








## Landmark Die

Icon	Meaning
	Nothing
	Encampment
	Town
	City
	Settlement
	Discovery

## Biome Die

Icon	Meaning
	Forest
	Mountain
	Lake
	Open Land
	Same as closest biome
	Same as closest biome

# Using your Dice

The custom Cartograph dice serve primarily as the dice you will acquire and lose from your dice pool throughout play. You may still like to have some ordinary six sided die to roll on tables, or alternatively, consult the table below to get numerical values from the custom dice. On the other side of this card you'll find a table to reference during play.

## Temporary Dice

During a game of Cartograph, you may acquire temporary dice. When you acquire these dice, you should decide immediately if you want them to be biome or landmark die, then take the appropriate die from your supply. Then, in step 1 of the rest phase, remove those die from your pool. If you gain a large sum of temporary dice at once, it may be helpful to jot down what dice you must remove in the following rest phase.

## Rolling on Tables

To get a numerical value from the custom dice, you should only use landmark dice and consult the table here.

	1
	2
	3
	4
	5
?	6