

## ? Forgotten Tomb

when you shade in a square adjacent to a forgotten tomb and you have a power that grants you access you may roll your personal die and consult the forgotten tomb table.

Secret Passage: shade in 1 square that borders the edge of the map

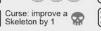


Wandering Monster: with 2 attack, 2 health, 4 gold

Obstacle



Improve your choice of treasure by 2



You found a locked chest with 5 gold in it.

### SCORE SCORING

- 1 point per shaded square on a regular skeleton when defeated. 5 points for defeating the boss monster.
- 1 point per shaded square on a chest when collected.
- 1 point per plundered forgotten tomb on the map.
- 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

# Pencils & Powers A Roll & Write Adventure Game

## The Forgotten King

Within the catacombs beneath the Temple of Dread lies the tomb of a forgotten and mysterious King. It is said that an artifact, the Ruby Skull, an item of unimo wields and c



SETUP

ROLLS

unimaginable power was buried with the King. Legend has it that whomever wields the skull becomes as powerful as a god. Dare you face the Skeleton King		
and claim the treasure for yourself?  MONSTERS  TRE	ACTIDEC	_
ROOM SKELETON IN COLUMN	5_	
Improve all other Skeletons by 1 and gain 2 gold when defeated.		
ROOM) SKELETON (I) OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO	10	
Improve all other Skeletons by 1 and gain 2 gold when defeated.		_
Improve all other Skeletons by 1 and gain 2 gold when defeated.	15_	
ROOM SKELETON O O O O O O O O O O O O O O O O O O	16	
Improve all other Skeletons by 1 and gain 2 gold when defeated.	Tran: lock a random	
Improve all other Skeletons by 1 and gain 2 gold when defeated.	Map: shade 3 squares         22           Curse: Improve a Skeleton by 1         23           Magic Sword         24	
Skeleton King  Skeleton Key needed to enter room. Immune to Magic Sword damage. Improve all skeletons by 1 when defeated.	Skeleton Key: unlocks 6 = level 1 7 = level 2 8 = level 3  When you have defeated the Skeleton King you gain the Ruby Skull. It may be used to grant two levels.	_
HEROES		
Soulburn: (FREE) create a Shadow when a monster dies. Frenzy: dea	31 32 33 34 34 34 34 34 34 34 34 35 35 35 35 35 35 35 35 35 35 35 35 35	
White Knight  Treasure I	O Control of the cont	VERT

Indulge: select a Treasure to improve by 1. Insight: disarm a trap or unlock a chest, door, or tomb. Intuition: raise or lower the number on one die by 1.

(\*)

Generate: (FREE) create a Barrier when a monster dies

Barier: use up to 2 Barriers, block 2 damage each.

IME

# THE FORGOTTEN KING Heroes This adventure introduces secondary abilities to the heroes. The Shadow Master generates Shadows when any monster dies, including the Wandering Monster. You may use a power to destroy shadows. Place a check in a shadow box when you gain a shadow and shade it when you use it. Similarly the Guardian gains Barriers that may be used in the same way as the Shadow Master's Shadows. **Forgotten Tombs** The mystery special of this map is the Forgotten Tomb. When you shade in a square adjacent to a forgotten tomb and you have a power that grants you access, you may roll your personal die and consult the forgotten tomb table to see what is inside. **Skeletons** Whenever a Skeleton dies it improves all other Skeletons by one including the Skeleton King. Additionally there are Curses in Forgotten Tombs as well as Treasures that will improve a single skeleton of your choice. Wandering Monster: Instantly attacks and can only be killed by using magic weapons and hero powers. Heroes do not roll a Combat die against them. If not killed it escapes taking its gold with it. **Skeleton Key**

Remember that the Skeleton Key is first needed to access the Boss's room and is in the

8th position of the last Treasure.