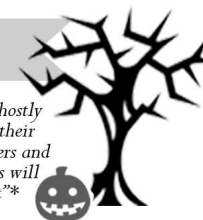


# Pencils & Powers™

A Roll & Write Adventure Game

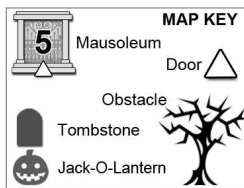
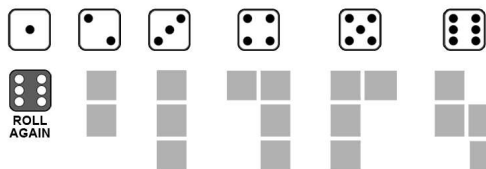
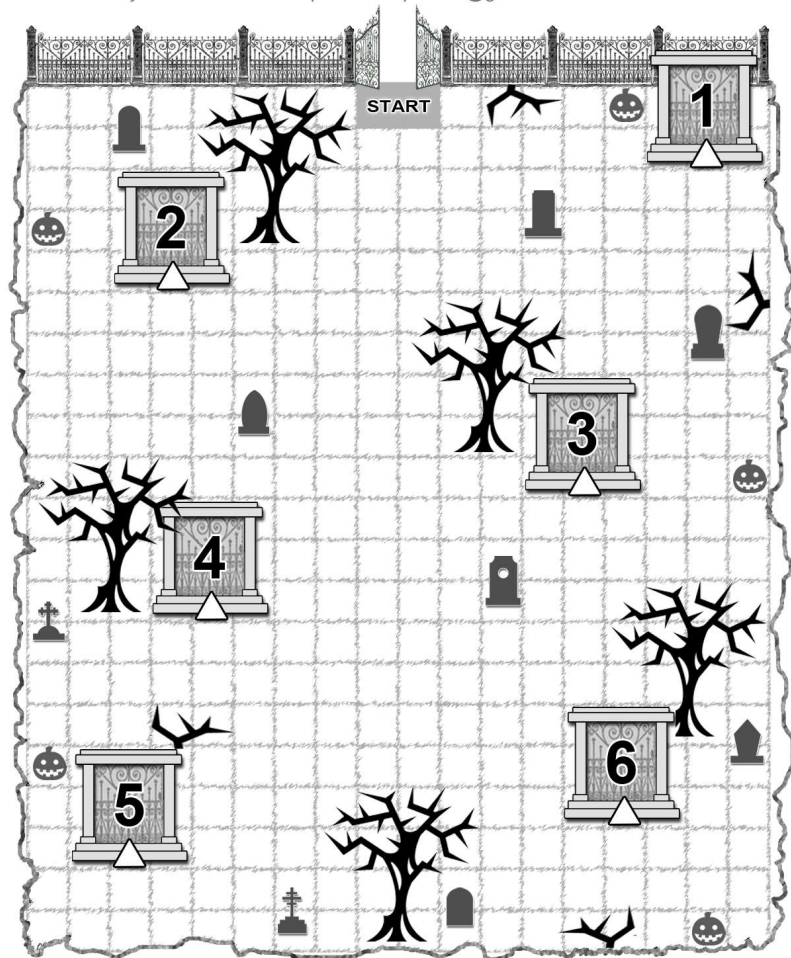
## All Hallows Eve

"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"

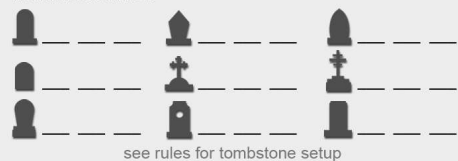


SETUP

ROLLS



### Tombstones



### 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.

### Jack-O-Lanterns

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

### MONSTERS

**ROOM SKELETONS**

Improve Boss by 2.  
Gain 2 gold when defeated.

**ROOM PHANTOM**

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

**ROOM SPYDER**

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

**ROOM GGGHOST**

This monsters damage is not reduced by Magic Shields.

**ROOM ZOMBATS**

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

**ROOM VAMPIRE**

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

### TREASURES

Room 1

Room 2

Room 3

Room 4

Room 5

Room 6

Room 7

Room 8

Room 9

Room 10

Room 11

Room 12

Room 13

Room 14

**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

### HEROES

hero powers are usable once per turn each

**Sally**

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**

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

**BoBo (Monkey)**

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

**Officer Bob**

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

## 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 ghastly 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.