

Roaming Realms

Contributions

Lore:

World name: Aerinys

Before the game started, the world was hit once more with the largest natural disaster this planet knows which is called Judgement Day. After surviving the storm you and the other survivors must find a new place to call home. However, there is an aftershock which causes more storms to appear. While not powerful, these storms cause a threat to your society.

Each biome has a shrine located on their land which gives them a bonus. The shrines were built before Judgement Day and have survived every Judgement Day that has hit. Each generation before has left certain materials behind to collect.

Blurb:

Step into the world of Aerinys... Create a new home for yourself by building up resources, improving your kingdom, and eliminating threats by any means possible. You must choose whether to destroy rivals and rule over all or stand together in the face of a harsh and unforgiving world.

Disaster Cards - Quip Ideation:

Flood

- Poseidon (place holder) has prayed on you like a mantis. The sea bounds forward and turns your land into Atlantis.
- Gray water churns with a thirst that needs to be quenched. Your resources will drop, for everything shall get drenched.

Tornado

- A wild torrent of wind refuses to cease. All things from the ground it will release.
- The tornado has landed and is coming over. You cannot run, so you had better take cover.

Hurricane

- A Storm has come, and it Presses on. With this hurricane's appearance, everyone's resources are gone.
- A hurricane has come with vengeance, Beware. It causes chaos and destruction, leaving everyone in despair.

Earthquake

- As an earthquake comes, Earth's plates begin to shift. Careful now, do not fall into a rift.
- The ground shakes and splits the earth apart. Your new lack of resources hurts your species' hearts.

Meteor shower

- The celestial powers are in disarray. No heavenly body in the sky, but meteors head your way.
- A Divine being wishes to see your plight. Cast your upward eyes and see a meteorite.

Locusts

- Locusts come in hoards and give your people a scare. By the time they are gone, your crops have been laid bare.
- Here is some news that, to your people's mood, it can only dampen. The locusts are gone, but you have been left with a famine.

Thunderstorm on the water

- Blue streaks flash as heaven's drums sound. This thunderstorm is strong and affects anything that is around.
- A thunderstorm is brewing over the waters, so Pirates beware. It deals heavy damage but stay if you dare.

Disaster Cards - Final (16 total):

4 locusts, 1 meteor, 1 city, 2 of everything else

Flood:

- An endless rainstorm floods the area. Half your resources get destroyed.

Tornado:

- A powerful tornado tears through the land. All bordering nations around you get hit. Roll to see how much damage the storm does. The number on the dice corresponds with the damage.

Hurricane:

- A terrifying combination of rain and wind hurtles through the world, leaving behind a trail of destruction. A dice roll determines what areas of the board is hit, with 1-2 hitting the left most kingdoms, 3-4 hitting the middle, and 5-6 hitting the right most kingdoms. The storm destroys a third of your resources and has you lose 2 defense.

Earthquake:

- The ground tremors underneath you. Everyone in a four-tile radius of the player who drew the card also get hit. Everyone hit loses an action on the next two turns.

Meteor Shower:

- The wrath of the gods is upon you. Everyone in a six-tile radius of the player who drew the card loses all resources and players outside of their capitals are forced back to them.

Locusts:

- An unnatural swarm of insects ravages your home. You lose a quarter of your resources.

Whirlpool:

- The sea itself opens up before you, swallowing all nearby. All players currently on a water tile are forced to return to their capital city. If your capital city is the Hidden City, then you lose all your resources.

Hidden City:

- The ocean swallows your city, but miraculously you manage to survive. You must relocate your capital to the nearest body of water and lose half your resources but add 4 to your defense. You are also limited to a maximum of 25 resources.