



1 Marsh



2 Heath



3 Crag



4 Peaks



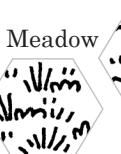
5 Forest



6 Valley



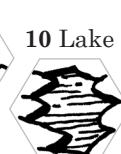
7 Hills



8 Meadow



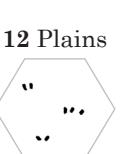
9 Bog



10 Lake



11 Glade



12 Plains



Creating a Realm (p14)

Players get a copy of the map with Holdings and general terrain marked. They cannot see Myths, Landmarks, and Barriers.

WILDERNESS

Draw clusters of d12 hexes of the same terrain type.

Draw thick outlines for Barriers around the outside of 1-in-6 Hexes. Travel through a Barrier is not possible by normal means.

Draw navigable river passing through the Realm and a few large lakes spanning whole or multiple Hexes.

HOLDINGS

Draw 4 Holdings a good distance apart, typically castles, walled towns, fortresses, or towers, held by Knights or influential Vassals. Designate one Holding as the Seat of Power.

MYTH HEXES

Mark 6 Myths (p27) in remote places. Number them 1-6 on the map.

- | | |
|----------|----------|
| 1) _____ | 2) _____ |
| 3) _____ | 4) _____ |
| 5) _____ | 6) _____ |

LANDMARKS

Draw 3 or 4 of each type of Landmark. Mark them with their initial or an icon.



Dwellings: Humble homes amid the wilds.



Sanctums: Each the sacred home to a Seer. Roll on the Knight table (p26) to find which Seer lives at each Sanctum.



Monuments: Sites of inspiration. Travellers may spend a Phase to restore SPI here as if they were consuming a Sacrament.



Hazards: Nature fights your every step. Devise a solution, push through (lose d6 VIG), or go back the way you came.



Curses: Blights on the land that throw you off course. If you travel in the next Phase it counts as travelling blind (p18).



Ruins: Remnants of the past echo the future. These hint at a random Myth not currently active in the Realm, though it may return.

Castle



Fortress



Town



Tower





TRAVELLING BLIND

When roaming without a proper sense of direction, or shrouded by darkness or mist, must roll when they try to move to a new Hex.

1: Circle back to where you started.

2-3: Drift a Hex to the Left (2) or Right (3).

4-6: Progress as planned.

LOCAL MOOD

When arriving in a Holding, roll to gauge the local mood.

1: Occupied by a looming or recent crisis.

2-3: There is a sense of things in decline.

4-6: A fine mood and all seems well enough.

Travel (p18)

Travelling consumes a whole Phase of the day and uses one of 3 methods:

Trek: 1 Hex on foot or steed.

Gallop: 2 Hexes on a non-Exhausted steed. The steed loses d6 VIG.

Cruise: 3 Hexes by boat, or by steed on a rarely-found proper road.

WILDERNESS ROLL

When ending a phase in Wilderness, roll:

1: Encounter the next Omen from a random Myth in this Realm.

2-3: Encounter the next Omen from the nearest Myth.

4-6: Encounter the Hex's Landmark. Otherwise all clear.

HOSPITALITY

When sleeping indoors, do not make a Wilderness Roll. Manners dictate that hospitality be granted to travelling Knights. Longer stays warrant a favour in return.

CAMPING

When sleeping outdoors make a Wilderness Roll as normal, ignoring Landmarks. Hostile Omens prevent proper sleep, while others may not occur at all if they are improbable as nighttime activity.

SUPPLIES

Knights gather food, water, and firewood as they travel, so these are not tracked. In situations where essential needs are deprived the Company each lose d6 VIG each morning.

NIGHT

Travelling or exploring at night causes the Company to lose d6 SPI each. If they lack a guide and light they are also travelling blind.

SLEEP

Each morning, all who did not get proper sleep the previous day lose d6 CLA.

WINTER

Anybody camping or travelling at night in Winter loses d6 VIG. Most Realms also risk dire weather during Winter.

OMENS

Each Myth has 6 Omens, listed in the order in which they are encountered. The first encounter with a specific Myth is always Omen 1, the second Omen 2 etc.

Remember primacy of action (p16). If the players want to hunt for the Wyvern's nest they don't have to wait for that Omen to appear if they take action themselves.

MYTH HEXES

Ending a phase in the Hex containing a Myth always reveals its next Omen without making a Wilderness Roll. When possible, the Knights also get the drop on the Omen.

DIRE WEATHER

When travelling in lands at the mercy of dire weather, roll at the start of each Phase.

1: Dire weather. You can't leave the Hex and can't get proper sleep.

2-3: Looming threat. If this is rolled a second consecutive time, treat as dire weather.

4-6: Fine weather for travel.

Sites

(p15)

Sites can be created as areas that warrant more detailed exploration, whether ancient tombs, hostile castles, twisting caverns, or misty woods spanning the entire Hex.

POINTS AND ROUTES

1. Draw 6 points as the corners of a hexagon, with a 7th in the centre.
 - a. Mark 3 points with circles. These are features that give information or set the mood.
 - b. Mark 2 with triangles. These are dangers to be navigated carefully.
 - c. Mark 1 with a diamond. This is treasure, a useful or valuable find.
 - d. Erase the final point and assign numbers to the remaining points.
2. Neighbouring points can be connected by three types of route.
 - a. Draw 3 open routes with a solid line. These are straightforward paths between points.
 - b. Draw 2 closed routes with a crossed line. Here something blocks the way, so creative thinking is required.
 - c. Draw 1 hidden route with a dotted line. This path is only found through specific exploration of its connecting points or local knowledge.
3. Make sure all points can be reached, even if one of the routes is closed or secret.
4. If applicable, place an entrance in any point, and an optional hidden entrance.

Entrance: A small cove, a safe landing spot on the island.

Hidden Entrance: Locals know of a second landing, requiring careful piloting through rocks and caves.

1. Stony beach overgrown with toxic black moss. Dead rock pools, smashed boat.
2. A tattered rope bridge over jagged rocks. Carrion Gulls harass travellers, hoping to secure their next meal.
3. A concealed harbour. A hidden cave leads to 6. The passageway to 4 is overgrown with toxic black moss.
4. A former shrine to the sea, overgrown with black moss. Now the tomb of the Salt Seer.
5. A waterlogged cave, swirling currents sweep away anybody not secured. Tunnel to 6 is flooded by raging waters.
6. The Salt Seer's hoard. Valuable treasures and his Eye of the Sea.

BREAKING THE RULES

The guidelines on this page are just a starting point. Rearrange the distribution of the types of point, route, and entrance if it suits the theme of the site better.

So a sealed burial complex might have:

Points: 3 Treasures, 2 Hazards, 1 Feature Routes: 3 Closed, 2 Secret, 1 Open Entrances: 1 Entrance only