Pencils & Powers SETUP Adventure by Mark Jindra 2017 - pencilsandpowers@gmail.com - fb.me/PencilsNPowers Tンがたいこれがあるいてンがたいこれがあるいてンがたいこれがたまかいてンがたいこれがあるいで **Dragon Castle Challenge** ROLLS START START 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 it it were not for the torrents of arcane magic that alter reality itself inside the castle walls. MONSTERS TREASURES GARGOYLE 6 Improve this monsters treasure by 2 - Deals 2 damage that can not be avoided ₩ A + GOO @@ \* # @@ @@@ - Immune to hero powers - Gain 5 gold when defeated @ @ DRAGON DIREHORN 3 Improve this monsters treasure by 3 - Improve all monsters by 2 when defeated SHOCKER W0001 \* If you do not have a Magic Shield Gold you are stunned and lose 2 turns Locked Chest Trap: 1 damage GGGHOST Map: shade 3 squares Tome: +1 spell Magic Sword - This monster may not be damaged 1 = reroll combat di if you do not have a Magic Sword Magic Shield 6 = level 1 START START 7 = level 2 1 gold HYDRA Slime: 1 attack, 8 = level 3 CHEROCH CHEROCH CHEROSCH CHEROCH CHEROCH 9 = level 4 10 = level 5 lacksquareMAP KEY HERO 1 Room - Lock the door to this room at start Sorcerer - Improve by 1 each time a monster dies Open Door DRAGON Obstacle Locked Door Mystery darken a square Once you have reached the • Spellstone diagonally from three separate Dragon's Lair you may attempt Obstacle to steal some treasure withought • • 10 gold obstacles being seen. Each time you do so Relic (2 points) the Dragon becomes more aware of your location. After 10 Mystery Room 10 gold Pit Trap: 1 damage **Enchanters Forge:** attempts the Dragon will find and and lose 2 turns as Increase your Magic Roll and shade in the Powerstone 1 kill your hero. Weapon or Shield by 1. you climb out. room detailed here. . 10 gold Place a door on a side adjacent to Each attempt you will roll 2d6 Cast: You may select and cast one spell you have discovered. Treasure: you find a chest with 2d6 gold. Suprise Attack!: An evil a previously shaded square. The S instead of your normal turn. Goblin suprises you. 2 attack, 2 health, 4 gold. Artifact (3 points) room may not be adjacent to any Consult the chart to the right for Research: discover one spell, roll 1 die and place a check next to the spell below. 2 damage on a double other room. You must immediately your reward and mark off that . 10 gold encounter this room. There may up OVERTIME 2 Empowered (passive): gain two powers at level 2,3,4,5. Cave-In: 2 damage and lose 1 turn as Library: Lose 1 turn and gain 1 level or take 2 free turns following this turn. to seven Mystery Rooms. Cave-In: 2 damage . Firestone 2 damage If you roll a double or a 3 Simulcast: You may select and cast two spells at once crawl from the rubble previously rolled set of numbers 10 gold your hero takes 2 unavoidable 1 Firebomb: deal 2 damage to a monster. Arrows SCORING damage. Improve the monsters 1 damage SCORE BONUS 1 point per shaded square on a monster when defeated. in those rooms by 1 each. .• 10 gold Firefly: melt through a locked chest or door unlocking it. 1 point per shaded square on a chest when collected. 5 points 3 Firewall: block 2 damage done by a monster 1 point per hero level gained. Shieldstone 1 health Before the game begins Firewalk: select the shape you wish to shade this turn. 1 point for every 10 unspent gold. 10 gold roll 2d6 (reroll doubles) 1 point for every different Dragon's Treasure aquired. Firesight: raise or lower a die roll by 1. and lock the doors to the 1 point for each Mystery Room encountered. Luckstone reroll 1 die room numbers you rolled Firesurge: take 1 damage, gain 1 free turn following this one. -2 points for every turn past 35.

Pencils & Powers SETUP Adventure by Mark Jindra 2017 - pencilsandpowers@gmail.com - fb.me/PencilsNPowers プアングでもこのものはアングでもこのものはアングでもこのものはアングでもこのものはアン **Dragon Castle Challenge** ROLLS START START 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 it it were not for the torrents of arcane magic that after reality itself inside the castle walls. MONSTERS TREASURES ROOM GARGOYLE 6 020 10 Le - Improve this monsters treasure by 2 Deals 2 damage that can not be avoided (\*) OOM GOO @@ \* # @@ - Immune to hero powers @@@ - Gain 5 gold when defeated ( ) DRAGON DIREHORN 3 Improve this monsters treasure by 3 - Improve all monsters by 2 when defeated SHOCKER - If you do not have a Magic Shield Gold you are stunned and lose 2 turns Locked Chest Trap: 1 damage GGGHOST Map: shade 3 squares Tome: +1 spell Magic Sword - This monster may not be damaged 1 = reroll combat die if you do not have a Magic Sword (\*) Magic Shield 6 = level 1 START 7 = level 2 START a 1 gold HYDRA 8 = level 3AND THE PROPERTY OF THE PROPER Slime: 1 attack, 1 health, 2 gold 9 = level 4 10 = level 5 • HERO MAP KEY • 1 Room Lock the door to this room at start Shadow Master Improve by 1 each time a monster dies Open Door DRAGON Obstacle Locked Door Once you have reached the darken a square • Spellstone diagonally from Obstacle Dragon's Lair you may attempt ● • 10 gold three separate to steal some treasure withought being seen. Each time you do so Relic (2 points) the Dragon becomes more aware of your location. After 10 attempts the Dragon will find and Mystery Room [ Pit Trap: 1 damage and lose 2 turns as you climb out. • 10 gold **Enchanters Forge:** Increase your Magic Weapon or Shield by 1. Roll and shade in the Powerstone 1 power kill your hero. room detailed here. .][.• 10 gold Place a door on a side adjacent to Each attempt you will roll 2d6 instead of your normal turn. Consult the chart to the right for Treasure: you find a chest with 2d6 gold. Suprise Attack!: An evil Goblin suprises you. a previously shaded square. The S Artifact (3 points) room may not be adjacent to any Shadow: (free) create a Shadow when a monster dies 2 damage on a double. 2 attack, 2 health, 4 gold. other room. You must immediately your reward and mark off that .] 10 gold Soulburn: destroy up to 2 Shadows, deal 1 damage each. encounter this room. There may up OVERTIME to seven Mystery Rooms. Library: Lose 1 turn and gain 1 level or take 2 free Cave-In: 2 damage Shadow Armor: destroy up to 2 shadows, block 1 damage for each. С Firestone 2 damage and lose 1 turn as If you roll a double or a Chaos: Choose a die you just rolled, Roll 3 dice and 10 gold crawl from the rubble. turns following this turn. previously rolled set of numbers your hero takes 2 unavoidable choose one to replace it Arrows SCORING 1 damage damage. Improve the monsters 3 Shadowform: reach into a locked a locked door bypassing the lock. Shadowform: reach into a locked chest or move through SCORE BONUS 1 point per shaded square on a monster when defeated. in those rooms by 1 each. 10 gold point per shaded square on a chest when collected. 5 points Shieldstone 1 health Gloom (passive): gain 5 Shadows. 1 point per hero level gained. Before the game begins 1 point for every 10 unspent gold. 10 gold 1 point for every different Dragon's Treasure aquired. roll 2d6 (reroll doubles) Empowered (passive): gain 5 3 more uses of your powers and lock the doors to the 1 point for each Mystery Room encountered. Luckstone room numbers you rolled reroll 1 die -2 points for every turn past 35.

Pencils & Powers SETUP Adventure by Mark Jindra 2017 - pencilsandpowers@gmail.com - fb.me/PencilsNPowers T's がたいことがあるいていがたいこれがもまかけていがたいこれがいこれがいこれがもことがあるいて、 **Dragon Castle Challenge** ROLLS START START 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 it it were not for the torrents of arcane magic that alter reality itself inside the castle walls. MONSTERS TREASURES GARGOYLE 6 5 70 LO - Improve this monsters treasure by 2 - Deals 2 damage that can not be avoided ₩ A + GOO 66 4 66 - Immune to hero powers ( ) ( ) - Gain 5 gold when defeated @ @ DRAGON DIREHORN 3 - Improve this monsters treasure by 3 - Improve all monsters by 2 when defeated SHOCKER @ @ \* If you do not have a Magic Shield Gold Locked Chest you are stunned and lose 2 turns Trap: 1 damage GGGHOST of Map: shade 3 squares Tome: +1 spell - This monster may not be damaged Magic Sword 1 = reroll combat die if you do not have a Magic Sword (\*) Magic Shield 6 = level 1 START START 7 = level 2 1 gold HYDRA 8 = level 3 CHERTS STREET STREET STREET STREET STREET Slime: 1 attack, 1 health, 2 gold 9 = level 4 10 = level 5 . MAP KEY HERO • 1 Room - Lock the door to this room at start Treasure Hunter × - Improve by 1 each time a monster dies Open Door DRAGON Obstacle Locked Door Mystery Spellstone darken a square Once you have reached the diagonally from Dragon's Lair you may attempt to steal some treasure withought 10 gold Obstacle three separate being seen. Each time you do so Relic (2 points) the Dragon becomes more aware of your location. After 10 attempts the Dragon will find and Mystery Room 10 gold Pit Trap: 1 damage **Enchanters Forge:** E Roll and shade in the room detailed here. and lose 2 turns as Increase your Magic Weapon or Shield by 1. kill your hero. Powerstone 1 power you climb out Place a door on a side adjacent to . 10 gold Indulge: select a Treasure to improve by 1. Each attempt you will roll 2d6 Suprise Attack!: An evil Goblin suprises you. 2 attack, 2 health, 4 gold. Treasure: you find a chest with 2d6 gold. a previously shaded square. The s instead of your normal turn. Insight: disarm a trap or unlock a chest, door, or tomb. Artifact (3 points) room may not be adjacent to any Consult the chart to the right for Intuition: raise or lower the number on one die by 1. 2 damage on a double other room. You must immediately your reward and mark off that 10 gold encounter this room. There may up Architect (passive): when rolling a mystery room, roll 2 dice and choose one **OVERTIME** Library: Lose 1 turn and gain 1 level or take 2 free to seven Mystery Rooms. Cave-In: 2 damage С Firestone 2 damage and lose 1 turn as If you roll a double or a 2 Explore: Roll 2 dice, shade in any shapes rolled 10 gold crawl from the rubble turns following this turn. previously rolled set of numbers Torch (free) 3 gold: May be used to deal 1 damage or temporarily blind a monster and avoid 1 damage your hero takes 2 unavoidable SCORING • Arrows 1 damage damage. Improve the monsters SCORE BONUS 1 point per shaded square on a monster when defeated. in those rooms by 1 each. 10 gold 1 point per shaded square on a chest when collected. 5 points 1 point per hero level gained. Shieldstone 1 health Passage: Choose a square and a direction then roll 1 die. Count squares in that direction and shade in that square. Before the game begins 1 point for every 10 unspent gold. 10 gold 1 point for every different Dragon's Treasure aquired. roll 2d6 (reroll doubles) 5 Empowered (passive): gain 3 more uses of your powers and lock the doors to the 1 point for each Mystery Room encountered. Luckstone reroll 1 die room numbers you rolled -2 points for every turn past 35.

Pencils & Powers SETUP Adventure by Mark Jindra 2017 - pencilsandpowers@gmail.com - fb.me/PencilsNPowers Tンがたいこれがあたいてンがたいこれがあたいてンがたいこれがたまたいてンがたいこれがもごれがあたいて **Dragon Castle Challenge** ROLLS START START 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 it it were not for the torrents of arcane magic that alter reality itself inside the castle walls. MONSTERS TREASURES ROOM GARGOYLE 6 5 - Improve this monsters treasure by 2 - Deals 2 damage that can not be avoided (\*) + 66 - Immune to hero powers ( ) ( ) - Gain 5 gold when defeated @ @ DRAGON DIREHORN 3 Improve this monsters treasure by 3 - Improve all monsters by 2 when defeated SHOCKER W0001 \* - If you do not have a Magic Shield Gold ← Locked Chest you are stunned and lose 2 turns Trap: 1 damage GGGHOST Map: shade 3 squares Tome: +1 spell Magic Sword - This monster may not be damaged 1 = reroll combat die if you do not have a Magic Sword Magic Shield 6 = level 1 START 7 = level 2 1 gold HYDRA 8 = level 3 CHARLESCENCE AND ADDRESS OF A PARTICULAR PROPERTY OF A PARTICULAR PROPERTY OF A PARTICULAR PARTICUL Slime: 1 attack, 1 health, 2 gold 9 = level 4 10 = level 5 ... MAP KEY HERO • 1 Room - Lock the door to this room at start Guardian - Improve by 1 each time a monster dies Open Door DRAGON Obstacle Locked Door Mystery darken a square Spellstone Once you have reached the diagonally from Dragon's Lair you may attempt to steal some treasure withought Obstacle 10 gold three separate being seen. Each time you do so Relic (2 points) the Dragon becomes more aware of your location. After 10 attempts the Dragon will find and 10 gold Mystery Room Pit Trap: 1 damage **Enchanters Forge:** Roll and shade in the room detailed here. and lose 2 turns as Increase your Magic Weapon or Shield by 1 kill your hero. Powerstone 1 power you climb out Place a door on a side adjacent to 10 gold Each attempt you will roll 2d6 Guard: (free) lower the damage a monster does this Suprise Attack!: An evil Goblin suprises you. 2 attack, 2 health, 4 gold. Treasure: you find a chest with 2d6 gold. a previously shaded square. The S instead of your normal turn. Artifact (3 points) combat by 1 for every 1 damage the Guardian takes room may not be adjacent to any Consult the chart to the right for Smash: deal 1 damage or open a locked door or chest 2 damage on a double. other room. You must immediately your reward and mark off that 10 gold encounter this room. There may up 1 Intuition: raise or lower the number on one die by 1. OVERTIME Library: Lose 1 turn and gain 1 level or take 2 free to seven Mystery Rooms. Cave-In: 2 damage С Firestone 2 damage and lose 1 turn as If you roll a double or a 2 Evasion: avoid a trap (including Pit Trap and Cave-In) 10 gold crawl from the rubble turns following this turn. previously rolled set of numbers your hero takes 2 unavoidable 3 Aggression (passive): smash now deals 2 damage SCORING Arrows 1 damage damage. Improve the monsters in those rooms by 1 each. SCORE BONUS 1 point per shaded square on a monster when defeated. 10 gold 4 Forge (free) 3 gold: gain one armor up to a max of 8 1 point per shaded square on a chest when collected. 5 points 1 point per hero level gained. Shieldstone 1 health Before the game begins 1 point for every 10 unspent gold 10 gold 1 point for every different Dragon's Treasure aquired.
1 point for each Mystery Room encountered. roll 2d6 (reroll doubles) 5 Empowered (passive): gain 3 more uses of your powers and lock the doors to the Luckstone reroll 1 die room numbers you rolled -2 points for every turn past 35.

### 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.