The Wizard's Tower

A Solo Journaling RPG by Mick Hand

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Contents

Introduction

Journaling Solo RPG about being a powerful Wizard in a Fantasy World. You are too important to risk by going on adventures. Instead, you spend your time...

- Making Magical Servants (for Tower Defence or to send with Allies on Quests)
- Discovering Quests and Revealing Hidden Challenges
- Making Potions & Scrolls and Magic Items to make your Allies more effective
- Creating Magical Wards to Defend your Tower
- Scrying on your enemies and your allies
- Hiring Allies to send on Quests or to defend your Tower
- Controlling the Domain around your Tower - The Duties and Obligations of being the benevolent ruler of your own Domain (or the Feared Tyrant, if you prefer)

Why do you stay in your Tower?

There are many other Wizards, Demons and other powerful entities who HATE you and are always trying to kill you and take over your Tower and your Domain. If you leave the safety of your Tower (and its magical Wards) you put yourself at too much risk.

How much Journaling should I do?

It's very much up to the individual Player. You can play Wizard's Tower as a sort of board-less board-game if you want to, but it is intended for you to write what happens as a sort of monthly journal written by the Wizard.

If you give names to the Wizard, their Enemies, and their Allies (the Adventurers and Monsters they recruit, summon or manufacture), you will get much more out of the experience.

I recommend trying to envisage the Tower and the lonely Wizard scribbling away with strange alchemical equipment bubbling away behind them. Books and scrolls open everywhere with notes in the margins. Outside, the villagers toil in the fields. Are they happy or are they living in fear?

For each TEST you make, think about what it would look like. Are you inscribing runes for the Wards, sacrificing villagers? When you Manufacture an ally, is it a Golem, are you raising Zombies, bargaining with Demons or Fairie creatures? When you Research are you speaking to the spirits of ancient long-dead sages, examining the entrails of the servant of some rival wizard, studying books or gazing into a crystal ball?

How long should I play for?

Try three Months and see how you are enjoying it. Surviving a Year may be harder than you think. Each Month will probably take 30-45 mins at first, until you get used to the process. Surviving for multiple years will escalate the difficulty.

How do I die?

When an Enemy Wizard attacks your Tower, if your **Wards** Rating, **Research** Rating and **Power** Rating all reach Zero (even by Temporary Reduction), you have been killed by the attackers. Your final Journal Entry would be made by any surviving Ally, or by your victorious Enemy.

Escalating the Difficulty

Every Year that passes in the game, you increase the number of Cards you draw for Quests and Enemy Wizards by 1. This should give a slow escalation of the Challenges.

Defining Your Wizard

Wards – Your skill with the magical defences of your Tower. As well as a Rating for your ability with Wards, it governs the starting strength of your *Tower Wards –* which are the first line of defence to protect your Tower if it is attacked.

Research - Your Research Rating can increase one or more of your Ratings through Study or discover new Quests or reveal hidden Quest Challenges and is also used when you Manufacture (or Summon) creatures or items to act as Allies.

Power – Your Power Rating represents your total amount of magical power and the spells you can personally access. You can spend Power temporarily to help your Allies on Quests and even use it to Teleport them safely back to your Tower if a Quest is too hard for them.

Domain Control – Your Domain Control Rating has 3 separate Domain Factors: Security, Prosperity & Loyalty (you can choose to think of "Loyalty" as "Fear" if you imagine your Wizard as an evil tyrant). At the start of the game, you have 1 in each of the Factors, for each additional point of the Domain Control Rating, you add 1 to ONE of the three Factors. Prosperity and Loyalty are used to determine whether the Domain Security will actually fight for you if an enemy sends an Army to destroy your tower.

Allies - Your Allies Rating governs the number of Starting Allies (each represented by a d6). They start the game in the Tower, but you will get chances to send them on Quests. These can be imagined as Adventurers, Creations, Summoned or Undead creatures. The Allies Rating also controls how easy it is to recruit new Allies each month.

Choosing your Starting Ratings…

You get 1 point in each of the 5 Ratings and can add 5 more (max 3 to any individual Rating at the start of the game but they can each rise to 6 during play). You are advised to make your **Research** Rating 2 or 3 as it will determine how quickly you can improve all your other Ratings during play.

Name:		
	Rating	**Current**
Wards:		
Tower Wards:		
Research:		
Power:		
Allies:		
Domain Control:		
Security:		
Prosperity:		
Loyalty:		

TIP…
TRACK YOUR WIZARD'S RATINGS IN PENCIL ON AN INDEX CARD

Rolling for Tests

You will be rolling a number of d6 and always totalling just the **HIGHEST TWO**.

You usually roll a number of d6 equal to your Rating.

Each Advantage adds an extra d6.

Each Disadvantage removes a d6.

If you end up rolling ZERO Dice, the result is an automatic DISASTER!

> ➢ Disaster = Snake-Eyes (ie. Two Ones). If only rolling one d6 then a 1 or a 2.
> ➢ Extreme Fail = 3 or 4
> ➢ Normal Fail = 5, 6, or 7
>> o When **ACTIVE**, nothing happens.
>> o When **DEFENDING**, your Rating **MAY** go down or you **MAY** lose an Ally.
> ➢ Normal Success = 8, 9 or 10
> ➢ Extreme Success = 11
> ➢ Critical Success = 12 (Two Sixes)

Resolving Changes to your Ratings

Improvements

When a result says that a Rating **MAY** be improved you roll 1d6 and if you get **HIGHER** than the current Rating, it is improved by 1 (max 6 as you can't roll HIGHER than 6).

When your Wards Rating increases, your Current "Tower Wards" are unaffected until the next Maintain Wards phase. On any Success to Maintain Wards, if your Wards Rating is higher then your Tower Wards, increase your Tower Wards to match your Wards Rating.

When your Allies Rating increases, you don't automatically get an additional Ally, it just means that your ability to attract new Allies is improved.

Reductions

Ratings

When a result says that a Rating **MAY** be reduced you roll 1d6 and if you get **LOWER** than the current Rating, it is reduced by 1 (min 1 as you can't roll LOWER than 1).

Allies

If using Allies, and a result says that one or more Allies **MAY** be Lost, use the number of Allies at the location (Quest or Tower) for the number of d6 and you lose an Ally (sometimes more than one) if the result is **EQUAL OR LOWER and it can go to zero.**

Quests

Quests are drawn from a normal Deck of cards (without Jokers)

The **Suit of the Quest Card** represents the Reward for completing the Quest. Gaining the reward automatically increases the Rating by 1 (max 6). For **Spades**, you choose which of the Domain Factor Ratings it increases (Security, Prosperity or Loyalty) .

Hearts represent Wards – some Artefact that will increase your Wards Rating

Clubs represent Research – some Artefact that will add to your Research Rating

Diamonds represent Power – a new spellbook or Spell-focussing artefact that directly increases your Power Rating

Spades represent Domain Security – some Artefact that boosts either your Security, Prosperity, or the Loyalty (Fear) of your subjects.

The **Value of the Card** represents the Difficulty of the Challenge.

➢ Aces give TWO ADVANTAGES to the Roll (you roll 2d6 more than the number of Allies present).
➢ 2-4 = ONE ADVANTAGE to the Roll (you roll 1d6 more than the number of Allies present)
➢ 5-10 = Normal Chance of Success (you roll a number of d6 equal to the number of Allies present)
➢ Jack = ONE DISADVANTAGE (if this brings the number of dice to ZERO it counts as an Automatic Fail)
➢ Queen = TWO DISADVANTAGES (if this brings the number of dice to ZERO it counts as an Automatic EXTREME Fail)
➢ King = THREE DISADVANTAGES (if this brings the number of dice to ZERO it counts as an Automatic DISASTER)

AFTER the Roll of the dice for any TEST, the Wizard can choose to spend one or more of their Power Rating to add Dice to the Roll (you get the Temporary Rating loss back at the start of next Month). This represents you spending effort on remote scrying, advice and intervention. Roll the new dice and see if you can improve the result.

At any time after the Quest Card is revealed, but **BEFORE** the Roll of the Dice, the Wizard can choose to spend 1 of their Power Rating to teleport their Allies back to the Tower. The Temporary Rating loss recovers at the start of the next Month.

At the end of a Quest, all surviving Allies return to your Tower.

The Monthly Cycle…

The game is played in Months because powerful Spells like Wards last for a single Month and must be renewed at the New Moon (when the first glimmer of the moon's crescent appears after the Dark of the Moon). There are ten Phases each month, in which your Wizard (and their Allies) can do various things and may face a number of Challenges.

Allies can also be sent on Quests and these get a Monthly Quest Resolution Phase too. If your Wizard has some Power Rating left at this point in the month, they may be able to spend it to remotely guide/help the Allies or Teleport them safely back to the Tower.

Monthly Phases

At the start of the new Month, any **Temporary** Reductions to your Ratings are removed (but your *Tower Wards* aren't restored automatically).

When rolling to see if an Event occurs, roll an extra d6 for every active Enemy Wizard that is unattended by any Allies and take the lowest result. If an event occurs because of the extra d6 then it has been caused by one of those Rivals.

1. Maintain Tower **Wards.**

2. Roll for a **First Event**. A First Event occurs on a 1, 2, 3 or 4.

3. **Research** choose...
    a. to try to **Improve Your Ratings**, or **Discover a Quest**, or **Reveal a Quest Challenge**, or **Manufacture** to make or summon an Ally (or optionally envisage this as creating Potions, Scrolls or Magic Items to aid your Allies).

4. Roll for a **Second Event**. A Second Event occurs on a 1, 2 or 3

5. **Gather Allies** (optional) choose...
    a. to Recruit an Adventurer
    b. or Improve Your Domain

6. Roll for a **Third Event**. A Third Event occurs on a 1 or 2

7. **Resolve Quests**

    Move Allies (represented by d6s) from your Tower to any existing Quest **BEFORE** attempting to resolve any Quest Challenge Cards. You will use the number of Allies on a Quest in place of a Rating when rolling to resolve Quest Challenges. You can choose to have Allies flee back to the Tower from a Quest once you discover how dangerous the Card is, but **MAY** lose an Ally.

    You can spend your **Power Rating** (Reducing it by 1 or more for the rest of the month) **BEFORE** rolling, to Teleport them back to the Tower, or **AFTER** rolling, .to aid/advise your Allies and roll additional d6(s).

    For each Quest with Allies assigned (in any order)...

    Roll to resolve the top card.
    If you Fail, you may try again, or choose to Flee or Teleport Allies away.
    If you Succeed, discard the current Challenge Card, reveal the next Challenge Card. You may then immediately continue to Resolve the Quest or wait until the next "Resolve Quest" phase.

8. Roll for a **Fourth Event**. A Fourth Event occurs on a 1.

9. **Quests get harder:** For every Quest (Including Enemy Wizards) with no Allies on it. Roll 1d6. If over the number of Cards in the Quest, add 1 Card to the bottom of the pile (face down, max 6 + Reward).

10. You may **Attack an Enemy Wizard** directly with your **Power.** (optional)

Events

Roll a d6

1. Your Tower is Attacked by three Challenges. Roll for Type then draw a card for the Difficulty. Each card acts as a Challenge that can be met by the defences listed, in the order given. It is usually the Tower Wards that get used first...
    1. By Demons (**Tower Wards** <u>then</u> **Allies** and finally **Power**)
    2. By Spell (**Tower Wards** and finally **Power**)
    3. By Allies (**Allies OR Tower Wards** and finally **Power**)
    4. By an Army (**Domain Security* OR Tower Wards** and finally **Power**)
    5. By Allies & Spell (**Tower Wards** and finally either **Allies OR Power**)
    6. By an Army & Spell **(Domain Security* AND Tower Wards** roll for both regardless of the outcome**,** and finally **Power)**.
2. An Urgent Mandatory Quest arises. Draw a Card (Face UP) and immediately send 1 or more Allies in the Tower to assign to it. Then roll 1d6 and add that many cards (face down) beneath the Quest Card.
3. An Existing Quest (including Enemy Wizards) becomes more Challenging. Pick the Quest with the fewest remaining Cards (in a tie, the one with the most Allies on it, if still a tie, you choose), then Draw a card (Face UP) and lay on top of the Quest Card (on its side). If there are Allies on the Quest, they must challenge this latest Card **immediately**.
4. An issue arises in your Domain. Draw a Card (face UP) Hearts = Loyalty, Clubs = <choose>, Spades = Security, Diamonds = Prosperity. It must be challenged with the targeted Factor.
5. Your Research is challenged (failure reduces Research)
6. An Enemy Wizard declares open WAR (or you declare WAR on them)...
    a. Roll 1d6 and draw that many cards (face down and sideways) to represent that Wizard's Power.
    b. Roll 1d6 and draw that many cards (face down and vertical and place on top of the sideways cards) to represent the Wizards Wards
    c. Draw a final Card to represent what you can gain as a reward for defeating this Enemy Wizard. Place it beneath the others but sticking out a bit. Treat this card as the Quest Card so it provides the reward.
    d. You can treat this Enemy Wizard as a Quest, so you can send Allies to attack them, but you can also attack them directly yourself with your Power.

*Check whether Domain security choose to fight. If not, treat the combat as an automatic Disaster

Challenges and Outcomes...

Maintain Tower Wards

Using your WARDS Rating

- ➤ Disaster = Snake-Eyes (2). Your Tower Wards Crumble to nothing for this Month and your Wards Rating goes down by 1 to a minimum of 1.
- ➤ Extreme Fail = 3 or 4. Wards Rating goes down by 1 to a minimum of 1.
- ➤ Normal Fail = 5, 6 or 7. Nothing Happens.
- ➤ Normal Success = 8,9 or 10. Tower Wards are Restored to your Wards Rating if they were lower.
- ➤ Extreme Success = 11 or higher. Tower Wards are Restored to your Wards Rating if they were lower and then raised by a further +1, your Rating is unchanged.
- ➤ Critical Success = Two Sixes. Tower Wards are Restored to your Wards Rating if they were lower and then raised by a further +1 and your Rating **MAY** increase.

## Research: Improve Your Ratings

Using your RESEARCH Rating

- ➤ Disaster = Snake-Eyes. Research Rating goes down by 1 (if now at 1 or zero, the reduction is TEMPORARY).
- ➤ Extreme Fail = 4 or lower. Research Rating goes down TEMPORARILY by 1.
- ➤ Normal Fail = 5, 6 or 7. Nothing Happens.
- ➤ Normal Success = 8,9 or 10. Research is successful, you **MAY** improve one of your Ratings.
- ➤ Extreme Success = 11 or higher. Research is successful, you **MAY** improve two of your Ratings
- ➤ Critical Success = Two or more Sixes. Research is successful, you **MAY** improve three of your Ratings
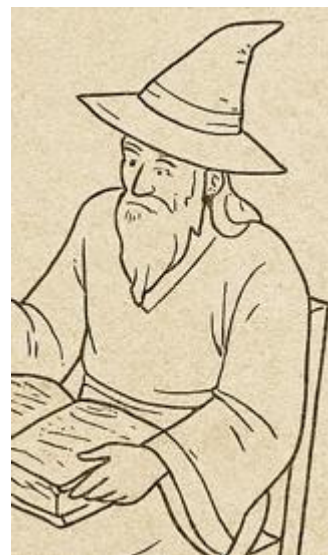
Research: Manufacture

Using your RESEARCH Rating to create some kind of Golem or Undead Creature or Bind some kind of Demon to act as an Ally.

> ➤ Disaster = Snake-Eyes. Your Research Rating goes down by 1 as your "creation" runs amok (if now at 1 or zero, the reduction is TEMPORARY)..
> ➤ Extreme Fail = 4 or lower. Research Rating goes down by 1 TEMPORARILY.
> ➤ Normal Fail = 5, 6 or 7. Nothing Happens.
> ➤ Normal Success = 8,9 or 10. Research is successful, you create an Ally. Place it into your Tower.
> ➤ Extreme Success = 11 or higher. Research is successful, you create an Ally and may immediately assign it to a Quest or place it into your Tower. You **MAY** improve your Research Rating.
> ➤ Critical Success = Two or more Sixes. you create TWO Allies and may immediately assign them to a Quest or place them into your Tower. You **MAY** improve your Research Rating.
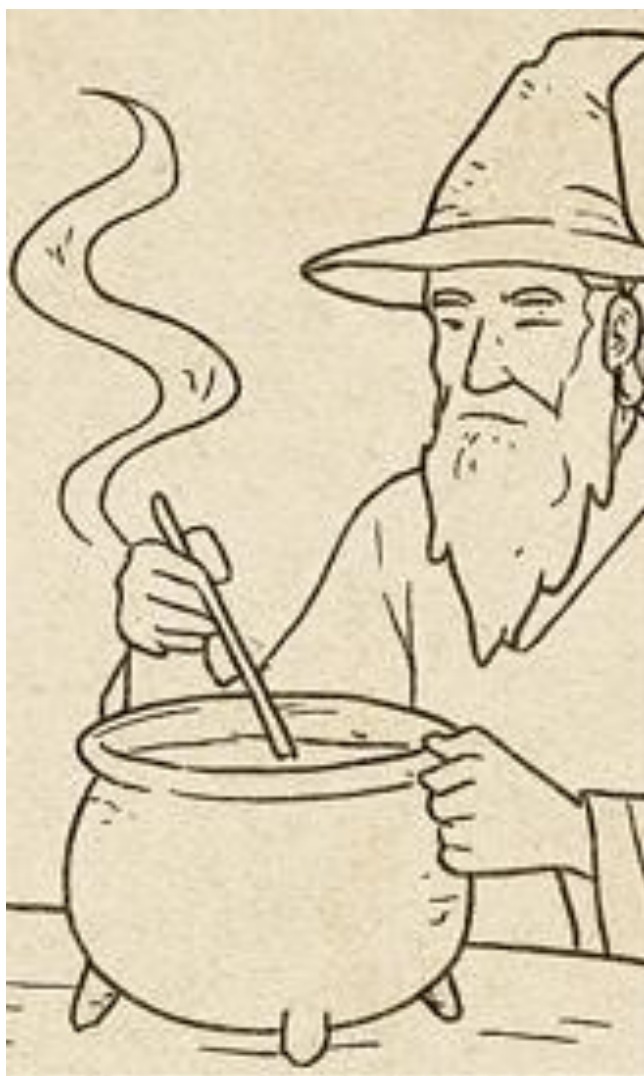
Optional – Potions, Scrolls and Magic Items

You can also envisage the use of Manufacture as creating Potions and Magic Items that make Allies more powerful. Mechanically they can be treated exactly the same as Allies, but you MIGHT want to use a different colour of d6 for them, and they don't get rolled unless there is a standard Ally with them. You could assume that when you lose an Ally, you lose the lowest value d6, so might end up with some unaccompanied magic items left on a Quest Card. You would only regain them when you resolve the Quest.

Research: Discover a Quest

Using your **Research** Rating you look for clues to Quests for your Allies…

> ➢ Disaster = Snake-Eyes. You waste too much time and resources. For the Quest (NOT including Enemy Wizards) with the smallest number of Cards remaining, roll a d6 and if the result is HIGHER than the number of Cards remaining on the Quest, remove that Quest. Your Research Rating reduces by 1 for this Month (if now at 1 or zero, the reduction is TEMPORARY).
>
> ➢ Extreme Fail = 4 or lower. You waste time and resources. For each Quest (including Enemy Wizards) roll a d6 and if the result is EQUAL or HIGHER than the number of Cards remaining on the Quest, draw an additional Card (Face Down) and lay it at the top or bottom (your choice) of the stack. Your Research Rating **MAY** reduce by 1 TEMPORARILY.
>
> ➢ Normal Fail = 5, 6 or 7. Nothing Happens.
>
> ➢ Normal Success = 8,9 or 10. Create a Quest with a Face Up Quest Card as the reward and roll d6 to determine how many Face Down Challenge Cards to place on it.
>
> ➢ Extreme Success = 11 or higher. Create a Quest (same process as Normal Success). You **MAY** also improve your Research Rating (max 6).
>
> ➢ Critical Success = Two Sixes. Create two Quests (same Process as Normal Success) You improve your Research Rating (max 6).

Research: Reveal Quest Challenges

Using your **Research** Rating you attempt to reveal one or more Face Down Quest Challenge Cards…

> ➢ Disaster = Snake-Eyes. See Discover a Quest (above) for the outcome.
>
> ➢ Extreme Fail = 4 or lower. See Discover a Quest (above) for the outcome.
>
> ➢ Normal Fail = 5, 6 or 7. Nothing Happens.
>
> ➢ Normal Success = 8,9 or 10. You may reveal the uppermost Face Down Quest Challenge Card on any single Quest (Including Enemy Wizards).
>
> ➢ Extreme Success = 11 or higher. You may reveal the uppermost Face Down Quest Challenge Card on any single Quest (Including Enemy Wizards). You **MAY** also improve your Research Rating (max 6).
>
> ➢ Critical Success = Two Sixes. You may reveal the uppermost Face Down Quest Challenge Card on any **two** Quests (Including Enemy Wizards). You also improve your Research Rating (max 6).

Gather Allies: Recruit an Adventurer

Using your ALLIES Rating, you try to recruit an Adventurer.

> ➢ Disaster = Snake-Eyes. You waste time and resources. One of your Domain Factor Ratings is reduced by 1 (minimum of 1) AND you lose 1 from your Allies Rating.
> ➢ Extreme Fail = 4 or lower. You waste time and resources. One of your Domain Factor Ratings is reduced by 1 (minimum of 1) for this Month AND you **MAY** lose 1 from your Allies Rating.
> ➢ Normal Fail = 5, 6 or 7. Nothing Happens.
> ➢ Normal Success = 8,9 or 10. You recruit an Ally and place it into your Tower.
> ➢ Extreme Success = 11 or higher. You recruit an Ally and place it into your Tower. You **MAY** improve your Allies Rating.
> ➢ Critical Success = Two or more Sixes. You recruit TWO Allies and place them into your Tower. You **MAY** improve your Allies Rating.

Gather Allies: Improve Your Domain

Using your DOMAIN CONTROL Rating, you try to improve either your Domain Control Rating, or one of your Domain Factors (choose which before making the Roll).

> ➢ Disaster = Snake-Eyes. You waste time and resources. One of your Domain Factors is reduced by 1 (minimum of 1) AND you lose 1 from your Domain Control Rating.
> ➢ Extreme Fail = 4 or lower. You waste time and resources. One of your Domain Factors is reduced by 1 (minimum of 1) for this Month AND you **MAY** lose 1 from your Domain Control Rating.
> ➢ Normal Fail = 5, 6 or 7. Nothing Happens.
> ➢ Normal Success = 8,9 or 10. You **MAY** improve your chosen Domain Factor or, if you were targeting Domain Control, you **MAY** improve your Domain Control Rating.
> ➢ Extreme Success = 11 or higher. You improve your chosen Domain Factor or Domain Control Rating (max 6)
> ➢ Critical Success = Two or more Sixes. You improve your chosen Domain Factor or Domain Control Rating AND **MAY** improve an additional Domain Factor.

Resolve Quests

The Value of the Card determines if d6(s) are added or removed.

- ➤ Disaster = Snake-Eyes. All Allies are Lost. You lose 1 from your Allies Rating (minimum 1). The Card remains in play.
- ➤ Extreme Fail = 4 or lower. Two Allies are Lost AND you **MAY** lose 1 from your Allies Rating. The Card remains in play.
- ➤ Normal Fail = 5, 6 or 7. You **MAY** lose an Ally (use the number of Allies present as the "current Rating"). This doesn't affect your Wizard's Ally Rating. The Card remains in play.
- ➤ Normal Success = 8,9 or 10. Your Allies defeat the Card, if this was the Quest Card, you gain the reward.
- ➤ Extreme Success = 11 or higher. Your Allies defeat the Card, if this was the Quest Card, you gain the reward. You **MAY** improve your Allies Rating.
- ➤ Critical Success = Two or more Sixes. Your Allies defeat this Card and the next one if there is one, if either was the Quest Card, you gain the reward. You improve your Allies Rating (max 6)

Power: Attack an Enemy Wizard

Your Wizard can attack a Rival Directly by using their spells (Power) and adding a d6 for each Ally present at the enemy's Tower.

If there isn't an Enemy Wizard available, you can create one at will as if the Event had occurred, but you must follow through with this Action at least once even if the Reward Card doesn't interest you or the number of Defensive Cards is high.

Win or lose, you can continue to face Challenges or can Teleport home to your Tower for free.

Usual Target = 8

- ➤ Disaster = Snake-Eyes. You lose 1 from your Power Rating and add a Card (face down) to the Enemy Wizard's stack as you discover additional defences.
- ➤ Extreme Fail = 4 or lower. You **MAY** lose 1 from your Power Rating. Add a Card (face down) to the Enemy Wizard's stack as you discover additional defences.
- ➤ Normal Fail = 5,6 or 7. Nothing Happens. The Card remains in play.
- ➤ Normal Success = 8,9 or 10. You defeat the Card, if this was the Quest Card, you gain the reward shown on the Quest Card.
- ➤ Extreme Success = 11 or higher. Your Allies defeat the Card, if this was the Quest Card, you gain the reward. You **MAY** improve your Allies Rating.
- ➤ Critical Success = Two or more Sixes. Your Allies defeat this Card and the next one if there is one, if either was the Quest Card, you gain the reward. You improve your Allies Rating (max 6)

Your Tower is Attacked!

When this Event occurs, you may either use cards from an existing Enemy Tower, or **draw 3 cards**, one for each wave of the attack. Reveal the cards one at a time. The Difficulty of the Card (if your Defence Rolls fail) reduces with each subsequent Defence Roll, going from 3 Disadvantages, 2 Disadvantages, 1 Disadvantage, Normal, 1 Advantage, 2 Advantages, 3 Advantages (the easiest Challenge).

If you have one or more Enemy Wizards currently active, you can choose one to be the enemy behind this attack. If one of the attacking Cards is a King, then the Enemy Wizard has come in-person and, if you defeat that Card with an Extreme or Critical Success, you gain their Reward and remove them and their Tower Stack from the game.

There is NO QUEST card for Tower Attacks, so no additional reward for surviving. If you defeat an attack wave and you had chosen an Enemy Wizard as the source of the Tower Attack, you may remove 1 card from that Enemy Wizard's stack, potentially destroying them and gaining their reward. Reveal the Cards one at a time...

The Suit of the Card is not used for the three Tower Attacks, as the mechanism for defending is given in the Event description as a result of a d6 roll.
The value of Card represents the Level of the Challenge (just like with Quests). ACES give Advantage to the Roll. 2-10 = Normal Chance of Success. Jack = 1 Disadvantage, Queen = 2 Disadvantages, King = 3 Disadvantages.

The Event Table tells you how you can respond - with Wards, with Allies (Allies in the Tower) or with your Domain Security or with your own Power.

AFTER the Roll of the Dice, the Wizard can choose to spend some of their Power Dice to the Roll (you get them back at the start of next Month). This represents a desperate expenditure of magical power. Roll these dice and see if you can improve the result.

Whenever you attempt to use your DOMAIN, roll 1d6 and if you roll UNDER the Loyalty/Fear Factor PLUS Domain Prosperity, the Domain Security will fight for you with Advantage, otherwise it fights with Disadvantage. If your total is 2 or less, it will not fight at all, and you automatically get a DISASTER!

If your **Wards** Rating, **Research** Rating and **Power** Rating all reach Zero (even because of Temporary Reduction), you have been killed by the attackers. Your final Journal Entry would be made by any surviving Ally, or by your victorious Enemy.

Results of Tower Defence Rolls...

- ➤ Disaster = Snake-Eyes. The Card returns to the Enemy Wizard's Tower (if the attack comes from an existing Enemy) or is discarded.
  - o If using Tower Wards, your Tower Wards Crumble to Nothing for this Month. You lose 1 from your Wards Rating (minimum 1).
  - o If using Allies in the Tower, All Allies are Lost. You lose 1 from your Allies Rating (minimum 1).
  - o If using your Domain, you lose 1 from each of the Domain Factors (min 1) and 1 from your Domain Control Rating (min 1).
  - o If defending with Power, you lose 1 from the Rating
- ➤ Extreme Fail = 4 or lower. The Card returns to the Enemy Wizard's Tower (if the attack comes from an existing Enemy) or is discarded.
  - o If using Tower Wards, your Tower Wards reduce by 1 for this Month. You **MAY** lose 1 from your Wards Rating.
  - o If using Allies in the Tower, 1 Ally is Lost. You **MAY** lose 1 from your Allies Rating.
  - o If using your Domain, you lose 1 from the Domain Factor of your choice (min 1) and **MAY** lose 1 from your Domain Control Rating (min 1).
  - o If using Power, you **MAY** lose 1 from the Rating (min 1).
- ➤ Normal Fail = 5,6 or 7. If using Allies, 1 Ally **MAY** be Lost. Use the number of Allies present in place of "current Rating". The Card returns to the Enemy Wizard's Tower (if the attack comes from an existing Enemy) or is discarded.
- ➤ Normal Success = 8,9 or 10. You defeat the Card, if this was the Final Card, you have survived the Tower Attack. If it was the work of an Enemy Wizard, remove 1 card from their Stack and gain their reward if you have cleared their stack.
- ➤ Extreme Success = 11 or higher. You defeat the Card, if this was the Final Card, you have survived the Tower Attack. If it was the work of an Enemy Wizard, remove 2 cards from their Stack and gain their reward if you have cleared their stack.
- ➤ Critical Success = Two or more Sixes. You defeat the Card and an additional Card, if either was the Final Card, you have survived the Tower Attack. If it was the work of an Enemy Wizard, remove 3 cards from their Stack and gain their reward if you have cleared their stack.

Many Thanks To...

The Wizard's Tower has been shaped by many other games, including ...

Ironsworn, **Thousand Year Old Vampire**, **Colostle**, **Little Town**