

Pencils & Powers™

A Roll & Write Adventure Game

V1.1

The Crazy Alchemist

Hidden deep in the town sewers lies the laboratory of a the Crazy Alchemist. His quest to turn lead sewer sludge into gold has cause a slow descent into insanity. Now vicious slimes, his failed experiments, are crawling out of the sewers and threatening the town. Can you stop the assault?



SETUP

ROLLS

0 _____

1 _____

2 _____

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

15 _____

16 _____

17 _____

18 _____

19 _____

20 _____

21 _____

22 _____

23 _____

24 _____

25 _____

26 _____

27 _____

28 _____

29 _____

30 _____

31 _____

32 _____

33 _____

34 _____

35 _____

OVERTIME

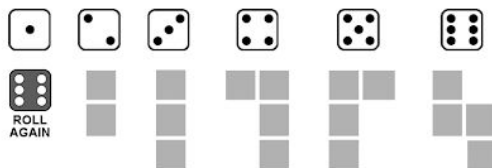
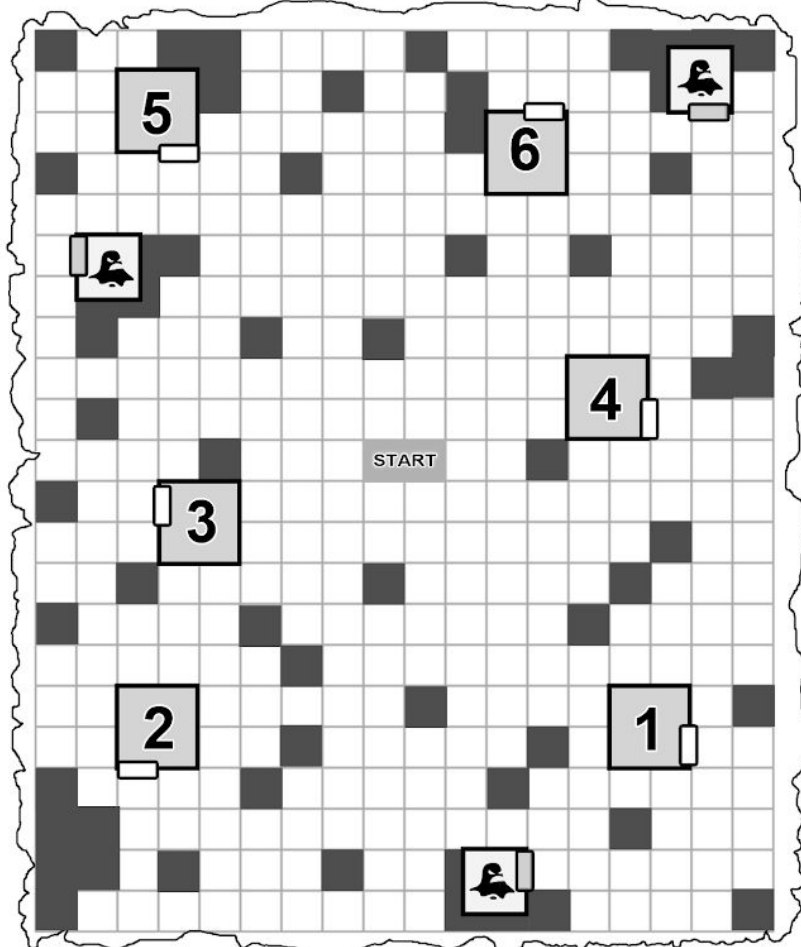
36 _____

37 _____

38 _____

39 _____

40 _____



MAP KEY

1 Room

Door Locked

Obstacle

Black Slime: 2 attack, 2 health, a hero gains a level

Mystery Potion

When you create a mystery potion roll a d6 and write the potion number in a bottle below. When used shade in the bottle. When a potion is used it gives its effect for the remainder of your turn.

Agility: avoid 2 damage

Strength: deal 2 damage

Empower: one power can be used for free

Luck: raise or lower any die roll up to 2

Insight: avoid one trap or reroll the personal die

Blast: unlock one door or chest

SCORING

1 point per shaded square on a monster when defeated.

1 point for defeating a black or grey slime.

5 points for defeating the boss monster.

1 point per shaded square on a chest when collected.

1 point per mystery potion created.

1 point per hero level gained.

-5 points for each dead hero.

-2 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

MONSTERS

ROOM RED SLIME

Deals 2 damage that can not be avoided

If you do not have a magic shield destroy this monsters treasure when defeated.

ROOM ORANGE SLIME

Immune to hero powers

Gain 4 gold when defeated

ROOM GREEN SLIME

Improve this monsters treasure by 2

Improve all slimes by 2 when defeated

ROOM BLUE SLIME

Deals damage taken to it back to heroes

Create one mystery potion when defeated

Improve all slimes by 1 when defeated

ROOM PURPLE SLIME

Heroes take 2 damage for every magic weapon they use against this slime

ROOM CRAZY ALCHEMIST

Lock the door to this room at start

Roll a d6 and add to damage done

Improve by 1 for every slime you defeat

TREASURES

Locked Chest

Trap: improve a slime by 2 unless disarmed

Map: shade 3 squares

Mystery Potion

Magic Sword

Magic Shield

1 gold

Grey Slime: 1 attack, 1 health, 2 gold

Distillery: when the boss is defeated you gain access to the distillery and once per turn may destroy a mystery potion and gain 4 gold

Gold

1 = reroll combat die

6 = level 1

7 = level 2

8 = level 3

HEROES

hero powers are usable once per turn each

Alchemist

Brew (FREE) 2 Gold: create a mystery potion.

Craft: when you create a mystery potion you may select its effect instead of rolling

Merchant

Hire (FREE) 1 Gold: hire one Henchman

Henchman: deal 1 damage or reduce 2 damage

Riches (PASSIVE): start the game with double gold

Bounty Hunter

Bribe (FREE) 1 Gold: monster deals 1 less damage

Contract: deal 2 damage to a monster. If it dies gain 2 gold.

Prophet

Foresight: shade in any 2 treasure squares

Prophecy: raise or lower the number on a die up to 2

Revelation: reroll all 3 turn dice (use before assigning dice)

THE CRAZED ALCHEMIST

Mystery Potions

When you create a mystery potion you will roll a d6 to determine which potion you have created. Place the first letter of that potion in one of the potion bottles. When you use the potion shade it in. Each hero may use a single potion on your turn.

Black Slime

There are three black slime on the map. When you kill them they grant 1 level to one of your heroes. You may choose to attack a Black Slime at any point after you have shaded in the square next to the door of the room it is in. Black Slime's can only be killed by using magic weapons and hero powers. Heroes do not roll a Combat die against them.

Grey Slime

Like the black slime these monsters can only be killed by using magic weapons and hero powers. Heroes do not roll a Combat die against them. However they attack your heroes immediately upon opening a Treasure.

The Crazy Alchemist

Is improved by 1 when any slime is defeated including the Black and Grey slimes. When attacking him he will roll a d6 and add that to his damage done.

Heroes

The Merchant has a PASSIVE ability that doubles your starting gold. This is important because there are a few powers that are FREE but require spending gold to use them on the Merchant, Alchemist, and Bounty Hunter.

Monsters

If this is your first game please read through the powers of each of the monsters as some monsters have powers that trigger at the start of the game or when another monster dies.

Magical Key

Remember that the Magical Key is first needed to access the Boss's room and is in the 8th position of the last Treasure.