Player Rules

You have been placed in the center of the game board and not much is visible. You have been asked to gather materials for each of the villagers to build homes for them. Each villager requires a certain number of materials. The material's type is determined by color. The colors correspond to the color of the circles that appear in the HUD of each character. With each home complete the villagers will reward you with a golden tablet. Your objective is to collect all of the golden tablets and assemble the secret message. In these instructions, the paragraphs are a detailed description of the rules while the bullet points describe a quick explanation of the rules for each section.

- You can walk around at will, unless specified by the Game Master (Game Master will be referred to as GM from here on).
- Each square is equal to 5 feet in game. It is recommended that you travel slowly or in increments of 5 squares (25ft) to allow the GM to interact appropriately. At times the GM will ask a dice roll of you or they will ask how you are proceeding. For example, they might ask if you are walking, running, or sneaking around. See **Game Master** section for set up and instructions on being the Game Master.
- During your traveling you will reveal more of the board and discover enemies.
- There are two types of enemies, both are crystal worms varying in size:
    - a full Chrysalis, they function as a material resource. They are also attracted by sound.
    - a partial Chrysalis, once defeated they can give you minimal resources or a health potion that heals 10 points of health.
- You have a choice of leaving these partial chrysalises alone and continue looking for full Chrysalises to harvest from or you can approach partial chrysalises and begin an encounter to attack them. See the **Encounters** section for instructions on attacking and encounters.
- After finding a full chrysalis you have a chance of either dodging and riding it or receiving damage. See **Full Chrysalis** section for instructions on riding and harvesting a full chrysalis.
- After you have gathered enough materials for one of the villagers you can build them a home. One unit of material is equal to one foot in-game so the house's area is equal to the amount of resources required to build it. See the **Home Building** section for instructions on building.
- Once you have collected all of the golden tablets, assemble them to discover the hidden message to complete the game.
    - If your health reaches zero at any point of the game you die and must restart the game from the beginning.

Encounters

Partial chrysalises are the only way to receive health potions. They can also be used to collect a minimal amount of resources. When approaching a partial chrysalis the GM will ask you for a dice roll. Be careful because potions can only be consumed outside of encounters. To begin you will roll a d20 (20 sided die). The GM will compare your roll with their roll, if your roll is higher, then your turn is first. On your turn, you will roll a d20 to see if you hit the enemy. The GM will compare this number to its armor points and if it is higher, then you can attack and deal damage. To attack you will roll a d6, this represents the damage dealt to the enemy. Then it is the enemies turn. The encounters will go as follows:

- Roll a d20 to determine initiative (turn order)
- On your turn roll a d20 to see if you land a hit
- If you land a hit roll a d6 to do damage. If not then skip this step.
- Then it is the next person's turn & repeat the last 3 steps until either the enemy or the player dies.
- Then collect the item that the enemy drops.

Full Chrysalis

There is at least one full chrysalis of each material type. The number of full chrysalises is determined by the GM. Certain areas of the map have been assigned as a particular chrysalis' territory. These territories are hidden and their exact size and location will only be known by the GM. The player must guess at the location of these territories. Once you think you have entered one of these territories specify to the GM that you are stomping and making noise as you walk around to attract a full chrysalis. If you have guessed correctly, a full chrysalis will begin charging you. The GM will ask you to roll a d20 to dodge. You will compare it to the GM's roll, if your roll is higher you dodge out of the way. If your roll is lower, you are unable to dodge out of the way and will receive a d6 in damage. If you want to escape from the chrysalis you must roll a d20 higher than the GM's roll 3 times. Failing a roll will inflict a d6 in damage upon you. The chrysalis will then circle around to charge again. If you successfully dodge, then you can roll another d20 to determine if you are able to grapple onto it. If you fail to grapple the chrysalis, it will slip by without harming you and circle around to charge at you again. If you succeed in the grapple then you will hop on and ride the chrysalis around. The path will be determined by the GM. Upon first mounting you will roll a d8, this number represents the amount of materials you harvest. You must keep track of these numbers in the HUD above the player token. The GM then moves the chrysalis 10ft or 2 squares in any direction. Each time it is moved 10ft or 2 squares you are required to roll a d20 against the GM to determine if you continue to ride. If you succeed you can roll a d8 to harvest again. If you fail the roll or dismount, the chrysalis will go under the sand to sulk as a cooldown for a predetermined time by the GM. Chrysalises in a cooldown will not be accessible until the time is over. Interactions with full chrysalises goes as follows:

- Guess at a territory's location and make noise there
- When a chrysalis is charging you, make a d20 dodge roll against the GM

- - ○ Success grants a d20 grapple roll
      ○ A tie requires a reroll
      ○ Failure inflicts d6 damage and the chrysalis circles around for another charge
        ■ To escape, roll a d20 three times against the GM. Failure of a roll results in d6 damage
  ● On a successful grapple make a d8 harvest roll.
  ● While mounted the GM moves the chrysalis 2 squares or 10ft any direction
  ● Each time the chrysalis is moved 10 ft, roll a d20 against the GM to continue riding
    ○ Success grants another d8 harvest. The GM moves again and this step repeats until you fail or decide to dismount.
    ○ Failure or dismounting does not inflict damage and puts the worm in a cooldown state under the sand whose length is determined by the GM.

Home Building

Once you have gathered enough materials for one of the villagers you can build them a home. Each unit of material is equal to one foot in-game. This means that the house's area is equal to the amount of resources required to build it. For example, a house that requires 25 materials to build will occupy a space that uses 5 squares. These squares can be arranged in any shape you want. To build these shapes you will draw around the squares. Each house must be a closed shape.

  ● Draw a shape that occupies the total space allotted by the number of materials required.

Game Master

Set up

As the Game Master you are controlling the environment for the player. First you must set up the game. This first paragraph describes the process on Roll20. A description to set up a physical game will be described in the next paragraph. Use Roll20's square tiled design with a width and height of 50. Next, you must determine how many villagers will be requiring houses and how many resources each house will require. Then you decide on the amount of full chrysalises and partial chrysalises for your game. You must have at least one full chrysalis per material type. You can have as many partial chrysalises as you'd like. Now create the territories of each full chrysalis by drawing shapes on the GM layer. Place a full chrysalis in each territory on the GM layer. Move to the player layer and place the partial chrysalises. Now Place the player and the villagers on the board in a safe location. Use the hide areas feature to obscure the board except the area around the player and villagers. Type in the amount of materials required in each villager's HUD to dictate house size. Decide and type the amount of health the player and partial chrysalises have in their HUD options. A recommended health for the player and partial chrysalis is stated in the Quick Reference section. Now you are ready to start the game.

For a physical game you must use something that has square tiles throughout the item. The size should not be too small to allow adequate traveling. Now, you must determine how many villagers will be requiring houses and how many resources each house will require. Then

you decide on the amount of full chrysalises and partial chrysalises for your game. You must have at least one full chrysalis per material type. You can have as many partial chrysalises as you'd like. Now use a paper or something that is similar to the board as a reference. Use that reference to create the territories of each full chrysalis by drawing shapes of where you would like them to be. This reference should show you the location of enemies and territories' material type, location, and size. Do not allow the player to see this reference. Once the reference is done place the player and the villagers in a safe location on the game board. On the game board write down the materials required for each villager's house and the amount of health the player has. The other items will only be placed on the game board when the player is near them. Now you are ready to start the game.

Gameplay

        You are responsible for controlling the movement of the enemies on the map. The player can walk around freely until they approach an enemy or enter a chrysalis' territory. If the player enters a territory ask if they are making noise while moving around. If they are, reveal a full chrysalis charging the player. Now both you and the player will roll a d20. If yours is higher, then roll a d6 for damage. If yours is lower both you and the player will roll again to determine if the player can grapple and ride the Chrysalis. If your roll is higher then the chrysalis goes by without inflicting damage and swings back around to charge again. If the player has a higher grapple roll then they can ride it. Upon mounting have the player roll a d8 to harvest materials. You will then move the player and chrysalis 2 squares or 10ft in any direction. You both will roll a d20 to see if the player can continue riding or not. If the player succeeds then they will roll another d8 for harvesting. Repeat this until the player decides to dismount or they fail the roll to continue riding. Remove the player and chrysalis if they dismount or fail and decide on how long the cooldown will be before that chrysalis can return. If the player attracts a chrysalis and wants to escape then they must roll a d20 higher than yours 3 times. On failed rolls a d6 damage roll is inflicted on the player. When a player starts an encounter the movement stops and you each roll initiative. Once the battle is over flip a coin to decide if a potion or a few materials are dropped. Each potion is worth 10 points in health and can only be consumed outside of encounters. Once the player collects enough materials they can build a house anywhere they'd like. After the house is completed then give the player a golden tablet. Once they have collected all the tablets reveal that there is a giant chrysalis to the north that has a material to make the houses self sufficient to end the game. This boss battle will interact like harvesting a chrysalis. Instead of harvesting the player will do a d8 in damage. When the player defeats the boss, reward them with the special material. Once they return the material to the village the player wins. If the player dies at any time the game is over and must be restarted from the beginning.

- Roll D20s for checks
- Roll D6s for damage to the player and partial chrysalises
- Roll D8s to harvest and damage the boss chrysalis

- Partial chrysalises have 10 health and 10 armor
- Player has 30 health and 14 armor
- Potions are worth 10 health
- The boss chrysalis has 30 health