





### 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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### SCORE

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### 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

- Pit Trap:** 1 damage and lose 2 turns as you climb out.
- Treasure:** you find a chest with 2d6 gold. 2 damage on a double.
- Cave-In:** 2 damage and lose 1 turn as crawl from the rubble.

- Enchanters Forge:** Increase your Magic Weapon or Shield by 1.
- Suprise Attack!** An evil Goblin surprises you. 2 attack, 2 health, 4 gold.
- Library:** Lose 1 turn and gain 1 level or take 2 free turns following this turn.

# Pencils & Powers™

A Roll & Write Adventure Game

## 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.



### MONSTERS

<b>ROOM GARGOYLE</b>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Improve this monsters treasure by 2											
- Deals 2 damage that can not be avoided											
<b>ROOM GOO</b>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Immune to hero powers											
- Gain 5 gold when defeated											
<b>ROOM DIREHORN</b>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Improve this monsters treasure by 3											
- Improve all monsters by 2 when defeated											
<b>ROOM SHOCKER</b>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- If you do not have a Magic Shield you are stunned and lose 2 turns											
<b>ROOM GGGHOST</b>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- This monster may not be damaged if you do not have a Magic Sword											
<b>ROOM HYDRA</b>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
- Lock the door to this room at start											
- Improve by 1 each time a monster dies											

### 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.


- 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

### TREASURES

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### HERO

<b>Shadow Master</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>LEVEL</b>		1	2	3	4	5
	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**Shadow: (free) create a Shadow when a monster dies.**

**Soulburn:** destroy up to 2 Shadows, deal 1 damage each.

- Shadow Armor:** destroy up to 2 shadows, block 1 damage for each.
- Chaos:** Choose a die you just rolled, Roll 3 dice and choose one to replace it.
- Shadowform:** reach into a locked chest or move through a locked door bypassing the lock.
- Gloom (passive):** gain 5 Shadows.
- Empowered (passive):** gain 3 more uses of your powers

### SETUP

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### ROLLS

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### OVERTIME





## 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.