

Tower Fall

Through might and cunning you have achieved the impossible, vanquishing the Wizard who has enslaved your home and the people you love. With their dying breath they have taken their final vengeance, dispelling the great magics holding together the Tower upon which you heroically battled. As stones crumble and wood decays to dust your victory is all but forgotten in the rush to escape. Which friendships and loyalties will you sacrifice for a chance of survival? Will you reach the bottom before the Tower falls?

Rules

A game for 3-4 players, each of whom requires 3d6, 1d8, 1d10 and 1d12.

Together: Name characters equal to the number of players then describe them. Then roll or pick somebody to become the first narrator. Everybody else picks a character for this turn.

Narrator: Describe the current floor. Let the characters explore, as they do describe a number of challenges equal to the number of characters. Assign the first a difficulty of 3, the second a difficulty of 2 and any remaining challenges difficulties of 1.

Next player clockwise: Describe how you attempt to overcome a challenge of your choice. Continue through the group until all the challenges have been completed and the group escapes to the next floor down.

To overcome a challenge:

Create or add to your dice tower by stacking a number of dice equal to the difficulty. The tower must have a base of only 1 die. If you run out of dice steal them from another tower, narrate how you obtain assistance from that character. What are the consequences?

If you collapse a tower remove dice from your pool (and the game) equal to the difficulty. Your tower resets to zero dice. Narrate your failure and try again. If you run out of dice in your pool your current character dies.

Once the challenge is overcome play moves round clockwise. At the end of the round the surviving characters escape to the next floor. Narration moves around 1 player, play continues for a set number of levels or until all but one character has Fallen.

Classes

When describing the characters assign them a unique class from the list below, they gain the listed special ability. Once per game you may use the special ability of your current character. The same ability may be used by more than one player.

Rogue – What's yours is mine, what's mine is mine. You may steal dice from another players pool rather than their tower.

Barbarian – Your mighty thews could support the mountains themselves. When rebuilding a collapsed tower the first level may include 2 dice rather than 1.

Cleric – The Gods protect the fallen. You may revive 1 die that has been removed from the game.

Paladin - Your faith staunches even the greatest wounds. When a tower collapses you may reduce the number of dice lost by 1.

Berserker – RAAAAAAAH! Only the weak care for tactics. Overcome an action by collapsing all the towers, remove 1 dice from every pool rather than taking them all from your own.

Wizard - I am no mere hedge mage! Transform any die in any pool into one of another size.

Bard - Doe, reh, mi! Evade a challenge with the power of music, don't add dice to your tower this turn thanks to the distraction.

About this game: TowerFall is released under a Creative Commons CC-BY 4.0 license and originated as an entry in the 2016 200 word RPG design challenge.

TowerFall was written and designed by Craig Duffy of LunarShadow Designs (www.lunarshadow.net). Background image is of De Coucy Château (https://commons.wikimedia.org/wiki/File:De_Coucy_Ch%C3%A2teau1.gif)

