

# The Necromancer's Tower

Rulebook Draft 1

# Introduction

Welcome! This is my first game of this kind, and this version is still a prototype, but hopefully if you stick with it a little bit you will have some fun!

This is an interactive fiction piece in the style of a choose-your-own-adventure or Fighting Fantasy, where you read parts of the story and make choices which lead you to other parts of the story. In-between, you will have to test yourself in battle or in other ways, and these situations are resolved with dice rolls.

## To play, you will need:

- Six-sided dice (you only need one, but having a couple that look a little different would be ideal).
- Pen and Paper (you can also take notes on a computer or phone/tablet)
- This rulebook
- The storybook

That's all!

# Character Creation

The first step on your adventure should be to create a character - a hero for you to play as within the story. Take your pen and paper, and:

1. Write down a name for your character.
2. Choose a **Class** from the 'Character Classes' section below
3. Write down the stats (Health, Dexterity, Power, Magic) determined by your class. Make sure to leave room to change these stats as you fight battles and progress through the story.
4. Write down what traits, skills, and equipment your character has.
5. The storybook will list what items and gold your character will start with for this story, write these things down too.

Once you have done this, you have made your character, you are ready to take them on an adventure!

Character Classes:

Rogue	A rogue is not especially strong, but can make up for that with their great agility and reflexes. They are fast and precise and adapt as their circumstances require.	Health:	8
		Dexterity:	3
		Power:	1
		Magic:	2
	Traits: • <b>Fortunate</b> - Can re-roll an attack ( <i>twice per battle</i> ).		

Warrior	Warriors are strong and powerful in all things. When confronted with an obstacle, the warrior rarely seeks to move around it, and instead will move straight at it. Be the obstacle a monster, a wall, or an awkward topic of conversation.	Health:	12
		Dexterity:	1
		Power:	3
		Magic:	1
	Traits: • <b>Powerful</b> - Can add +1 to an attack roll ( <i>once per battle</i> ). • <b>Powerful Lv. 2</b> - Can add +2 to an attack roll ( <i>once per battle</i> ).		

Mage	The mage is studied and wise, and can command powerful magic spells. Comfortable in matters of the arcane, but often uneasy in situations requiring force or speed.	Health:	10
		Dexterity:	1
		Power:	1
		Magic:	4
	Traits: • <b>Manipulate</b> - Can decide an enemy action ( <i>once per battle</i> ).		

If you are feeling *especially* adventurous, feel free to try making your own character classes. Adventures are balanced to be interesting with these particular classes, but with a little imagination you can try something else without making your quest too easy or too hard (unless you want to do that!)

# Story Progression

To move through the story is relatively straightforward: like most stories you must start at the beginning - but where you go from there is up to you! Read through the story until you must make a choice, and follow wherever that choice takes you.

As you read, you will see **Bold Text** which indicates things you should make note of on your character sheet. Such as:

- Receiving/Losing gold
- Picking up an item

- Learning some important information
- Being joined by a non-player character

Bold Text can also indicate times when you must get out your dice and see how a situation resolves, such as:

- Ability Checks
- Battles

# Ability Checks

Sometimes events in the story will test your character, they will usually appear in the format of:

**Make a Dexterity Check now**

This indicates that you must roll a die and add your *Dexterity* stat. The value you get will be used to determine whether you were successful or not.

You will be asked to make checks of your character's Dexterity, Power, and Magic, depending on the circumstances in the story.

# Battles

At points in the story you will be told you must battle various opponents, to do that you will need an understanding of the battle system.

The first step of any battle is to write down the names, health, and stats of the enemies you face (The story may only tell you *which* enemies to fight, and you must look up their stats and actions yourself). You may wish to write a copy of your own character's statistics too, as they can vary a bit during battle and this can save making constant changes to your character sheet.

In some battles, you should also make note of how many rounds the battle will last.

Battles are split up into 'Rounds', a round consists of:

1	Player Party Turns
	Characters in your party take turns. Often this will just be one turn for your one character, but if you are playing with other people who have made characters, or if you have non-player characters in your party - all of these characters may take a turn now. The order of these turns is up to you, so long as each character takes only one turn per round.
2	Enemy Party Turns
	Opponents then take their turns. The order of enemy turns should be the same order as they are listed in the storybook where the battle takes place.

After your party and the enemy party has taken all their turns, a new round begins. Rounds continue until the battle ends.

Battles end under the following conditions:

Win	There are no enemies remaining
Lose	Your character's Health stat is zero or less
Survive	The battle has continued for a certain number of rounds, specified by the story. Make sure to count rounds for these battles!

On their turn, a character or enemy may make **one** action.

### Player Character Actions:

Dexterity Attack	To attack an enemy, choose an attack <i>type</i> (Dexterity, Power, or Magic). The damage you deal is determined by:  (Dice Roll + Your Stat) - (Dice Roll + Opponent Stat)  The opponent stat must be the same type as yours, so a dexterity attack must be performed against an opponent's dexterity.  If damage is less than 1, your attack missed or has been parried.
Power Attack	
Magic Attack	
Use an Item	If you have an item in your inventory that can be used in battle, you may use it on your turn.
Use a Skill	If your character has any skills that can be used in battle, these can also be used on your turn.

### Non-player Character Actions:

Actions for non-player characters (including enemies) are determined by their character sheets. Which list a table of actions, which action is performed is determined by a dice roll.

### Targeting:

Players can decide who is targeted whenever Player Party members perform actions, you can attack whichever enemy you want.

But deciding which member of the Player Party is targetted by an enemy attack is not so straightforward (unless there is only one party member - in which case they are always the target).

There are three ways you can determine who is effected by enemy attacks and debuffs, and which one you use is entirely up to you:

Randomly	Roll a dice, or use some other method to determine who is hit.
Formation	At the start of a battle, choose your party formation - from front to back. The character at the front is always the target, but characters can move to another point in formation on their turn.
Player Choice	Just choose which character is hit by the enemy yourself

# Tips

Some sage advice for new adventurers:

- Pay attention - You will learn many things on your adventure, there is no telling what information might save your life later on, so note anything that seems important.
- Fight smart - study your opponents and choose what type of attack is most likely to deal damage. Don't try to use magic attacks on an enemy with strong magical defense.
- Stay organised - Your character sheet essentially *is* you during this adventure, try to keep it tidy so you can clearly see what items and knowledge you have, and be prepared to add, remove, and change things on it as you go
- Be brave! - It is OK to be afraid sometimes, but an adventurer always acts with courage when it counts!

# A Note On “Cheating”

Nobody can stop you from going back and undoing a choice you have made, or pretending your dice are rolling better than they really are, or giving yourself a lot of gold... and if you want to do that, that is fine!

The rules and story have been made with the intention of providing a fun experience for players, but if you enjoy playing a different way then please do! This is a game of many choices, and how you play is up to you.

There is no wrong way to play!