

## Story Rough Draft

*Introduction Screen, Backstory:*

“Your Kingdom has thrived for centuries, but there has been rumor of a war growing. You are seated at the Kingdom hall when you get the news from a scout.”

### Chapter 1

*Screen one:*

**Scout:** An army is headed towards our castle, it looked to me as if they were orcs.

*Choice A: Prepare for Siege:*

**Reinforce defenses, gather allies, and defend the kingdom**

*Scene two:*

The enemy arrives at dawn and the siege begins, what should the first move of defense be

**Hold Castle Walls | Sneak out and flank enemy**

\*dice roll for all choices\*

*Scene three:*

*Success:*

Enemy retreats, you choose not to attack to send a message of war.

*Failed:*

**Hold off Enemy - Roll Very High Success Chance, Lose if failed**

*Choice B: Leave and Investigate:*

**Travel to the neighboring land to gain intel**

*Scene two:*

The party sneaks into enemy territory and discovers that the orcs attacking are being controlled by an ancient sorcerer

**Infiltrate enemy castle | Attack sorcerer (low success rate)**

\*dice roll for attack sorcerer only\*

*Scene three:*

*Attack Sorcerer Success:*

You gather the staff the sorcerer used to control the orcs and send them towards the rest of the sorcerer's army. **Game Win**

*Attack Sorcerer Failed:*

Sorcerer controls your party's mind, resulting in the party to give up the kingdom to the Sorcerer's army. **Game Over**

**Fin Chap. 1**

## Chapter 2

*.Screen one:*

**The kingdom is still in danger. The battle may be over, but the enemy is regrouping, and a greater threat looms.**

### **Choice A: Prepare for the Final Battle**

*Screen One:* Fortify defenses, train soldiers, and prepare for the enemy's return.

*Screen two:*

The enemy's forces are regrouping and preparing for an all-out assault. What should be prioritized?

**Reinforce Castle Walls | Train Elite Soldiers**

\*dice roll for both choices\*

*Screen three:*

*Reinforce Castle Walls Success:*

- The fortifications hold strong, delaying the enemy's advance. **Next Chapter.**

*Reinforce Castle Walls Failed:*

- The defenses crumble under siege, forcing a last stand inside the castle. **(Harder final chapter)**

*Train Elite Soldiers Success:*

- Your forces are well-trained and ready for battle. **Next Chapter.**

*Train Elite Soldiers Failed:*

- The training fails, and morale is low. The kingdom will struggle in the final battle. **(Harder final chapter)**

### **Choice B: Uncover the True Threat**

*Screen One:* Seek out the mastermind behind the attacks.

*Screen two:*

Your party sets out beyond the kingdom, searching for answers. After days of travel, they arrive at an ancient ruin said to hold lost secrets of magic.

**Explore the Ruin | Seek Aid from a forgotten Kingdom**

\*Dice roll for Forgotten Kingdom only—low success rate but high reward if successful\*

*Screen Three:*

**Explore the Ruin:**

You uncover an ancient artifact capable of turning the tide of war. **Next Chapter.**

**Seek Aid from the Forgotten Kingdom Success:**

The lost kingdom agrees to send reinforcements, bolstering your army. **Next Chapter. (Easier final battle)**

**Seek Aid from the Forgotten Kingdom Failed:**

The rulers refuse to help. You return empty-handed, forcing a desperate final stand. **(Harder final chapter)**

**Fin Chap. 2**

**Chapter 3**

*Screen One:*

*The final battle is upon you. The enemy's army stands at your gates, and the fate of the kingdom will be decided today.*

**Choice A: Defend the Kingdom**

*Screen One:* Stand your ground and fight for your homeland.

*Screen Two:*

The enemy launches a full-scale assault. What is your strategy?

**Hold the Main Gate | Set a Trap Inside the Castle**

\*Dice roll for setting a trap – **High Risk, Great Reward**

*Screen Three:*

**Hold The Main Gate Success:**

*Your army fights bravely, holding the enemy back long enough for reinforcements to arrive. **Game Win.***

**Hold the Main Gate Failed:**

*The enemy breaks through, forcing a last stand in the throne room. (Final dice roll—must roll high to survive.)*

- **Success:** You rally your forces and drive the enemy out. **Game Win**
- **Failed:** The Castle falls, and the kingdom is lost. **Game Over**

**Set a Trap Inside the Castle Success:**

- *The enemy falls into the ambush, turning the tide in your favor. **Game Win***

**Set a Trap inside the Castle Failed:**

- *The trap is discovered, and the enemy counterattacks. The battle becomes even more desperate. (Final dice roll for survival)*
  - **Success:** A last minute push secures victory. **Game Win**
  - **Failed:** The enemy takes control of the castle. **Game Over**

**Choice B: Confront the Enemy Leader**

*Screen One:* Take the fight directly to the mastermind behind the war.

*Screen Two:*

You and your party infiltrate the enemy's war camp, facing the final decision:

**Duel the Enemy Leader | Destroy Their War Supplies**

*\*Dice roll for the Duel – **Low success rate but instant victory if won\****

*Screen Three:*

**Duel the Enemy Leader Success:**

*You strike down the enemy general, shattering their army's morale. The invasion is stopped. **Game Win.***

**Duel the Enemy Leader Failed:**

*The general overpowers you, and you are executed. The Kingdom falls **Game Over.***

**Destroy Their war supplies:**

*A successful sabotage weakens the enemy, forcing them to send everything they could save at you*

**Destroy Their war supplies storyline cont.**

*Screen Four:*

The weakened enemy is approaching steadily towards you, you have no choice but to fight off until reinforcements arrive

**\*2 Rice Rolls in a row, must hit above 5/20 both times\***

**Dice Roll Success:**

You fought the last of the enemy long enough for reinforcements to arrive and overwhelmed the enemy in the battle. **Game Win.**

**Dice Roll Failed:**

You were not able to fend off the army without getting badly wounded long enough. Your reinforcements were able to defeat the enemy army, but your party has taken a toll on their health. **-10 HP**, If over 10 HP, **Game Win** if not, **Game Over.**

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**GAME WIN:**

*You defeated the army and your kingdom remains successful and strong*

**GAME LOSS:**

*Your Kingdom has Fallen and taken over by the enemy*