

T H E T O W E R O F S C R A B B L E O N

So you've been picked to GM this dumb game?

It's OK, don't panic, we're here to help. Below is a brief outline of the Tower and some tables that you can use to generate the Levels your players will have to pass through in order to complete the Tower of Scrabbleon.

This game is designed to be played in a single session (although no one is stopping you from going forever). So start by choosing how many Levels the players will have to pass through. Each should take 30-45 minutes. If you have a particularly large group (more than 4-5), or are using fewer Levels you may want to beef up the Bosses (e.g. them a bit more health or +1 damage).

The Tower

The Tower of Scrabbleon is immense, and into its stones have been carved letters from every alphabet imaginable. The Tower is composed of a series of Levels. Every Level has an entrance, an exit up, a key, a Boss and some minions. The key is necessary to pass through the Levels, the tower and its doors will resist the effects of their spells. Once they leave a Level the party will walk up a narrow, curling staircase. The walk will take a while. So long in fact that in between Levels they should increase their TM™ by 1, up to a max of 8. For each Level draw 8 tiles and use them to define and populate the area (remember to put the tiles back!). Use the check boxes to keep track of what's going on. If you find yourself repeating a selection then you may move down to the next unused one.

Enemies

The first Boss should have 10 HP, the 2nd 11 and so on. The total health of the minions should be 10 onevery Level. You can treat a horde with a shared HP pool or split them up into a few minions (e.g. five minions with 2 HP). The Boss should deal 2 damage when it hurts a player and minions should deal 1. But if a PC gets hurt real bad feel free to increase it by 1.

| | What is this Level like? | What advantage does the party have? | What about the key? |
|---------|---|--|--|
| A/P/Z | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The living walls pull at you | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> They won't be seen at first | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Boss holds it |
| B/I/K | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It's filled with water | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Their foe is unprepared | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Boss ate it |
| C/L/T | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The floor is lava, mostly | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The stairs going up are close | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Floating high in the air |
| D/Q/X/R | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Frigid, with slippery ice | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> There is division in enemy | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hidden among fakes |
| E | floors | ranks | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The key is on the run |
| F/N/W/Y | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gravity is unpredictable | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> They know where the key is | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It's unmanageably |
| G/M/S/U | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A tall cliff divides the room | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Double loot (roll twice on loot) | large |
| H/J/O/V | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> There's a huge crevice | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> An unexpected ally emerges | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The key is invisible |
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It's too dark to tell (pick a second tile for this table) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The enemy has an obvious weakness | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> There is no key. The door's unlocked |
| | What is this Level's Boss? | How does it kill? | What makes it hard to kill? |
| A/P/Z | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A dinosaur | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Debilitating poison | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It is immune to |
| B/I/K | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A giant robot | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ice breath | fire/ice/electricity |
| C/L/T | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A flying shark | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Petrifying gaze | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It can turn invisible |
| D/Q/X/R | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A two-headed giant | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Corrosive Fog | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protective shell/ |
| E | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A gelatinous cube | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tons of traps | carapace/armor |
| F/N/W/Y | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A three-headed dog | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blinding acid | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It makes illusory copies of itself |
| G/M/S/U | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A sleeping dragon | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Psychic powers | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It regenerates when it feeds |
| H/J/O/V | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> An infernal demon | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A gun | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It is a shapeshifter |
| | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It is extremely cautious |
| | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> It cannot be directly affected by Spelling |
| | What minions serve it? | What loot is hidden here? | |
| A/P/Z | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A horde of zombies | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Glowing Eraser (Clear the board at any time) | |
| B/I/K | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Hungry, hungry hippos | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Anagramulet (Consult an anagrammer) | |
| C/L/T | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Human mercenaries | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Red Potion (Increase TM™ by one. No higher than 8) | |
| D/Q/X/R | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Some incompetent goblins | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blue Potion (Swap all of your letters) | |
| E | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sentient bears | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fictionary (Play one proper noun) | |
| F/N/W/Y | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flying piranhas | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> University of Phoenix Feather (Restores life) | |
| G/M/S/U | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Colour coded ninjas | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ring of +2 Lexiconstitution (Increase TM by 2. Can go up to 10) | |
| H/J/O/V | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bone fairies | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Key Compass (Points towards the key) | |

Optional: Final Boss

Rather than using the tables to create the final level you might make the final boss another wizard with a Spellbook of his own. If you go this route give him an appropriate level (a graduation ceremony, a throne room, etc), 15 HP and draw 15 tiles. Alternate turns with the players. Your villain should be using his spells to counter the players attacks first and to damage them second. When a spell is used to counteract

another subtract the highest tile in the defensive spell from the offensive spell and take the difference as damage. Spells may be both damaging and defensive where appropriate.