Howdy!

These Annelida maps were designed as a two tier map - half of the players start on Level 1 and the rest start on Level 2. You can have this be determine randomly (by coinflip) or require an agility check to determine just how many start below.

The goal of this encounter is for the party to reunite, having been split up. Players can change between levels at the areas marked by yellow crystals.

**In Roll20**, you would need to handle this as two separate scenes that you switch between depending on each group.

**In Foundry**, I recommend using the [Levels Module](https://foundryvtt.com/packages/levels) in order to automate this

Encounter Recommendations: coming soon…

**Edit: Feb 1st 2022**

I have also include a more straightforward version of this encounter map, for those who don’t want to play around with multiple leves