

Children of the Great Eye

from GrungeWorks



In the Outer Dimensions, the Great Eye created the Inner Dimension, which contains many worlds. The Great Eye also created many creatures, best described as “monsters”.

On a world in the Inner Dimension rich with magic, practitioners use the magical forces for good, or for evil. A group of practitioners formed the Society of the Great Eye with the stated purpose of summoning fiendish monsters from the Outer Dimensions for their nefarious bidding.

The Society grew in numbers, including practitioners and non-practitioners alike. These non-practitioners were called the Legion, for they were many. The Legion protects the practitioners, called the Mages, and helps them with their cruel purposes.

When bringing in a monster from the Outer Dimensions, a Mage might endow them with weapons and various abilities for either the pur-

poses of combat or wrecking havoc on the wider populace.

It is unknown why the Society was truly formed or why they do what they do. All which is known is they are slowly seizing power throughout the world.

In Children of the Great Eye, you take on a Outer Dimension monster summoned by the Society of the Great Eye. Inside are a set of rules for creating and using said monsters.

The System

The System is a way to resolve conflicts between monster gladiators of every shape and kind. Each player assembles a monster using dice representing various body parts. These monsters are then pitted against each other in battle.

Setup

Players need set of dice containing some combination of body parts, which must be a multiple of 5, and every player must use the same amount. Finally, determine turn order by rolling initiative. This is done by rolling all the dice for your monster and counting the number of cross and bar results. If there are any ties, reroll. The new initiative roll applies to the overall turn order and might result in more tie rerolls.

Players start off with a maximum health equal to three times their starting dice pool. Optionally, the starting health can be any other amount. If the starting health is smaller, the battles are quicker. If the starting health is larger, the battles are longer.

Dice Pool

The dice consisting of all dice making up the monster.

Turn Order

The summary of each turn is as follows:

1. Acting player rolls their dice pool
2. Acting player may attack one player.

3. Heal (spend remaining cross to increase health to no more than the maximum health).



Block (defense) is used to defend

4. End the round.

against an attack, reducing the attack damage by one.

Combat Rounds

The summary of each round of combat is as follows:

1. Defending player rolls their dice pool
2. Attacking player chooses dice for attack.
3. Defending player chooses dice for defense.
4. Attacking or defending player may disengage.
5. Defending player optionally counter attacks, as per Step 2.

To attack, the player selects one available attack die and any die from their dice pool. The defender will select one defense die and as many bar dice as desired from their dice pool to cover the damage. If there is any remaining damage, the defender subtracts from their health.



Bar (special) counts as one point of

initiative at the beginning of the game. Afterwards, it is used to subtract one from a given attack die.



Cross (special) counts as one point

of initiative at the beginning of the game. Afterwards, it is used to add one to a given attack die or to heal one damage during the heal step.



Stun (attack) is used to make an at-

tack doing one damage.



Wound (attack) is used to make an

attack doing two damage.

Leaving the Game

A player leaves the battle the moment they no longer have health or they surrender. In any case, the player must set aside their dice and patiently wait until another player wins.

Victory

The game ends when there are no other monsters remaining except one.

Icons

There are 10 standard icons: five actions and five body parts.

The Five Actions

There are five actions your monster can do during their turn with their associated body part:

Body Parts

These symbols represent the body parts of your monster and have specific actions able to be taken:



Arm (attack or defense) can be used

to defend against one point of damage or attack for one point of damage.



Eye (defense) provides one point of

defense.



Leg (attack or defense) can be used

to defend against one point of damage or attack for one point of damage.



Mouth (attack) is an attack doing two points of damage.



Tail (attack) does two points of damage.

Fog of War

All dice results are hidden behind a screen, underneath a cup, behind a partition, or some other mechanism. As a result of the “fog”, it is difficult for the other player to plan ahead on offense and defense. If enough players agree, this “fog” might be lifted during the entire game or for a portion of it.

Optional Scenario: The Arena

The mages of the Society of the Great Eye are bored. To this end, an arena was constructed, modeled after ones humans have put up before. Inside of the arena, their monsters fight to the death. Will your monster triumph over the others?

Arena is a system using the System where players, and spectators alike, place bets using tokens on which monster will win a battle.

Setup

Each arena participant will construct a monster of a given size and style as agreed upon by either the Arena organizer or players in advance and as defined by the System. Furthermore, all spectators and players will be given a number of betting tokens as agreed upon in similar fashion as with the monster construction.

Betting

Before play begins, people place bets on who will win the battle and place it in the kitty. Once play begins, bets may only be changed by adding tokens to the kitty. People may only place bets if they have tokens.

Winning Tokens

At the end of battle, the winning player gets 1/4 (round down) of the tokens bet. The remainder are evenly distributed to all those who bet on the winner with any leftover tokens going to the winning player.

Definition of Battle and Between Battle

Each battle is defined as one melee between players. At the end of battle, all statuses return to normal. Additionally, and if the arena allows it, dice may be traded from their personal stash with those used in the last battle.

Arena Organization Model

If the arena organization model is used instead of the “independent arena” model, the organizers of the arena determine what particular construction rules are used for the monster as laid out in the System. The organizers will also determine how many betting tokens are given to the player and, if necessary, how extra tokens may be safely acquired. They may play match maker between combatants. Finally, the arena organization will might be responsible for managing the kitty for each match.

Credits

Design & Development: William Moore

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