

Pencils & Powers™

A Roll & Write Adventure Game

v1.0

The Shadow Spire

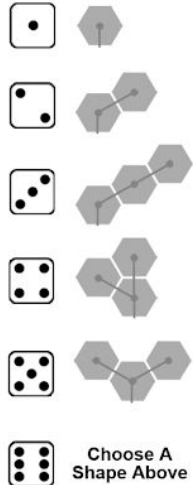
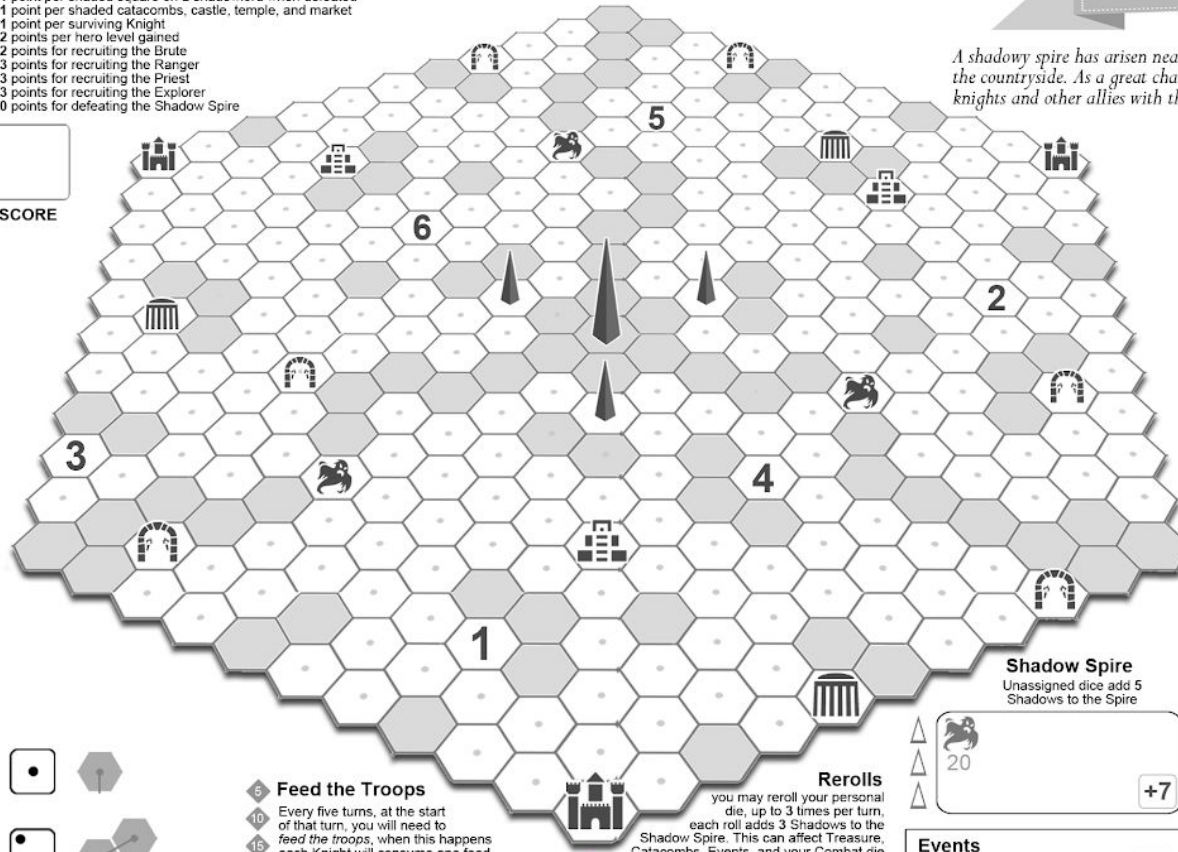
A shadowy spire has arisen nearby and with it came evil shadow creatures that have been ravaging the countryside. As a great champion of the kingdom, your challenge is to travel the lands gathering knights and other allies with the goal of assaulting the spire and ridding the land of shadows forever.

SCORING

- 1 point per shaded square on a shadowlord when defeated
- 1 point per shaded catacombs, castle, temple, and market
- 1 point per surviving Knight
- 2 points per hero level gained
- 2 points for recruiting the Brute
- 3 points for recruiting the Ranger
- 3 points for recruiting the Priest
- 3 points for recruiting the Explorer
- 30 points for defeating the Shadow Spire



SCORE



Choose A Shape Above

Feed the Troops

Every five turns, at the start of that turn, you will need to feed the troops, when this happens each Knight will consume one food

Market

When you shade in a Market, you may select and purchase the following items.

- Food 1g (for 2)
- Knights 4g (each)
- Training* 6g (level)
- Brute 8g
- Ranger 8g
- Explorer 15g
- Priest 15g

Treasure

When you acquire a Treasure, roll a d6 and consult the following chart.

- 1: Shadows Attack!
- 2: 10 Food
- 3: 15 Gold
- 4: Relic
- 5: Griffin
- 6: Power Sword

There are only one of each Relic, Griffin, and Power Sword available. If you roll one that has been collected you will find d6 gold. Unless you have recruited an Explorer.

Catacombs

When you shade a Catacomb you will explore it. Roll a d6 and consult the following chart.

- 1-4: Shadows Attack!
- 5-6: Treasure

You may recruit an Explorer for 8g

Temple

When you shade a Temple, and you are in need, you will be granted Knights, Gold, or Food.

- Knights: If you have 8 knights or less, you will be granted 4 knights.
- Gold: If you have 8 gold or less, you will be granted 4 gold.
- Food: If you have 8 food or less, you will be granted 4 food.

You may recruit a Priest for 8g

Castle

There are three Castles. When you shade in a Castle you will be granted the following:

- 5 Knights, 10 Food, and 5 Gold

You may recruit Knights for 3g (each)

Rerolls

You may reroll your personal die, up to 3 times per turn, each roll adds 3 Shadows to the Shadow Spire. This can affect Treasure, Catacombs, Events, and your Combat die

Events

Event tracking area with dice and symbols for various events.

- Ambush: your champion takes 1 damage and Shadows Attack!
- Blight: lose 1 Knight and 5 Food.
- Curse: lose 1 Knight and 5 Gold. improve a Shadowlord by 2.
- Lost: lose a turn, unless you have recruited a Ranger, then gain a turn.
- Plague: lose 3 Knights unless you have recruited a Priest, then gain 3.
- Dragon: lose 2 Knights and 10 Gold unless you use the Power Sword.

Shadowlords

Shadowlord tracking area with icons and dice for various lords.

Champion

Champion tracking area with icons and dice for various stats and abilities.

SETUP

ROLLS

Roll tracking area with a grid of squares for recording rolls.

FREE TURNS

Free turns tracking area with a grid of squares.

A Roll & Write Adventure Game

NOTES:

ROUND BY ROUND

- 1) Set the number of Shadows and Knights.
- 2) Determine Combat Value (CV) for each.
- 3) Roll the dice, note any rerolls in the reroll column as they will add 3 Shadows after the round.
- 4) Circle any Relic, Power Sword, or Champion Inspire that you use this round.
- 5) Tally both results. The winner has the highest score. A tie is a loss for your Knights.
- 6) Mark the losses and return to Step 1 next round.

Powers: you may use a single power per round of combat. When you use a power check the box on the far right column.

Retreat: after a round you may retreat. You will lose one Knight when you do this.

Shadow Spire: You will lose one Knight every round against the Shadow Spire

SHADOWS

- Shadows Attack!	CV 2	d6+2 shadows
- Shadow Shards:	CV 5	d6+5 shadows
- Shadowlords:	CV 5	shaded shadows
- Shadow Spire:	CV 8	number of shadows

KNIGHTS

Combat Value: your combat value is equal to your number of Knights divided by 3 (rounded up).

1-3	1 CV	10-12	4 CV	19-21	7 CV
4-6	2 CV	13-15	5 CV	22-24	8 CV
7-9	3 CV	16-18	6 CV	25	9 CV

The Shadow Spire

A shadowy spire has arisen nearby and with it came evil shadow creatures that have been ravaging the countryside. As a great champion of the kingdom, your challenge is to travel the lands gathering knights and other allies with the goal of assaulting the spire and ridding the land of shadows forever.

For this adventure you will be recruiting an army of Knights to help you defeat the shadows of the Shadow Spire. You will need to kill shadows and venture into dangerous catacombs to gain gold that you will use to buy food for your troops and to recruit more knights and other powerful allies. As you travel the lands you will also need to defeat six powerful shadow lords and the three smaller shadow shards that have appeared. Once you have defeated them you will be allowed to assault the shadow spire.

Please read through the base rules first. These rules build upon those.

Starting The Game

To start you will need to select one of the three Castles on the map and shade it in. You will then be granted 5 Knights, 10 Food, and 5 Gold.



The Dice

Assigning Dice: For this adventure you will roll 3d6 for your "turn dice" as normal. You will assign one die to **Exploration** and select a shape to shade in. A second die will be used to improve a **Shadowlord** (shade in a Shadow). And the third die will be assigned to an **Event**.

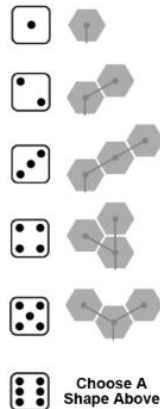
Setup: at the start you will roll your setup dice as normal to set the Shadowlord's location numbers and the Event numbers that will correspond to future roles. The third die will grant you additional starting Gold.

Unassigned Dice: when you can not assign a die to Shadowlord that has been defeated, or an Event track that has been completed, you will instead add **5** to the number of Shadows that guard the Shadow Spire.

Rerolls: you may reroll your personal die, up to **3** times per turn, each roll adds **3** Shadows to the Shadow Spire. This can affect Treasure, Catacombs, Events, and your Combat die (but not the Shadows combat die).

Shapes

For this adventure we have new shapes that you will be shading when you assign that die. The shape must border at least one other previously shaded hex. Rolling a **[6]** will let you select your choice from the other five shapes. You may rotate the shape as normal to as to be able to shade around any obstacles. Alternately you can draw lines between the provided dots in the center of each hex.



The Map

Shadow Spire: the spire starts with **20** Shadows and gains additional shadows when a die that can not be assigned (when assigned to a completed Event or Defeated Shadowlord). To reach the Spire you need to defeat all six *Shadowlords*, and claim all three *Shadow Shards* on the map. Once you have accomplished this feat you will be allowed to assault the Shadow Spire.



Shadow Shards: each *shard* is guarded by shadows. Defeat the shadows at each of the three *Shadow Shard* locations to claim each of the shards. See "Combat" below for more information of fighting Shadows.



Shadowlords: each Shadowlord commands a number of Shadows. When you defeat a Shadowlord you will trigger their power. See "Combat" below for more on fighting Shadowlords.



Mountains: The shaded areas on the map are mountains. You may not shade any mountain hex.



Mountain Pass: each mountain range has a single mountain pass that you can pass through. This pass is guarded by Shadows. When you attempt to shade the mountain pass you must win a *Shadows Attack!* If you retreat you will not shade the pass or beyond this turn.



Catacombs: when you shade a Catacombs you will explore it. You may explore each of the six Catacombs once per game. You may also recruit an Explorer at a Catacombs.



Temple: you are safe from shadows at a Temple. When you shade a Temple, and you qualify for aid, you will be granted Knights, Gold, or Food. You may also recruit a Priest at a Temple. You may use each of the three temples once per game.



Market: when you shade in a Market, you may select and purchase Food, Knights, Levels, and powerful allies (Brute, Ranger, Priest, and Explorer). You may use each of the three Markets once per game.



Castles: When you shade in a Castle you will immediately be granted 5 Knights, 10 Food, and 5 Gold and you can recruit Knights for 3 gold each. You start at a Castle so there will be two additional Castles that you may visit on your adventure. Each Castle may be used once per game.



The Shadow Spire

Food & Gold

Feed the Troops: In this adventure you will need to maintain enough food for your Knights. Every **five** turns (as marked on the turn tracker) , at the start of that turn, you will need to feed the troops, when this happens each Knight consumes **one** food. Knights also help you carry your food and gold and may each carry up to **five** gold and **two** food. If you do not have enough food on a turn for each of your Knights **Starvation** will occur (see below). If you do not have enough Knights to carry your food or gold you will lose any excess food or gold. Note that you may recruit a Brute at a Market that can carry 20 food and 50 gold.

Starvation: happens when you are completely out of food. At the end of your turn you will lose one Knight per turn until you can get to a Market to buy more.

Champion

In this adventure you will have only a single hero, the "Champion". You will need to recruit a fighting force of Knights and other powerful allies by traveling the land and recruiting them.

Champion: starts with 4 health and 4 power and can gain up to 3 level increases for 5 Gold each at the Market. You have four powers that you can use throughout the adventure.

- **Inspire:** add **3** to your combat die.
- **Rally:** recruit **2** Knights when you shade a Temple or Castle.
- **Sacrifice** (free): each damage to take protects **2** Knights.

Powers: you may use one power per turn however during this adventure you may also use one power per round in combat. You start with 4 powers but can gain 3 through levels and another 5 from the Power Sword.

Knights: You may command up to 25 Knights. Knights can carry 5 gold and 2 food each. Knights can be killed in battle by the Blight, Plague, Curse, and Dragon events. You can recruit Knights at the Market and Castle however there are other ways to gain Knights throughout the game. Being struck by Plague when you have a Priest or through your Rally power.

Allies

Allies are permanent once recruited. They do not eat any food and do not engage in combat. You may recruit each only once.

Brute (Market): a Brute is valuable because it can carry 25 gold and 10 food. Brute do not engage in combat, and don't consume any food.



Explorer (Market/Catacombs): If you roll one of the three special treasures that has already been collected you will instead gain your choice from the remaining Treasures.

Priest (Temple/Market).the Priest protects against the Plague event. But not only does the Priest prevent the Plague, but actually awards you with two new Knights. The Priest doesn't prevent losses in battle, or to Blight.

Ranger (Market): you can never get Lost if you have recruited a Ranger. f you are the victim of a "Lost" event and you have a Ranger, not only do you *not* lose a turn, but you also gain an immediate free turn (take this turn immediately following the current turn).

Treasures

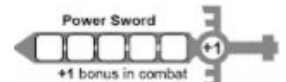
As you acquire treasures **note*** that there are only one Warlock, one Griffin, and one Power Sword available. Once you have collected them you should cross them off the treasure table. Any further rolls of their number gain you d6 gold unless you have an Explorer.

Relic: a special treasure that grants you a **+2** bonus in combat when your troops are outnumbered.

Griffin: a flying creature that can be used to transport anywhere on the board. Choose a hex anywhere on the board and shade it in. You may use the Griffin once per game and must do so before you roll your dice for the coming turn.



Power Sword: is a powerful weapon that grants you a **+1** bonus in combat plus **5** extra uses of your powers. And allows you to slay a Dragon that attacks your troops.

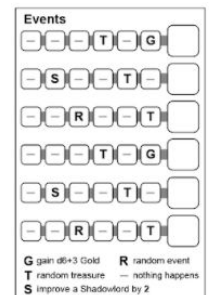


- If a Dragon attacks, you may use a power to slay the Dragon and you will gain 2 Knights and 10 gold. Otherwise you will lose 2 Knights and 10 gold to a Dragons attack.

Events

There are six event tracks. You will shade these in left to right. As you shade along the track you trigger events such as, finding a Treasure, improving a Shadowlord, a Random Event, or a Cache of Gold. When you complete the entire event track you will immediately trigger a **Random Event** and roll for an event.

Lost Turns: If you lose a turn from the "Lost" event you should cross off the highest available turn from the turn tracker.



The Shadow Spire

Combat

Combat for this adventure will use 2d6. Use one of the three white dice for your combat rolls, and a die of a different color for the Shadows.



Combat occurs in rounds; for each round you **lose**, a single Knight dies, but for each round you **win**, the Shadows lose a number equal to your total Knights. Additionally the force with less troops in the fight will lose one additional troop. Before you roll for a round you may avoid combat and retreat, but you will lose one additional Knight as you depart the field of battle.

Each round you will roll both d6. Add your die to your combat value and the Shadows d6 to their combat value. If your total is greater than the Shadows combat value you win that round.

Combat Value: your combat value is equal to your number of Knights divided by 3 (rounded up). The Shadows combat value is listed here.

- **Shadows Attack!** 2 (d6+2 shadows)
- **Shadow Shards:** 5 (d6+5 shadows)
- **Shadowlords:** 5 (shaded shadows)
- **Shadow Spire:** 8 (number of shadows)

Shadow Troops: Shadows Attack! And Shadow Shards have random number of Shadows that will be rolled at the start of the fight. Shadowlords and the Shadow Spire have a set number of Shadows.

Rewards: when you win a fight you will gain Gold equal to the number of Shadows you have defeated.

Shadow Spire: Always kills one extra Knight per round.

Possible Bonuses

- **Champion:** may use a Power to activate their "Inspire ability to add 3 to your combat die.
- **Power Sword:** grants +1 to your die roll if you possess it.
- **Relic:** grants +2 to your combat roll if your Knights are outnumbered by Shadows.

Champion Powers: normally you may only use a power on your hero once per turn. However during combat for this adventure you may use one power every round.

Combat Example (Shadows Attack!): I shade in the Shadows that are guarding a mountain pass and Shadows Attack!. I will roll d6 and add 2 to set the number of Shadows. I roll [4] so there are 6 Shadows.

1. [6 Shadows vs 5 Knights] I roll a [2] plus my combat value of 2 is 4. The Shadows roll a [3] for a total of 5. I decide to use my Champion's "Inspire" to increase this by 3 for a total of 7 and beat the Shadows. The Shadows lose (5) and my Knights lose (1).
2. [1 Shadow vs 4 Knights]. This round I roll a [5] plus my combat value of 2 for a total of 7. The Shadows roll a [4] for a total of 6. The Shadows have been defeated.
3. I now gain 6 Gold for defeating 6 Shadows.

Combat Strategy (warning math spoilers!)

Your combat value goes up every 3 Knights so it is important to know the three major break even points. At 4 Knights you have the same base combat value as Shadows Attack!. At 13 Knights your combat value matches the Shadow Shards and Shadowlords. And at 22 Knights your combat value is the same as the Shadow Spire. It is important to remember that even if you win the round, when you are outnumbered you will lose one troop.

You start the game with 4 uses of your champion's powers. This will afford you the ability to boost the die roll by 2. In addition you can reroll your combat die as many times as you like but you will be adding 3 Shadows to the Shadow Spire every time you do so.

Treasure: the Power Sword grants you a +1 bonus which drops the break even point by 3 Knights. And in the final fight against the Spire you will want the Relic as it will grant you a +2 bonus to rolls when you are outnumbered.

v1.1 updated 5/21/2018

- Blight event increased to lose 5 food up from 2 food
- Champions Rally power can only be used the turn when you shade a Temple or Castle
- Champions Gather power has been removed
- Champions Sacrifice power has been reworded for clarity

