

## 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.



Mystic



Guardian



Sorcerer



Assassin



Witches Cauldron

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?



Shadow Master



Barbarian



White Knight



Treasure Hunter



Ruby Skull

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 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?



Alchemist



Bounty Hunter



Merchant



Prophet



Distillery

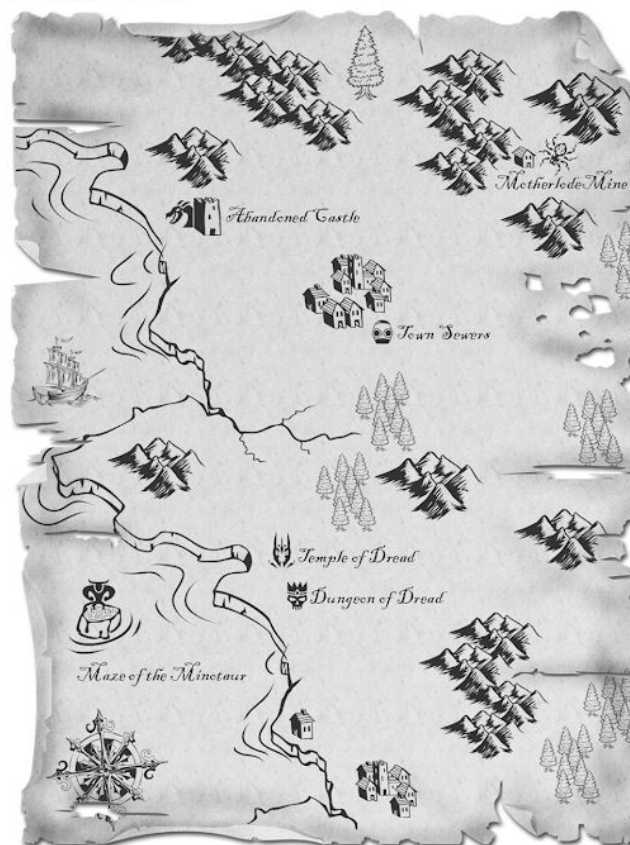
If you manage to score more than 100 points you may choose one hero in the Dragon Castle challenge that may start the game having already gained 3 levels.

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.

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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.



Shadow Master



Guardian



Sorcerer



Treasure Hunter

Magic Stones



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.



Dugrim



Wogarth



Swargle



Andael



Aurum

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

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## 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 ay 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.