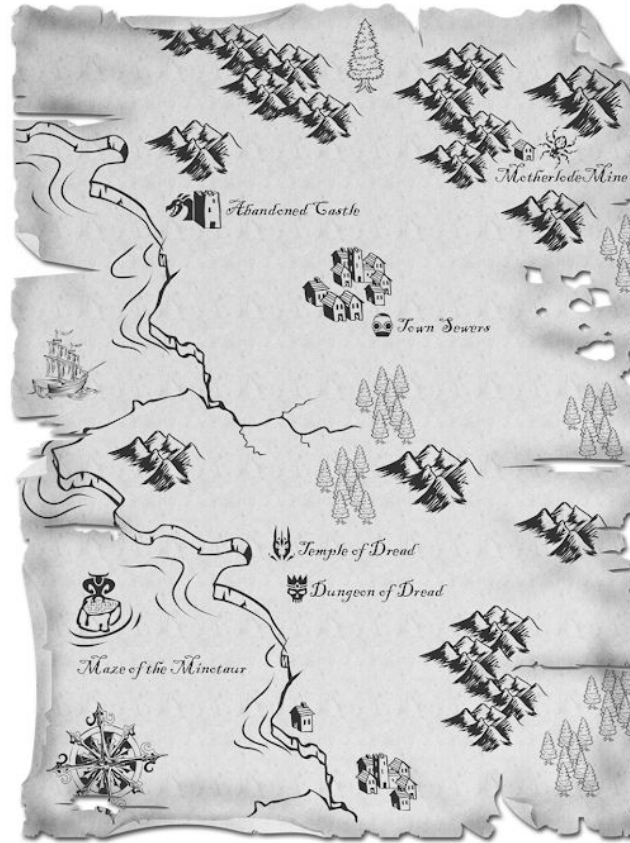
If you manage to score more than 100 points you may choose one hero in the Dragon Castle challenge that may start the game having already gained 3 levels.

SCORE

If you manage to create all 15 Mystery Potions you may choose one hero in The Mother Load adventure that will start the game having already gained 2 levels.

Every thousand years, The Destroyer, an evil demon seeks to enter this world and bring about a great armageddon and eternal suffering to all of its denizens. The time of reckoning is almost upon us. As the greatest heroes of the land, it has fallen upon you to gather relics of power from locations across the land and to use them to make your way through the great maze to the bottomless pit at its core. Seal the pit before time runs out to become the greatest heroes this land has ever known.

To aid you on your journey you will need to gather the Witches Cauldron, Ruby Skull, The Crazy Alchemist's Distillery, Magic Stones guarded by an Ancient Dragon, and Aurum, the legendary mining pick hidden deep within the Motherload Mine.



When you have completed all 6 of the adventures in this campaign you should tally up all of the scores for your final score.

FINAL SCORE

Keep track of any dead heroes on this sheet and feel free to stop by the facebook group and post your results.

Campaign World by Mark Jindra 2018
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4: Dragon Castle Challenge

A Powerful Dragon has taken control of an abandoned castle in the nearby countryside. It is rumored that he has amassed a vast hoard of treasure. Outsmarting the dragon and taking its treasure would be easy for a hero such as yourself if it were not for the torrents of arcane magic that alter reality itself inside the castle walls.



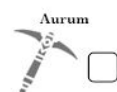
Provided these heroes did not die while playing The Dread Knight and The Forgotten King adventures you may attempt the Dragon Castle Challenge with each of them.

SCORE

If your highest score is more than 100 points you may start the Motherload Mine adventure by rolling 3d6 and shading all three of the corresponding shapes.

5: The Motherload Mine

The Motherload Mining Corporation has put out a call for brave heroes to assist in clearing out a cluster of spiders that has closed off the mine and taken their workers as food. The reward: all the gold you can carry.



Note that if you do not assemble Aurum in this adventure the heroes on the Maze of the Minotaur will be at a disadvantage and will not start with +2 attack, +2 defense, and +2 saves.

SCORE

If your score is more than 100 points you may start the Maze of the Minotaur adventure by rolling 2 Maze Mysteries at the start instead of just 1.

6: Maze of the Minotaur

An evil that will destroy the land is coming and only you can stop it. Gather the six seals from the guardians of the pit and defeat the insidious Minotaur to gain access to the pit itself. Seal the pit before sunrise to save the world.



Zedrick, Ogg, Sir Lex, Topaz

Play this adventure last. To aid you in this adventure you will need to have gathered The Witches Cauldron, Ruby Skull, Distillery, several Magic Stones, and Aurum the legendary mining pick. Failure to do so will put you at a disadvantage going into this adventure.

SCORE

Ancient Evil Awakens

Every thousand years, The Destroyer, an evil demon seeks to enter this world and bring about a great armageddon and eternal suffering to all of its denizens. The time of reckoning is almost upon us. As the greatest heroes of the land, it has fallen upon you to gather relics of power from locations across the land and to use them to make your way through the great maze to the bottomless pit at its core. Seal the pit before time runs out to become the greatest heroes this land has ever known.

To aid you on your journey you will need to gather the Witches Cauldron, Ruby Skull, The Crazy Alchemists Distillery, Magic Stones guarded by an Ancient Dragon, and Aurum, the legendary mining pick hidden deep within the Motherload Mine.

Campaign

This is the first Pencils & Powers campaign. It brings together the first 6 fantasy themed adventures. You will need to acquire items from each of the first 5 adventures to help you in the 6th adventure.

Heroes

After you play each adventure you should fill in your score on this sheet. Cross off any heroes that may have died. Certain heroes may not be available in the 4th adventure "Dragon Castle Challenge" if they died in a previous adventure.

Special Items

Track which special items you have gathered as they will be useful in the 6th and final adventure in this campaign.

Bonuses

Each adventure has a bonus for future adventures that you can activate by scoring well enough or completing a certain objective.

Final Score

After you have played all 6 adventures, tally all of your scores and fill in the final score.

ASTEROIDS!

Pencils & Powers - Red Alert! Campaign - Adventure #1 - v1.0 - 10/21/2018

Just as your ship, the Red Star, came out of hyperspace it was struck by hundreds of asteroids. With the ship's armor plating not yet fully energized, the impacts tore through the hull and the power core went offline followed by most of the ship's primary systems. The ship's automated repair bots have started making repairs but are functioning erratically. Direct your crew to assist in the repairs and capture the alien monster!

Prologue: In this adventure you will be controlling the crew of the Red Star. Asteroids have left your ship severely damaged and have unleashed an alien monster that is wreaking havoc. You will need to guide the crew throughout the ship as they look for trapped crew members, gather circuit parts and power crystals, assist in repairs, and come together to capture the alien monster.

Victory: To save your ship and crew you will have 35 turn to bring the **Power Core** back online, restore **Communications**, and bring the **Sensors** back online, and pilot the ship out of the path of a massive asteroid that will strike the ship destroying it and everyone aboard.


Components: For this adventure you will need three **white** six-sided dice and one six-sided die of any color you like (this die will be referenced as the **red** die in the rules), a copy of the adventure sheet, a pencil, and an eraser.



SETUP

Roll two white dice for each of your crew members (reroll any duplicate numbers). The numbers are read lowest to highest. Shade in the corresponding location number on the ship grid and note the location in the appropriate spot for each crew member.

Roll three white dice (repeat until all three numbers are not the same) and note the numbers on the right side of the adventure sheet under the heading "setup".

- **Missing Parts:** draw a missing part shape in the center square of the three circuits that match the setup dice. 
- **Asteroids:** deal one damage to each of the three armor locations that match the three setup dice.
- **Circuits:** You will select one die to assign to circuits. Write the number of the assigned die in the leftmost circuit room box. Increase the number by one for each circuit to the right. When you reach 6 the next room will be 1.

- **Monster:** Assign a second die to the Monster to set its starting location. The corresponding location may not be repaired while the monster is there.
- **Exploration:** Your third die will give you a head start exploring. Shade in the appropriate number of squares starting adjacent to any crewmember.

Command Points: Set your command points to 30. These are your currency for the game. As long as your Captain is alive, you may assign the die you would have assigned to exploration to instead grant you that number of command points. Command points are important, as they help you open storage, doors, and bulkheads as well as allowing you to reroll dice.

RED ALERT! ASTEROIDS! Sci-Fi Campaign Adventure #1 by Mark Jindra 2018
pencilsandpowers@gmail.com / @pencilsnpowers

PENCILS & POWERS
A Roll & Write Adventure Game

SETUP 2 4 6
ROLLS

TRAPPED CREW MEMBERS 5

EXPLORATION Shade a number of squares equal to the assigned die. You may add +1 to the die for every command point you spend.

SCORING
1 point per asteroid area rescued (10)
1 point per item collected (7) (11)
1 point per asteroid armor location (30)
3 points per circuit that is active (52)
30 points for completing the entire crew.
All locations on the ship grid are controlled by an uncontrolled set of escaped systems. 50 points for each location that remains active to be contained.
-10 points for each sealed square on a circuit.
-10 points for each dead crew member.

SCORE

1. SECURITY 12 Starts with 0 health, a blaster, and a shield.

2. DOCTOR 23 Head: remove 2 damage from a crew member.

3. PILOT 55 Repairs: use an online Pod Bay to repair 2 Armor.

4. ROBOT 34 Recharge: charge a power cell.

5. ENGINEER 14 Bypass: shade in a missing part on a circuit.

6. CAPTAIN 36 Command: another crew may use a power for free Initiative +2 damage when fighting monster. Inspire (free) instead of expiring gain command points.

LOCATION ABILITIES
1 Communications: You may spend 1 command point to reroll a white die instead of 3.
2 Teleporter: A crew member may spend 1 power to move the Monster to another location.
3 Sensor: A crew member may spend 1 power to select the armor hit by an asteroid.
4 Pod Bay: The pilot may spend 1 power to repair Armor when assigned to the Pod Bay.
5 Containment: Once the monster is subdued and at this location it may not move again.
6 Power Core: All locations do not need power.

COMMAND POINTS 30
Spend command points to do the following actions:
1 shade an entire square
1 open storage
2 open a door
3 reveal a white die
4 open a bulkhead
5 reveal a red die

EQUIPMENT
1 Gain one armor crystal
2 Gain one power crystal
3 Gain one grenade
4 Gain one shield
5 Gain 3 power crystals
6 Gain one blaster
7 Gain one EQUIPMENT

COMBAT
1: Gren: deal 3 damage to a crew member.
2: Reroll: lose one red roll.
3: Charge: a crew member loses 1 health and 10 command points.
4: Tangle: a crew member loses 1 health and 10 command points.
5: Recharge: a crew member loses 1 energy.
6: Repair: deal 1 damage to the crew and gain one monster moved in combat.

MONSTER
When the monster dies, attempt to roll a white die to determine what location it returns to.
When the monster has no energy it may be contained.

ENERGY
When the monster moves to a location with a monster, deal 1 damage to a crew member and attempt to roll a white die to determine what location it returns to.

MOVEMENT
The monster will move to a location that location may not be repaired if your dice match.
When the monster loses energy it will move to a random location.

CIRCUITS
2 3 4 5 6 1

FREE TURNS
1 2 3 4 5 6

Designed by Mark Jindra
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HOW TO PLAY

Rolling the Dice: For this adventure you will roll all four dice every turn and mark the results on the right side of your adventure sheet. The rightmost column is used to track the red die.

Assigning the Dice: Each turn you will assign the three white dice to your choice of these three actions, **Exploration**, **Circuit Selection**, and **Circuit Repair**. Each action can only have one die assigned to it. The red die will always be assigned to deal one damage to the corresponding **Armor** location.



Note: If you can not assign the Circuit Repair die because the circuit is fully repaired, you will instead deal one point of damage to that circuit.

Rerolls: You may reroll any **white** die for the cost of **3** Command Points, and the **red** die for **5** Command Points.

1: EXPLORATION

Shade in a number of squares equal to the assigned die. You may start shading next to any previously shaded square on the ship grid.

- Doors, Storage, and Bulkheads are all locked and will require you to open them by spending Command Points before you can shade past one of them.
- The four squares that border each location number (1-6) are obstacles that you must shade around and you must shade at least one square adjacent to them to access that circuit.

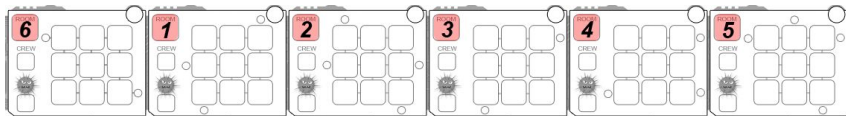


Instead of exploring this turn you may gain Command Points equal to the assigned die.

Boost: As your crew reunites they will gain a permanent +1 exploration boost. This allows you to shade in additional squares each turn. You gain this boost each time you create a path connecting crew members. The first connection will grant a +1 boost but when you have reunited all six of your crew the boost will be +5. This is lowered by one for each dead crew member.

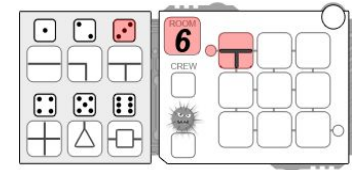
2: CIRCUIT SELECTION

The value on this die selects a circuit for the computer to focus the automated repair systems on. This is where the shape selected next in Circuit Repair will be drawn.

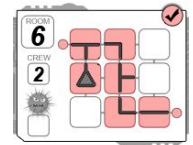


3: CIRCUIT REPAIR

Determines what shape is repaired. Draw the corresponding shape in your choice of the 9 possible circuit squares. You may rotate the shape. You may not draw the shape on a damaged square. You must connect all of the circles that appears around the edge of the squares to repair the circuit and power that circuit with a charged power cell to bring it online.

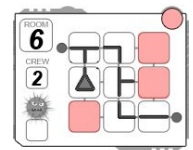


- Online Circuits:** When a circuit is online you may use its Primary Location special ability (see Primary Locations below). Place a check mark in the circle on the top right of the circuit as a reminder that it is online.
- Crew Members:** If a crew member is assigned to repair a location (see crew members), once per turn, you may select and draw a shape on that circuit.



This can be dangerous. You must roll the red die, and if the number matches the number of the shape you just drew, the circuit overloads and both your crew member and the circuit each take one damage.

The circuit in this example can withstand three points of damage before you would be forced to shade one of the other squares which would take it offline.



- Damage Control:** Assigned crew members may also spend one power to erase a shaded square from a circuit.
- Power Cell:** The triangle symbol is an empty power cell. To activate a repaired circuit it must have at least one connected power cell symbol and you must assign one power crystal to that circuit. You will need a crew member at the location to do so. The Robot may use a power to charge (shade in) a power cell.



When the Power Core is online no location needs power crystals to power them. However if the Power Core should go offline, only circuits with power cells will remain online.

- Missing Part:** The square symbol represents a missing circuit part. You may find these parts throughout the ship. You will need a crew member at the location to use a circuit part that you have found. The Engineer may use a power to bypass (shade in) the missing part.
- Malfunction:** Any time you assign a die to a completely repaired Circuit (all 9 squares have a symbol) you will deal one point of damage to the that circuit. Shade a circuit square of your choice.



Note: When the monster is at a location that location is considered to be offline and the circuit may not be repaired.

4: ARMOR

The **red** die is assigned to determine which armor location takes one point of damage. Shade in one square on the corresponding armor location.



- **Breached Armor:** If an armor location takes damage and there are no more points of armor at that location. Roll the red die again and assign one damage to the corresponding circuit. Shade in one of the nine squares of your choice for that circuit. If the circuit has no unshaded squares roll again for another circuit..
- **Repairing Armor:** If the Pod Bay has been brought back online and the Pilot is at the Pod Bay, the Pilot may use a power to repair two points of armor and erase the shaded squares.

PRIMARY LOCATIONS

There are six primary systems that have gone offline. You will need to repair their circuits and restore power to bring them back online. To use a location a crew member that must be able to trace an uninterrupted path of shaded squares from that location to their starting location. Passive locations are always considered active while they are online. Other locations may will require the use of a power to use them.

- 1: **Communications** (passive): You may spend 1 command point instead of 3 to reroll a white die.
- 2: **Teleporters:** A crew member may spend 1 power to move the monster to another location.
- 3: **Sensors:** A crew member may spend 1 power to select the armor location hit by an asteroid.
- 4: **Pod Bay:** The pilot may spend 1 power to repair 2 armor when assigned to the Pod Bay.
- 5: **Containment** (passive): Once the monster is subdued and at this location it may not move again.
- 6: **Power Core** (passive): All locations do not need power crystals to power them.

Note: Remember that you need to bring the *Power Core*, *Communications*, and *Sensors* back online before the end of turn 35 or you will lose the game.

CREW MEMBERS

In this adventure you have six crew members at your disposal. They start at separate locations. To be most effective you will want to reunite your crew by shading and uninterrupted path of squares between all crew members starting locations.

To assign (or unassign) a crew member to a location you must be able to trace an uninterrupted path of shaded squares from that location to that crew members starting location. This may be done once per turn for each crew member.



Captain: starts with 6 health and 6 power available. May carry one blaster, shield, and grenade. Has the following three powers at their disposal.

- **Command:** Another crew member may use their power for free.
- **Initiative:** Captain gains +2 damage when fighting the monster.
- **Inspire** (free): Gain command points instead of exploring this turn equal to the assigned die.

Crew: Each of the following crew members starts with 3 health and 2 power. Each may carry one blaster, shield, and grenade. And each has a unique power at their disposal.

- **Engineer:** May use a power to bypass a missing part. The engineer must be at the location in question. Shade in the missing part box on the circuit.
- **Robot:** May use a power to charge a power cell. The robot must be at the location in question. Shade in the power cell triangle on the circuit.
- **Pilot:** May use a power when the pod bay is online to repair 2 armor. Must be at the Pod Bay. You may select the armor location. Can repair 1 point from each of two different armor or 2 on a single armor location.
- **Doctor:** May use a power to fully heal a crew member. This restores all health and any power lost to the monsters trample. Must be able to trace an uninterrupted path of shaded squares from the doctors starting location to the starting location of the crew member you wish to heal.
- **Security:** Has a passive power that grants 3 additional health, a blaster, and a shield at the start of the game. But has no power that they can use throughout the adventure.

ALIEN MONSTER

Your crew captured an Alien Monster that was harassing a nearby colony. The asteroids have caused the containment field to go offline and the monster to escape. You must subdue the monster (bring its energy to zero) and return it to containment before it escapes.

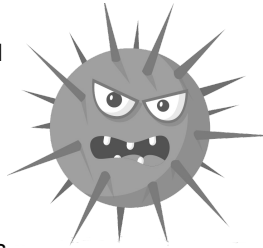
Movement: The monster will move to a random location (1-6) every five turns or when three of your four dice match for the turn. If the monster moves to a location where a crew member is stationed the monster will engage your crew in combat. This movement happens before you assign the dice for the turn.

Location: When the monster is at a location, that location is considered to be offline and may not be repaired. You may mark the current location in the monster area of the adventure sheet for reference.

Energy: The monster starts with 20 energy. When the monster loses energy it will move to a random location (1-6) at the end of combat. When the monster has no energy left it will become subdued and will no longer move or use any special abilities and no longer blocks a circuit from being online or from being repaired.

Containment: Once you have subdued the monster and it is at location 5: containment, and it has been repaired and is online, The monster may not move again. A crew member at location 2: teleporter, may use a power to activate a repaired and online Teleporter to move the monster to location 5.

Escape: If the monster is not contained by the end of your 35th turn (not including free turns) it will escape. This will cost you 30 victory points.



COMBAT

You may engage the monster in combat if you can trace an uninterrupted path of shaded squares from the monster's location to a crew member's starting location. Or when the monster moves to a location where you have stationed a crew member.

Special Ability: When you engage with the monster in combat the monster will use its special ability. Roll a **red** die to determine what ability it uses.

Crew Members: A crew member that was stationed at the location where combat happens must engage in the combat. You may select which other crew members that are connected to the location, and not stationed elsewhere, are participating in the combat.

Defend: If the monster's special ability deals damage to your crew, that damage will only affect the crew members that are engaged in the combat.

- **Shields:** When a crew member takes damage from the monster, and they have a shield, damage to that crew member is reduced by one.

Attack: After the monster's special ability has been resolved you may attack the monster.

- **Blasters:** Each blaster your crew have in the combat reduces the monster's energy by one.
- **Grenades:** Cross off a grenade when used. Roll a **red** die to determine how much energy the monster loses.

SPECIAL ABILITIES

When you engage with the monster in combat, the monster will use its special ability. Roll a **red** die to determine what ability it uses.

1. **Gore:** Deal 3 damage to a crew member. Select a crew member involved in the combat.
2. **Hunted:** Lose your next turn. This does not affect the current turn and you may finish this turn as normal. Cross off the turn on your turn tracker.
3. **Charge:** A crew member loses a Shield and takes 1 damage. Select a crew member with a shield involved in the combat.
4. **Trample:** A crew member loses the use of their power. Select a crew member involved in the combat.
 - a. The Captain you may select which power she loses.
 - b. Security may choose to lose 3 health.
5. **Reckless:** A crew member loses a blaster and the monster loses 1 energy. Select a crew member with a blaster involved in the combat.
6. **Havoc:** Deal 1 damage to the circuit and each crew member involved in the combat.

SEARCHING

Storage, Doors, and Bulkheads are all jammed shut by the ship's emergency protocols. You may use command points to permanently open them. 1 for storage, 2 for a door, and 4 for a bulkhead.



Event: As you explore the ship, you can shade in the two digit numbers (11-66). When you do so you will rescue a trapped crew member and trigger an event. Roll a white die and consult the appropriate chart to see what happens. You do not trigger events during setup when assigning crew members.

1. Asteroid Strike: Roll the red die and deal 1 damage to the corresponding armor location.
2. Explosion: Roll the red die and deal 1 damage to the corresponding crew member.
3. Nothing Happens.
4. Nothing Happens.
5. Stimpack: Gain 5 command points.
6. Container: Gain one ITEM.

Items: As you explore the ship, you can shade in the question marks "?". When you do so you find an item. Roll a white die and consult the appropriate chart to see what happens.

1. Gain one circuit part.
2. Gain one power crystal.
3. Gain one grenade.
4. Gain one shield.
5. Gain one blaster.
6. Gain one EQUIPMENT.

Conveyance: Items may be sent to any crew member once you have them. The ships onboard conveyance system is still online and can transfer small items to any room in the ship.

Note: there are one free blaster, shield, grenade, power crystal, and circuit part, for your crew to gather.

Equipment: There is only one of each equipment available. Place a check in the box when you gain the equipment. Shade the box when it is used. Reroll any duplicates.

1. Access Key: Open 5 doors, storage, or bulkheads.
2. Chrono Emitter: Gain 3 free turns
3. Armory Pod: Gain 2 shields, or 2 blasters
4. Powerpack: Gain 3 power crystals
5. Nano Booster: Repair 3 circuits of your choice
6. Personal Communicator: Gain 20 command points

END OF THE GAME

To save your ship and crew you will have 35 turn to bring the *Power Core* back online, restore *Communications*, and bring the *Sensors* back online, and pilot the ship out of the path of a massive asteroid that will strike the ship destroying it and everyone aboard.

However you will be judged by the Consortium based on how you and your crew handled this emergency so it is in your best interest to re-capture the alien monster, locate trapped crew members, and repair as many of the ship's circuits as possible.

Victory Points (Max 190)

- 1 point per trapped crew rescued (max 15)
- 1 points per item collected "?" (max 11)
- 5 points per unbreached armor location. (max 30)
- 9 points per circuit that is online. (max 54)
- 30 points for connecting the entire crew. All starting locations must be connected to one another by an uninterrupted path of shaded squares.
- 50 points for subduing the monster and returning it to containment.
- -1 for each shaded circuit square.
- -10 points for each dead crew member.

Campaign: The campaign sheet might have additional requirements. Crew members that have zero health are incapacitated and at the end of this adventure will die and not be available for future adventures if you are playing the campaign. However the Doctor may heal them before the end of the game, restoring them to full health.

ADMIRAL'S CHALLENGE

If you want a greater challenge, add some or all of these additional rules at the start of the game. This will make the game very difficult and requires you to remember quite a few extra rules. I look forward to hearing from anyone that takes my challenge.

SETUP

- Cross off the last 5 turns (31 -35) and play with 30 turns.
- Start with only 15 command points.
- Cross off the guaranteed blaster, grenade, shield, missing part, and power cell on the map. They are thus not available.
- Deal 1 damage to each crew member.
- Deal 1 damage to every armor location.

GAMEPLAY

- When the monster loses energy trigger its special abilities twice.
- Each time the monster moves it regains one energy.
- Each time you use a grenade, deal 1 damage to the crew member that used it and 1 damage to the circuit at that location.
- Each damage to a circuit is worth -3 victory points (instead of -1).
- Destroy a random location 11-66 (2d6) every 7 turns (7,14,21, 28).

STRATEGY

SPOILERS: do not read this section unless you want some hints on how to get the highest score possible.

Location #6: Power Core is important. You should bring it online as soon as possible followed by location #1: Communications. As these are two of the three locations you will need to have online by the end of the game. And because with the power core online all other locations do not need a power cell. Location #1 is important in that it will reduce the cost of re-rolling the white die.

Rerolling the white die can be very important in that it will allow you to target items such as blasters to help subdue the monster. It will also help avoid negative events.

You should reunite all crew as soon as possible. This will grant you a bonus to exploration each turn. Later in the game you can assign the exploration die to gaining Command Points and use your boost to shade squares on the map.

Stationing crew member at locations can help you complete them much faster but you can avoid unnecessary combat by unassigning a crew member right before it moves. It is a bit more bookkeeping but can make a difference.

Remember that you can use a power at an online location #2: Teleporter to move the monster at any time. If the monster is blocking a location that you need this can be an effective tactic.

TRAPPED CREW RESCUED

Track the number of trapped crew members rescued here. They are worth one point each.

5

EXPLORATION

Shade a number of squares equal to the assigned die. BOOST

You may add +1 to the die for every command point you spend.

6

4

2

3

COMMAND POINTS

30

Spend command points to do the following actions:

- 1 shade an extra square
- 1 open storage
- 2 open a door
- 3 reroll a white die
- 4 open a bulkhead
- 5 reroll a red die

- ### EVENT 11-66
- Rescue a trapped crew member and...
- Asteroids Strike: deal one damage to random Armor
 - Explosion: deal one damage to a random crew member
 - Nothing Happens
 - Nothing Happens
 - Stim Pack: Gain five command points
 - Gain one ITEM

- ### ITEM ?
- Track circuit parts and power crystals above
- Gain one circuit part
 - Gain one power crystal
 - Gain one grenade
 - Gain one shield
 - Gain one blaster
 - Gain one EQUIPMENT

- ### EQUIPMENT
- You may gain each only once
- Open 5 storage, doors, or bulkheads
 - Gain 3 free turns
 - Gain 2 shields, or 2 blasters
 - Gain 3 power crystals
 - Repair 3 circuits of your choice
 - Gain 20 command points

- ### COMBAT
- When you engage with the monster in combat the monster will use its special ability. Roll a red die to determine what ability it uses.
- The Monster may only lose energy from **blaster** and **grenade** attacks.
- When a crew member takes damage from the monster, and they have a shield, damage to that crew member is reduced by one.

- 1: Gore:** deal 3 damage to a crew member.
- 2: Hunted:** lose your next turn.
- 3: Charge:** a crew member loses a shield and takes 1 damage.
- 4: Trample:** a crew member loses use of their power.
- 5: Reckless:** a crew member loses a blaster and the monster loses 1 energy.
- 6: Havoc:** deal 1 damage to the circuit and each crew member involved in combat.

MONSTER

When the monster loses energy roll a white die to determine what location it moves to.

When the monster has no energy it may be contained.

ENERGY

MOVEMENT

The monster will move to random location every five turns, or when three of your dice match.

If the monster moves to a location with a crew member, the monster will engage your crew in combat.

LOCATION

When the monster is at a location, that location may not be repaired.

When the monster loses energy it will move to a random location.

ROOM 4

CIRCUITS

ROOM 2

CREW

ROOM 3

CREW

ROOM 4

CREW

ROOM 5

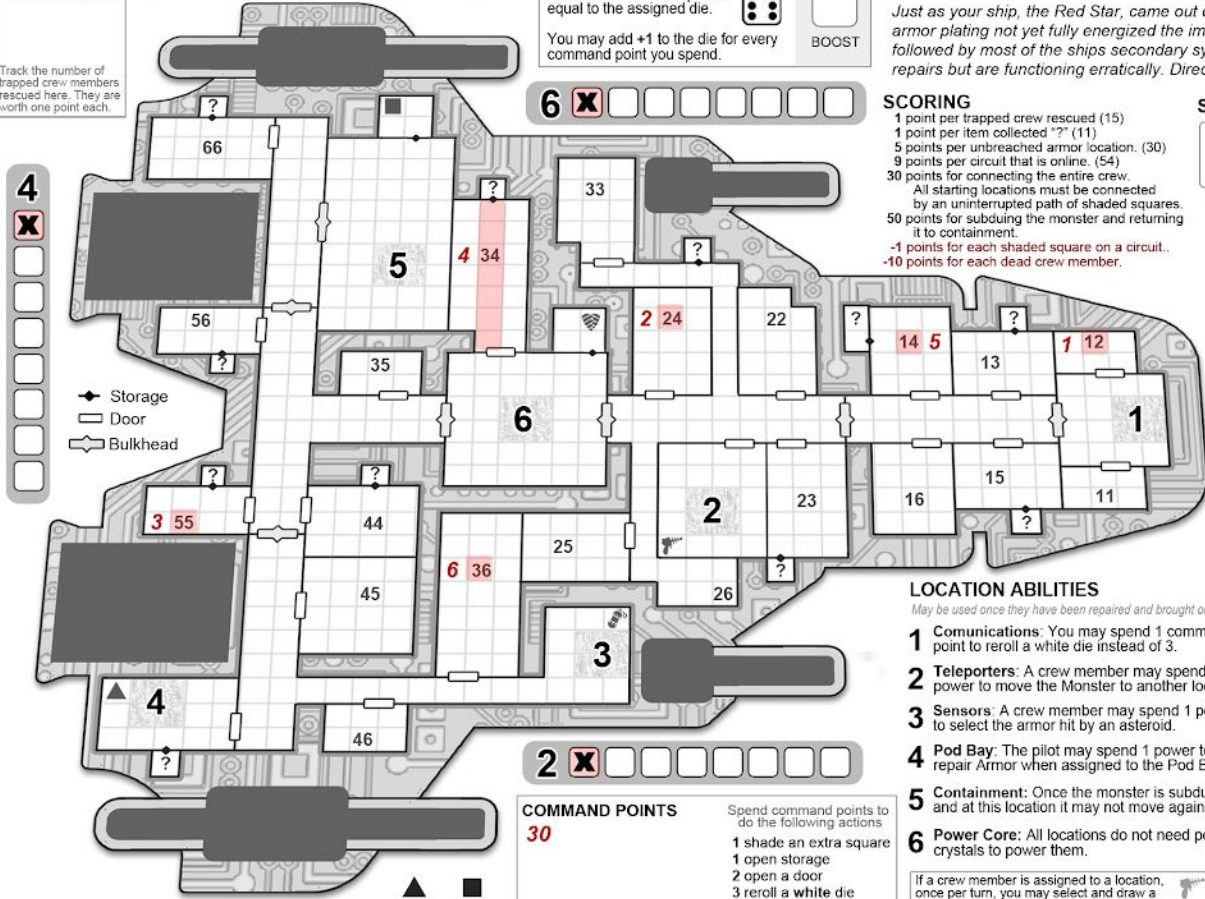
CREW

ROOM 6

CREW

ROOM 1

CREW



ASTEROIDS!

Just as your ship, the Red Star, came out of hyperspace it was struck by hundreds of asteroids. With the ships armor plating not yet fully energized the impacts tore through the hull and the deep space drive went offline followed by most of the ships secondary systems. The ships automated repair systems have started making repairs but are functioning erratically. Direct your crew to assist in the repairs and beware the alien monster!

- ### SCORING
- 1 point per trapped crew rescued (15)
 - 1 point per item collected "I" (11)
 - 5 points per unbreached armor location. (30)
 - 9 points per circuit that is online. (54)
 - 30 points for connecting the entire crew.
 - All starting locations must be connected by an uninterrupted path of shaded squares.
 - 50 points for subduing the monster and returning it to containment.
 - 1 points for each shaded square on a circuit.
 - 10 points for each dead crew member.

SCORE

(Max 190)

1: SECURITY	START 12	ROOM <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				Starts with 6 health, a blaster, and a shield
2: DOCTOR	START 23	ROOM <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				Heal: remove 3 damage from a crew member
3: PILOT	START 55	ROOM <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				Repairs: use an online Pod Bay to repair 2 Armor
4: ROBOT	START 34	ROOM <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				Recharge: charge a power cell
5: ENGINEER	START 14	ROOM <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				Bypass: shade in a missing part on a circuit
6: CAPTAIN	START 36	ROOM <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				Command: another crew may use a power for free Initiative: +2 damage when fighting monster Inspire (free): instead of exploring gain command points

ROLLS

1

2

3

4

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32

33

34

35

FREE TURNS

1

2

3

SETUP EXAMPLE

I will start the game by rolling the three white dice

- In this example I rolled a 2, 4, and a 6 and noted them under setup on the right side of the adventure sheet.
- I set up the crew members in the rooms 12, 23, 55, 34, 14, and 36 and noted which crew started in at that number next to it on the ship grid. I also shaded each of these numbers on the grid and noted the room in the crew section.
- I marked off one armor for the 2,4, and 6 armor locations.
- I added a missing part to the center square for circuits 2, 4, and 6.
- I assigned a 2 for the circuit room numbers. Starting with the left most circuit we filled in the numbers 2,3,4,5,6,1
- I then assigned the 4 to the monsters starting location.
- I assigned a 6 to shade in 6 squares on the grid and started at location 34.
- I have also written the 30 command points I start with in the appropriate box on the sheet.

Now I am ready to begin the game and will roll 2 white and 1 red die for the remainder of the turns.

