



Warlock's Eye

A roll n' write game v1.1

In a faraway time; in a distant land; there was evil Warlock whose baleful eye spread darkness everywhere he gazed. All those who opposed him, were consumed by the darkness. All the old heroes are gone. Only you, a lowly halfling, remains to stand against eye of the Warlock. Can you survive the journey to his land and destroy him before all is covered by his shadow of evil?

Players 1-8

Playtime: 15 minutes

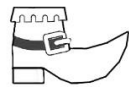
Ages 8+

Components: 1d8 (shared among all players), and 1 Warlock's Eye play sheet and 1 pencil per player.

How to play: The player who has most recently returned from a journey goes first.

1. Roll the d8.
2. THE DARKNESS SPREADS... Using your pencil, everyone must fill in the section closest to the Warlock's Eye that corresponds to the number rolled. **DO NOT FORGET THIS STEP.** For example, you roll a 6, all players fill in the 6 section nearest to the eye.
 - a. In a multi-player game (more than 1 player) roll the d8 for EACH PLAYER before the game starts. This creates the starting darkness handicap for the game. The more players, the more dangerous the game becomes!!

- b. If the darkness reaches the edge (where the Skull Icon is), everyone loses 1 life. *BEWARE! You can lose more than 1 life this way.*
 - c. When you find yourself ending your turn surrounded by darkness (darkness is above and below your spot) you lose 1 life... Unless you use the Warding Lantern.
3. You now have the following choices, **Move** or **Craft** or **Use** an item.
- a. **Move:** As a halfling you only **half-move**. To move, fill in the number of spots that is HALF the number rolled. ALWAYS ROUND DOWN. *For example, if you roll a 5, you can move 2 spaces.* Movement follows the path in a clockwise spiral pattern.
 - b. **Craft/Use:** Depending on the number rolled, you may craft or use an item. An item may not be used until it is crafted.
 - i. There are four items to craft: (W)holey Boots, Warding Lantern, Mongoose Juice and Teleport Ring.



1. **(W)holey boots** – when an **even number** is rolled you may craft the (w)holey boots. When all four spots of the (W)holey boots are filled, you can now use the **WHOLE** result of the d8.



2. **Warding Lantern** – when an **odd number** is rolled, you may craft the Warding Lantern. When all three spots of the Warding Lantern is filled, whenever you are surrounded by darkness, fill in one of the slots of the lantern to avoid losing 1 life. When all three slots are filled, the lantern is spent.



3. **Mongoose Juice:** A bottle can be filled up on an **odd or even number**. To fill-up your bottle, color in the bottom section of the bottle. Filled bottles may be used on an **odd or even roll**. To use the juice bottle, circling it to indicate it has been used and move 2x the number rolled. *For example, Scott uses one of his bottles on the roll of an 8, allowing him to move 16 spaces!*



4. **Teleport Ring:** On an **odd or even roll**, you may craft the Teleport Ring. When all six spots are filled, on an **odd or even roll**, you may use the ring ONCE to teleport from one ring to the next one down. Circle the ring to indicate it has been used. TIP: *Remember to cross out the spots you skip to avoid losing track where you are on the spiral.*

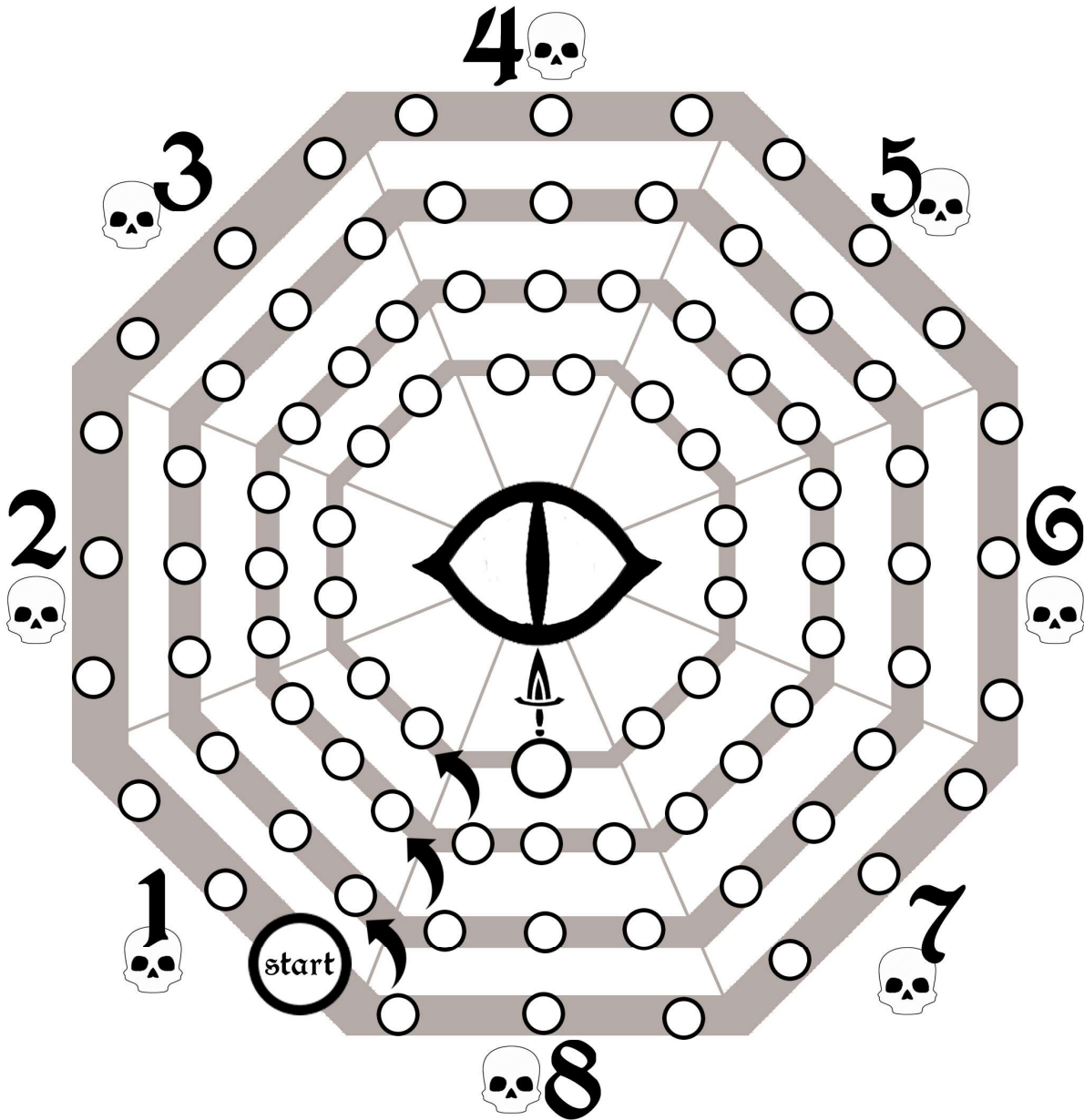
How to lose: When you lose all four of your lives, you are out of the game. When everyone is out of the game, you all lose. THIS GAME IS MEANT TO BE CHALLENGING. YOU WILL PROBABLY LOSE. OR SOME OF YOU MIGHT LOSE. Just print another sheet and try again.

How to win: The first player to travel down the spiral and reach the dagger before losing all life, and plunge it into the Warlock's eye, wins!

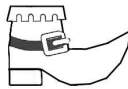
Credits: Game design and art by Scott Rogers

Warlock's Eye

Scott Rogers 2019



(w)holey boots
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mongoose juice



odd/even

warding lantern
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teleporting ring



odd/even



lives