

# BRINK OF CALAMITY

*Drake Fruhauf, Tyler O'Byrne,  
Arlo Jacobs*



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# CHARACTER CARDS -- FRONT



**Dakk, Frost Fighter**  
 5 1 4 2

Origin: Tundra  
 Signature Ability: Dakk unleashes an incredible punch, dealing damage to its target equal to Dakk's attack attribute. This damage ignores physical resistance and cannot be dodged.  
 Signature Ability Objective: Dakk has survived attacks from enemies 5 times.

3 1

Character Card Front 1



**Estior, Wisp Wizard**  
 2 5 2 3

Origin: Swamp  
 Signature Ability: Estior takes an aggressive spirit out of his lantern and unleashes it upon an enemy. The spirit deals damage equal to Estior's magic attribute, and Estior heals for half of the damage dealt, rounded down.  
 Signature Ability Objective: Estior's wisps have scouted 3 locations.

1 3

Character Card Front 2



**Mina, Scuttler Shepherd**  
 3 3 3 3

Origin: Meadow  
 Signature Ability: Mina empowers one of her scuttlers, growing its attributes (besides health) to 2x their current form, and gives it a shield as strong as its maximum health attribute (when this shield runs out, the scuttler returns to its original form). After growing, the scuttler performs an attack, if applicable.  
 Signature Ability Objective: Mina has struck enemies with one or more scuttlers 4 times.

2 2

Character Card Front 3

# CHARACTER CARDS -- BACK



Character Card Back 2



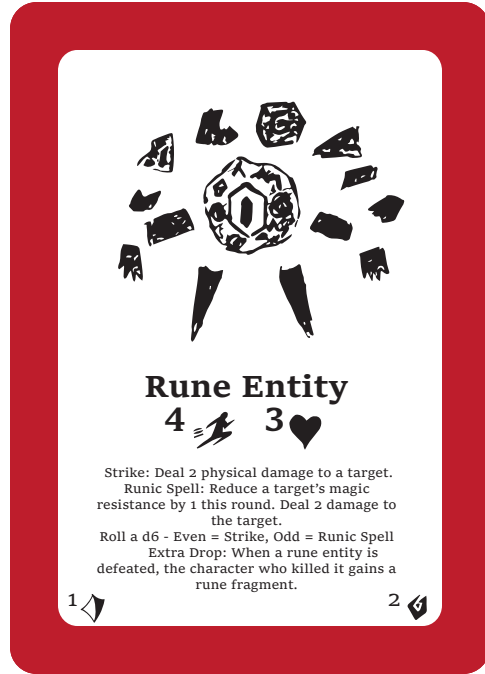
Character Card Back 1



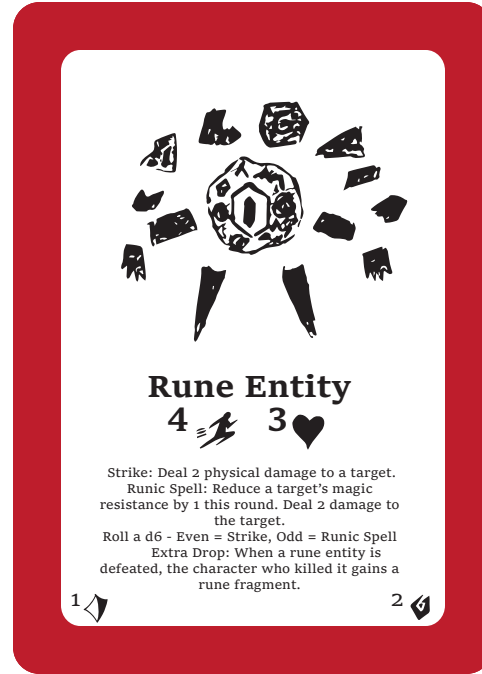
Character Card Back 3



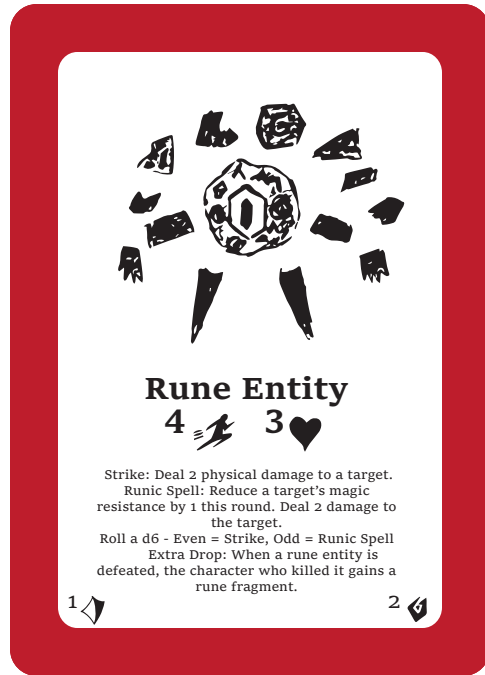
# ENCOUNTER CARDS – FRONT



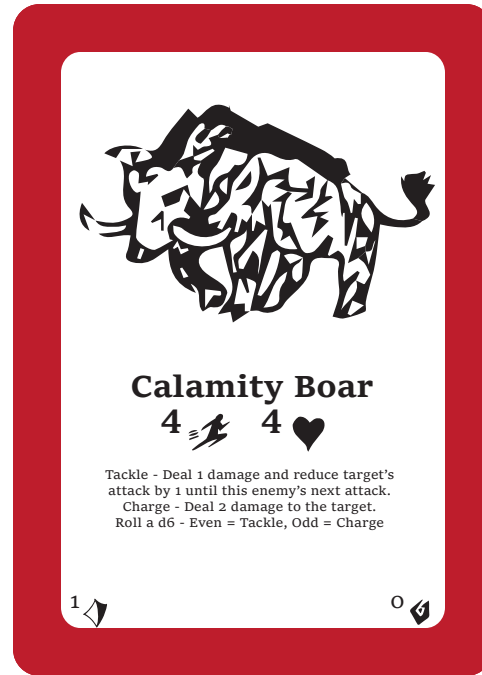
Encounter Card Front 1



Encounter Card Front 2



Encounter Card Front 3



Encounter Card Front 4

# ENCOUNTER CARDS -- BACK



Encounter Card Back 2



Encounter Card Back 1



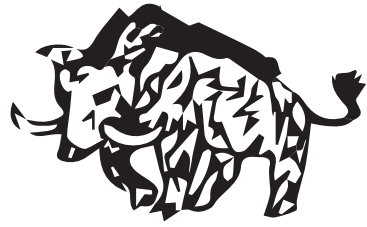
Encounter Card Back 4



Encounter Card Back 3



# ENCOUNTER CARDS -- FRONT



## Calamity Boar

4  4 

Tackle - Deal 1 damage and reduce target's attack by 1 until this enemy's next attack.  
Charge - Deal 2 damage to the target.  
Roll a d6 - Even = Tackle, Odd = Charge

1 

0 

Encounter Card Front 5



## Calamity Boar

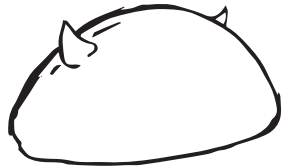
4  4 

Tackle - Deal 1 damage and reduce target's attack by 1 until this enemy's next attack.  
Charge - Deal 2 damage to the target.  
Roll a d6 - Even = Tackle, Odd = Charge

1 

0 

Encounter Card Front 6



## Evil Slime

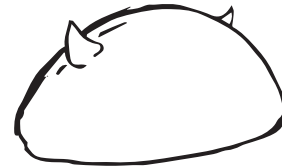
1  4 

Spit: Deal 1 damage to a target. The target takes 1 damage at the start of the next round.  
Jiggle: Increase physical and magic resistance by 1 this round. Heal 2 health.  
Roll a d6 - Even = Spit, Odd = Jiggle

2 

2 

Encounter Card Front 7



## Evil Slime

1  4 

Spit: Deal 1 damage to a target. The target takes 1 damage at the start of the next round.  
Jiggle: Increase physical and magic resistance by 1 this round. Heal 2 health.  
Roll a d6 - Even = Spit, Odd = Jiggle

2 

2 

Encounter Card Front 8



# ENCOUNTER CARDS -- BACK



Encounter Card Back 6



Encounter Card Back 5



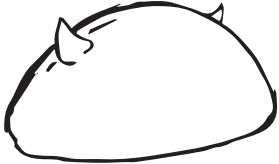
Encounter Card Back 8





Encounter Card Back 7





# ENCOUNTER CARDS – FRONT



**Evil Slime**  
1  4 

Spit: Deal 1 damage to a target. The target takes 1 damage at the start of the next round.  
Jiggle: Increase physical and magic resistance by 1 this round. Heal 2 health.  
Roll a d6 - Even = Spit, Odd = Jiggle

2  

Encounter Card Front 9



**Brushholf**  
5  2 

Slice: Deal 1 damage to a target. The target takes 1 damage each round for the next two rounds of combat.  
Bite: Deal 2 damage to a target and reduce that target's swiftness by 1 until this enemy's next attack.  
Roll a d6 - Even = Slice, Odd = Bite

1  

Encounter Card Front 10



**Brushholf**  
5  2 

Slice: Deal 1 damage to a target. The target takes 1 damage each round for the next two rounds of combat.  
Bite: Deal 2 damage to a target and reduce that target's swiftness by 1 until this enemy's next attack.  
Roll a d6 - Even = Slice, Odd = Bite

1  

Encounter Card Front 11



**Brushholf**  
5  2 

Slice: Deal 1 damage to a target. The target takes 1 damage each round for the next two rounds of combat.  
Bite: Deal 2 damage to a target and reduce that target's swiftness by 1 until this enemy's next attack.  
Roll a d6 - Even = Slice, Odd = Bite

1  

Encounter Card Front 12

# ENCOUNTER CARDS -- BACK



Encounter Card Back 10



Encounter Card Back 9



Encounter Card Back 12



Encounter Card Back 11



# ENCOUNTER CARDS -- FRONT



## Hidden Pit

The Player who encountered this card loses their next turn.

Encounter Card Front 13



## Hidden Pit

The Player who encountered this card loses their next turn.

Encounter Card Front 14



## Hidden Pit

The Player who encountered this card loses their next turn.

Encounter Card Front 15



## Fairy

The player who encountered this card gains two weapon upgrade points and heals 1d6 life points.

Encounter Card Front 16

# ENCOUNTER CARDS -- BACK



Encounter Card Back 14



Encounter Card Back 13



Encounter Card Back 16



Encounter Card Back 15





### **Fairy**

The player who encountered this card gains two weapon upgrade points and heals 1d6 life points.

**Encounter Card Front 17**



### **Fairy**

The player who encountered this card gains two weapon upgrade points and heals 1d6 life points.

**Encounter Card Front 18**

# ENCOUNTER CARDS -- BACK



Encounter Card Back 18



Encounter Card Back 17



# OBJECTIVE CARDS – FRONT

## Objective

Defeat the Sand Worm

Reward: 1 Crystal Fragment

Objective Card Front 1

## Objective

Have each player hold  
at least 1 rune

Reward: 1 Crystal Fragment

Objective Card Front 2

## Objective

Defeat the Tundra Golem

Reward: 1 Crystal Fragment

Objective Card Front 3

## Objective

Face 8 Total Encounters

Reward: 1 Crystal Fragment

Objective Card Front 4



# OBJECTIVE CARDS -- BACK



Objective Card Back 2



Objective Card Back 1



Objective Card Back 4



Objective Card Back 3

# OBJECTIVE CARDS – FRONT

## Objective

Have one player hold a  
max rank item

Reward: 1 Crystal Fragment

Objective Card Front 5

## Objective

Visit the Oasis, the Hot  
Springs, and the Tide  
Pools

Reward: 1 Crystal Fragment

Objective Card Front 6

## Objective

Cast 7 total signature  
abilities

Reward: 1 Crystal Fragment

Objective Card Front 7

## Objective

Explore all encounter  
spaces

Reward: 1 Crystal Fragment

Objective Card Front 8

# OBJECTIVE CARDS -- BACK



Objective Card Back 6



Objective Card Back 5

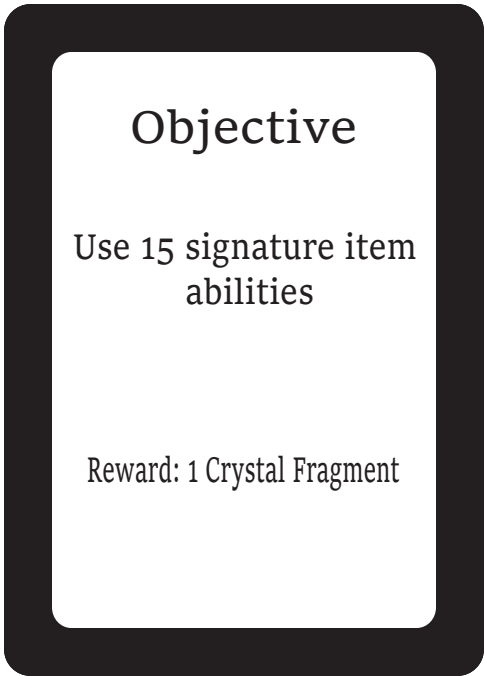


Objective Card Back 8



Objective Card Back 7

# OBJECTIVE CARDS – FRONT



Objective Card Front 9

# OBJECTIVE CARDS -- BACK



Objective Card Back 9



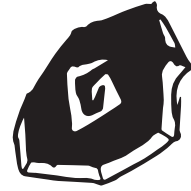
# RUNE CARDS – FRONT



## Rune of Vigor

Gives your character  
+3 maximum health.

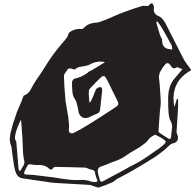
Rune Card Front 1



## Rune of Vigor

Gives your character  
+3 maximum health.

Rune Card Front 2



## Rune of Vigor

Gives your character  
+3 maximum health.

Rune Card Front 3



## Rune of Strength

Gives your character +2 attack.

Rune Card Front 4

# RUNE CARDS -- BACK



Rune Card Back 2



Rune Card Back 1



Rune Card Back 4



Rune Card Back 3



# RUNE CARDS – FRONT



## Rune of Strength

Gives your character +2 attack.

Rune Card Front 5



## Rune of Strength

Gives your character +2 attack.

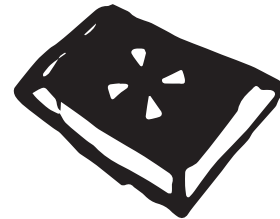
Rune Card Front 6



## Rune of Sorcery

Gives your character  
+2 magic.

Rune Card Front 7



## Rune of Sorcery

Gives your character  
+2 magic.

Rune Card Front 8



# RUNE CARDS -- BACK



Rune Card Back 6



Rune Card Back 5



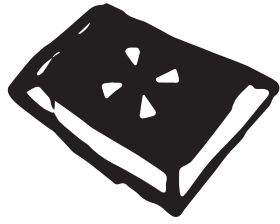
Rune Card Back 8



Rune Card Back 7



# RUNE CARDS -- FRONT



## Rune of Sorcery

Gives your character  
+2 magic.

Rune Card Front 9



## Rune of Agility

Gives your character +2  
swiftness.

Rune Card Front 10



## Rune of Agility

Gives your character +2  
swiftness.

Rune Card Front 11



## Rune of Agility

Gives your character +2  
swiftness.

Rune Card Front 12

# RUNE CARDS -- BACK



Rune Card Back 10



Rune Card Back 9



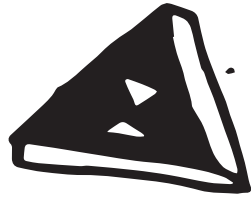
Rune Card Back 12



Rune Card Back 11



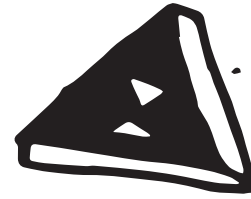
# RUNE CARDS – FRONT



## **Rune of the Forge**

Your character gets an additional item upgrade point every time you collect one or more item upgrade points.

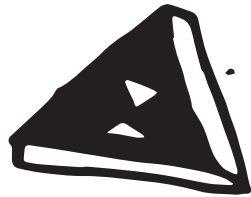
**Rune Card Front 13**



## **Rune of the Forge**

Your character gets an additional item upgrade point every time you collect one or more item upgrade points.

**Rune Card Front 14**



## **Rune of the Forge**

Your character gets an additional item upgrade point every time you collect one or more item upgrade points.

**Rune Card Front 15**

# RUNE CARDS -- BACK



Rune Card Back 14

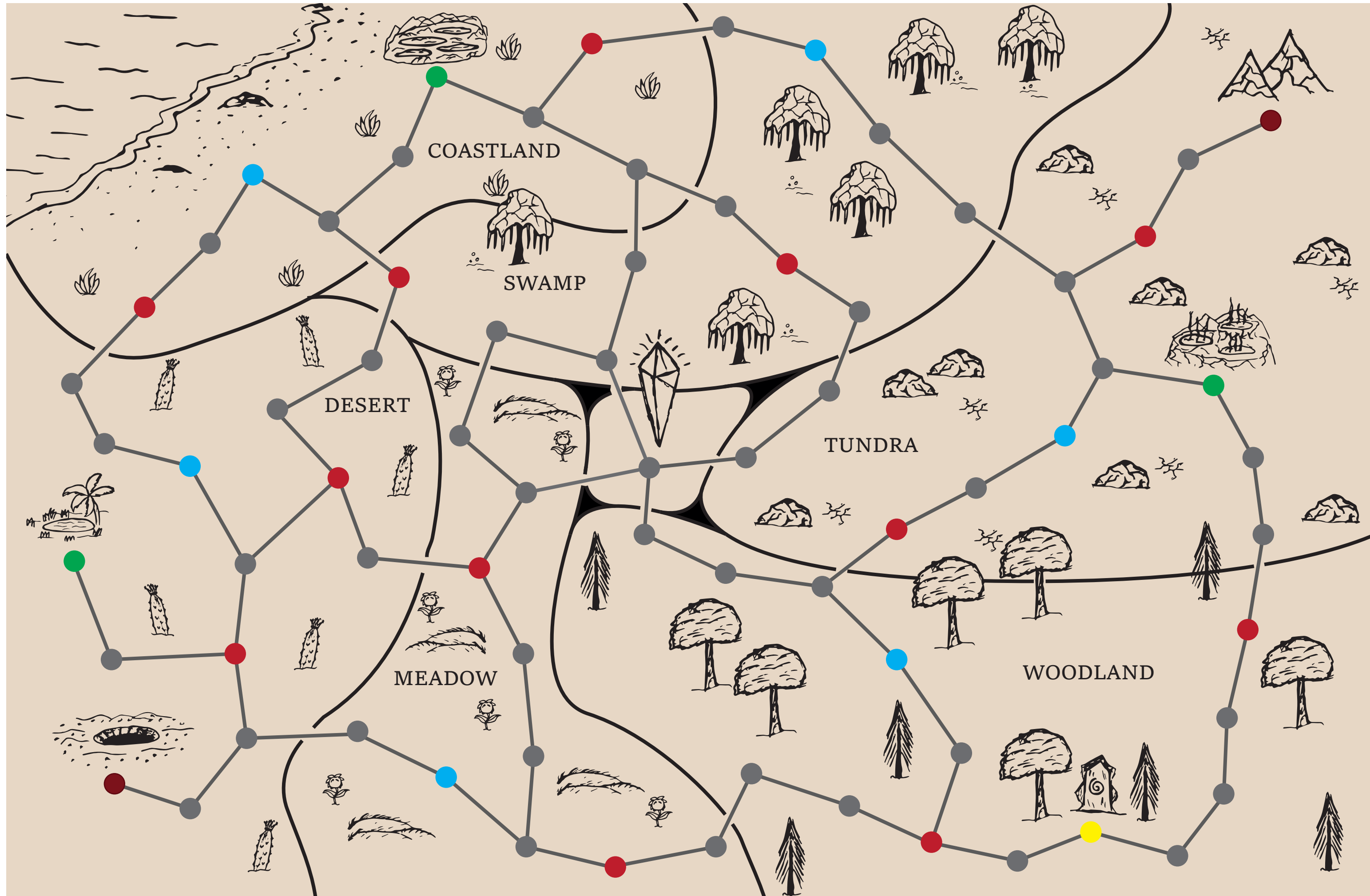


Rune Card Back 13



Rune Card Back 15

**GAME MAP**



## DAY 1: PREMISE

### 01. GAME TITLE

### 02. PREMISE

What is your game about? Your premise should include:

#### WHAT YOU'RE ALL INSPIRED BY:

These games can be inspired by your life, knowledge, and experiences. Things you've heard about, learned about, read about. Futures, pasts, presents you might want to speculate on. Things that fascinate you. Premises for this class shouldn't be based on someone else's story, or fit within an existing property or genre.

#### DUNGEON:

Where is your game set? It'll help inform the other choices in your game. You'll make a **Map** of it later. A dungeon could be:

- A Shopping Mall
- The International Space Station
- A family gathering

#### CHARACTERS:

Who your players play as. They might be:

- Feuding Family Members
- The first animals in Space
- Kids on bikes.

Your Characters will all fill different roles called a **Character Role**. These roles will be defined by their different **Attributes**.

#### THE GOAL:

This is what your characters will work together to achieve to win the game. Pick one goal. It should relate to one of the other mechanics in your game. Your Goal might be:

- **Escape:** Get to a specific area of the **Map**
- **Slay:** Defeat a specific Boss **Monster**
- **Find:** Pick up a specific **Item**

**ASSIGNMENT:** Write 2-3 sentences for your Premise. Include what you're inspired by, what the Dungeon is, who the Player Characters will be, and what their Goal is.

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## Brink of Calamity

### PREMISE

>

**Inspiration:** A continent on an otherworldly planet with six biomes based on areas on our planet.

**Setting:** The characters live on a continent on another world with six biomes. The meadow, desert, coastland, swamp, tundra, and woodlands. This continent the characters inhabit is held together by a magical crystal core in the center of the landmass. As of recently, the continent has started crumbling and breaking apart into an endless void as a result of the crystal core breaking apart into fragments. The characters need to find these three fragments of the crystal core through three objectives to save the continent before it collapses completely.

**Characters:** 3 playable characters from different backgrounds who start the game in different locations across the map based on their origins.

- A: Mina, Scuttler Shepherd, a shepherd of alien creatures and wields a magically-infused staff. Origin: Meadow.
- B: Estior, Wisp Wizard, a wizard who summons magical wisps and can have other magical powers. Origin: Swamp.
- C: Dakk, Frost Fighter, a hardened warrior and fighter that uses fists to fight. Origin: Tundra.

**Goal:** Three objective cards will be chosen at random at the start of the game. The players' goal is to travel around the board and complete these objectives to help stop the inevitable destruction of the planet.

#### Before the Game:

**Objectives:** Before the game begins, draw three random objectives from the objective deck. Completing these objectives and claiming the crystal core fragments from them and fixing the crystal core will be the goal of the characters in the game.

**Conditions:** At the start of the game a condition set will be chosen randomly. These conditions will affect the respective attributes of all characters and encounters throughout the game.

**Condition Sets:**

1

Attack = 2x

Magic = 3x

Health = 5x

Swiftiness = 2x

2

Attack = 3x

Magic = 4x

Health = 6x

Swiftiness = 3x

3

Attack = 4x

Magic = 3x

Health = 7x

Swiftiness = 4x

4

Attack = 3x

Magic = 2x

Health = 6x

Swiftiness = 3x

5

Attack = 2x

Magic = 2x

Health = 5x

Swiftiness = 3x

6

Attack = 3x

Magic = 3x

Health = 7x

Swiftiness = 2x

**< END OF DAY 1 >**

**DAY 2: PLAYER CHARACTERS**



## 03. ATTRIBUTES

### WHAT ARE ATTRIBUTES:

Attributes are qualities of your characters abstracted down to a number. They might be things like Strength or Speed. Here we've named the example attributes after what role they'll fill in your game, but you should replace them with things that make sense based on your game. So if you were making a game about a feuding family, Attack might become Gossip, or if you were making a game about a bank robbery, Dodge might be Run.

### WHAT DO THEY DO:

Attributes are the core mechanic of your game. They make the player characters and the monsters they'll fight play differently. They also indicate what actions you'll take in your game.

### EXAMPLE ARRAYS:

<b>A fantasy adventure game:</b> <ul style="list-style-type: none"><li>• [Attack] = Strength</li><li>• [Dodge] = Dexterity</li><li>• [Health] = Grit</li><li>• [Free Attribute] = Magic</li></ul>	<b>An Animal Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Bite</li><li>• [Dodge] = Run</li><li>• [Health] = Tiredness</li><li>• [Free Attr.] = Species</li></ul>
<b>A Spelunking Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Grab</li><li>• [Dodge] = Hold</li><li>• [Health] = Hunger</li><li>• [Free Attribute] = Light</li></ul>	<b>A Social Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Gossip</li><li>• [Dodge] = Ignore</li><li>• [Health] = Cool</li><li>• [Free Attribute] = Secrets</li></ul>

**ASSIGNMENT:** Come up with your attributes. Replace [Attack], [Dodge], and [Health] with names of your own. You can use 'Find and Replace' to rename them across this whole document. Then write a [Free Attribute] that fits your game. Replace any text in black, keep any text in pink. Here is the format:

### 00. ATTRIBUTE NAME

**FLAVOR:** This is where you explain what the Attribute represents. Like: Use Gossip to spread rumors.

**CORE MECHANIC:** This is how the attribute works in game.

**OTHER MECHANICS:** These are other things you'll use the attribute for in your game. When you write a new game mechanic make sure to come back here and add it.

- **MECHANIC NAME:** This is for additional uses of the attribute, like using strength to climb over obstacles.

## ATTRIBUTES

### 01. ATTACK

**FLAVOR:** This attribute is used when attacking enemies. Determines the damage dealt to the creature.

**CORE MECHANIC:** The damage attribute on the character card shows how much damage the character will deal with a normal attack.

**OTHER MECHANICS:**

### 02. MAGIC

**FLAVOR:** This attribute is used when characters cast abilities, either their signature ability or abilities on their signature item.

**CORE MECHANIC:** The magic attribute on the character card shows how much damage the character will deal with any ability.

**OTHER MECHANICS:**

### 03. HEALTH

**FLAVOR:** This attribute is used to show how tough a character is and how much damage they can take before dying.

**CORE MECHANIC:** Whenever you take **damage** subtract 1 [health] if you reach zero something happens...

**OTHER MECHANICS:**

- **ZERO HEALTH:** When your character's health goes to 0, you respawn at your origin location and lose 1 turn. The character also loses all their runes and rune fragments.

### 04. SWIFTNES

**FLAVOR:** The swiftness attribute is used to determine the chance that your character has to dodge an attack from an enemy, and is also used to determine who gains the advantage in an encounter.

**CORE MECHANIC:** When an encounter appears, the higher swiftness will attack first.

**OTHER MECHANICS:**

- **ADVANTAGE:** When attacking, roll a d6, if that roll plus the attribute number is equal to or higher than the enemy's swiftness, the character gains advantage in that combat (advantage is defined as attacking first).
- **DODGE:** A similar mechanic for advantage is used when determining whether or not a character or enemy dodges an attack. Before each attack or ability that would deal damage goes through, roll a d6 for your character and a d3 for the enemy. For the character's swiftness, add the d6's value, and add the d3 to the enemy's swiftness. If the attacker in the scenario has the higher swiftness, the damage goes through. If vice versa, the damage will not go through.

### 05. PHYSICAL RESISTANCE

**FLAVOR:** Physical resistance is used to determine how well your character can resist physical damage.

**CORE MECHANIC:** The physical resistance attribute on a character will determine how much damage it prevents when being dealt physical damage.

### 06. MAGIC RESISTANCE

**FLAVOR:** Magic resistance is used to determine how well your character can resist magic damage.

**CORE MECHANIC:** The magic resistance attribute on a character will determine how much damage it prevents when being dealt magic damage.

## 04. CHARACTERS

Player characters in dungeon crawlers have different roles. This means that Players playing the characters have a different experience playing the game and different strategies to help their team achieve victory. These roles are differentiated by giving characters different values for their Attributes.

### ASSIGNING ATTRIBUTES:

When you're assigning attributes to your characters, have a good mix of strengths and weaknesses for each character. Don't make one character better or worse than all the others.

**ASSIGNMENT:** Pick a role for your 3 Characters. Then Distribute their attributes. All **Attributes should be a value between 1 and 4 [including 1 and 4]**. As this will mean that even the best characters have a chance to fail static tests.

## CHARACTERS

Mina, Scuttler Shepherd		Estior, Wisp Wizard		Dakk, Frost Fighter	
Attribute	Value	Attribute	Value	Attribute	Value
[ATTACK]	3	[ATTACK]	2	[ATTACK]	5
[MAGIC]	3	[MAGIC]	5	[MAGIC]	1
[HEALTH]	3	[HEALTH]	2	[HEALTH]	4
[SWIFTNESS]	3	[SWIFTNESS]	3	[SWIFTNESS]	2
[PHYSICAL RESISTANCE]	2	[PHYSICAL RESISTANCE]	1	[PHYSICAL RESISTANCE]	3
[MAGIC RESISTANCE]	2	[MAGIC RESISTANCE]	3	[MAGIC RESISTANCE]	1
<p>Signature Ability: Mina empowers one of her scuttlers, growing its attributes (besides health) to 2x their current form, and gives it a shield as strong as its maximum health attribute (when this shield runs out, the scuttler returns to its original form). After growing, the scuttler performs an attack, if applicable.</p> <p>SA Objective: Mina has struck enemies with one or more scuttlers 4 times.</p>		<p>Signature Ability: Estior takes an aggressive spirit out of his lantern and unleashes it upon an enemy. The spirit deals damage equal to Estior's magic attribute, and Estior heals for half of the damage dealt, rounded down.</p> <p>SA Objective: Estior's wisps have scouted 3 locations.</p>		<p>Signature Ability: Dakk unleashes an incredible punch, dealing damage to its target equal to Dakk's attack attribute. This damage ignores physical resistance and cannot be dodged.</p> <p>SA Objective: Dakk has survived attacks from enemies 5 times.</p>	

**What if my character dies?** Fear not, the game isn't over! When your character is killed you will be revived at your character's origin. However, there is a small penalty. You will lose your next turn, and all of your unspent item upgrade points and rune fragments will be lost (your full runes and completed item ranks will stay though).

**Character Origins:** Your character's origin is the biome where your character starts on the board. There is a designated origin point in each biome, so just find the origin point in your character's designated biome and they will start there.

< END OF DAY 2 >

## 05. MONSTERS

Monsters are what we're going to call whatever things you're encountering and struggling against. They could be rival race car drivers or angry shopkeepers that don't like your mischief. They could also be non-living obstacles if they're the main thing you struggle against, like cliffs in a climbing game, or complicated machines in a repairing game.

Monsters are going to have an [Attack] value, a [Dodge] value, and a [Health] value, just like your player characters. However, unlike your players, these values don't have a dice roll added to them, they're static values.

### MONSTER ATTRIBUTES

**ATTACK AND DODGE:** A Monster's [Attack] value and [Dodge] value should be between 6 and 10, as Failsafe means you'll always have a chance to hit.

**HEALTH:** A Monster's Health should normally be higher than a Character's health as your Character's can fight them together.

**SPECIAL:** Normally your game's [Free Attribute] will be player facing. Meaning that monsters won't need one. Instead you could give you monsters multiple attacks, or a special attack that Damages all Characters on a failed Static Test.

**ASSIGNMENT:** Assign attributes for two monsters. Then add any special powers the monsters might have. Here is the format:

### MONSTER NAME

- **[ATTACK]:** value between 6 and 10
- **[DODGE]:** value between 6 and 10
- **[HEALTH]:** value between 6 and 10

#### SPECIAL POWERS

> This might be extra attacks, extra damage, special abilities etc.

Optionally add any general rules for monsters. For example if all monsters have a random chance to drop treasure when you defeat them, you would specify that under Monster Rules.

## Encounters

### Calamity Boar

- **[ATTACK]:** 2
- **[SWIFTNESS]:** 4
- **[HEALTH]:** 4
- **[Physical Resistance]:** 1
- **[Magic Resistance]:** 0

#### SPECIAL POWERS

- > Tackle - Deal 1 physical damage and reduce target's attack by 1 until this enemy's next attack.
- > Charge - Deal 2 physical damage to the target.
  - > Roll a d6 - Even = Tackle, Odd = Charge

### Evil Slime

- **[ATTACK]:** 2
- **[SWIFTNESS]:** 1
- **[HEALTH]:** 4
- **[Physical Resistance]:** 2
- **[Magic Resistance]:** 2

#### SPECIAL POWERS

- > Spit: Deal 1 physical damage to a target. The target takes 1 damage at the start of the next round.
- > Jiggle: Increase physical and magic resistance by 1 this round. Heal 2 health.
  - > Roll a d6 - Even = Spit, Odd = Jiggle

### Rune Entity

- **[ATTACK]:** 3
- **[SWIFTNESS]:** 4
- **[HEALTH]:** 3
- **[Physical Resistance]:** 1
- **[Magic Resistance]:** 2

#### SPECIAL POWERS

- > Strike: Deal 2 physical damage to a target.
- > Runic Spell: Reduce a target's magic resistance by 1 this round. Deal 2 magic damage to the target.
  - > Roll a d6 - Even = Strike, Odd = Runic Spell
- > Extra Drop: When a rune entity is defeated, the character who killed it gains a rune fragment.

### Brusholf

- **[ATTACK]:** 3
- **[SWIFTNESS]:** 5
- **[HEALTH]:** 2
- **[Physical Resistance]:** 1
- **[Magic Resistance]:** 1

#### SPECIAL POWERS

- > Slice: Deal 1 physical damage to a target. The target takes 1 damage each round for the next two rounds of combat.
- > Bite: Deal 2 physical damage to a target and reduce that target's swiftness by 1 until this enemy's next attack.
  - > Roll a d6 - Even = Slice, Odd = Bite

## Fairy

### SPECIAL POWERS

> Encounter a generous fairy who gives you two item upgrade points and heals you 1d6.

## Hidden Pit

### SPECIAL POWERS

> Character falls into the trap, taking no damage but losing their next turn.

## Boss Encounters

### Sand Worm

- [SWIFTNES]: 5
- [HEALTH]: 20
- [Physical Resistance]: 3
- [Magic Resistance]: 2

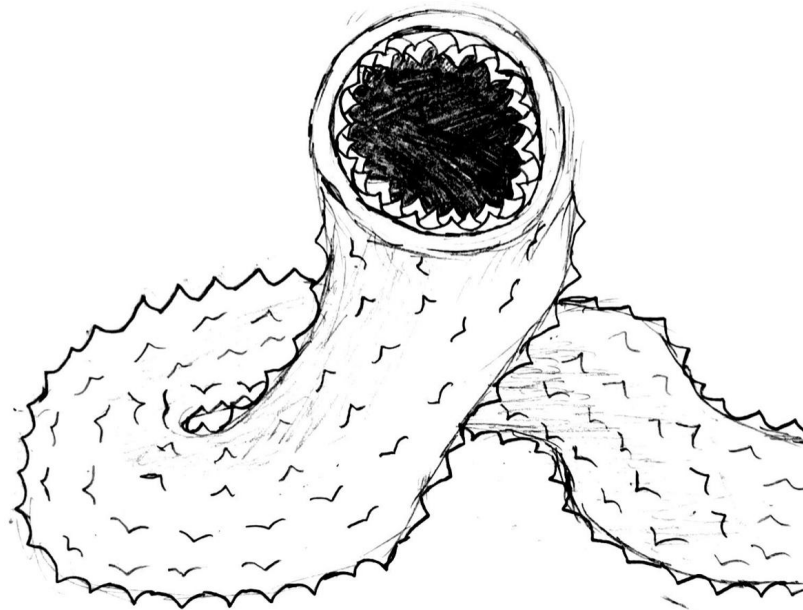
### SPECIAL POWERS

> Burrow: Burrows under the ground and cannot be attacked until its next turn. Next turn it emerges from the ground dealing 3 physical damage to all characters.

> Rest: Rests for the turn healing 5 d6 health.

> Bite: Deal 2 physical damage to a target and reduce that target's swiftness by 1 until this enemy's next attack.

Roll a d6 - 1, 2 = Bite, 3, 4 = Burrow, 5, 6 = Rest



### Tundra Golem

- [SWIFTNESS]: 4
- [HEALTH]: 20
- [Physical Resistance]: 2
- [Magic Resistance]: 3

#### SPECIAL POWERS

- > Blizzard: Deals 3 magic damage to all characters.
- > Frost Punch: Deals 2 magic damage to a target and reduces that target's swiftiness by 1 until this enemy's next attack.
- > Cold Strength: Increases the golem's physical and magic resistance by 4 until its next turn.
  - > Roll a d6 - 1, 2 = Frost Punch, 3, 4 = Blizzard, 5, 6 = Cold Strength



#### ENCOUNTER RULES:

- > When you kill an encounter you gain d3 item upgrade points.
- > When a character initiates an encounter, any other character two or less locations away can join the encounter.
- > When a boss encounter is defeated, all players that were involved in the battle gain 3 item upgrade points and a completed rune.
- > Players can activate their signature item's ability only once per boss fight.
- > Swiftiness of enemies works differently than that of player characters. When a player rolls for the swiftiness of their character, they use the value shown on the d6 to increase their character's swiftiness. This works differently for enemy encounters. An enemy rolls a d3 for their swiftiness, then they subtract the value of the d3 from their swiftiness.

## 06. TRAPS

Traps are other obstacles that you might encounter. Instead of fighting them like a Monster. You normally test to disable or avoid them. If you fail you take a debilitating effect. These might be Hot Lava, A Trash Compactor, or A Security Camera.

### TRAP MECHANICS

**STATIC TEST:** Pick an attribute for a Static Test, if the test fails, the player characters all take a consequence.

**CONSEQUENCE:** A consequence of failing the test on a trap might be a d3 damage to health. Or 1 damage to random attribute.

**ASSIGNMENT:** Write 1 trap to the left, pick a test, and write a consequence for failure.

## TRAPS

**We have one trap card called Hidden Pit. It is noted in the Encounters section.**

## 07. ITEMS

Items are any objects your characters could take carry and use. Normally, they'll add a value to one of your character's attributes. Figuring out which character should take what Items is a point of strategy for your players. Items like this might be a Flaming Sword or Invisible Armor, but really anything could be an item based on the context of your game. If your game is about socializing in a breakroom, a good item might be a Novelty Mug or an Espresso Shot.

Optionally an item may instead grant a special power. This might be a spell, or just a more complex, risky, or selectively used item. In the examples below a flaming sword is used for both, to show how the effects of the same item could be approximated either way.

**ATTRIBUTE BOOST:** add +2 to a specific attribute.

**Example:** Flaming Sword: +2 to [Attack].

**POWER:** Static test a specific attribute to grant a larger bonus on a single test, if the power is very powerful you may want to have a consequence for failure.

**Example:** Flaming Sword: Static Test Health. Success: +1d3 [Attack] and damage on next attack. Failure: -1 [Health].

**ASSIGNMENT:** Write 1 item and it's effects to the right.

## ITEMS

### SIGNATURE ITEMS:

#### Mina's Staff:

##### Base Rank:

- Ability: Mina summons a scuttler to fight alongside her (Scuttler - 2 Attack, 2 Magic, 2 Health, 2 Swiftess, 1 Physical Resistance, 1 Magic Resistance). When the scuttler is summoned, it performs an attack. Whenever Mina takes damage, the scuttler takes half of that damage, rounded down (except for when Mina takes 1 damage, in this case the scuttler will also take 1). Whenever Mina attacks, the scuttler attacks with her. The scuttler despawns at the end of the turn.

##### Rank 2:

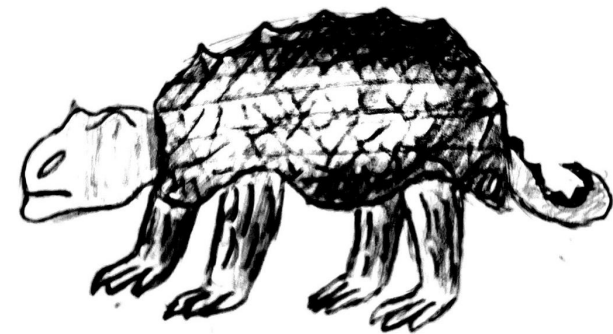
- Mina's Staff becomes empowered, adding an extra 1 magic damage to all of Mina's attacks. The scuttler's attack grows to 3. Mina's scuttler no longer despawns at the end of the turn.

##### Rank 3:

- The power of Mina's staff increases, now adding 2 magic damage to Mina's attacks instead. The health of Mina's scuttlers grows to 3. Mina can now have up to two scuttlers in play at once.

##### Maximum Rank:

- Mina's 2 magic damage bonus now extends to her scuttlers. There is no maximum number of scuttlers that Mina can have in play.



### **Estior's Lantern:**

#### Base Rank:

- Ability: Estior sends a wisp to scout any location in his current biome. Roll a d6 for that location to determine its outcome. If the outcome is an encounter, all allies entering that location will gain advantage this turn.

#### Rank 2:

- If the outcome of the ability is an encounter, Estior also sends a wisp to the ability's location to deal 1 magic damage.

#### Rank 3:

- Wisps sent to encounters from this item's ability deal 2 magic damage instead. Estior gains 1 health when this rank is reached.

#### Maximum Rank:

- Wisps from this item's ability can scout anywhere on the map and deal 3 magic damage instead. Estior gains 1 swiftiness and heals 5 health when this rank is reached.



### **Dakk's Knuckles:**



**Base Rank:**

- Ability: Dakk empowers his next attack to deal 1 additional physical damage for each 4 health he has. He takes 2 less damage from the next attack in this combat. Dakk performs an attack.

**Rank 2:**

- This item's ability improves to 1 additional damage for every 3 health that Dakk has. Dakk gains 1 attack and heals 1 health when this rank is reached.

**Rank 3:**

- This item's ability improves to 1 additional damage for every 2 health that Dakk has, and Dakk takes 3 less damage from the next attack in this combat. Dakk heals 2 health when this rank is reached.

**Maximum Rank:**

- This item's ability improves to additional damage equal to Dakk's health, and Dakk takes 4 less damage from the next attack this combat. Dakk heals 5 health when this rank is reached.



**Important Signature Item Rules:**

- You can only activate abilities of your signature items once each encounter. In group encounters, either where another character is aiding you in an encounter or your group is fighting a boss, you can only use your signature ability once in that encounter, and the turn will technically end once it is defeated.
- How to upgrade your signature items: Your signature item can grow stronger to its designated ranks by using item upgrade points. To upgrade a signature item to Rank 2, you'll need 5 item upgrade points. To upgrade a signature item to Rank 3, you'll need an additional 7 item upgrade points. To upgrade a signature item to max rank, you'll need an additional 10 item upgrade points. You can remember this as the 5-7-10 rule.

**RUNES:**

- Rune of Strength: This rune gives its holder +2 attack damage.
- Rune of Vigor: This rune gives its holder +3 health.
- Rune of Sorcery: This rune gives its holder +2 magic.
- Rune of Agility: This rune gives its holder +2 swiftiness.
- Rune of the Forge: Whenever this rune's holder gains one or more item upgrade points, they gain an additional 1.

**How Runes Work:**

- Runes are created by combining three rune fragments. Once you have combined three, you draw a rune card, and the bonus from that rune stays with you for the entire game. You can collect rune fragments by defeating encounters. Bosses can also drop full runes, in which case you will draw a rune as soon as you collect the reward.

**< END OF DAY 3 >**

**DAY 4: GAME MECHANICS**

## 08. VICTORY CONDITION

Victory conditions are what the players need to achieve to win the game. You'll pick one victory condition. Go back to your Premise, how can you fit the victory condition from your presence in with the mechanics you've already come up with. Some examples might be:

- **Escape:** Get to a specific Room on the **Map**. Remember to note that area on your map.
- **Slay:** Defeat a specific Boss **Monster**. Remember to note where that Monster is placed at the start. And to make it tougher than your monsters.
- **Find:** Pick up a specific **Item**. Remember to note where it is placed on your map.

You can also combine these. For example, you might need to bring an Item to a Specific room. Or defeat a monster with an item.

### **LOSS CONDITION:**

Optionally, you could have a condition that causes the Players to lose. For example, a turn timer that ticks down after each turn. Or a limit for how many times you can retreat from a Monster.

**ASSIGNMENT:** Replace or Alter these conditions for winning and losing. Make sure you explain the mechanics of anything you add. For example if you had a turn timer to count down until the Players lose, remember to include when it counts down, and how many turns it starts with.

## VICTORY CONDITION

**Lore:** The setting is an alien world with six different biomes. At the center of the world, there is a large crystal that powers the world and keeps it intact. One day, the crystal cracks, becoming unstable, and three large fragments go missing across the world. The crystal becomes more unstable every second, counting down to a cataclysmic event. Players need to find the three crystal fragments and return them to the crystal before disaster in order to win the game.

**Objective Cards:** At the start of the game, players choose three objective cards to be displayed throughout the game. Each of these objective cards will have a quest for the players to complete throughout the game. Once an objective card is completed, it awards a crystal fragment to the player that completed it (the player may not have progressed the objective at all before, but as long as they complete it, they get the fragment). Then, once all objective cards have been completed, players need to rush to the center of the map and fix the crystal before time runs out. If they succeed in this, the game is won.

**Losing the Game:** There are two ways to lose the game. The first way is if the players do not repair the crystal in time, which will result in the destruction of the world, the players being obliterated, and the game being lost. The second way to lose is less likely. If EVERY player has 0 or less health at ANY point of the game, the game is lost.

**How long until calamity?** The game will have three difficulty modes, and the players can decide collectively how many "rounds" (times that turns make their way around the table) they want the game to have before they lose.

- Easy Difficulty: 50 rounds before calamity.
- Medium Difficulty: 35 rounds before calamity.
- Hard Difficulty: 25 rounds before calamity.

## 09. ORDER OF PLAY

Now that you've made most of the elements of your game. You can tie it all together and alter any of the rules presented at the beginning of your document to fit your game.

### 1. SETUP

This is where any rules from before the game would go. Like how to place cards on the map. Are they face up, face down, etc.

### 2. PLAYER TURN

This section is where you explain what the player characters can do on their turn.

#### 2.1 MOVE:

Where you explain how players move.

#### 2.2 COMBAT:

Where you explain how combat happens.

### 3. END OF TURN

Here is where you list anything that happens once the player's turn ends. For example, moving monsters, drawing new monsters, or counting to down a turn a counter that ends the game.

### 4. WIN OR LOSE

Here is where you'd put the player's goal and any tests they need to achieve it. Optionally you might have a loss condition as well, for example, the Oxygen counter reaches zero OR All characters reach 0 health. COPY THIS PART FROM THE PREVIOUS SECTION.

**ASSIGNMENT:** Alter and Add to these rules as you see fit. Look through your document and bring any necessary rules here. Please highlight any changes. Please edit or replace any text in BLACK, please don't replace any text in PINK.

## ORDER OF PLAY

**1. Setup:** Each player selects a character to play as in the game. Players hold on to their character's card and signature item card assigned to that character, then put the character's playable piece on the board at that character's origin point (we won't have playable pieces in our final prototype, we will likely use coins for the moment).

**2. Turn Flow:** In a normal turn, a player will choose to move to any location connected to their current location. After moving, they will roll a d6. If a 1 or 2 is rolled, the player will face an encounter, where they will have to fight an enemy, fall into a trap, or get rewarded at a friendly encounter. If a 6 is rolled, the player will gain a rune fragment. If a 3, 4, or 5 is rolled, the player will gain an item upgrade point. Some spaces are "special" spaces, such as encounter spaces or healing spaces. When a player lands on an encounter space, they are guaranteed to initiate an encounter, therefore drawing an encounter card and facing the specified encounter. When a player lands on a healing space, that player heals 2d6, with no chance of facing an encounter that turn. Players will not roll dice upon landing on any special spaces, as the subsequent action will already be decided after landing on the space. Special spaces refresh after the player who landed on the space leaves the biome, which leaves the special space as a normal space until that point. This feature is added so players can't infinitely return to encounter spaces for objectives and resources. Players can also use their abilities on their signature items or characters during their turn. Signature item abilities can only be used once each turn, and are mostly used in combat, but can be used outside of combat if applicable. At the end of a turn, the biome effect triggers, which will impact the player based on what biome they are in.

**3. Combat in Encounters:** To start combat, each player involved needs to determine who attacks first. This is done using the swiftness attribute. In reference to the swiftness attribute description: When attacking, roll a d6 plus the character's swiftness attribute, if that number is equal to or higher than the enemy's swiftness, the character gains advantage in that combat (advantage is defined as attacking first). After advantage is declared, combat begins, with the advantage winner taking the first action. During each action, the player can either use an attack, where they deal damage equal to their choice of their attack or magic attribute, or an ability (remember that signature item abilities can only be cast once per turn). Enemies will use abilities as stated on the encounters page. Once all combat participants on one side have reached 0 or less health, combat ends, and the turn progresses.

## GAMESPACE

### 10. MOVEMENT

How your players, and optionally your monsters, traps, and/or items move around your map.

**ROOM BASED:** The Players decide collectively which Adjacent Room their Characters Move to. Move their cards to that room.

**ASSIGNMENT:** Copy and paste the selected Movement Mechanic from the left. Optionally alter it as you see fit. For example, in a Rock Climbing Game you might test [Dodge] to move to the next room. Make sure you go back and add it to the Order of Play.

### MOVEMENT

See **Turn Flow** under **ORDER OF PLAY** for greater detail.

In a normal turn, a player will choose to move to any location connected to their current location. After moving, they will roll a d6. If a 1 or 2 is rolled, the player will face an encounter, where they will have to fight an enemy, fall into a trap, or get rewarded at a friendly encounter. If a 6 is rolled, the player will gain a rune fragment. If a 3, 4, or 5 is rolled, the player will gain an item upgrade point.

## 11. MAP

The Map is your Game Board, and the world of your game. Your Player Characters will move around it as they attempt to accomplish the Goal of your game. Below are two examples of how you could map a Physical Space as a Game Space.

### ELEMENTS OF THE MAP:

**ROOMS:** The Map is a series of rooms, with doors or paths that lead from one to the other. Characters can move between these paths to any of the adjacent rooms.

**ROOM LABELS:** Certain rooms may need to be keyed or labeled depending on your game mechanics. For Example you'll need to label where your players start and where your Monsters, Traps, and Items are placed.

**SPECIAL ROOMS:** A map might have Special Rooms. Locked Rooms. Rooms that require a Static Test to move into or out of. Rooms that do some effect while landed inside of their bounds.

**MARKERS:** Symbols applied to rooms on your map, these might represent where monsters or treasure starts, or locked rooms.

**Assignment:** Parts of your map: Use this checklist as you make and label your map. If any of these Rooms Have Special Rules, write them as well. Format is here:

### GENERAL MAP RULES:

> Any rules for all rooms go here. For example if your dungeon was a sunken ship ALL your rooms might have this rule:  
Underwater: Static Test [Dodge], fail, lose 1 health.

### DOOR / CONNECTOR RULES:

> any rules governing doors or connectors between rooms go here. For example, Locked: if door has a connector marked with a lock icon, Static Test [Dodge] to move or flee down that path.

### SPECIFIC ROOMS:

> Here you would list All rooms on your map and any special rules or flavor text that might go along with them. Make sure to note whether the room is a starting location for something

1. Room Name: room rules [Player Start]
2. Room Name: room rules

## MAP

### MAP RULES:

In a normal turn, a player will choose to move to any location connected to their current location. After moving, they will roll a d6. If a 1 or 2 is rolled, the player will face an encounter, where they will have to fight an enemy, fall into a trap, or get rewarded at a friendly encounter. If a 6 is rolled, the player will gain a rune fragment. If a 3, 4, or 5 is rolled, the player will gain an item upgrade point.

Some spaces players can land on are special spaces, such as encounter spaces and healing spaces. When a player lands on an encounter space, they are guaranteed to initiate an encounter, therefore drawing an encounter card and facing the specified encounter. When a player lands on a healing space, that player heals 2d6, with no chance of facing an encounter that turn. Players will not roll dice upon landing on any special spaces, as the subsequent action will already be decided after landing on the space. Special spaces refresh after the player who landed on the space leaves the biome, which leaves the special space as a normal space until that point. This feature is added so players can't infinitely return to encounter spaces for objectives and resources. The only exception are the boss special spaces that don't refresh after leaving the biome.

### Biomes:

1. Meadow
2. Desert
3. Coastland
4. Swamp
5. Tundra
6. Woodland

**Biome-Specific Effects:** Every biome in this game has an effect on its inhabitants. So, while characters are in that biome, their character will be negatively affected based on that biome's traits. If their character's origin is that biome, however, the character will not be affected by it.

- Swamp Effect: -1 swiftness.
- Meadow Effect: -1 physical resistance.
- Tundra Effect: -1 magic.
- Coastland Effect: -1 magic resistance.
- Desert Effect: -1 attack.
- Woodland: -1 health each time your turn ends.

### Special Spaces:

1. Sand Pit  
> Location where the Sand Worm boss can be fought.
2. Icy Peak  
> Location where the Tundra Golem boss can be fought.
3. Oasis  
> Special space that will heal your character for 2d6.
4. Hotsprings  
> Special space that will heal your character for 2d6.

5. Tidepools
  - > Special space that will heal your character for 2d6.
6. Rune Pillar
  - > Special space that grants a rune fragment to a character that lands on it.

**< END OF DAY 4 >**