

The Necromancer's Tower

Storybook draft 1

Items

Rations	Simple rations, restores 3 health points when used outside of battle
Health Potion	Magical tonic which restores 3 health points and can be used in battle
Holy Water	Blessed water that deals 4 damage to undead creatures when thrown at them in battle
Lockpick	A simple lockpick, but in the right hands it is a key that opens every lock
Empty Vial	An empty glass vial with a wooden stopper.
Talisman of Zparn	An old talisman, it seems to have some kind of mystical energy.
Ancient Note	Tattered parchment, what is written on it is described when you pick it up.
Annotated Map	A map of the kingdom, with three points marked on it.
Tattered Blue Robe	Ancient blue clothing, perhaps worn by one of the College's very first scholars.

Opponents

Undead Goblin		
1 2	Swing & Miss	Health: 7 Dexterity: 1 Power: 1 Magic: 0
3	Toxic Scratch <i>-1 on your next roll</i>	
4 5	Goblin Punch <i>1 Damage</i>	
6	Ferocious Bite <i>2 Damage</i>	
As undead monsters go, it is simple and weak... but it is certainly not harmless.		

Skeleton Warrior		
1	Teeth Chatter <i>Nothing happens</i>	Health: 4 Dexterity: 2 Power: 0 Magic: 1
2 3	Menace <i>NPC party members cannot act on their next turn</i>	
4 5	Sword Swing <i>1 Damage</i>	
6	Team Attack <i>3 Damage - provided there is more than one Skeleton Warrior present</i>	
No doubt a weaker foe now than they were in life, but in large numbers mild foes become monstrous adversaries.		

Alleslucia Zparn XXIV		
1	Familiar Action	Health: 13 Dexterity: 2 Power: 1 Magic: 2
2	<i>If familiar is not present, summon another. Otherwise, the familiar gets an extra turn this round.</i>	
3	Focus <i>Alleslucia's Magic stat increases by 1</i>	
4	Evasion <i>Your next attack roll is -1</i>	
5	Shooting Star	
6	<i>Deals damage equal to Alleslucia's Magic stat</i>	
Her grey hair and robes billow in the wind, but her focus and stance beneath are unmoving, the ScrollMaster is clearly a veteran of many battles.		

Magical Familiar		
1	Guard <i>Attack rolls vs Alleslucia are -1 in the next round</i>	Health: 3 Dexterity: 1 Power: 0 Magic: 0
2	Sacrifice <i>Give all Familiar's health to Alleslucia. The Familiar then vanishes.</i>	
3	Bite	
4	<i>1 Damage</i>	
5		
6		
The large cat-like being seems not to be of this world, when you gaze deep into its dark fur, you become overwhelmed by thoughts of infinity.		

Assistants

Elyyt		
1	Miss	Health: 7 Dexterity: 2 Power: 2 Magic: 0
2	<i>Nothing happens</i>	
3	Cheer <i>+1 on your next roll</i>	
4	Sword Slash	
5	<i>1 Damage</i>	
6	Sword Lunge <i>2 Damage</i>	
Elyyt stands a foot-and-a-half taller than you. An experienced sellsword, she will no doubt be invaluable in battle.		