

# Roads Between Realms

A Standalone Travel Route Reference for Fate's Edge

Version 1.0

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## 1 Scope Assumptions

This document connects the regional 52-card generators into a coherent overland, river, sea, pass, and shadow-corridor travel system. It standardizes names, clarifies adjacency, and provides a consistent table procedure for journeys of any length.

**Card mapping (standardized).** **Spade**=*Place*, **Heart**=*Actor/Faction*, **Club**=*Complication/Pressure*, **Diamond**=*Reward/Leverage*. Draw until all four suits appear for a leg; highest rank sets the travel clock (2–5⇒4 • 6–10⇒6 • J/Q/K⇒8 • A⇒10). **Diamond** results are *codified outcomes* (permits, charters, escorts, exceptions) that change position rather than call for a roll.

## 2 Regional Topology (West → East)

### Kahfagia and the Western Reach

**Kahfagia** anchors the far west on the Amaranthine. Its convoy law and lantern beacons control the approaches. To its east lies **Ecktoria**; to the west, open Great Sea routes.

## **Ecktoria, Acasia, and the Central Peninsula**

**Ecktoria** occupies a compact peninsula with its self-named capital on the southern/eastern Amaranthine coast. **Acasia** lies directly to the east. Its sole metropolis is **Silkstrand**, a deep-water port and regional entrepôt on the Amaranthine; even overland caravans risk the broken marches to reach its exchange floors. The Aelerian Mountains touch the northwestern corner of the Ecktoria–Acasia border.

## **Vhasia and the Inner March**

**Vhasia** sits east of Acasia. The river **Belworth** forms the frontier with **Viterra**. At its mouth stand twin ports: **Marcott** (Vhasia) and **Fairport** (Viterra), both opening onto the Amaranthine. North rises the Aelerian range; Aeler-controlled passes lead toward the Mistlands. The **Lence** flows west/northwest through Vhasian country to meet the Belworth along its mid-reaches.

## **Viterra and the Twin Mouths**

**Viterra** stands east of Vhasia. The **Belworth** marks the shared boundary; at its mouth lie **Marcott** (Vhasia) and **Fairport** (Viterra) with access to the Amaranthine. Midway upriver, **Tarlington** crowns a dramatic plateau above falls that split highlands from lowlands; here the **Lence** meets the Belworth after winding west–northwest from Vhasia. Viterra also reaches the Dolmis to the east.

## **Ubral and the Dolmis Northwest**

**Ubral** occupies the northwestern Dolmis coast; passes over or under the Aelerians connect to the Mistlands. South along the Dolmis coast, Belworth-mouth shipping with Fairport/Marcott ties this corridor to Viterra/Vhasia traffic.

## **Thepyrgos and the Astroegro Straits**

**Thepyrgos** (city and province) spans a short peninsula and archipelago south of Vhasia/Viterra, controlling the Astroegro Straits and pivoting between the Dolmis (northeast) and the Amaranthine (south).

## **The Aelerian Crownlands and the Mistlands**

The **Aeler** hold the mountains north of Vhasia, Viterra, and Ubral, with gates and under-vaults that regulate access to the **Mistlands**—the protectorate that stretches from the Direwood’s shadow to the Aberderrin coast (where **Payden’s Port** stands).

## **Northern Coasts and Steppes**

The **Linn** hold the north coasts and raid down the Yloka into the Aberderrin and Dolmis. The Violet Steppes Meadows (**Ykrul** and **Vilikari** frontiers) lie northwest above Ecktoria and Acasia.

## **Eastern Woods and Hills**

Across the Aberderrin from the Mistlands stands the **Valewood**. South along the Dolmis coast are the **Aelinnel** lands; further south roll the **Aelaerem** hills.

### 3 Core Travel Procedure

For each **leg** of a journey, draw 3–4 cards using the decks for your destination and controlling authority.

- **Spade** from the **destination deck**: sets the scene (place).
- **Heart** from the **destination deck**: introduces the local actor or faction.
- **Club** from the **Wilds** (general hazards) or destination (if strongly policed): brings pressure.
- **Diamond** from the **authority that gates the route**: papers, escorts, rights, or exceptions.

Set a travel clock by the highest rank (2–5⇒4 • 6–10⇒6 • J/Q/K⇒8 • A⇒10). On success, advance to the next leg; on failure, mark delay, debt, or diversion and resolve a consequence in the fiction.

#### Mode rules

- **Sea legs (Amaranthine/Dolmis/Aberderrin)**. If Theona or Valewood *9s* show up anywhere in the seed, add an omission or taboo to the leg (a missing step, an unsaid name). Linn **Club** draws tend to add booms, fog, or muster.
- **Passes Underways (Aeler)**. Any *A* may convert a surface route to an under-route. **Diamond** from Aeler always codifies outcomes—no roll—for sealed doors, breath time, and escorted segments.
- **Rivers**. Bridges, booms, and law in Ecktoria/Viterra; reed-mazes and bell-lines in Mistlands/Linn waters.
- **Frontier blends**. When origin and destination disagree on law, draw two **Diamonds** (one from each law) and choose which you will be judged by at the end of the leg.

### 4 Route Modules

#### 4.1 Amaranthine Coastway

Kahfagia → Ecktoria → Acasia → Marcott (Vhasia) → Fairport (Viterra).

- Draw **Spade+Heart** from the *port you are entering*.
- Draw **Club** from the Wilds (gales, quarantine, harbor booms).
- Draw **Diamond** from the *port's deck* (permits, berths), or *Kahfagia* if convoy/lantern law applies.

*Note:* **Silkstrand** is Acasia's sole metropolis and a major trading hub; even land caravans hazard the marches to reach it.

#### 4.2 Astroegro Straits

Thepyrgos controls the hinge between seas.

- Draw **Spade+Heart** and **Club** from *Thepyrgos* (stairs, boom, synod).
- Draw **Diamond** from *Thepyrgos* (harbor pass, crane allotment).
- Switch to Dolmis/Amaranthine modules once the boom is lowered.

### 4.3 Dolmis Circuits

Fairport (Viterra) → Theona (Three Greens) → Ubral fjords → Aelinnel west shore.

- **Spade+Heart** from destination; **Club** from *Linn* or the Wilds; **Diamond** from *Theona* when island custom matters.

### 4.4 Aelerian Passes Underways

Vhasia/Viterra/Ubral south slopes → Aeler gates → Mistlands.

- **Spade+Heart** and **Club** from *Aeler*; **Diamond** from Aeler (Underway Pass, Key-Writ, Breath Time).

### 4.5 Shadow Corridors

**Thin Shore (Valewood east coast)**: risky misted corridor north–south toward Zakov.

- **Spade** from Valewood, **Heart** from Mistlands (or Valewood), **Club** from Mistlands (wraiths, bell-line failures), **Diamond** from either Mistlands (Ward-salt, Lantern Writ) or Valewood (Way-cord, Truce-bough) depending on which law you invoke.
- Rule of 9s: any 9 in the seed adds an omission.

**Green Gate hops (Aelinnel)**: tide-timed arches.

- **Spade+Club** from Aelinnel (tides, geasa), **Diamond** from Aelinnel (Tide-path Key, Host-rights).

### 4.6 River Roads

**Belworth**: forms the boundary between Vhasia and Viterra. Twin ports at the mouth (Marcott and Fairport); at mid-reach **Tarlinton Falls** requires lift/portage up to the plateau town. The **Lence** joins here from Vhasia. Use Viterra for east-bank audits/bridges, Vhasia for west-bank politics. **Yloka**: raids run down from the north into the Aberderrin and Dolmis—overlay *Linn Clubs* and draw destination for **Spade+Heart**. **Acasian rivers**: hazardous but profitable approaches to Silkstrand; use *Acasia Clubs* (feuds/levies/curse) and **Diamonds** (condotta, bridge rights).

### 4.7 Steppe Frontiers (Violet Steppes Meadows) (Violet Steppes Meadows)

Ykrul ↔ *Vilikari* ↔ *Ecktoria*/*Acasiaborders*.

**Spade** from the road you ride (Wolf Road or Foedus Stone), **Heart** from the counterpart (envoys, comitatus), **Club** from Wilds or frontier decks (rasputitsa, hostage protocol, foedus recall), **Diamond** from either *Ykrul* (paiza, remounts) or *Vilikari* (foedus seal, bench-right).

## 5 Gateways Control Points

Gate	Deck (Spade/Heart)	Diamond Source	Typical Leverage
Qeresh-on-Sea (Kahfagia)	Kahfagia	Kahfagia	Convoy letter; lantern-law warrant; pilotage token.
Ecktoria Capital Port	Ecktoria	Ecktoria	Berth priority; coin-house credit; procession permit.

Gate	Deck (Spade/Heart)	Diamond Source	Typical Leverage
Silkstrand	Acasia	Acasia	Sole metropolis; Exchange floor; condotta; watergate priority; caravan corridor.
Marcott	Vhasia	Vhasia	Letters patent; safe-conduct; fairground precedence.
Fairport	Viterra	Viterra	Customs seal; ferry priority; Dawn escort.
Tarlington Falls (plateau lift)	Viterra	Viterra	Lift priority; bridge/portage pass; County Thing ruling.
Thepyrgos (boom)	Thepyrgos	Thepyrgos	Harbor pass; crane allotment; Synod indulgence.
High-Mist Pass	Aeler	Aeler	Underway pass; Key-Writ; Breath time allotment.
Payden's Port	Mistlands	Mistlands	Lantern writ; ward-salt; wraith indemnity.
Thin Shore (Valewood)	Valewood	Valewood/Mistlands	Way-cord; dew-mirror; lantern writ.
Green Gate (Aelinnel)	Aelinnel	Aelinnel	Tide-path key; host-right bough; salt license.
Ubral Passes	Ubral	Aeler/Ubral	Vurim pass-ring; hill-fort shelter writ; guide's braid.
Thing-holm (Linn)	Linn	Linn	Thing ruling; harbor-green; escort writ.
Foedus Stone (March)	Vilikari	Vilikari/Ykrul	Foedus renewal; remount allotment; hostage treaty.
Zakov Roadstead	(Local)	Theona/Linn	Raid-truce ribbon; whale-road escort; market immunity.

## 6 Special Rules Taboos

### Theona Valewood 9s

Whenever a *9* appears in a seed involving Theona or Valewood, add an omission: a missing step, an unsaid name, an unseen guest. If the *9* is a **Diamond**, you may break the taboo once—someone will come to collect.

### Aeler Aces

An *A* can rewire routes beneath the mountains. You may swap your **Spade** to Aeler (keeping the other seed cards) and continue under-vault procedures.

### Echoing Omens

Any *A* adds a motif you can echo later (ash on the wind, a bell heard underground, a landmark that returns elsewhere). Make the world feel like it remembers.

## 7 Worked Itineraries

### A) West-to-East Coastal Haul (Kahfagia → Viterra)

#### Leg 1: Qeresh-on-Sea → Ecktoria

**Seed:** Ecktoria **Spade** (Aqueduct arcades), Ecktoria **Heart** (Coin-house factor), Wilds **Club** (gale), Kahfagia **Diamond** (convoy letter).

**Clock:** 6. **Read:** cross under coin-house eyes with convoy priority; bad weather strains schedules.

#### Leg 2: Ecktoria → Silkstrand

**Seed:** Acasia **Spade** (Three-Queens Bridge), Acasia **Heart** (Dyers' Guildmistress), Acasia **Club** (loom strike), Acasia **Diamond** (Exchange pass).

**Clock:** 6–8 depending on unrest.

#### Leg 3: Silkstrand → Marcott

**Seed:** Vhasia **Spade** (Pont-du-Tithe), Vhasia **Heart** (Parlement clerk), Vhasia **Club** (coin rumor), Vhasia **Diamond** (letters patent).

#### Leg 4: Marcott → Fairport

**Seed:** Viterra **Spade** (Fairport tideworks), Viterra **Heart** (shipwright), Linn **Club** (boom lifts), Viterra **Diamond** (customs seal).

**Clock:** 6.

### B) Acasia → Mistlands (Forgotten Pass + Under-Gate)

#### Leg 1: Silkstrand → Aeler Gate

**Seed:** Aeler **Spade** (Avalanche gallery), Aeler **Heart** (Geometer), Aeler **Club** (Engineer requisition), Aeler **Diamond** (Underway Pass).

#### Leg 2: Gate → Mistlands

**Seed:** Mistlands **Spade** (Bell-Line levee), Mistlands **Heart** (Bell-warden), Mistlands **Club** (wraith crossing), Mistlands **Diamond** (Ward-salt).

### C) Thin Shore → Zakov Corridor

#### Leg 1: Payden's Port → Thin Shore

**Seed:** Valewood **Spade** (Green lane), Mistlands **Heart** (Protectorate clerk), Mistlands **Club** (bell failure), Mistlands **Diamond** (Lantern writ).

#### Leg 2: Thin Shore transit

**Seed:** Valewood **Spade** (Unfound stile), Valewood **Heart** (Path-warden), Valewood **Club** (Sweet wind), Valewood **Diamond** (Way-cord).

Rule of 9s applies.

#### D) Frontier Mediation (Ykrul ↔ Vilikari)

Leg: Foedus Stone parley

**Seed:** Vilikari **Spade** (Foedus Stone), Ykrul **Heart** (Noyan envoy), Wilds **Club** (rasputitsa), Vilikari **Diamond** (Foedus Renewal).

**Blend:** also draw a Ykrul **Diamond** (Paiza). Choose which law saves your schedule.

### 8 Pace, Clocks, and Consequences

- **Road/river leg:** 6-segment clock; +2 segments if crossing a law boundary (new passports, new prayers).
- **Sea strait/mountain pass:** 8-segment clock; −2 segments if you spend a **Diamond** that codifies priority (pilotage, pass, convoy).
- **Shadow corridor:** 6-segment clock; on any *A*, add a free omen to echo later.
- **Failure defaults:** delay (lose time; an enemy advances), diversion (alternate route; new **Club**), or debt (promise, fine, or favor owed to the authority that controls the gate).

### 9 Appendix A: Nomenclature (Quick Canon)

- **Kahfagia** — western convoys lantern law.
- **Ecktoria** — central peninsula; coin-houses forums.
- **Acasia** — broken marches; **Silk-strand** the sole metropolis and Amaranthine hub.
- **Vhasia** — fractured sun; Marcott at the Belworth mouth.
- **Viterra** — last kingdom; Fairport at the Belworth mouth; Tarlington on the falls.
- **Ubral** — stone between spears; passes to the Dolmis NW.
- **Thepyrgos** — stairs, synod, and the Astroegro Straits.
- **Aeler** — crowns under-vaults across the Aelerians.
- **Mistlands** — bells, salt, and breath; Payden's Port.
- **Valewood** — empire under leaves; thin shore.
- **Aelinnel** — stone, bough, and bright tide-gates.
- **Aelaerem** — hearth hollow across rolling downs.
- **Linn** — skerries storm-oaths; the Yloka road.
- **Ykrul** — wolf standards winter camps.
- **Vilikari** — laurels longhouses.
- **Amaranthine Sea** — western sea.
- **Dolmis Sea** — inner sea to the east.
- **Aberderrin Sea** — northeastern basin.
- **Astroegro Straits** — hinge between seas.

*Use this as a GM screen: deal the leg, say the place, introduce the actor, let the pressure bite, and hold the leverage card visible. When a **Diamond** is played, the world moves.*