

SBURB

Game Master's Guide

[Version 1.2]

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[INTRODUCTION: What, you *wanna* be a GM?]

Hi, and welcome! This is the second draft of my custom TTRPG system based off of SBURB, the infamous game within the webcomic *Homestuck* by Andrew Huss. If you're not familiar with the comic (or if you're one of the many Tumblr Refugees who remember 2015), fear not- you don't need any context of *Homestuck* itself to play and enjoy this game.

I assume if you're here that you've taken the time to at least skim the Player's Guide, and if you haven't I greatly suggest that you do so before going any farther. You'll need to have a good understanding of how playing the game works if you want to be able to run a satisfying game for others. There's also quite a lot that I mention in the Player's Guide that is expanded on here, so go ahead and take the time to get yourself familiar with the mechanics before you scoot on back.

All done catching up? Great. So, what's the goal of this game?

Obviously, we're here to have fun. But as anyone who's ever played any sort of tabletop or video game knows, certain games lend themselves more towards certain kinds of experiences. As such, the experience I want to provide with this system is one of whimsy, outrageous creativity, and absolute nonsense. With *Homestuck* as the source material, I really wanted to embrace the silly, chaotic nature of the story by encouraging players and GMs alike to get weird and think outside the box! The possibilities are endless here, and I want as much as possible to be open-ended and unique.

So, without further ado, let's get into the shenanigans!

[PART ONE: Pay No Attention to the Man behind the Curtain...]

Since you should have gone over the player's role, it's time now to take a look at things from the perspective of the GM. If you're in that spicy spot, you're probably wondering a lot of things;

"What happens when the players get the game?"

"How do I know how the game functions?"

"What are those things from character creation that I'm supposed to know but have no idea about!?"

All fantastic and valid questions, really. Let's get to answering them.

[What happens when the players get the game?]

As you've likely realized, there is far more to SBURB than just a "life simulator." Unbeknownst to the players, SBURB alters the physical reality around the players in real time. Each player will have two copies of SBURB: the Client version, and the Server version. Each player will have to install both versions.

Once the players have loaded up the game, the Client player will be able to connect to an available Server player of their choosing, and establishing a connection will reveal to the Server an aerial visual of the Client's house. SBURB will always know exactly how many players are destined to start playing in each session, and in what order they will connect to each other (you'll quickly understand that SBURB knows not what chronological order is). The Server will then be able to see everything within and surrounding the Client's home within a certain distance of the Client. The Server will also be able to interact with objects within the home provided that the Client is not physically in contact with that object, and place items from the Server Menu into the Client's home. This is not a simulation; anything that the Server interacts with, the Client will see. If you throw your friend's fridge through a window as the Server, that will *actually happen like magic on the other end*. On top of this, the Client can see the Server's mouse cursor as a floating entity on their side and it can be interacted with.

The point of this game isn't just to terrorize your friends, however. The point is to escape the extinction of your planet. As soon as one instance of SBURB is loaded on the planet, meteors will begin falling onto Earth's surface with greater intensity until the point of extinction-level threat. The only way to escape imminent demise is by playing the game.

[How do I know how the game functions?]

That's what I'm here for, duh. I will have to gloss over quite a few things and come back to them in a later section however, as many concepts interconnect but deserve their own comprehensive explanations. Please bear with me.

Game Entry

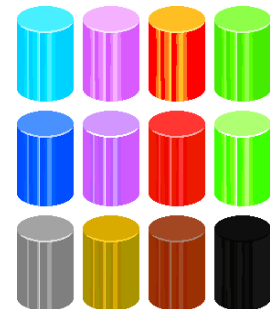
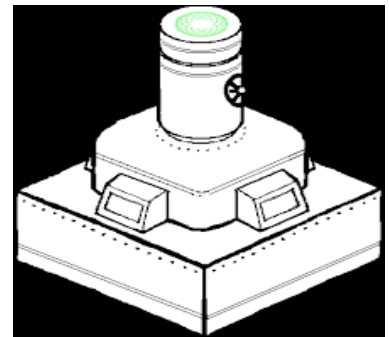
Upon creation of a Server-Client connection, the Server will unlock four specific items that they can place for the Client for free. These items are the Cruxtruder, the Totem Lathe, the Alchemiter, and the Pre-Punched Card. When used correctly, these machines will create an item for the Client to manipulate in a certain way. Once the Client figures this out, they will be teleported off-planet to safety with the entirety of their home. To get all members of a party to safety, the players must create a chain of Server-Client connections and help each other out.

So let's go over each of these items and what they do:

1) The Cruxtruder

This machine has a wide, square base with a tall cylinder reaching from the middle, resembling a chimney, with a lid on the top. On the side of the cylinder is a crank, and on the bottom of the base is a blank screen. The base is approx. 1m x 1m.

Inside the cylinder are two things: A Cruxite Dowel, and a Kernelsprite. The Dowel is made of a glassy, crystalline substance of varying color, and is completely solid. The Kernelsprite is a glowing ball of energy with limited sentience, and will fly out of the Cruxtruder as soon as it is opened. It will wander spastically around the home and property until it comes into contact with an object or organic being of some kind. The screen at the bottom will also come to life when the machine is opened, and display a timer. When the first player in the group opens their Cruxtruder, it will display 10 hrs, 0 mins, 0 sec and will count down from that moment. As players after them open their Cruxtruders, their times will match with whatever is left on the first player's machine. All players have 10 hours from the first open Cruxtruder to leave the planet.

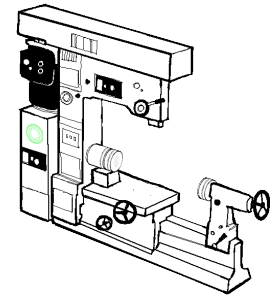


2) The Pre-Punched Card

This is a paper-sized, plastic-like card with holes punched at specific intervals, much like the note cards in music boxes. Also much like original computers, each combination of holes creates a specific code that can be read by certain devices within the game. Each player has a unique code on their card.

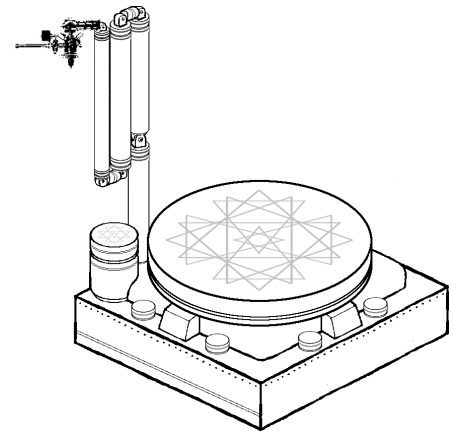
3) The Totem Lathe

This is a large machine resembling a woodworking lathe, with its own chisels attached. It is meant to work automatically. The player must insert both the Cruxite Dowel and the Pre-Punched Card then start the machine. It will carve the dowel into a specific pattern according to the Card.



4) The Alchemiter

This is an even larger machine, about 2m x 2m at its base. The base is square, with a round pedestal at one corner and a long, telescoping arm with a scanner beside it. In the middle of the base is a large, round platform with an intricate symbol resembling a spirograph. When the Carved Dowel is placed on the smaller pedestal, the scanner will calculate the curves of the surface and create an object based on the code it reads, which will appear in the center of the larger platform. At the start of the game, this item is different for each player. The resulting item must be manipulated in some way (typically by breaking or otherwise changing it), and when the correct action is made the player will be automatically teleported to safety.



Prototyping

Before the player reaches the final step with the Alchemiter, they will also have to do something called "Prototyping." In this context, it means combining the Kernelsprite with an object or creature. More often than not this happens naturally amongst the chaos of saving your own lives; either something falls into the Sprite, or the player hits the Sprite with something for Being Generally Annoying, etc. Whatever you do end up prototyping, the Sprite will take on characteristics of. If you throw a doll at it, it will become a glowing, vaguely sentient version of that doll. Living or dead creatures can also be prototyped. Toss Grammy's ashes in there and see what happens! Either way, each player must prototype at least once (preferably twice) before leaving Earth, or else they will create a Null session. I'll explain what that means in detail a little bit later, but basically it means the game cannot be won and the players have soft-locked themselves. The attributes that the Sprite takes on after prototyping will also be seen in the enemies encountered later. If your Sprite is prototyped with a dog, expect the enemies you see to be furry and bitey.

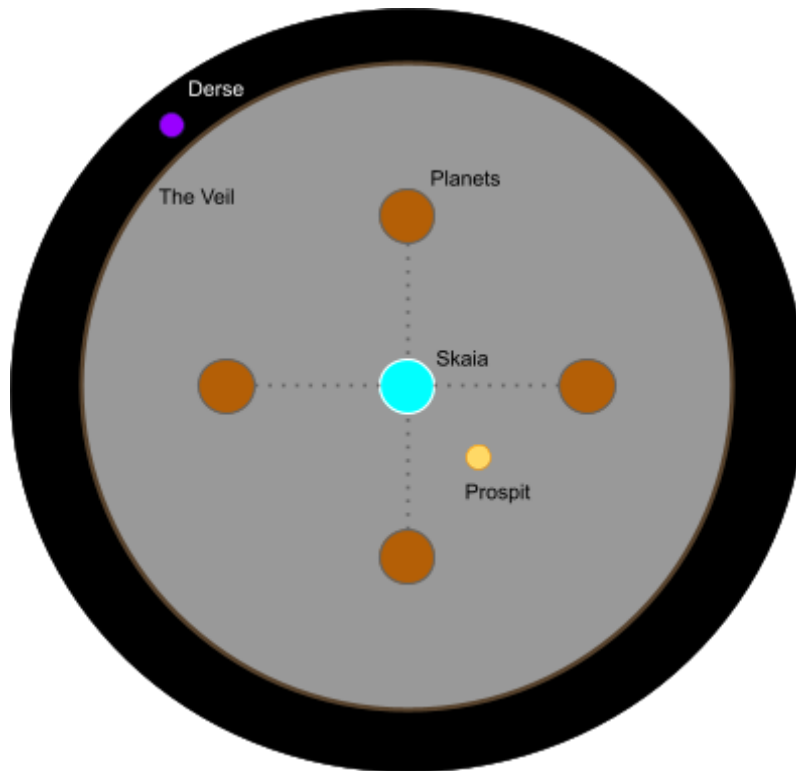
Along with flavoring the enemies, the Sprite functions as a guide for the player and has access to quite a bit of metagame knowledge. They are programmed



to only hand out hints however, and not outright tell the players what to do. They will occasionally assist the players but do not hang around all too much. They can however be summoned when needed.

The Medium

After the Client and their home has been taken off-planet, the player will wake up in an interdimensional space called the Medium. There are five main parts of the Medium, illustrated in the diagram below. We will discuss each part from the center, moving outwards;



1) Skaia

At the very center of the Medium is Skaia, a neutral planet which houses the Battleground. Skaia's atmosphere is filled with clouds which contain visions of the future, past, present, and other places outside of your session. The Battlefield is a chess board that covers the entirety of the surface of the planet. Here is where the war between the Black (Derse) and White (Prospit) Kingdoms wages. Until the players enter the Medium, the two Kings are held at an eternal stalemate. However, prototyping the Sprites attributes new properties to the soldiers and Kings on the battlefield, breaking the



stalemate. Unless there is some sort of drastic upset made by the players, the Black King will always win this war. Once the Black King wins, the game will enter a phase called the Reckoning. Players will need to defeat the Black King before the Reckoning ends.

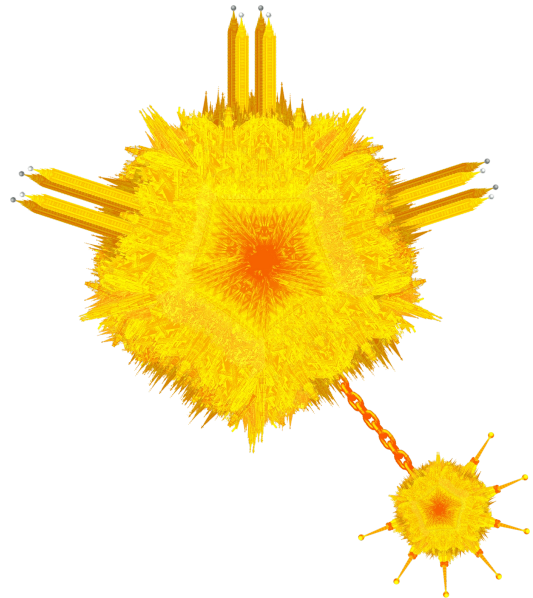
2) Prospit

Closely orbiting Skaia is a golden moon named Prospit, which is the home of the White Kingdom. Prospit lies close enough to Skaia to frequently be enshrouded by the vision clouds which lie in the upper atmosphere. On a smaller moon chained to the main body of Prospit lie the towers which contain the player's Dreamselfs- "copies" of the players that they can transfer their consciousness into when they sleep. Not all players have a dreamself on Prospit; some may lie on Derse instead. This is determined by the player's overall character.

The Dreamselfs serve the purpose of giving players a "second life" if they happen to die in the game, and otherwise will stay asleep in their towers. If a player dies, their consciousness is immediately transferred to their dreamself.

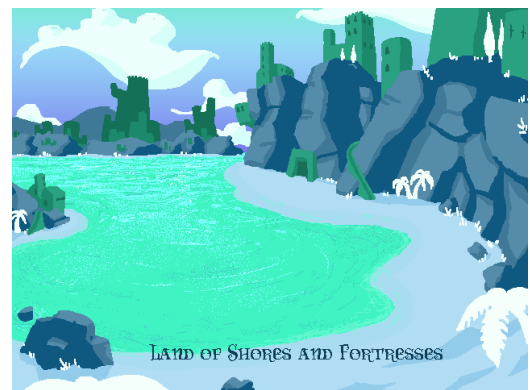
These backup bodies are also consumed when a player Ascends (more on that later).

The residents of Prospit (Prospicians) are generally benevolent and revere the players as a sort of mythical hero. The White Kingdom fights to protect Skaia from the Black Kingdom and encourages the player to achieve the Final Goal of the game.



3) Planets (Lands)¹

Outside of the orbit of Prospit are the player's planets, called Lands. These planets are created on entry of the player to the Medium and act as the main quest area for the player. There will always be one Land per player. Each land is specifically tailored to its player (often referred to as the Hero) to help them Ascend and reach the Final Goal. They have a very specific naming scheme and will always be called the "Land of ___ and ___". The blanks in the name will relate to the specific player's quest and Aspect, as well as give a general description of the land itself. For example, the Hero of Breath in the canon finds himself upon the Land of Wind and Shade, or LOWAS. The "wind" part



¹ Image credits for Lands go to <https://paradoxlands.tumblr.com/>

refers to his aspect, and the “shade” refers to his quest (getting rid of the clouds that are suffocating the planet) as well as describes the overall look of his planet (gloomy, monotone, etc). We’ll talk more about each Aspect later, but one thing you do need to know is that at least one player (typically the Space player, if one is present) will always have “Frog(s)” as one of the words in their land title. Frogs are very important to the game and are part of the process of reaching the Final Goal.

Each planet will have a specific anthropomorphic animal species called a Consort that acts as the “NPCs” for the planet. They live their lives independent of the Hero but will assist them with lore, quest hooks, etc. They tend to be smaller than the players, and very cute. Typically, they’re also quite harmless and don’t fare well in combat without assistance.

In addition to the consorts, there is a large, god-like creature which lies somewhere on the planet called the Denizen. They are typically named after real-world gods that relate to the Hero’s aspect or quest in some manner. For Space/Frog players, they almost always have Hephaestus, god of blacksmiths due to the presence of the Forge on their planet. The Forge is another part of obtaining the Final



Goal which I will describe later. When confronted, the Denizen will present the Hero with the Choice; either kill the Denizen or accept another quest to please them. Both will lead to the win conditions if successful.

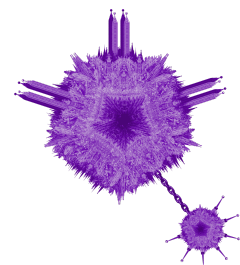
Each planet will have a set of warp gates that hover above the player’s home at increasingly higher intervals. These gates will lead to different areas on each of the player’s planets, with the last one leading to the Denizen. These gates can be used for interplanetary travel.

4) The Veil

Far on the outskirts of the Medium lies the Veil, a ring of meteors and asteroids that orbits the main playspace. During the Reckoning, these meteors will begin to travel towards Skaia, which will trigger the planet’s defense portals to protect itself and fling the meteors into random points in space outside the Medium. This area is a political neutrality zone, and as such both Kingdoms have a vast assortment of labs, factories and other buildings scattered across the meteors. Many of these are essential for the player to use for the Final Goal. Other than this, the Veil simply serves as a division between the Medium and the Furthest Ring, where unfathomable eldritch gods called Horrorterrors reside.

5) Derse

Just outside of the Veil is Derse, a mirror image of Prospit that serves as the home for the Black Kingdom. Instead of being swathed in gold, Derse is cloaked in a deep, inky purple. Dersites tend to be



aggressive, inhospitable, and pessimistic types. They find the player to be deplorable and wish for the destruction of Skaia- hence why they are at war with the White Kingdom. The Dersites act as the main opposition for the players aside from the Underlings.

Building and Alchemizing

After entering the Medium, the Server players will have to work alongside the Client players to build their homes up to the warp gates on their planets in order to further their quests. Building works much like any other virtual sandbox game, using the various tools to drag walls, floors, stairs, and other architectural details into place. Building consumes Grist, the in-game currency collected by defeating enemies. Larger, more difficult enemies will provide more grist, while smaller ones will be easier to defeat but give a lesser reward. The Server player can also delete items and parts of the Client's home to earn a little extra grist.

In addition to building the player's homes, grist can be spent on Alchemizing: the process of creating new items with the Alchemiter. Players can learn to use the codes of various items in a multitude of ways to create copies, improvements, or mixes of various items. After earning enough grist, the Server can buy more Cruxite Dowels and a machine called the Punch Designix, which allows players to make custom punch cards for the Totem Lathe. Combining cards and punch-hole patterns in different ways can result in different combinations of items, allowing players to create things they normally wouldn't be able to such as rocket boots, pogo-hammers, or whatever else they can think of.

This is the main way that players will obtain new items, weapons, armor, etc. Encourage your players to spend some time mashing random shit together and seeing what bonkers crap pops out! It's a fun way to let them explore their own creativity and learn how the alchemy system works. Plus, who doesn't love a shitty, pixelated Santa statue here and there?

Classpects

The players will end up spending a majority of their time on their planets for the first half of the game; as they're figuring out their quests, fighting enemies, and learning about their Land. The quests for each player are designed in a way that they encourage the player to further embrace or master their respective Aspect before Ascending. These are outlined in the Player's Guide, but let's review:

Each character has a unique combination of Class and Aspect, which is tailored toward their personality. There are 12 of each category, and each combination lends itself to a particular kind of play. First we shall look at Aspects, which are universal constants that make up the building blocks of existence:

Time	Order, Sequence, Fate, Ending, Rhythm
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Space	Isolation, Disorder, Creativity, Entropy, Measurements
Heart	Introspection, Self, Personality, Soul, Self-Improvement
Mind	Logic, Prediction, Reason, Choices, Precision
Light	Fortune, Abundance, Knowledge, Exposure, Confidence
Void	Misfortune, Lack, Nothing, Privacy, Potential
Doom	Wisdom, Empathy, Consequences, Misery, Futility
Rage	Fury, Anarchy, Blasphemy, Chaos, Insanity
Blood	Bonds, Leadership, Inspiration, Union, Unity
Breath	Freedom, Movement, Changes, Individualism, Adaptability
Life	Healing, Retrospective, Learning, Growth, Life-Force
Hope	Optimism, Fantasy, Sacrilege, Law, Belief

A player interacts with their aspect in the same way a god may interact with their domain; players have nearly unlimited control over their aspect once ascended. As a Hero of say, Light, you would have a great measure of control over the things that Light relates to- such as knowledge, discovery, fortune, etc.

The Classes are titles that are grouped into pairs according to *how* they interact with their aspect, and each pair represents a passive or active interaction, like so:

	Active	Passive
Creator: One who makes ____ or who makes through ____.	Maid	Sylph
Giver: One who serves ____ or who serves through ____.	Page	Knight
Visionary: One who knows ____ or who knows through ____.	Mage	Seer
Innovator: One who changes ____ or who changes through ____.	Witch	Heir
Taker:	Thief	Rogue

One who steals ____ or who steals through ____.		
Destroyer: One who destroys ____ or who destroys through ____.	Prince	Bard

Passive classes tend to interact with their aspect indirectly, or for the benefit of others; while Active classes use their aspect directly, or for the benefit of themselves. For example, a Prince of Time would be able to quite literally destroy the flow of time around themselves in order to do any multitude of things, including disorienting enemies, freezing things in time, or completely erasing an event in their past, present or future. Passive and Active pairs can frequently perform similar acts as each other as well, so what a Prince can do, so too can a Bard. Classpect abilities are only limited by the user's imagination, so whatever creative ways the player can think of to manipulate their aspect could certainly be possible.

Some of the titles are typically gendered (like Maid, Witch, and Prince) but there's nothing stopping you from altering them to fit the gender of your player- like swapping Prince with Princess or Crown, Witch for Wizard or Warlock, etc. It's more about how you use your aspect than anything else.

As the DM you may choose to let your players decide their class and aspect instead of using their quiz results to assign one to them. However, the surprise of slowly unlocking one's aspect as they grow stronger is an experience I think is quite important to the enjoyment of the game, as players won't have access to any crumb of their powers until they've leveled up at least once.

Each player will have a title called a Classpect which is a combination of their assigned Class and Aspect. It always follows the scheme "Class of Aspect". So, Bard of Light, Seer of Time, Sylph of Space, etc. These Classpects are also known as the God Tiers.

Fraymotifs

As your player explores the game and becomes more proficient at fighting, they'll begin to unlock Fraymotifs: abilities they can use in combat to either replace or bolster their normal attacks. Typically these have something to do with the character's weapon, fighting style, and Aspect. As the GM you have the ability to pre-plan some of these abilities if you'd wish, or work together with your players to help them find new and exciting ways to engage in combat. There's really no true limit to what your players may be capable of, which leaves a lot of creative freedom to you and your group to figure out exactly how they want to exercise their powers. To help you get an idea of the possibilities, here's an example of a few Fraymotifs for two different Heroes;

Knight of Breath:

- **Skip Beat;** a small gust propels you out of danger. adds +1 to Abscondence (perma)

- **Sound Barrier**; uses a burst of air to shield the user from attacks. Gives all incoming attacks disadvantage for one round. Reaction.
- **Cut Time**; a thin jet of air slices into the target. +6 to dmg. Attack.
- **Suspended Chord**; a sustained wind can lift objects or creatures within sight of the user. Living beings must pass a strength save DC 13 to escape and are unable to take any other action while suspended. Objects always fail. Action.
- **Rest**; the user can manipulate the air in a creature's lungs, either suffocating them or causing them to overfill. If used creatively, this could have other applications. Action.

Rogue of Life:

- **Allegro**; you're bolstered with newfound strength. Roll one extra die when rolling for health. (perma)
- **Flat**; the user influences the fate of an ally's life and grants an opponent disadvantage on their next attack. Bonus Action.
- **Coda**; the user can target one ally and cure them of any negative status effect or round of damage, at the cost of incurring it themselves. Reaction.
- **Arpeggio**; cause one target to wildly fluctuate between ages for a short period of time, giving them disadvantage for 1d4 rounds and inflicting 1d6 damage. Action.
- **Scales**; the user can target one opponent and transfer a portion of their health to the weakest ally until both targets have the same percentage of health. Can be used on themselves as long as their health is lowest. Action.

As you may have noticed, the Fraymotifs above are all named after musical or sound-related terms; this is not necessary, but instead is a random detail I found interesting from the comic itself. Feel free to use any other sort of naming-scheme you choose.

Also keep in mind as you're designing abilities who you're designing them for. Make sure that it's an ability your player will not only appreciate, but enjoy using. The Heroes above are based around my husband (Knight of Breath) and best friend (Rogue of Life), so each one is tailored to the kinds of characters they're playing and the kinds of roles they personally enjoy. The Knight is a far more aggressive and tactical player, so I chose to give him abilities that either bolstered his attack, increased his movement, or let him manipulate the environment to his advantage. The Rogue however is much more of a supportive player, opting to heal and buff allies rather than be in the thick of it.

There is a glossary at the end of possible fraymotifs for every aspect, along with an active and passive version for each and level requirements. Feel free to use what's available, or take inspiration for your own.

God Tiers

When a player reaches a certain level, they Ascend into their God Tier form- they quite literally become a god of their respective aspect. It is practically necessary for players to reach this stage before the Reckoning, as it is nearly impossible to defeat the Black King or their Denizen and finish the game without doing so. With Ascension, players will acquire a host of new powers related to their Classpect, as well as flight (even through the vacuum of space), increased strength, and conditional immortality. The only time a God Tier player can die is if their death falls into the category of either Heroic or Just. A Heroic death is typically a sacrifice of some kind for the greater good, while a Just death is for those who deserve to be taken down for the sake of the greater good. All other injuries (fatal or otherwise) that are collected will be quickly healed with a few moment's rest. This is not to say however, that the player won't take damage- just that they'll heal from it quite quickly as long as there is something left of them.

However, to reach God Tier, the player must die or be killed while on their Land's Quest Bed. The process of Ascension is more of a rebirth than a level-up. When they die on the Quest Bed, they will be fused with their Dreamself and immediately reborn into their God Tier form. If the player has already died once and has been transferred to their Dreamself, or if their Dreamself has died, they will instead need to find the Sacrificial Slab on their respective moon (Prospit or Derse) and either die or be killed there, where they will be immediately reborn in God Tier form. If their Quest Bed has been destroyed or obstructed, they can use their Slab as a backup.

Prior to reaching God Tier, players do have limited access to some powers related to their aspect, and can use them at higher levels. These usually are just hints at their destined power, however, and not at all a full representation of their capabilities. It's a good idea to use Fraymotifs for this, granting them a new hint of their aspect with each level.

The Reckoning

Once the White King is defeated, the Black King will absorb his power and begin the Reckoning. He will summon meteors from the Veil to crash into Skaia, destroying it. However, Skaia has a built in defense mechanism that summons warp gates around the planet to catch the meteors and send them elsewhere in time and space. Specifically, these meteors are the same as the ones that destroyed your planet before entering the Medium. Don't think too hard about this- SBURB cares not for causality and thrives on paradox. The death of the Black King will end the Reckoning. The warp gates will buy Skaia time, but if allowed to continue for too long the planet will be overrun and destroyed. Allowing Skaia to perish makes it impossible for the players to meet the win conditions.

Ectobiology

One of the mechanics the players will need to make use of multiple times is the science of Ectobiology and Paradox. Some of the labs hidden in the Veil contain the machinery for this process. The short explanation of this is, the user is able to target specific objects or creatures at any point in time and space and teleport them to the current time and space. However, if that

object is collected from the future to the past and then never makes it to the point in time where it was taken from, the teleporter will instead produce Paradox Slime. This does in fact require that the user makes sure the desired target never makes it to the specified time and place, however.

The slime that is created from this “paradox ghost” still contains the genetic code for whatever object or creature was targeted, and thus allows for cloning of said object or creature. This cloning process is important for one reason: The players must create the Genesis Frog by combining the paradox slime of specific frogs on the Space/Frog player’s planet with the perfect DNA. This perfect DNA must be combined in the right order to produce a viable frog, and making a mistake in any part of the process could lead to a null game.

The Forge

The Forge is a structure (typically a volcano) on the Space/Frog player’s planet which, when lit, will release the collected materials and grist from defeating the Denizens into Skaia, creating a fertile nest for the Genesis Frog to grow in and feed off of. Lighting the Forge is essential to raising a healthy Frog.

Genesis Frog and Win Conditions

So what the hell is this frog for? Well, it is the creation of a brand new universe for the players to live within as gods. That is the Final Goal- to create a new universe and live in eternal peace. To have officially won SBURB, the players must accomplish four things, in the below order:

- 1) Defeat the Denizens/Complete the Quests
- 2) Defeat the Black King and end the Reckoning
- 3) Stoke the Forge
- 4) Create the Genesis Frog and have it grow to maturity

Once these things are completed, the players will have won the game and will be able to pass into the new universe and mold it to their desires.

Null, Void, and Dead Sessions

There are some cases in which the players can lose, and these are called Null Sessions. By Definition, a Null session is any session that is doomed to fail. A session can be dubbed Null from the start due to code errors, time shenanigans, or other outside factors; or it can become Null later on due to mistakes made by the players. For example, creating an unbeatable boss, failing to produce a viable Genesis Frog, or all players dying permanently.

Void and Dead sessions are types of Null sessions, characterized by specific circumstances. Void sessions are created when none of the player’s Sprites are prototyped before entering the Medium. This prevents the Black and White Kings from evolving and the battlefield never fully develops. Thus the Kings will continue to be in an eternal stalemate and the Reckoning will

never come. The Lands of the players will be barren husks of what they were supposed to be, the only “living” creatures being skeletal versions of the enemies who are much harder to kill.

Dead Sessions are created when only one player enters the Medium. Prototyping does not factor at all, as your Sprite will instead form a black hole where Skaia should be upon entrance. Dead sessions are incredibly rare and are built to be nearly impossible challenges for the player foolhardy enough to enter on their own. Typically they can only be won under incredibly specific circumstances, and most do not reach the win state.

[What are those things from character creation that I’m supposed to know but have no idea about!?]

There were quite a few things in character creation that I had to gloss over for the sake of keeping things a surprise for players, but hopefully you’re not reading *this far down* unless you’re planning on running a game yourself. Let’s get into it!

Quiz Results

Now, before your first session your players should have gone through the quiz linked in the “Quiz Time” chapter and given you the results. For each player, you’ll notice that their responses directly correlate to one of the descriptions below, provided by [this lovely person on Tumblr](#).

This first section will determine the “feel” of the Land- is it bright and colorful? Dark and Gloomy? Full of life and activity? Barren? Etc.

Depending on how high they scored in any particular category, you can choose the one which you think best fits the character as a whole. The responses are scored from 1 to 5, with 1 being the lowest correlation and 5 being the highest. For example, if your player scored a 2 for Considerate but a 5 for Reserved, the latter would likely be a better fit.

It’s likely that your players will score high in multiple categories, and that’s perfectly okay! This quiz is meant to act more as a guide for the GM than a hard and fast rule, so if you want to use personal knowledge to choose a land type or mix and match types together, feel free to do so. You’re also free to completely ignore this quiz and assign or create land types yourself if you like!

Considerate:

Your land is very soft and calm in tone and color. There won't be a lot of stuff happening around you, which will give you plenty of time to get into the land you are placed in. There is less scenery than usual. Consorts will be in small groups rather than scattered across the entire land. This will allow you to actually get to know the consorts and their culture/traditions better. There is rich culture there and many different traditions to learn about, if you are willing to listen.

Respectful:

Your land is soft in tone and color but very rich with scenery and fauna for you to explore. There aren't very many consorts, and the ones you do meet won't be very organized in culture or traditions. There won't be much happening around you or in the world at all, which will give you time to reflect on the challenges ahead.

Benevolent:

Your land is soft in color and tone but is filled to the brim with many consorts that make your land fun to be in! While the land itself may be soft and calm, the consort areas will be lively, allowing you to enter into the craziness of your land when you are ready, filled with the interesting consorts with interesting culture and traditions.

Reserved:

Your land itself is dark and minimalistic. There is very little happening at all, and what little there is is hidden for you to find and explore on your own terms. If there are any consorts, they are most likely scattered, if not hiding or in hibernation. However, there is a problem to solve that will loom over your land, and it's up to you to solve it yourself.

Cautious:

Your land is very straightforward, consistent, and mellow. There aren't many dangers in your land, but in turn, your land is less exciting than most. Everything you learn about your land and the quest within it you will be able to find out just by observing. Consorts are scattered and rarely have anything relevant to say to you, however, they will listen to what you say.

Generous:

Much like the Cautious person, your land is straightforward and consistent, where you'll be able to gather everything you need through observation. However, unlike the Cautious person, your land is a bit brighter and more interesting while being a bit more dangerous. The consorts are also a bit more organized, but will be willing to work with you if you take the time to get to know them.

Faithful:

Your land is both bright and soft. While scenery wise, there won't be much to behold, the real richness of the world is within the small, very organized communities of consorts. These consorts have a rigid law and order, and even the land itself seems to be very controlled and in order, something even the denizen couldn't mess with. There is lots of culture and tradition because of this, which you can find out by just listening in.

Dynamic:

Your land is bright and lively, but still straightforward, with a sense of order and practicality to it. There are consorts everywhere- some organized, some not, each with their own different quirks and small cultures. The land itself seems rich for exploring, almost daring you to go and find it's secrets. However, when trying to find those secrets, the world can turn quite dangerous and treacherous, but also exciting!

Free-Wheeling:

Your world is bright, lively, and always changing. There doesn't seem to be very many rules associated with the world, almost as if it's ruled by chaos. There are many, many consorts, but none of them are organized, however, they know the world and it's secrets. Without them, the world will always seem foreign and trite, with no real purpose.

Advocating:

On the surface, your land is bright but still softened, as you enter into the many areas of organized consorts, you'll find that the world becomes much more lively and a bit more chaotic! The world itself is very complex, and the consort's many organized cities/civilizations are even more so! There is much to explore and much to learn.

Encouraging:

Your land is warm, bright, and controlled. There are many small organized consort areas to explore, and much like Advocating's land, there is a complexity there and in the world itself, without the chaos. The world itself has many different areas, not staying the same throughout, but still keeping the warmth and brightness.

Independent:

Your land is very warm and bright, with lots of complexity and yet a very controlled nature in the scenery and overall nature of the land. There are very few consorts, and those you meet aren't organized at all, but there is lots to explore and rules underlying the entire land. There are many dangers here to face, but that makes your world exciting!

Animated:

Your land is incredibly bright and warm and fun! There is always something happening in your land, and it's quite chaotic due to this! There are many consorts- most organized, some not all throughout the land that contribute to the chaos and fun. Much of the land cannot just be observed though, many of the secrets and fun of the world comes from interacting with the land.

Concerned:

Your land is calm, cool, and controlled. Much like Faithful's land, there are a couple small organized consort areas, and a complexity to the world that is observed rather than hidden. The land is also very ordered and controlled, and the consorts even more so. However, unlike the Faithful's land, much of the interesting complexity comes from the land itself, not the consorts.

Attentive:

Your land may be soft and bright but it is also filled to the brim with energy and excitement! There are plenty of consorts all around, though most of them aren't organized. Your land is also very controlled, even though the excitement, never really slipping into chaos. Your land is also filled with surprises around every turn, and lots of things to explore, so keep your eyes open!

Genuine:

Your land is bright and focused - straightforward and controlled, but still filled with energy and a

few consorts, most of them organized! There aren't too many secrets here- your land is what you see, but that just means you know exactly what you are going into! There are many rules governing the land to discover though!

The second section determines what sort of Quest the players will have to complete on their Land, and how it contributes to the overall story. Each question directly correlates to one of the;

If you are a Guardian:

Your quest is to protect your land and the consorts from an impending doom! This could be a swarm of monsters, a plague threatening the life of the world, a monstrous storm, whatever!

If you are an Idealist:

Your quest is to bring life and energy back to a wasted and broken land! This doesn't mean your land has to be dark and empty! There just has to be something missing that you will have to bring back.

If you are an Artisan:

Your quest is to create something that the land needs or create something to improve the land overall. It can be any type of creation, from a song to a building to a machine!

If you are a Rational:

Your quest is to figure out the rules and systems governing the world and learn to work it to your advantage! Think of Rose's quest to learn to "play the rain".

If you are a SPACE/FROG player:

Yes, your main quest is always going to be to create the genesis frog. But the way you light the forge and collect the frogs is governed by your MBTI type! You might have to build a machine to incite the volcano, or protect the frogs from being roasted by the lava!

Now, taking the information you've just gathered, you can create a planet and quest relating to your player's Aspect, following the LO__A__ format. Some examples of Lands and quests can be found in the appendix if you're having trouble figuring out how to put one together.

Since you also have their aspect at the ready, you can figure out their classpect either ahead of time or as you see how their character acts and develops.

Putting all of these pieces together will help you develop the Medium for when the players finally enter, and gives you some time to plan out their quest progression before they get there.

[Okay, I have all the clerical shit done. How do I start a game?]

Actually, that's pretty simple. You don't have to start this way, but here's the typical formula I use for my sessions:

- **Introduce your players to the setting.**

Describe all of them in their homes, how they know each other, and how excited they all are for this new game to drop! If they don't all live close to each other, explain that they're in some sort of group chat, like a Skype or Discord call. Let them take some time to get used to their characters and develop relationships before the game is released. You can also throw in some interactions with their individual families or housemates. Basically, have them roleplay the most average, mundane day.

- **On the release day;**

Passingly mention that some (or all) of them have noticed news broadcasts of unusual weather activity, and a quite large meteor striking the surface somewhere remote. No major damage, aside from a cabin that happened to be right in the way. Let them install the games, make their connections, and get familiar with the menus. Have a conveniently-placed ["READ ME"](#) document in the game files (you're welcome to copy mine and edit as you need). They'll soon realize it's not what they thought. As more time passes, the weather around the world will get more intense (out of season tsunamis, more meteors, random heat waves and wildfires, etc).

- **Introduce danger.**

Bring in some kind of threat for each of the players, something to push them to enter the Medium more quickly. Try to focus on one Server-Client pair at a time to make sure they all get in properly. Remember- they have to form a loop to all be in the same session as each other. Have them coordinate their entry. They won't get too many chances to work as a team in the beginning so try to start off strong.

- **Enter the Medium, impose more danger.**

Once the players enter it won't be long before the enemies start to sniff around the property. Introduce them to combat with some small imps and critters, nothing with too much actual threat. Let the players begin to explore but keep them on their toes.

From here, you can pretty quickly get your players to begin their quests and explore their Lands, as well as each other's. They'll notice the gates above their houses pretty quickly and it shouldn't take too much cajoling to get them to want to inspect them.

It should be pretty obvious after the first hour or so of exploring what each player's quest has to do with, so be sure to drop plenty of hints in both the scenery and in NPC interactions. As they progress further, their Sprites will offer more and more information about the rest of the game as well. Interactions with the Carapacians will highlight even more about the rest of the game, and get the players more interested in Skaia and its issues, leading into the main boss battle and the steps to complete the game. Just make sure that you're actually letting your players discover

things, and not just railroading or giving them the right information. Breadcrumbs of information are far more interesting and will keep them engaged!

[PART TWO: Imps and Chimps and Chess, Oh My!]

So now we have our characters and our world, but we've got to fill it with stuff don't we? This section will go over enemies and their types, as well as consorts and the Carapacians.

[Underlings: Dirty Deeds, Done Dirt Cheap.]

Within the game there are five main enemy types, which become increasingly more powerful as you go. These enemies are typically called Underlings, as they are typically called into being by the Denizen of the Land and serve it loyally. Underling populations become not only increasingly dense, but exponentially more ferocious the closer the player comes to their Denizen. As the player levels up, they will also attract more powerful enemies. We'll tackle each main enemy type from weakest to strongest. Also keep in mind, prototyping adds characteristics to the enemies of the land, and can change their appearance or flavor their attacks accordingly.

- **Imps**

These are small, humanoid creatures with sharp claws and teeth, as well as an eye for mischief. They're typically not very smart or determined, and can be frightened off for a time by a large enough threat. They will however recklessly attack on sight and move far quicker than you expect them to. Imps will sometimes use random objects as weapons.

Health: 15

AC: 11

Initiative: +0

Speed: 15m

STR: 11 (+1)

DEX: 11 (+1)

CON: 10 (0)

INT: 8 (-1)

WIS: 8 (-1)

CHA: 10 (0)



Bite: The Imp digs its sharp teeth into the target. STR +2, Range: 2m.

Scratch: The Imp swipes its claws at the target. DEX +2, Range: 2m

- **Liches**

These are larger, humanoid creatures who resemble zombies. They often have horns that can take on a variety of shapes. They're slightly smarter and stronger than Imps, but can still be distracted and tricked quite easily. They tend to move very slowly as well.

Health: 25

AC: 13
Initiative: +1
Speed: 10m

STR: 12 (+1)
DEX: 11 (+1)
CON: 10 (0)
INT: 10 (0)
WIS: 9 (-1)
CHA: 10 (0)



Pound: The Lich swings its fist down onto the target. STR +2, Range: 2m.

Scream: The Lich howls at an incredible volume, disorienting its foes. CON save, DC: 14. Range: 10m cone On a failed save, target is stunned for one round.

- **Basilisks**

These large, lizard-like creatures are quite strong, and possess much more awareness than their lesser cohorts. They tend to hunt in packs of three, and are able to use the environment to their advantage to perform ambushes. However, their size prevents them from being very quick or quiet.

Health: 40
AC: 15
Initiative: +2
Speed: 10m

STR: 14 (+2)
DEX: 14 (+2)
CON: 12 (+1)
INT: 12 (+1)
WIS: 11 (+1)
CHA: 11 (+1)



Bite: The Basilisk digs its sharp teeth into the target. STR +2, Range: 2m.

Bind: The Basilisk coils itself around a target, incapacitating them and dealing damage per round. STR save, DC: 15. Range, 3m.

Assassin: This Basilisk and any other Basilisks within 5m gain a +2 bonus to stealth and sneak attacks.

- **Ogres**

Ogres tower over most other creatures as living walls of raw strength. They aren't very smart but they are very aware of their surroundings- you won't be able to sneak past one very easily. They will singularly focus on a target until it's no longer a threat. They don't

move very quickly but pack a huge punch. They often use clubs or other blunt objects as weapons, and sometimes have large, boar-like tusks.

Health: 65

AC: 15

Initiative: +1

Speed: 5m

STR: 16 (+3)

DEX: 12 (+1)

CON: 15 (+3)

INT: 12 (+1)

WIS: 10 (0)

CHA: 10 (0)



Pound: The Ogre swings its fist or weapon down onto the target. STR +4, Range: 2m.

Bellyflop: The Ogre slams its body down on a target, dealing damage and knocking both of them prone. DEX save, DC: 15. Range, 5m.

- **Cyclops**

These mono-vision brutes stand even taller than the Ogres, with spikes running from their forehead, down their spine and to the tip of their stubby tails. They're quite a bit smarter than their comrades, often seen commanding small groups of Imps or other Underlings. They're faster than you'd think their size would allow, but their single eye makes it easy for them to lose track of their targets.

Health: 80

AC: 16

Initiative: +2

Speed: 10m

STR: 18 (+4)

DEX: 13 (+2)

CON: 16 (+3)

INT: 13 (+2)

WIS: 12 (+2)

CHA: 10 (0)



Pound: The Cyclops swings its fist or weapon down onto the target. STR +4, Range: 2m.

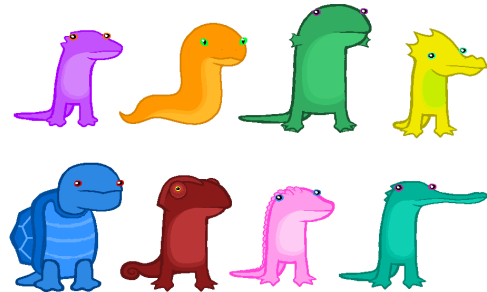
Snatch: The Cyclops sweeps down and grabs a target, dealing damage and incapacitating the target. DEX/STR save, DC: 15. Range, 2m.

Command: The Cyclops can bark orders at any Underlings weaker than itself within 10m, and they will listen. This takes a full action, but the Underlings added will have their own actions that round.

Enemies will also drop increasing amounts of Grist as they become more difficult. Make sure that you're balancing the reward with the difficulty of the combat encounter!

[Consorts: You're gonna squish 'em. It's unavoidable.]

Other than hordes of enemies, your Land is also populated with adorable little animal creatures called Consorts. Your consorts are the "NPC's" of your land, living their little lives, running shops, and doling out the history and lore bits to help you advance your quest. Each Land will have one specific anthropomorphized species that makes up its consorts. Typically their species and coloration fit into the overall theme of the world and are something that the Hero would find familiar or welcoming. Heroes in the past have had salamanders, crocodiles, turtles, foxes, camels, and any number of other critters.



As mentioned before, consorts tend to be small and somewhat meek, having enough sentience to form societies with traditions and history, but not terribly clever beyond that. In fact they tend to act like toddlers playing house more often than not. Either way, they will see the player as their fabled Hero and help in any way they can.

[Carapacians: Pawn to B6]

The inhabitants of Prospit and Derse seem to resemble consorts or underlings, but in fact are their own species called Carapacians- after the hard, insectoid outer shell they have. The Carapacians are themed after chess pieces, hence the separate Black and White Kingdoms. Overall they are complex and intelligent people, capable of the same levels of higher thought and autonomy as the players.

Prospitian inhabitants are overall very friendly and peaceful, welcoming the player on their arrival and doing their best to be as helpful and hospitable as possible. They see the player in a similar light to the consorts; a great Hero brought to secure them victory and create the Great Frog, whom they worship as a deity. Dersites however are the exact opposite- they see the player as a wrench in their plans, a pest to be gotten rid of. They despise the Genesis Frog and have a slew of insulting names for it. Dersites are a much more bristly folk, quick to anger and slow to calm. They'll do everything they can to get in each other's way- and yours.



Just as the underlings change due to prototyping, so too will the Carapacians of both Kingdoms²- though it seems that only the first prototyping of the session made by the first player to do so will affect them. The Kings and Queens however possess powerful Staffs and Rings (respectively) which grant them the augmentations and abilities of every prototyping in the session. These changes are what inevitably breaks the stalemate between the Kings on the battlefield, and starts the war which the Black King is destined to win.

[Denizens: Wait, We're supposed to be the gods here!]

Deep within the core of each Land rests an ancient deity called a Denizen. These massive, naga-like creatures are the source of the Underlings as well as the problems which plague your Land. The Denizen serves as a “mini-boss” for the player, marking the end of their Land's quest while also ensuring that they are prepared to face the larger threats to come. Typically, the Hero faces the Denizen after Ascending, as the power boost makes it possible to even fight these things. Following the Hero's quest will always lead to the Denizen's lair, but there are two ways to “defeat” the Denizen. This is called The Choice. The Hero must choose to either battle the Denizen to the death in order to claim its grist for the Forge, or take on a secondary quest given by the Denizen. Completion of this secondary quest leads to greater rewards, at the expense of time. However, killing the creature is no small undertaking either- they're considered gods by the consorts for a good reason.

Denizens often are inspired by deities from real-world mythos and religions, examples being Hephaestus, Echidna, Erebus, and Yaldabaoth. Hephaestus is the only one who seems to show up in every session, due to his link to the Forge. He is typically the Denizen of either the player whose planet houses the Forge, or the player who will help to light the Forge. However, don't be afraid to use other deities or make up your own! The only requirement is that the Denizen have some sort of thematic relationship to the Land and Quest. For example, if your land is covered in water or storms, try to use a deity that has domain over those things.



² Carapacians shown were prototyped with a Jester doll, hence their colorful and patchwork appearance. Color schemes and outfits may change depending on how they are prototyped.

[GLOSSARY:]

Breath Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Life Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Light Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Time Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Heart Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Rage Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Blood Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Doom Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Void Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Space Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
3		
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9		
10		

Mind Fraymotifs

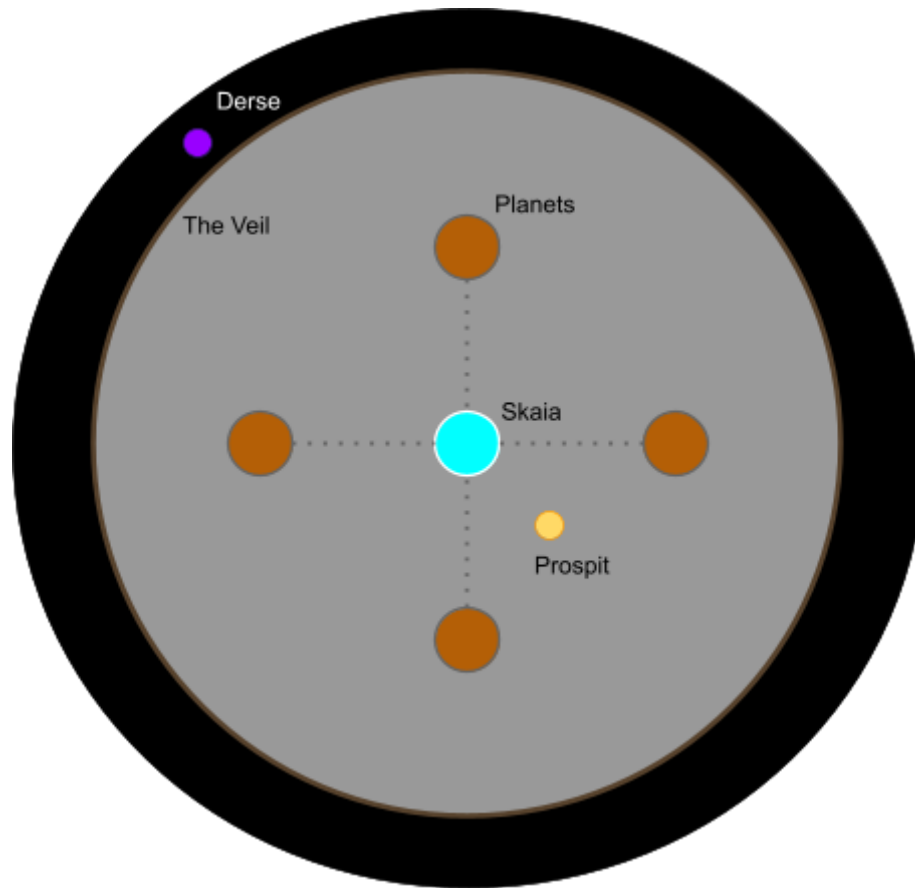
Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
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9		
10		

Hope Fraymotifs

Level	Active	Passive
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
God Tiers	Active	Passive
1		
2		
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9		
10		

[APPENDIX:]

Medium Diagram:



Class Chart:

	Active	Passive
Creator: One who makes ____ or who makes through ____.	Maid	Sylph
Giver: One who serves ____ or who serves through ____.	Page	Knight
Visionary: One who knows ____ or who knows through ____.	Mage	Seer
Innovator: One who changes ____ or who changes	Witch	Heir

through ____.		
Taker: One who steals ____ or who steals through ____.	Thief	Rogue
Destroyer: One who destroys ____ or who destroys through ____.	Prince	Bard

Aspect Chart:

Time	The overall flow and passage of time as a 4th dimension
Space	Anything with physical properties or mass
Heart	The soul and essence of sentient life; what makes a person <i>themselves</i>
Mind	Logical thought and progression, memories
Light	Knowledge and information; “shedding light” on something
Void	The absence of matter and knowledge, something that is utterly nothing
Doom	Inevitability, consequences, tragedy
Rage	Anger, hatred, bloodlust
Blood	The physical essence of a thing, what keeps it going
Breath	Wind, air and skies; forward progression and freedom
Life	Creation, revival, health
Hope	The divergence of fate, free will, belief

The Page of Hope Tumblr (Land Creation):

<https://thepageofhopes.tumblr.com/post/16514183005/homestuck-land-testguide>

Homestuck Examination Tumblr (Classpect Explanation and other Lore):

<https://homestuckexamination.tumblr.com/post/175472060924/homestuck-examination-classpect-analysis>

READ ME Template Document:

https://docs.google.com/document/d/1TBGoA3E2eK8CdqQJ_Da0u2RvWpaAPTUgSEDiv1kB7G8/edit?usp=sharing

Example Lands:

<https://docs.google.com/document/d/1pqdDn4NEZAqtCTzzzFW0daxt1Il1Qr-7LihIOB29J0k/edit?usp=sharing>

My Own Personal Notes on General Lore:

https://docs.google.com/document/d/1ixjiJPN3dKOInbkhiUMgNqIRi0_V9BRjfZ6wCJtOLcE/edit?usp=sharing