Pencils & Powers™
A Roll & Write Adventure Game
v1.1

The Motherlode Mine

The Motherlode 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.

SPIDERS (MONSTERS)

VENEMOUS
- Cocoon: there is a cocoon here
- Venom: (4+) for each hero or that hero is poisoned

GIANT +3
- Strength: does +3 extra damage
- Venom: (4+) or a hero is poisoned

HOARDER
- Improve this spiders hive by 4 on setup
- Venom: (4+) or a hero is poisoned

CRYSTAL
- Reflect: deals damage taken to heroes
- Crystal: worth double score
- Gemstone: gain a free turn
- Venom: (3+) or a hero is poisoned

CURSED
- Curse: (5+) or lose your next turn
- Venom: (3+) or a hero is poisoned

SPIDER QUEEN +5
- Vicious: +5 extra damage
- Venom: (5+) for each hero or that hero takes 1 damage and is poisoned

NESTS (TREASURES)

(ROOM boxes with treasure icons)

Icon	Meaning		Gold
	Coccoon		
	Map (shade 3 squares)		
	Gemstone: gain a free turn		
	Magic Pick		
	Magic Shovel		
	1 Gold		1 = reroll combat die
	Antidote: cure a poisoned hero		6 = level 1
			7 = level 2
	Spiderling: 1 attack, 1 health, poison (2+)		8 = level 3

POISONED: a poisoned hero takes double damage and use of powers costs 2 charges

Toxic Gas: (4+) or a hero takes 2 damage and is poisoned

ATTACK BONUS / DEFENSE BONUS / SAVE BONUS

DWARFS (HEROES)

Dugrim 1 2 3
Explosives: deal 3 damage this combat
Prospect: gain 3 gold, may be used multiple times per turn

Wogarth 1 2 3
Wisdom: choose the result of a **search**
Tactics: reduce damage from a monster by 1 and deal 1 damage to that monster

Swargle 1 2 3
Lantern: shade 3 extra squares this turn
Fortune: raise or lower a die roll by 1, may be used multiple times per turn

Andael 1 2 3
Expertise: add +2 to a saving roll
Dig Deep: reduce damage by 2
Arachnaphobia: improve a hive by 1

saving rolls may be rerolled for 1 gold

hero powers are usable once per turn unless otherwise noted

(Dice faces 1-6 shown)

You may shade 1 square for each magic shovel and magic pick you have

if you shade any track squares this turn, you may shade 2 additional tracks

when you shade a square with a spiderling, you will immediately encounter it

you may choose to not shade any optional squares

◆ SEARCH: roll 2d6 and consult the list. Cross off a number after you roll it. If you roll a number that you have previously rolled, use the next unused higher or lower number (your choice).

2: *1*	5: 🥚	8: *4*	11: 🛒
3: 🛒	6: *3*	9: 🥚	12: *6*
4: *2*	7: 🛒	10: *5*	

numbers are spiders/hives

Mine Carts
The dwarfs have hidden items that may aid you. Search each mine cart to claim the prize.

- ⚀ Handle of Aurum*
- ⚁ Gain a magic shovel
- ⚂ Gain a magic pick
- ⚃ Antidote: cure a poisoned hero
- ⚄ Gemstone: gain a free turn.
- ⚅ Head of Aurum*

• Mine Carts may be rerolled for 1 gold •

Cocoons
Open a cocoon to free a trapped dwarf and see what horrors await your heroes inside.

- ⚀ Spiderling: 1 attack, 1 health, poison (2+)
- ⚁ Explosion: deal 2 damage to heroes, Gain 6 gold
- ⚂ Vile Spiderling: 2 attack, 2 health, poison (3+)
- ⚃ Fools Gold: curse (4+) or lose next turn.
- ⚄ Toxic Spiderling: 3 attack, 3 health, poison (4+)
- ⚅ Corrosive Gas: (5+) or destroy a magic pick or magic shovel

• Cocoons may be rerolled for 2 gold •

Aurum
Find the **handle** and the **head** of this legendary mining pick:
- *Gain +2 to all saving rolls*
- *Gain +2 attack and defense*
- *All gold rewards are doubled*

SCORING
1 point per shaded square on a spider when defeated.
1 point per shaded square on a hive when collected.
1 point per hero level gained.
1 point for each defeated spiderling.
3 points per trapped dwarf saved.
-10 points for each dead hero.

SCORE / SPIDERLINGS / DWARFS

(Game map grid with START in center, mine carts, spiders, cocoons, diamonds, and track squares)

The Mother Load

The Motherlode 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.

SETUP

You will roll 3d6 to start and will assign room numbers and gold as normal. The three dice do not need to be different numbers. Additionally you will need to make a number of search rolls (see below) before starting the game.

DICE

- **Assigning:** any time you assign a dice to a collected treasure, defeated monster, or if you can not place your selected shape you lose one gold. If you are out of gold you will deal one damage to the hero of your choice.

- **Rerolls:** you may re-roll your combat die for the cost of one gold. Additionally mine cart rolls may be rerolled for one gold and cocoon rolls may be rerolled for two gold.

EXPLORATION

In this adventure we have new shapes including shapes with optional squares. What this means is that you do not need to shade any of the optional squares. The shapes can still be rotated as normal and you are still limited to each square you shade only touching one shaded square along a single edge. However squares shaded by maps or hero powers can touch any number of other shaded squares but must still touch at least one.

You may shade 1 square for each magic shovel and magic pick that you have
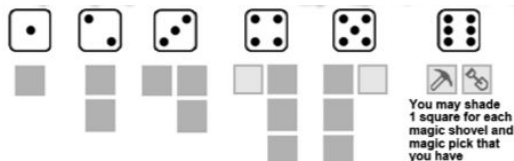
Rolling a 6 will allow you to shade a number of squares equal to your total number of magic picks and magic shields and the squares can be shaded anywhere so long as they touch another shaded square on one edge. This can be great late in the game when you have Aurum and need a ton of gold for a few emergency level gains.

Shading at least one mining cart track square on your turn will allow you to shade two additional squares along the track. This is a great way to get to the far reaches of the mine quickly. Although there are a few "shortcuts" throughout the map.

Shading a square with the gold symbol on the map will immediately gain you one gold. This will be increased to two gold if you have Aurum.

NESTS (TREASURE)
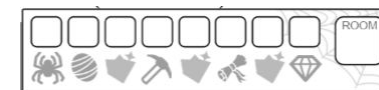
When you defeat a spider you will encounter its nest(treasure) you may collect the contents of the treasure in any order you wish. For instance you could collect a magic pick and then encounter the spiderling which would deal one damage to that spiderling killing it.

FREE TURNS

There are five gemstones available via treasures and mine carts that will grant you free turns. You may use the free turn any time before the 35th turn of the game.

SEARCHING

Whenever you shade in a search square on the map you will roll 2d6 and consult the search results chart. The result is what you found at that location. The numbers on the chart correspond to hives that you are looking for. You need to find the hive location before you can defeat the spider and claim the treasure. If you roll a number that you have previously rolled you may select the next unassigned number of your choice higher or lower. Note the result next to it. **C** for cocoon, **M** for mine cart, and a number **1,2,3,4,5,6** for a hive. When you collect the mine cart, cocoon, or collect the treasure cross it off on the map as a reminder.

- SETUP: after rolling and assigning the setup dice you will make **three** search rolls. You may select any search location on the map. This will get you started with some knowledge as to where a few of the hives might exist.

SEARCH: roll 2d6 and consult the list. Cross off a number after you roll it. If you roll a number that you have previously rolled, use the next unused higher or lower number (your choice).

2: *1*	5:	8: *4*	11:
3:	6: *3*	9:	12: *6*
4: *2*	7:	10: *5*	*numbers are spiders/hives*

SAVING ROLLS

A new mechanic that has been added this adventure is "saving rolls". Whenever you see a number in parenthesis like this (3+) that will mean that you must roll a d6 and roll the listed number or greater to avoid the listed effect.

- POISON: when you fail a saving roll for poison (venom & poison gas) one or more heroes will become poisoned. A poisoned hero takes double damage and all of their powers cost two charges to use. A hero may be cured of poison by using an ANTIDOTE. There are two antidotes available via treasures and two available in mine carts.

- CURSED: when you fail a saving roll for cursed (fools gold & cursed spider) you will lose a turn. Simply cross off the next turn on the rolls tracker.

- DESTRUCTION: when you fail a saving roll for destruction (corrosive gas) you will need to choose a magic pick or magic shovel that you have equipped and destroy it (erase it). Note that there are six magic picks and six magic shovels available.

POISON GAS: Along the roll tracker you will see poison gas icons. Before you take any other action on your turn, if that turn has one of these icons, you will need to make a saving roll (4+).If you fail the roll one of your heroes becomes poisoned. There are also two treasures with poison gas that must be resolved when you collect the treasure.

MINE CARTS

The dwarfs have hidden some useful items in the mine carts throughout the mine. When you collect one of the items you will shade in its square. The number of each item is limited. If you roll an item that has already been collected you can continue searching for one gold per attempt or simply stop and take no reward from that mine cart. Note that you will want to collect the head and handle of Aurum as gaining this legendary weapon is crucial to your success.

AURUM: The legendary golden pick known to the dwarfs as Aurum has been separated into two parts, the head and the handle, which have been hidden in mine carts. Once you have both parts you will gain the benefits of Aurum.

- +2 to all saving rolls
- +2 to all attacks and defense
- All gold rewards are doubled

COCOONS

The spiders have trapped dwarf miner in cocoons in their hives. When you open a cocoon to free the dwarf (worth three victory points) something nasty might also be lurking inside. The result can be rerolled for the cost of two gold. All of the results carry with them something bad for your heroes however one of them has a consolation prize of 6 gold.

HEROES

This adventure includes a summary area where you can track your overall attack, defense, and saving roll bonuses.

DUGRIM: has worked in the Motherload Mine for many years and is an adept miner. He carries explosives that can be used to damage monsters and can always locate a little gold just when you need it.

SWARGLE: carries a lucky lantern can be used to explore further into the mine and always seems to bring him a touch of luck when he really needs it.

WOGARTH: a mining foreman, he knows the mine like the back of his hand. He always seems to know what lies just around the corner and has dealt with these spiders before.

ANDAEL: is a master miner and can dig like noone you have ever seen. His ability to wield a shovel is legendary. He can help avoid damage and always seems to know just when to get out of the way of a falling rock or gaseous cloud. His arachnophobia gives him a particular insight into where spiders hide the good treasures.

DIFFICULTY LEVELS

If you find the adventure a little too easy or a little too hard these optional rules can help you out or make things just a little harder for you.

EASY: start by assigning all search rolls before the game begins and give a hero one magic pick and one magic shovel. You may also reroll any die for the cost of a single gold.

NORMAL: this is the base rules for this adventure.

HARD: you will not roll any search rolls and you will shade one square on each spider at the start of the game. Each hero starts with one damage and one power has been used.

EXTREME: same as the hard difficulty however heroes may only gain one level each. Aurum no longer doubles any gold rewards and only provides +1 to attack, defense, and saving rolls. Spiders start with two squares shaded each.

IMPOSSIBLE: same as extreme however heroes may not gain any levels and Aurum provides no benefits. Spiders shart with three shaded squares each. Rerolling your attack and mine carts costs two gold instead of one. Rerolling cocoons costs three gold instead of two.

Note: currently I have not tested anything above NORMAL, but I really do think IMPOSSIBLE would really be impossible to survive the adventure. I would like to hear from anyone that tries it to hear how it went.

STRATEGY

Shade the mine cart tracks towards the mine carts to get a magic pick and magic shovel and the pieces of Aurum as fast as possible as they will help with defeating spiderlings and saving rolls.