OVERPOWERED

Play through **The Barber of Silverymoon** using the Overpowered rules during the month of September 2023. The Barber of Silverymoon is <u>freely available here</u>.

CHALLENGE GOAL: Begin in **1C** during the Daytime. Complete Area **4J**.
(Overcome Errevastica first. The other enemies will flee, and won't need to be overcome).
BOT UPGRADE: Rerolls are free.
BOT GLITCH: Your bot cannot teleport.

PRIZES: Whoever accomplishes the Goal with the highest score will receive:
> **1st Prize**: Hardcover copy of <u>Ironsworn: Starforged</u> – Deluxe Edition.
> **2nd Prize**: Softcover copy of <u>Bone Marshes</u>.
> **3rd Prize**: Softcover copy of <u>Tempered Legacy</u>.

Prizes can be shipped worldwide, we'll cover shipping costs!

Guidelines

Players have from September 1st, 2023 until October 1st, 2023 to participate.

Proof of Score: Scores must be submitted to <u>Overpowered Scoreboad</u> with an adventure log (generated by the web app), detailed writeup, or video recording.

Bot Name: Bots used for this competition must have a name starting with "SEP2023", e.g. "SEP2023.Hair.Cutter.12" is a valid bot name for this Monthly Challenge. Reuse a bot name on the Scoreboard to compete directly with that run or create a new bot name and hope for better rolls.

The Barber of Silverymoon Room Key

See next page.

The Barber of Silverymoon Room Key

This official room key declares all legal Obstacles and Targets in The Barber of Silverymoon. Use the "Daytime" descriptions of the adventure. The relevant Stat is provided for each Obstacle. Remember to spend enough Power to EXCEED that value.

1A. Obstacle: Well (DC 15)

1B. Obstacle: Flail Snail (DEX 5)

1C. Unique Feature: Gnome Sign

1E. Empty Area

1F. Empty Area

1G. Valuable: Gp
Valuable: Sp
Unique Feature: Portrait

1H. Named Creature: Mops
Named Creature: Wallace

2A. Obstacle: Grill (DC 18 if not Overcome prior)
Obstacle: Hair Roper (CHA 6)

2B. Obstacle: Swarm of Leeches (STR 3)
Obstacle: Grill (DC 18 if not Overcome prior)

2C. Empty Area

2D. Obtacle: 8 Xvarts (DAMAGE 1d4 + 2)
Unique Feature: Bell Pull

3A. Obstacle: Evil Hair (INT 6)
Powerful Object: Evil Comb

3B. Obstacle: Rot Grub Swarm (DEX 7)
Obstacle: 1d4 Xvarts (DAMAGE 1d4 + 2)

3C. Obstacle: Evil Jooge (DAMAGE 1d4 + 2)
Obstacle: Redcap (CHA 9)
Named Creature: Evil Jooge
Powerful Object: Mask of Laughing
Powerful Object: Monster Teeth
Valuable: Drill of Slender Willow
Valuable: Drill of Mighty Oak

3D. Obstacle: Ultimate Wig (INT 5)
Named Creature: Ultimate Wig

3E. Obstacle: 3 Grungs (STR 7)
Unique Feature: Jooge's Notebook of Experiments
Powerful Object: Green Dye
Powerful Object: Blue Dye
Powerful Object: Purple Dye
Powerful Object: Invisible Dye
Powerful Object: Color Remover

3F. Obstacle: Blow-Dryer (DC 15)
Unique Feature: Blow Dryer

3G. Obstacle: Trapper (CHA 4)
Powerful Object: Knygathin's Capable Conditioner
Powerful Object: Medusa Oil
Powerful Object: Permanent Gel

4A. Obstacle: Water Torrent (DC 15)
This Obstacle is Overcome without other consequences, like killing the Real Jooge.

4B. Empty Area

4C. Named Creature: Jooge Nopsmoth

4D. Obstacle: 8 Xvarts (DAMAGE 1d4 + 2)
Obstacle: Xvart Warlock (DAMAGE 1d6 + 2)

4E. Obstacle: Korred Cage (HP 12)
Named Creature: Bezoar

4F. Named Creature: Two Llamas Running

4G. Obstacle: 8 Xvarts (DAMAGE 1d4 + 2)
Obstacle: Xvart Warlock (DAMAGE 1d6 + 2)
Valuable: Gp
Valuable: Cp
Valuable: Rubies

4H. Powerful Object: Prismatic Coloring Machine

4I. Named Creature: Bernadette

4J. Obstacle: Errevastica (DEX 12)
Other creatures flee as soon as Errevastica is overcome, and so are not considered

Named Creature: Errevastica
Powerful Object: Large Evil Comb
Powerful Object: Potion of Resistance Poison
Powerful Object: Potion of Fire Breath
Powerful Object: Spell Scroll of Cure Wounds
Powerful Object: Bernadette's Spellbook
Valuable: Gp
Valuable: Sp
Valuable: Cp
Valuable: Golden Spindle
Valuable: Jewelry