











# WORMRIDING



*After figuring out all about the three Houses, you summoned a sandworm to ride across Arrakis, making use of the intel you had gathered to locate the fabled Mahdi to save your Fremen people from this planetary war.*

***In which House on Arrakis might the Fremen find your legendary savior?***

Y	T	S	A	B	E	W	D	H	N	
E	L	R	O	U	J	I	T	P	X	
G	N	H	E	I	R	A	L	O	E	
H	D	A	G	T	O	H	E	End	T	
O	I	E	R	L	N	T	U	A	S	
A	H	R	T	E	P	V	S	E	N	
Start	E	C	N	F	I	E	M	O	H	
S	F	I	A	Z	O	W	D	R	I	
T	N	K	E	I	A	C	Q	S	O	
M	L	U	R	S	Y	D	A	E	T	
										

The sandy landscape of Arrakis is represented by the grid on the previous page.

You rode your sandworm in a contiguous path from the marked “Start” cell to the marked “End” cell.

The sandworm moved only in orthogonal directions, and as you wormrode across Arrakis, you had to use your maker hooks to steer the sandworm left and right to avoid the buildings along the way.

The snaking path does not go adjacent to another section of itself, not even diagonally.

The intel you had gathered about the special weapons of each House provide clues to the sandworm's path.