

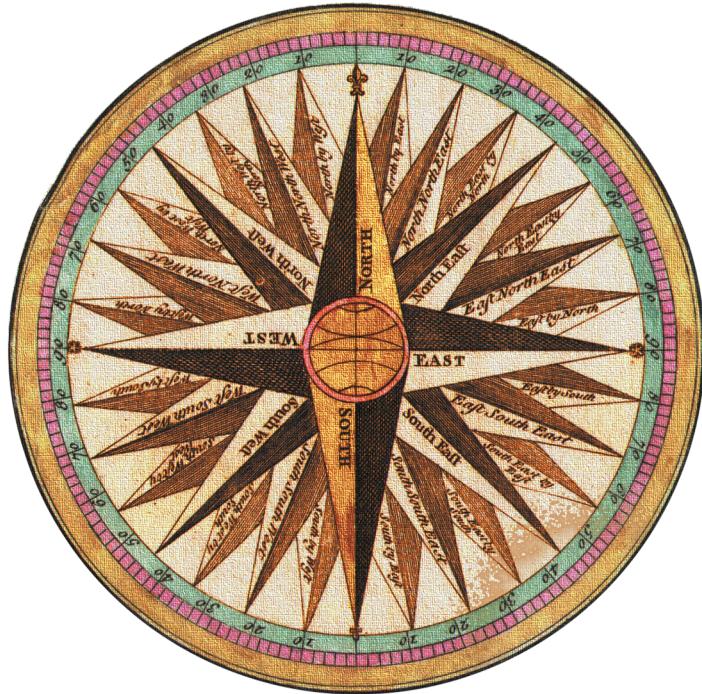
# Cartograph

## Atlas Edition

A solo roleplaying game of mapmaking  
and discovery

By Brandon Lee





# Cartograph

## Atlas Edition

Created by Brandon Lee

**Created by Brandon Lee @ The Ravensridge  
Emporium**

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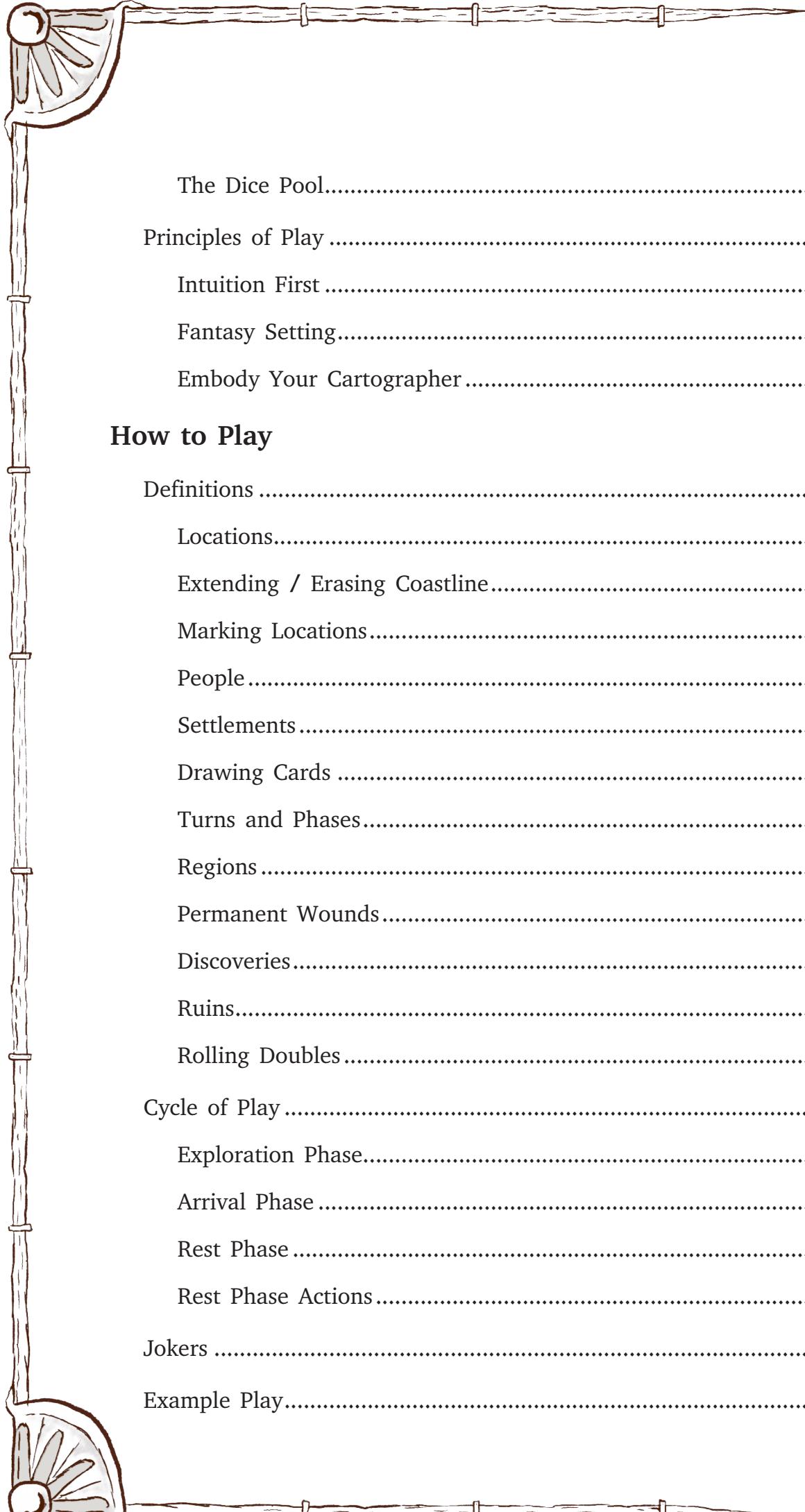
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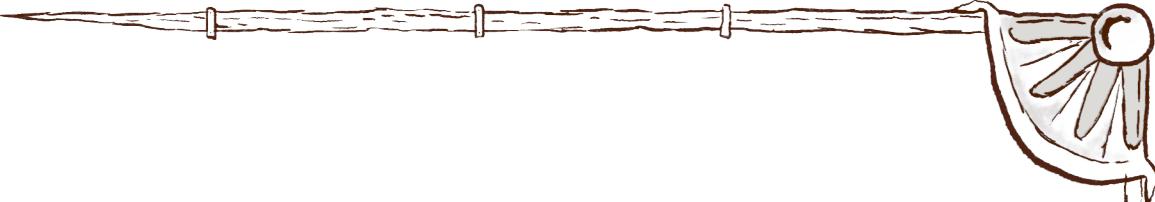
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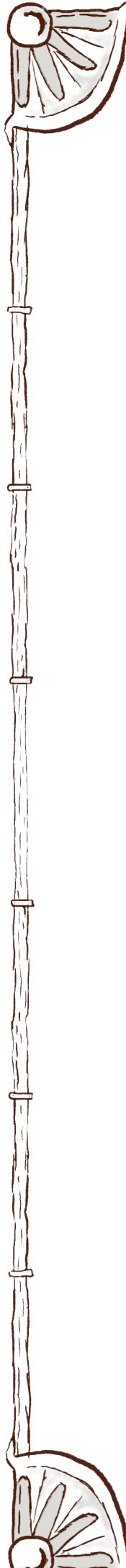
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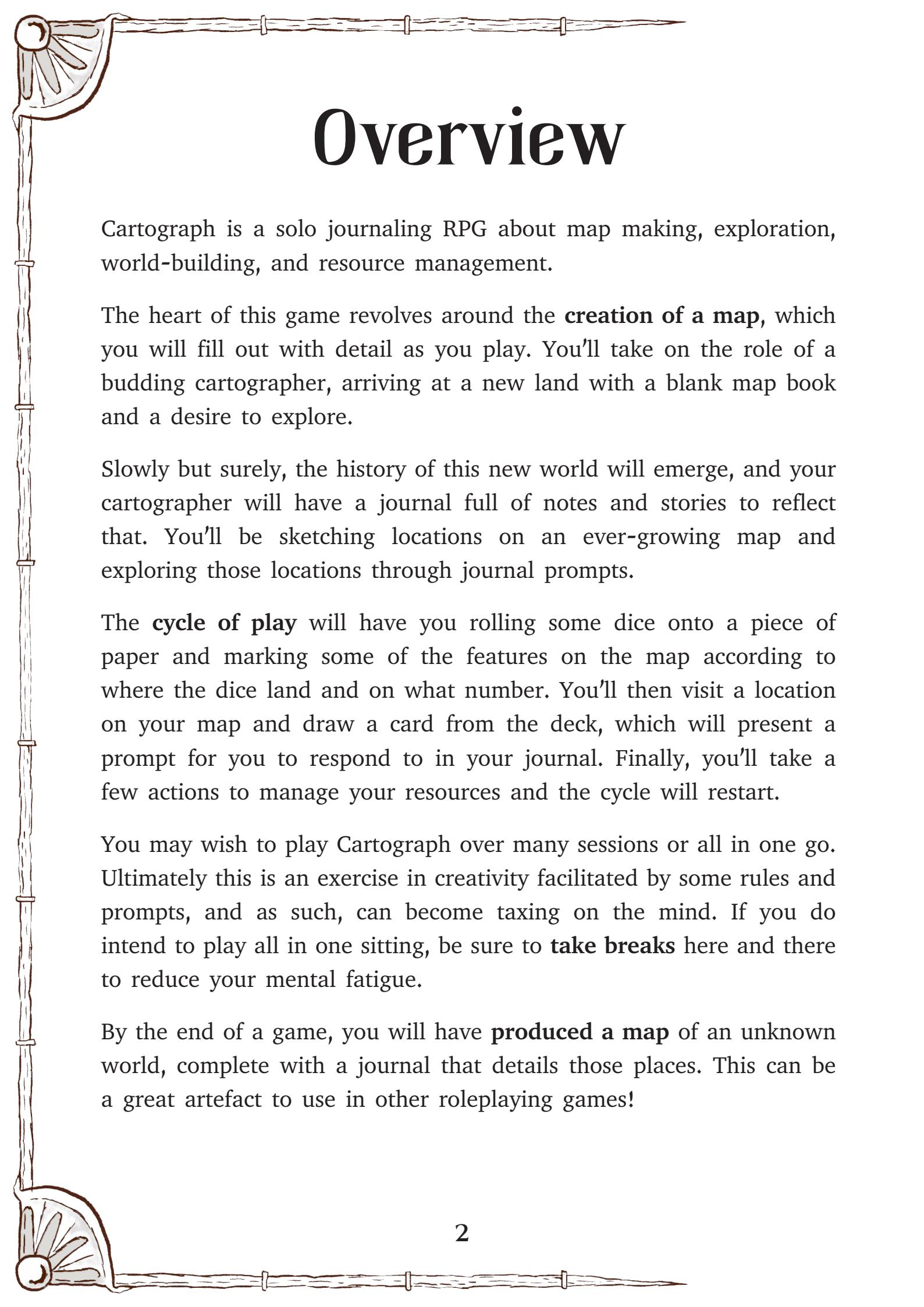
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# What is Cartograph?



# Overview

Cartograph is a solo journaling RPG about map making, exploration, world-building, and resource management.

The heart of this game revolves around the **creation of a map**, which you will fill out with detail as you play. You'll take on the role of a budding cartographer, arriving at a new land with a blank map book and a desire to explore.

Slowly but surely, the history of this new world will emerge, and your cartographer will have a journal full of notes and stories to reflect that. You'll be sketching locations on an ever-growing map and exploring those locations through journal prompts.

The **cycle of play** will have you rolling some dice onto a piece of paper and marking some of the features on the map according to where the dice land and on what number. You'll then visit a location on your map and draw a card from the deck, which will present a prompt for you to respond to in your journal. Finally, you'll take a few actions to manage your resources and the cycle will restart.

You may wish to play Cartograph over many sessions or all in one go. Ultimately this is an exercise in creativity facilitated by some rules and prompts, and as such, can become taxing on the mind. If you do intend to play all in one sitting, be sure to **take breaks** here and there to reduce your mental fatigue.

By the end of a game, you will have **produced a map** of an unknown world, complete with a journal that details those places. This can be a great artefact to use in other roleplaying games!

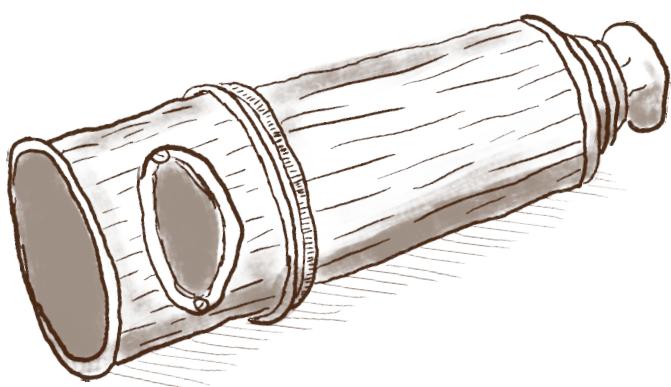
# What You Need

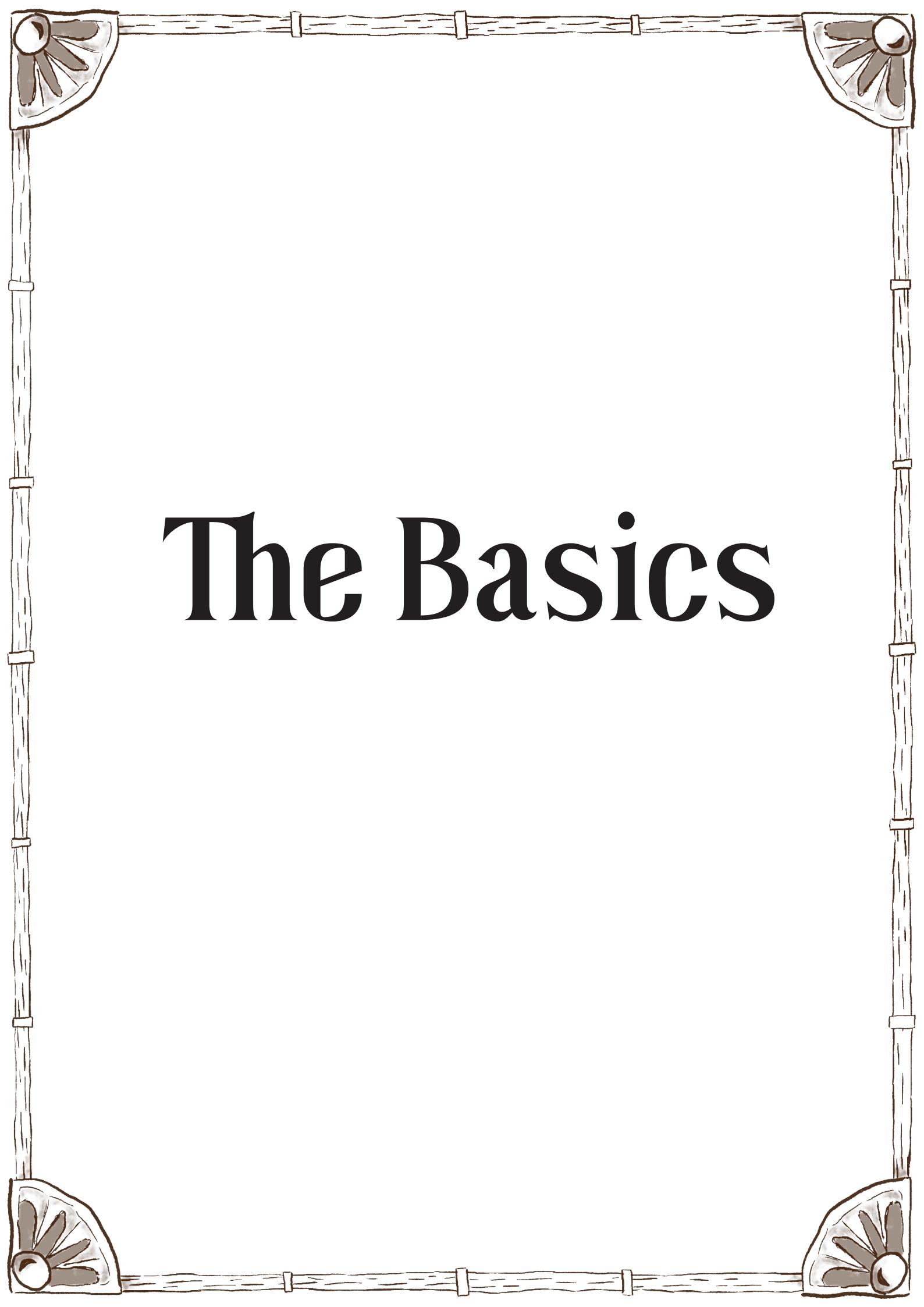
To play Cartograph, you'll need the following supplies:

- A pencil and an eraser.
- Paper for your map (or print out the blank map on **page 86**).
- A place to take your journal notes and record your resources.
- A standard deck of playing cards (including the jokers).
- A collection of six-sided dice, ideally equal amounts of three different colours. Three to four of each should be enough.
- A twenty-sided die and a twelve-sided die for random tables.

You can scan the **QR code** at the start of this book to download digital files of the game and game-sheets.

This book refers to **landmark**, **biome**, and **temporary** dice regularly. You'll want to denote which colour die refers to each. I like to use blue dice for landmarks, white for biomes and clear for temporary. It doesn't matter what colour dice you choose, as long as you can distinguish between the three types. You may wish to notate a dice legend in your journal to keep track of this.





# The Basics



# Setup

To begin, first find a comfortable spot with space to roll dice and to write.

**Start with 1 landmark die and 3 biome dice.**

These dice form your initial **dice pool**. Set the remaining dice aside for now. Shuffle the playing cards and set them aside too. Finally, at the start of your journal, start by marking a spot to track your **coin**, **wares**, **reputation**, **food**, **items**, **wounds**, and a spot to fill out a few details about your **cartographer**. Alternatively, print out a copy of the character sheet provided in this book ([page 88](#)).

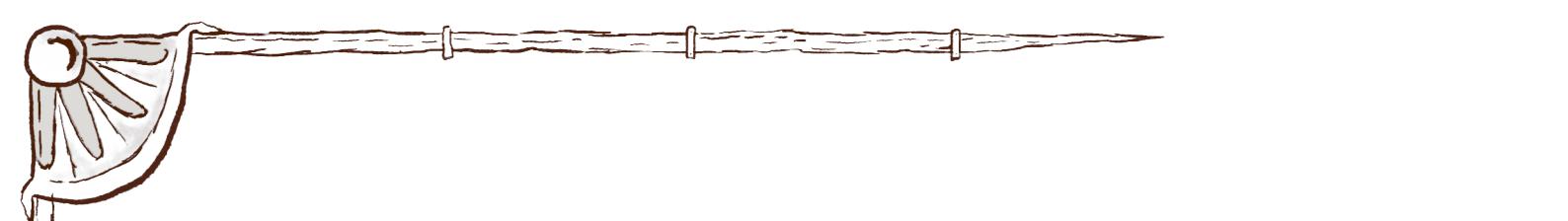
# Your Cartographer

Before starting the cycle of play, you'll need to know who you are embodying as you traverse the unknown.

To create your cartographer, first mark your starting resources. **You start the game with 1 food, 1 ware, 1 coin, and your reputation starts at 0.**

Then, follow the steps below, detailed over the next five pages:

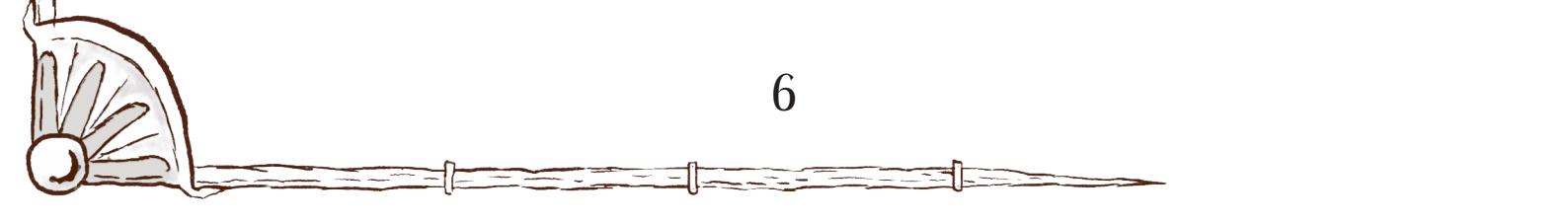
1. Choose a name and pronouns.
2. Choose a value and disposition.
3. Choose a specialisation.
4. Roll for a background.
5. Choose two characteristics.



# Name and Pronouns

The first thing you should do when creating your cartographer is to pick a name and choose their pronouns. Roll **1d20** twice on the name table below for a first and last name, or come up with your own.

Roll	First	Last
<b>1</b>	Astrid	Kalet
<b>2</b>	Rajesh	Slate
<b>3</b>	Cavalan	Lavelle
<b>4</b>	Parick	Thane
<b>5</b>	Elyre	Sevesh
<b>6</b>	Veilie	Cyprus
<b>7</b>	Tomor	Bottrelle
<b>8</b>	Jovar	Yaw
<b>9</b>	Yana	Galway
<b>10</b>	Timpkins	Adkar
<b>11</b>	Harlow	Presh
<b>12</b>	Lusctelle	Bates
<b>13</b>	Kerrigan	Stormjoy
<b>14</b>	Glesi	Yukai
<b>15</b>	Arley	Delacroix
<b>16</b>	Leland	Mc'Mullen
<b>17</b>	Sidney	Skye
<b>18</b>	Mateo	Juma
<b>19</b>	Max	Chen
<b>20</b>	Art	Soma



# Value and Disposition

Next, you'll want to determine their **disposition** and a **value** they hold. Their disposition informs a general tone in which they interact with the world, and their value shows you what is important to your cartographer. Select or roll on the value and disposition table below, or come up with your own.

Roll	Disposition	Value
1	Impatient	Wealth
2	Sarcastic	Permanence
3	Arrogant	Tradition
4	Untrusting	Nature
5	Excitable	Notoriety
6	Awkward	Knowledge
7	Cynical	Beauty
8	Jovial	Love
9	Grumpy	Altruism
10	Unimpressed	Safety
11	Focused	Thrill
12	Curious	Affirmation
13	Amused	Challenge
14	Defensive	Honour
15	Cowardly	Experience
16	Impulsive	Law
17	Talkative	Attention
18	Assured	Freedom
19	Soft	Justice
20	Audacious	Generosity

# Specialisation

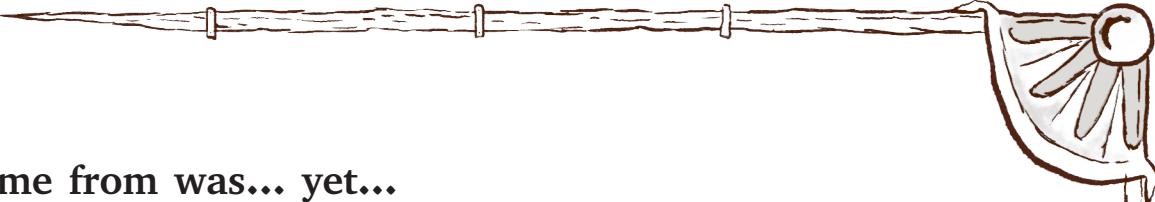
Your cartographer is no stranger to the field of map-making. As such, their skills have culminated in a specialisation. Select or roll one from the table below.

Roll	Specialisation	Bonus
<b>1</b>	Historian	Start with 1 extra landmark die, and 1 less biome die.
<b>2</b>	Explorer	Start with 2 temporary dice.
<b>3</b>	Collector	Start with 1 random item. See <b>page 52</b> .
<b>4</b>	Doctor	Start with 1 extra wound slot.
<b>5</b>	Nomad	Start with 1 extra biome dice.
<b>6</b>	Scientist	Start with 4 extra coin.

# Background

Before your cartographer journeyed to this new land, they had a rich life full of aspirations, friends, foes, and adventure. Roll on the tables on the **next page** to define where they came from, or create your own background.





The land I came from was... yet...

Roll	Condition	Descriptor
1	Advanced	Wild
2	Thriving	Gloomy
3	Dangerous	Expansive
4	Destitute	Isolated
5	Controlled	Small
6	Depleted	Beautiful

I decided to leave because...

Roll	Reason
1	My company asked me to take on this expedition.
2	A catastrophe forced me to abandon my home.
3	I saved enough coin to fund my dream of exploration.
4	I am looking for someone lost in this new land.
5	I had a vivid dream that compelled me toward adventure.
6	I am following clues left by a late family member.

But I left behind...

Roll	Reason
1	A lifelong companion.
2	A substantial debt.
3	An unresolved problem.
4	A position of power.
5	A loving family.
6	My entire identity.

# Characteristics

Finally, it helps to know what your cartographer looks like. Roll **1d20** on the table below to get two features and two appearances, or come up with your own.

Roll	Feature	Appearance
<b>1</b>	Prominent facial hair	Fine leather cloak
<b>2</b>	Wide, flat nose	Breastplate with intricate etchings
<b>3</b>	Graceful, elegant posture	Faded, patchy cape
<b>4</b>	Small, beady eyes	Covered in satchels and pockets
<b>5</b>	Missing hand	Obnoxious hat
<b>6</b>	Vicious scar	Mechanical contraption on back
<b>7</b>	Calloused, bare feet	Intricate glasses
<b>8</b>	Snaggle-toothed smile	Overflowing scrolls
<b>9</b>	Long, beautiful hair	Wide, flowing sleeves
<b>10</b>	Different coloured eyes	Face-covering headdress
<b>11</b>	Deep forehead wrinkles	Well-worn robes
<b>12</b>	Many body piercings	Lantern-hung staff
<b>13</b>	Exotic hair colour	Religious adornments
<b>14</b>	Bulky, large frame	Antique briefcase
<b>15</b>	Wide, pointed ears	Covered in spilled ink
<b>16</b>	Broad, sharp chin	Elaborate jewellery
<b>17</b>	Blueprint style tattoos	Small, terrifying pet
<b>18</b>	Thin, pale lips	Pristine gloves
<b>19</b>	Tanned, strong forearms	Covered in belts and buckles
<b>20</b>	Crooked, long fingers	Immaculately clean gown

# Opening Scene

Before getting into the game proper, you may like to know how exactly you came to this new land, and what complications you faced in doing so.

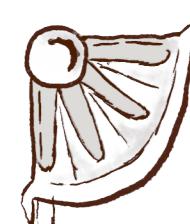
Roll on the below tables and make a short journal entry answering the prompt and detailing your voyage to this new place.

**My voyage to the new land was by way of...**

Roll	Descriptor	Mode
1	Magical	Vehicle
2	Mysterious	Portal
3	Oceanic	Accident
4	Airborne	Guide
5	Underground	Mechanism
6	Dangerous	Voyage

**The journey was...**

Roll	Reason
1	Complicated and strange. <b>What left you bewildered?</b>
2	Filled with glorious sights. <b>What filled you with awe?</b>
3	Perilous and rife with loss. <b>What important thing was lost?</b>
4	Catastrophic and violent. <b>What led to the catastrophe?</b>
5	Peaceful and bonding. <b>Who did you grow close with?</b>
6	Painful and marred with betrayal. <b>Who broke your trust?</b>



# Resources

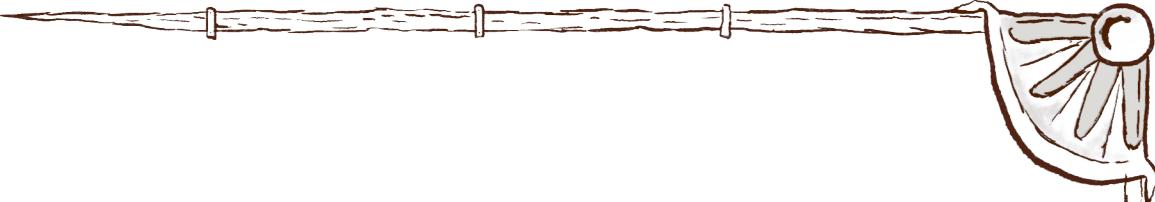
Throughout the game, your cartographer will be acquiring and losing a variety of resources as you respond to prompts and take actions during the rest phase. You'll need to keep track of these in your journal as you go. Each resource will be detailed over the next few pages.

## Reputation

Your reputation is an abstraction of how well-known you are becoming in the new land, and in what way. If it is a **negative value**, you are seen as an uninvited guest to the land. If it is a **positive value**, your presence is welcomed. You may wish to consider your reputation when responding to a prompt. Additionally, you may wish to consider your reputation as a measure of how proficient you are as a cartographer.

**Reputation modifies the cost of items:** When you take the shop rest action, each item costs 1 coin less for each reputation you have. For example: if you had -3 reputation, items cost 3 more coin to purchase. If you had 3 reputation, however, items would cost 3 fewer.

**Reputation can be spent to re-roll your dice:** When you roll your dice in the exploration phase, you may lose 1 reputation to re-roll any number of your dice. You may do this any number of times, so long as you have 1 or more reputation to lose for each re-roll.



# Wounds

Wounds are short sentence fragments that describe an injury, physical or otherwise, that your cartographer has sustained on their journey. You start with **3** wound slots; if your cartographer must take a **wound and has no slots to do so**, your cartographer perishes and the game is over.

When you receive a wound, write a sentence fragment stating what injury has occurred. For example: "shattered forearm". See **page 83** for inspiration.

# Coin

Coin is a numerical abstraction of wealth or currency. You might wish to think about what this land uses as currency, or you may wish to simply leave it abstract. See **page 81** for inspiration.

Coin is used to **take additional actions** in the rest phase, **buy items**, and **converse with locals**.

# Wares

Wares represent the various commodities and goods you may acquire throughout play. You can carry a **maximum of 5 wares** at any given time, though some items may give you more space. Wares are tracked by a numerical value, however you may wish to instead write what you are transporting, such as: "Greyberry wine". See **page 80** for inspiration.

Wares can be **sold at settlements** for coin and primarily serve as a way to make money or **converse with locals**. When you enter a settlement, you determine its **ware value**, which is how much coin they are willing to pay for your wares.

# Food

Food represents your stockpile of nourishment. There is no limit to the amount of food you can carry, so hoard away.

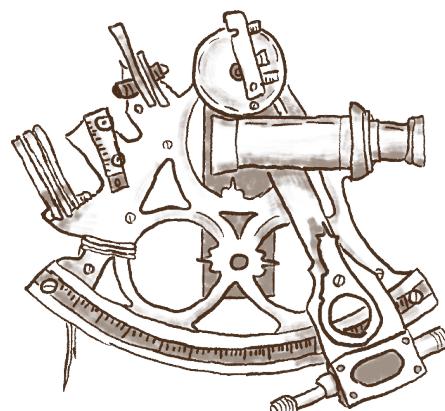
Food is your primary way of **replenishing dice** when in the wilderness and **travelling to distant locations**.

# Items

Items are **significant boons** to your cartographer. They usually offer powerful bonuses that help you fill out your map quicker, aid in resource management, or keep your cartographer out of harm's way. You **cannot carry duplicates** of the same item. If you are instructed to **acquire a random item**, simply draw and discard the top card of the deck and consult the item table on **page 52**.

Items have non-descriptive names by design. You should think of a **descriptive name** for an item when you take it, that fits with the land you have created. For example, maybe the people of this settlement ride **3-legged goats** around, so your “animal mount” might be a **3-legged goat**.

Items are **granted by prompts** or by taking the **shop action** in the rest phase.



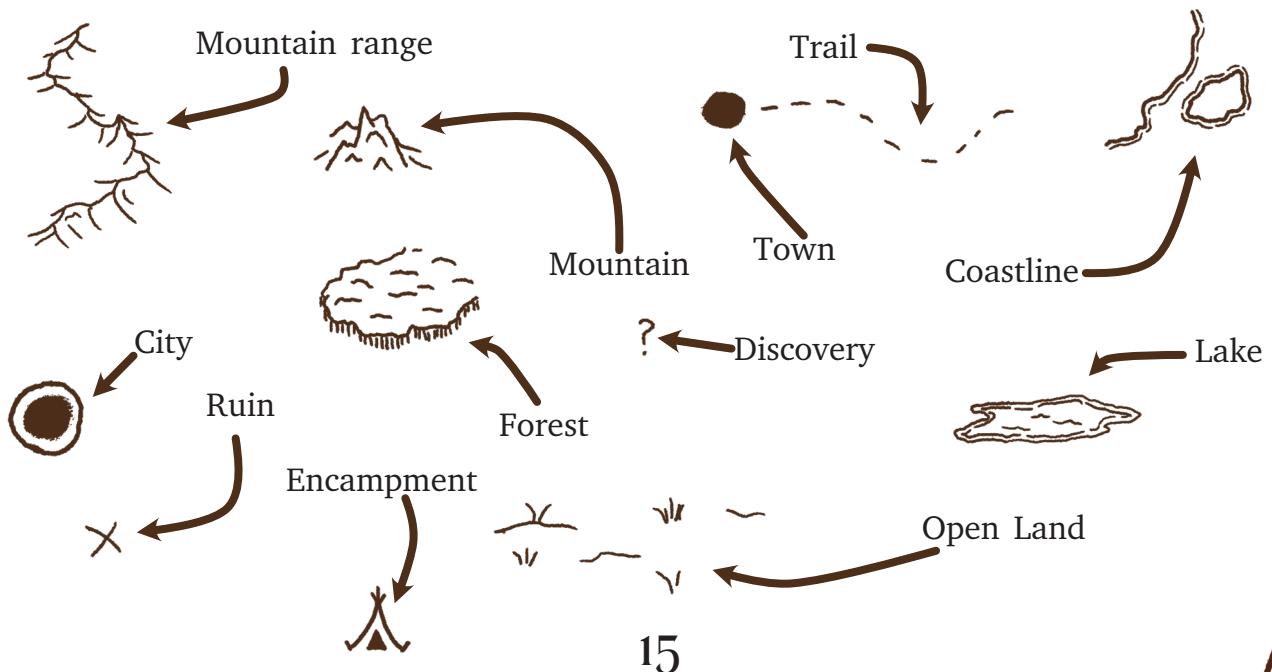
# The Map

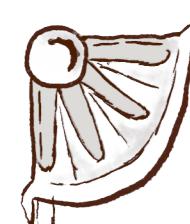
You'll be asked to fill out your map a lot as you play, but the specifics on how you do that are not defined. This is intentional. Art is a personal expression; it doesn't matter if you are an accomplished artist or a stick-figure connoisseur, your map will be wonderful and wholly yours all the same.

During the exploration phase, you'll be rolling your dice pool onto the paper. Wherever the dice land dictates where that feature of the map is located. **Don't be beholden to this!** If you've already established a coastline, and a biome dice rolls into the middle of the ocean, **you can move it** to somewhere more appropriate. You **cannot** disregard a dice entirely, however.

It could offer an interesting part of your world too. Why are there pine trees jutting out of a stormy sea? How is there a desert in the middle of the ocean?

You should **draw your map in pencil**, as you may be erasing and redrawing features as you learn more about them. Below are some examples of how you could draw these elements if you are stumped.





# The Journal

The journal is your logbook cataloguing the various wonders your cartographer discovers as you play. Generally, you make a journal entry when responding to a prompt, but if the inspiration takes you, feel free to notate more. You may wish to write a paragraph on the **rest actions** your cartographer takes as they make their way through bustling thoroughfares to find an inn for the night, or haggle with a four armed salesman for that particularly shiny relic.

When writing journal entries, try to keep things brief. **No more than a paragraph** tends to work best, otherwise the flow of play begins to slow and it can become tedious rather than fun. If you find the journaling aspect to be tiresome, write less! **Even a sentence can be plenty.** If you'd prefer not to do any journaling at all, see [page 42](#) for non-authoring rules.

When responding to prompts, you should consider:

- the **reputation** of your cartographer
- what **wounds** they have sustained
- the **places** they have been so far
- The **mechanical** reward of the prompt
- the **people** they have met.

These things can offer **narrative context** and are a great jumping point for a prompt response. Each experience serves to weave a greater story about the world you have found yourself in, so if you need inspiration, look to the map you are creating.

# The Prompts

Whenever you visit a location, you'll be presented with a prompt. These prompts aim to give you a starting point in detailing the location and will end with a question or two. You should aim to answer each question in your journal entry, and fill out as much extra detail as you like.

After the questions, most prompts will display a **mechanical effect in bold**. This is generally gaining or losing resources, but some are different. Some offer you a choice between two effects. If you cannot fulfil the conditions of a choice, you cannot select it. For example, if the choice was: **lose 1 food and gain 3 biome dice** but you didn't have any food to lose, you couldn't take that option to gain 3 biome dice.

Some prompts may give a benefit or detriment when the next specified phase occurs. This effect **only happens once** and occurs the **very next time the indicated phase starts**. For example, **lose 1 action in your next rest phase** would result in the player only having 1 action to perform in that same turn's rest phase. The player would have 2 actions in the following rest phase, as per normal.

Prompts for biome dice will imply a **sub-biome** to add variety to the general biomes on the exploration table. Once you visit and draw a prompt for a biome, you may wish to erase and redraw the biome to better reflect its sub-biome. For example, the prompts for the Open Land biome may imply a tundra, swamp, desert or many other such areas of open land.



# The Dice

The dice are integral to Cartograph, and represent the landmarks and biomes your cartographer will learn about as they explore. More specifically, these dice represent locations your cartographer has seen, heard about, or otherwise learned of their existence.

**Landmark dice** mark settlements on your map, which are generally favourable locations.

**Biome dice** mark natural environments that define the landscape.

When rolling dice onto the map page, the values of the dice will indicate a **general** location, such as a forest, a discovery, a city, etc. It is only when you choose to visit these locations that you will uncover further details of that place. For example, you may roll “Open Land” on a biome dice. Later, when you choose to visit this location, it is revealed that the open land is a fetid swamp filled with rotten trees.

**Temporary dice** are special dice you may acquire on your journey. You may treat these dice as either landmark or biome dice when you roll them. Your choice!

## The Dice Pool

During play, you will be rolling dice from your dice pool directly onto your map. This is the primary way the map gets filled out with detail. Some prompts or actions may let you gain more dice. Whenever this happens you simply take the appropriate colour dice from your supply and add them to your pool of dice. Whenever you would lose a die, you lose it from your dice pool and return it to your supply.

# Game End

The game can end in a number of ways, some positively and others not so. The game will end if:

- your cartographer **must take a wound and has no slots** to do so
- you draw your **third joker of the same colour**
- you **run out of dice**.

These represent a **negative end** to your cartographer's expedition.

If you manage to **name 10 locations** on your map, and have at least **one complete coastline**, your cartographer retires and has finished their journey.

A **complete coastline** is defined by a single, unbroken coast stretching from **one page edge to another**, or by a **fully enclosed island**. If your complete coastline surrounds an island, it must have **at least 5 named locations** on it. In other words, your island must be of significant size, otherwise this condition could be filled from a single landmark die being surrounded by coastline.

You may wish to change the **number of locations** you need to name to win depending on how long you want your game to be. Try **6 locations** for a short game, or **15 locations** for a long one.

Sometimes, the game will end and you'll have a half-finished map on your hands. That's okay! You can always return to the map and finish it at your leisure.



# Principles of Play

Here are some general principles you should keep in mind when playing Cartograph. This is simply a collection of advice collated over many games of Cartograph, but they are just that: advice. Ignore any and all of the suggestions here if you wish.

## Intuition First

There are occasionally situations in Cartograph where the rules dictate a nonsensical outcome, or an idea comes to you that isn't stated by the rules. Sometimes, creativity is best served by those constraints but sometimes it is better to put the rules aside for a moment, and **go with your gut**. That biome dice indicates a lake in the middle of the ocean? Maybe shift it inland. A prompt tells you of a snowy city in the middle of a desert? Maybe it's not a snowy city after all.

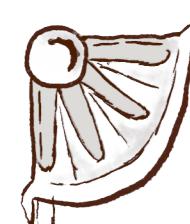
## Embody Your Cartographer

It goes without saying, but try to view everything through the lens of your cartographer. Inject their demeanour and value as often as you can into your journal. Remember their background to contextualise their story, and importantly, remember that they are an interloper into this land. This place is alien and unfamiliar.

## Fantasy Setting

Cartograph is built to create fantasy worlds. That isn't to say that magic **must** exist in your world, but it's likely that it does. If you wish to utilise Cartograph for other genres, see **page 46**.

# How to Play



# Definitions

This section will define some common terms used in the game. If you are ever confused about a rule, check this section first!

## Locations

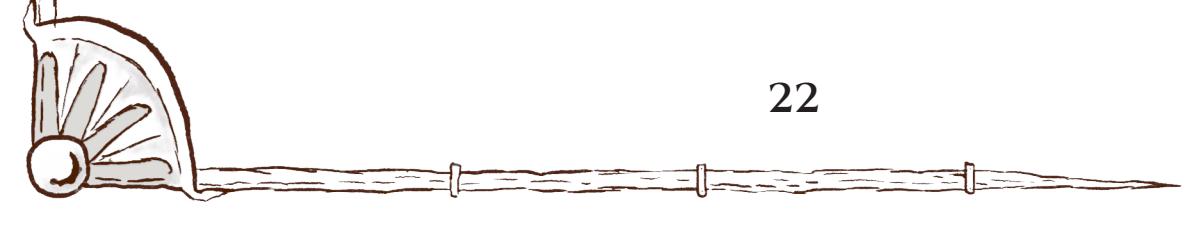
A location is any point of interest you've drawn on your map from a dice roll or prompt. This could be a settlement or mountain range. This can be a named location or one you have yet to visit. The only drawings that don't count as locations are coastlines.

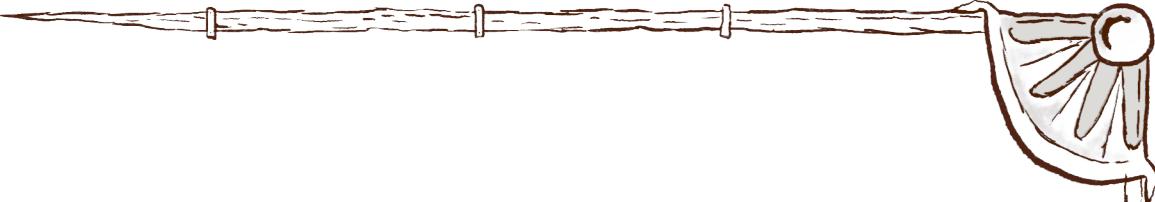
## Marking Locations

If a **prompt** instructs you to mark a location on your map, sketch the specified location to your map where indicated. If the prompt specifies to mark it **at this location**, then you should consider the marked location to be your destination, and refer to the appropriate rest action set (wilderness or settlement rest actions) during the rest phase.

## Extending / Erasing Coastline

If you're instructed to extend coastline, you should first find existing coastline you've previously marked on your map. Extend the existing coastline by drawing a few centimetres of new coastline connected to it. If you're instructed to erase coastline, you should only erase a few centimetres of coastline, not the entire coastline. Whenever you're marking, extending, or erasing coastline, you shouldn't do more than a few centimetres. If the coastline is remarkably close to another coastline however, feel free to join them up.





# People

This game may often refer to a “people” during prompts. It is important to note this does not simply refer to humans. This could be any group of living things! Feel free to make up what you think is appropriate for the circumstance, or refer to the “people” table on [page 78](#) of this book.

## Drawing Cards

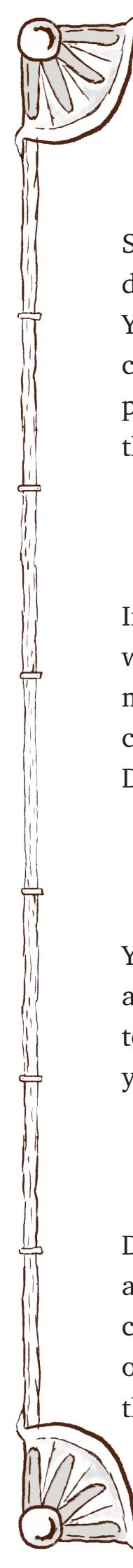
Whenever you travel to a location, take the shop action, or otherwise draw a card from the deck, you should discard it once used. As you play you should draw new cards from the deck, and form a discard pile next to the deck of cards you’ve already used.

## Turns and Phases

A turn in Cartograph is considered the set of actions you take over the course of the **3** phases of the game explained on [page 26](#). Once you finish those **3** phases, a new turn begins, and you start those **3** phases again. This is called the cycle of play. You continue in this fashion until you win, lose, or decide to stop playing.

## Settlements

A settlement refers to any kind of location that houses a people. Mechanically, this is either an encampment, town, or city. If you are instructed to mark a settlement, or you roll the settlement result on a die, choose between an encampment, city, or town.



# Regions

Sometimes the game may ask you to name a region. A region is defined as any large area of land encompassing **at least 2 locations**. You may wish to denote a region by an outline, and it may be worth considering who this region belongs to, if anyone. It is common practice in cartography to label the names of regions in larger text than individual locations.

## Permanent Wounds

If things become dire, a prompt may ask you to take a permanent wound. This is a grievous wound that **cannot be removed** by any means. When deciding on a name for a permanent wound, you should consider how this may change the appearance of your cartographer. Do they now have a violent scar? A missing limb?

## Ruins

You may come across a prompt that asks you to mark a location as a ruin. You can draw this however you like, but the important thing to remember is the location **no longer counts as a settlement**. If you're taking your rest phase at a ruin, it counts as the wilderness.

## Discoveries

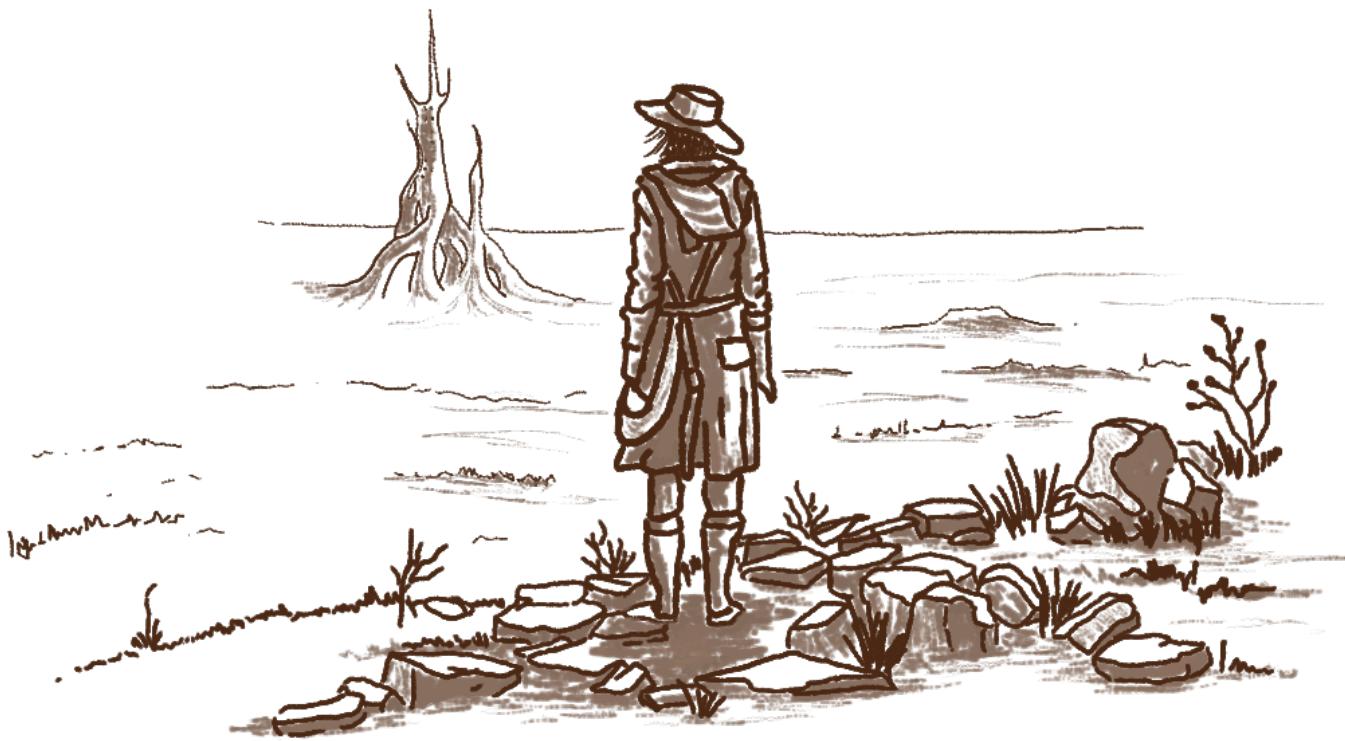
Discoveries represent points of interest on your map. When you mark a discovery, your cartographer has heard of something interesting or caught a glance of something on the horizon. Like all locations, you only learn the specifics of a discovery should you choose to **travel** to that location.

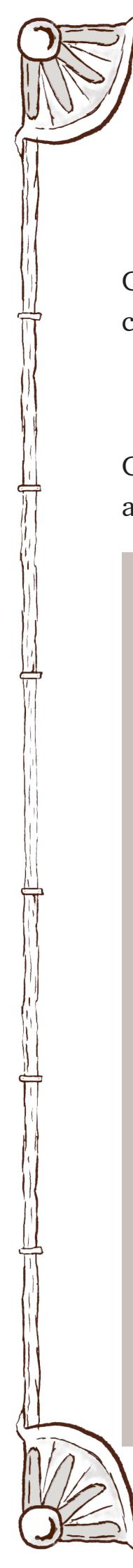
# Rolling Doubles

When consulting the exploration table, you may notice the mountain and lake results for biome dice become a **mountain range** or **river** if two dice are present. When this happens, you should consider each dice to be the “ends” of the river or mountain range, and aim to draw the feature from one die to the other.

Additionally, for rolls of the same value that land near each other, you may like to combine them into the same biome over a larger area. For example, two rolls of a 1 on biome dice may denote one large forest rather than two smaller ones.

If you roll 3 or more of the same value on the same type of dice, interpret this how you wish. Perhaps for lakes this may mean a long, meandering river, or perhaps you would wish it to be one enormous lake.





# Cycle of Play

Cartograph is divided into 3 distinct phases of play, which form the cycle of play. The game begins in the exploration phase.

## Exploration Phase

Get out your sextant and roll out your parchment. It's time to make a map. Don't worry, you don't have to do it all at once.

### Procedure

1. Roll your dice pool directly onto your map. Try to roll them close together. Sometimes using a cup and upturning it onto the paper works well. If some dice fall off the paper, re-roll them.
2. Mark coastlines around all landmark dice. Settlements often find themselves near water. Mark a rough coastline around each landmark die, no more than a few centimetres. You may wish to fully surround the die, denoting an island!
3. Consult the exploration table and begin sketching your map. If some dice would make sense shifted around slightly, do it! These rules are not rigid here; it's more important to make a cohesive map.
4. Return all rolled dice back to your dice pool. You might want to do this as you draw your map, returning a die one at a time once you've drawn in its location.



# Arrival Phase

It's time to choose which location interests your cartographer. It is during this phase that you will flesh out the details of one of the locations on your map. This is done by chronicling your expedition in your journal.

## Procedure

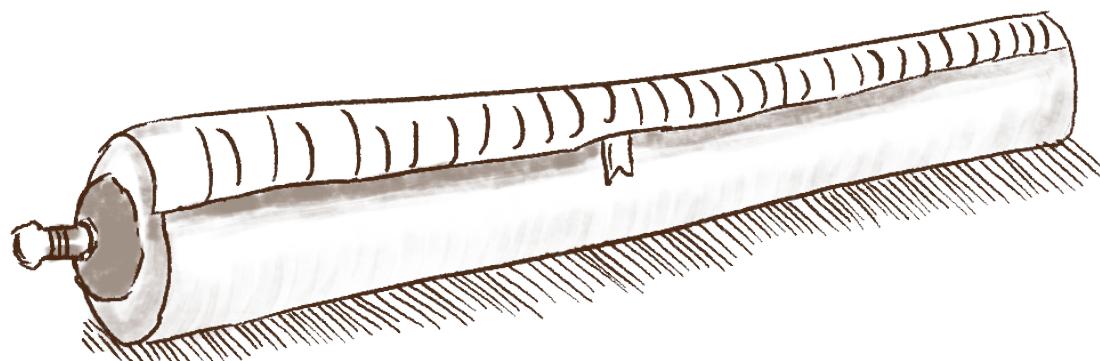
1. Choose any location on your map. If the chosen location is **not** the closest to your current location, you must lose 1 food to travel there. **You can choose a landmark or a whole biome.**
2. Draw a dashed line from your previous location to this one. **If this is the first arrival phase of the game, skip this step and step 3, as you have no previous location yet!**
3. Draw a card from the deck and consult the journey table. Write a short sentence or two in your journal answering the prompt and describing the journey to this place. **This journal entry should be brief.**
4. Consult the appropriate location table and respond to the prompt for your drawn card in your journal. Write a sentence or two describing this place. **Remember to journal from the point of view of your cartographer!** Keep in mind what people might be here, and what landscape surrounds you.
5. Name the location on your map. **If you're stuck, there are name generators from page 70 onward!**

# Rest Phase

After a hard day's travel, your cartographer has some downtime. Kick up your feet, talk to the locals, buy some items or supplies, go out hunting, or sell some of your wares.

## Procedure

1. Lose all temporary dice in your dice pool. If you gained any temporary dice from your last prompt, keep those dice.
2. Lose any 1 remaining die from your dice pool.
3. If you are at a settlement, roll a die and halve the result to determine the value of wares at this location. **Some settlements are more interested in buying your stuff than others. You should always round up when determining ware values.**
4. Select 2 different actions from the appropriate action list. **Depending on where your cartographer ends up for the night, different sets of actions are available to them.**
5. You may lose 1 coin to take a third action.



# Rest Phase Actions

## Settlement Actions

These are the actions available to you if you've wound up at a settlement of some kind.

**Converse:** Lose 1 coin, gain 1 temporary die. If you are at a town, gain an additional temporary die.

**Sleep:** Gain 1 biome die. You may choose to lose 1 food to gain 1 additional biome die.

**Heal:** Lose 1 coin, remove 1 wound.

**Restock:** Gain 1 food or ware.

**Sell:** Gain coin equal to this settlement's ware value for each ware you sell. You may sell any number of wares. **For example, if the ware value of this town was 2, you could sell 3 wares to get 6 coin.**

**Shop:** Draw 3 cards from the deck. If you are at a city, draw an additional card. Consult the item table (page 52) to see what's available, and roll a die for each item to reveal its price. **Remember! Item prices are modified by your reputation!** If you wish for a less random way to determine item prices, simply consider all face card items (Jack, Queen, King) as 4 coin, and all other items as 3 coin.

# Rest Phase Actions

## Wilderness Actions

If you find yourself anywhere but a settlement, these are the actions available to you. Being away from civilisation restricts your options.

**Camp:** Lose 1 food, gain 1 biome die.

**Converse:** Lose 1 ware or coin, gain 1 temporary die.

**Hunt:** Roll a die and gain that much food. Lose 1 die of your choice. See **page 82** for inspiration on what you might hunt!

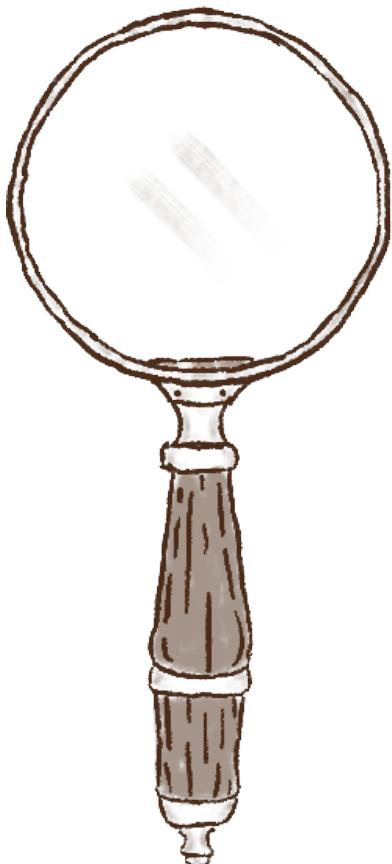


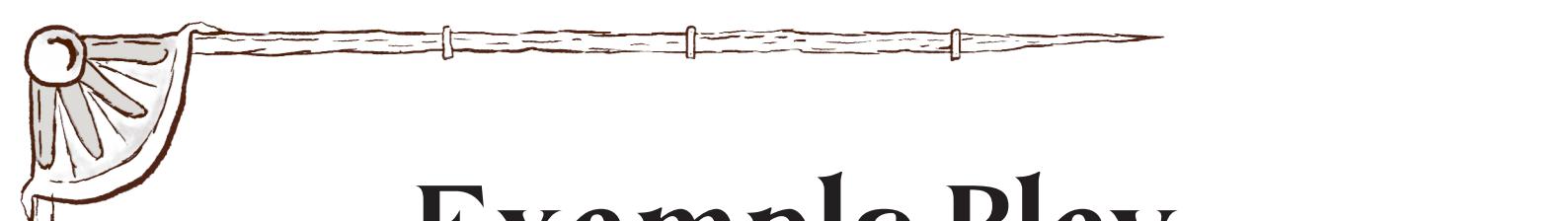
# Jokers

Jokers represent the mortal dangers of exploring a foreign land and the ever-looming threat this poses to your cartographer. If at any point you draw a joker, pause your current action and follow the below procedure:

1. Consult the joker table on **page 51**.
2. Respond to the prompt from the joker table in your journal.
3. Shuffle the joker card into the deck.
4. Draw a new card and continue with the previous action.

You'll want to keep track of how many times you've drawn a joker of each colour; if you ever draw your **third joker of the same colour, the game is over!**





# Example Play

This example play will follow Jessie, our player, as she creates her character, Yana Adkar, and plays two full rounds of the game. Included in the example are the journal entries Jessie writes, and the mechanical aspects of play are highlighted in bold.

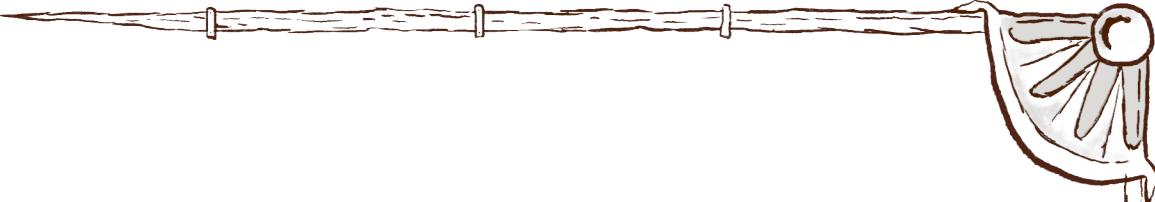
## Creating Yana Adkar

Jessie begins following the procedure to create her character. She decides to roll on the names table on [page 6](#), and receives the name of "Yana Adkar". She decides this character will use she/her pronouns.

She then proceeds with the cartographer creation, rolling on the tables for each step. Yana Adkar **values** challenge and has an excitable **disposition**. Her **specialisation** is **historian**, giving her **1 extra landmark die** to start with, and her **background** is: "The land I came from was dangerous yet beautiful. I decided to leave because I am looking for someone lost in this new land. I left behind a position of power."

Jessie takes a moment to think a bit further about what this means for Yana's backstory.

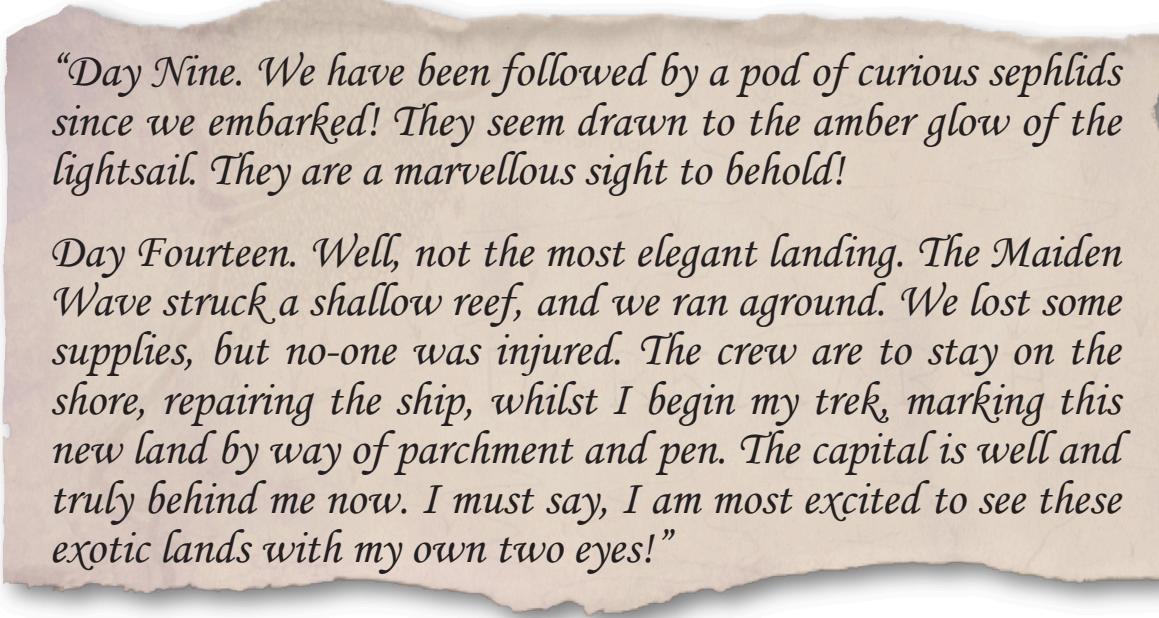
Jessie decides Yana was the top historian in the capital of her former home. The land was constantly ravaged by elemental spirits which would take on the form of savage storms. Often the spectacles in the sky were awe-inspiring, if you were far enough from the danger to steal a glance. One of these spirits took Yana's family up in a cyclone, and the capital's meteorologists posit the spirit landed on an uncharted continent.



Jessie then rolls for Yana's **characteristics**: She has a charming snaggle-toothed smile and carries a lantern-hung staff.

Finally, Jessie decides she'd like to know how Yana got to this new continent in the first place. She rolls on the **opening scene** tables: "My voyage to the new land was by way of oceanic accident. The journey was filled with glorious sights."

Jessie thinks about this for a moment, and then decides to write her first entry in her journal, incorporating the oceanic accident and the glorious sights.



*"Day Nine. We have been followed by a pod of curious sephlids since we embarked! They seem drawn to the amber glow of the lightsail. They are a marvellous sight to behold!"*

*"Day Fourteen. Well, not the most elegant landing. The Maiden Wave struck a shallow reef, and we ran aground. We lost some supplies, but no-one was injured. The crew are to stay on the shore, repairing the ship, whilst I begin my trek, marking this new land by way of parchment and pen. The capital is well and truly behind me now. I must say, I am most excited to see these exotic lands with my own two eyes!"*

With her first entry done, Jessie takes a moment to review her character sheet. She gathers her map page, and sets aside her starting **dice pool**, consisting of 2 landmark dice and 2 biome dice (normally one starts with 1 landmark dice and 3 biome dice, but Jessie's character's **specialisation** grants her 1 extra starting landmark die, and 1 less starting biome die).

Jessie makes herself a nice cup of peppermint tea and gets comfortable.

# Yana's Character Sheet

## Cartographer Sheet

Track your various resources here. Note by default you can carry a maximum of 5 wares, but some items may increase this limit.

A new character starts the game with 1 coin, 1 ware, and 1 food.

Use these to track the number of times you've drawn a joker.

Yana Adkar Name	She / Her Pronouns	Historian Specialisation
Challenge Value	Excitable Disposition	0 Reputation

Coin	Wares	Food
1	Max: 5 1	1

Items	Wounds
[Blank lines]	[Blank lines]

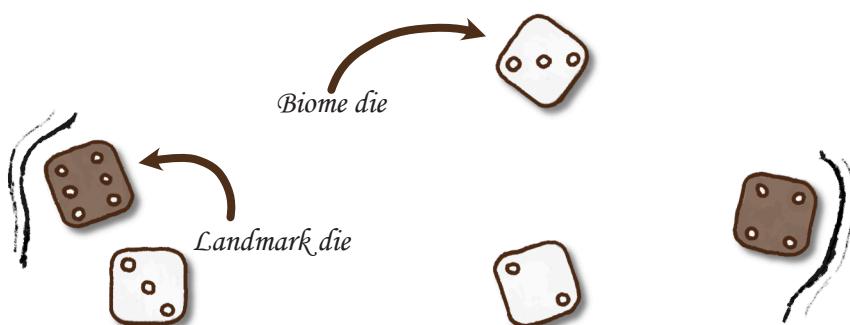
Joker Draws  
Black Jokers:    Red Jokers:

As your cartographer is new to this land, your reputation starts at 0.

# The First Turn

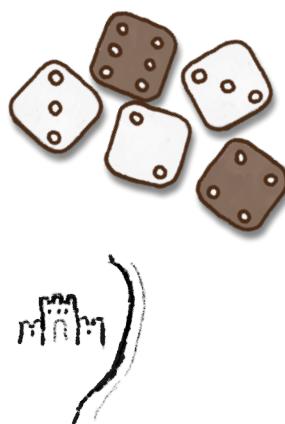
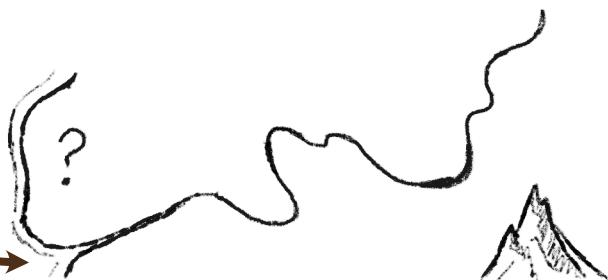
Jessie is now ready to begin the game proper. She knows to begin the game in the **exploration phase**, and consults the quick reference (**page 89**) at the back of the book to follow along with the procedure.

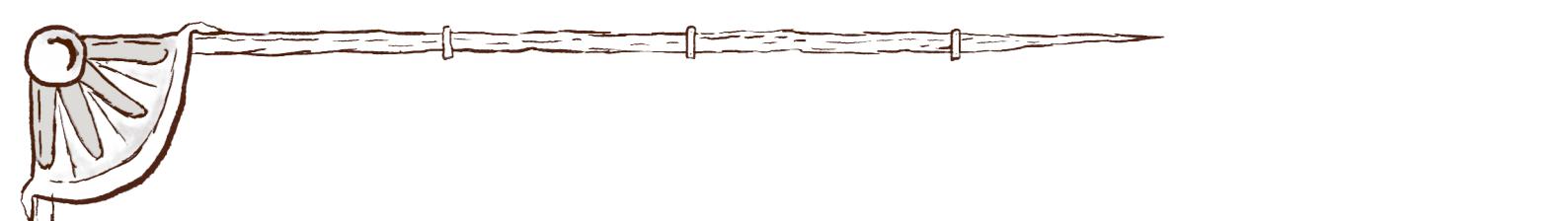
She grabs the dice from her **dice pool**, and rolls them onto her map page. On her two landmark dice, she rolls a 4 and a 6. On her biome dice, she gets two 3s and a 2. First, she takes her pencil and draws a small section of **coastline** around each landmark dice.



Next, she draws on her map for the results of each die. She starts with the landmark dice, removing the 4 from the map and drawing a **city**, then removing the 6, drawing a **discovery**. She then notices she has two 3s so she marks a river (rather than two lakes) connecting to a coastline, and a lone mountain.

*Jessie connects the river to the coastline here at her own liberty, but she figures it makes sense to do.*

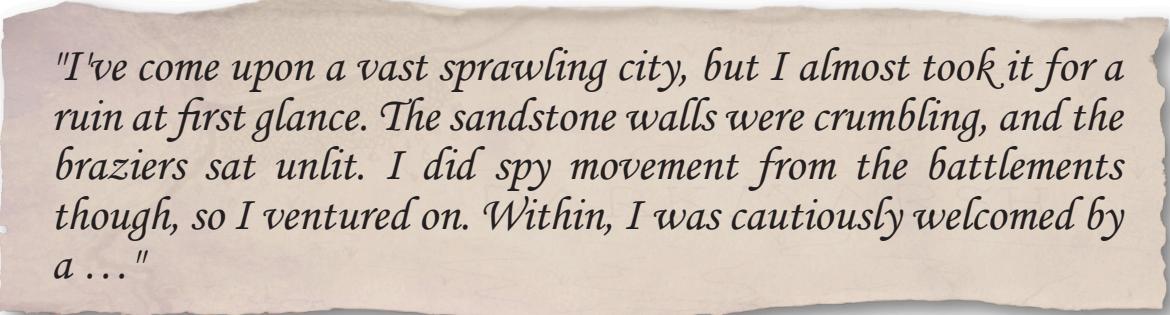




Now onto the **arrival phase**. Jessie decides Yana, being a historian, would be most interested in heading to civilisation first. She elects to go to the city. She skips drawing a dashed line, as this is the first turn of the game, and goes straight to drawing a card. Jessie pulls a **six of hearts**. She skips consulting the journey table as this is the first turn of the game, but consults the red city prompt table.

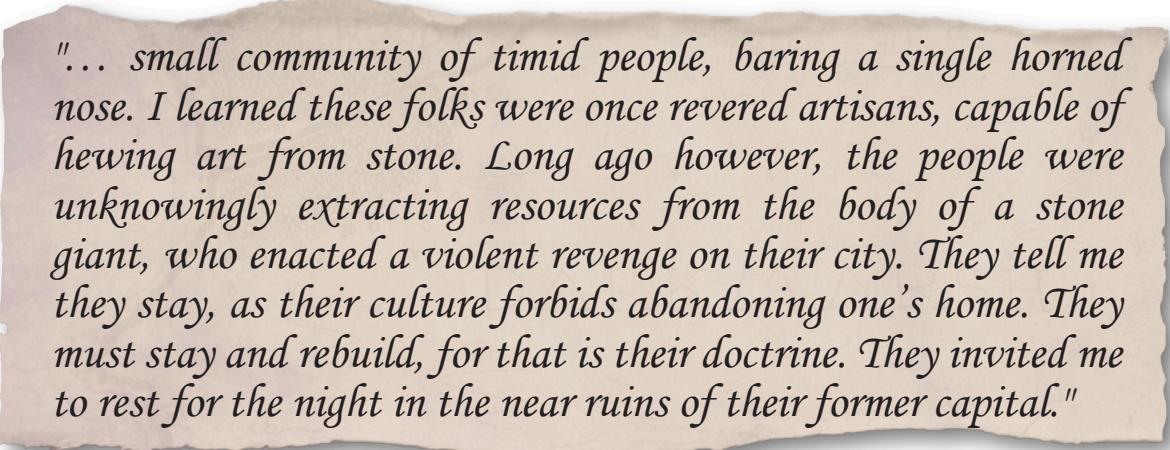
Six of hearts reads: "A crumbling city. Few people still live here. What caused the city to be destroyed? Why do some still stay here? Gain 1 extra action in your next rest phase."

She considers the questions in the prompt, then writes in her journal.

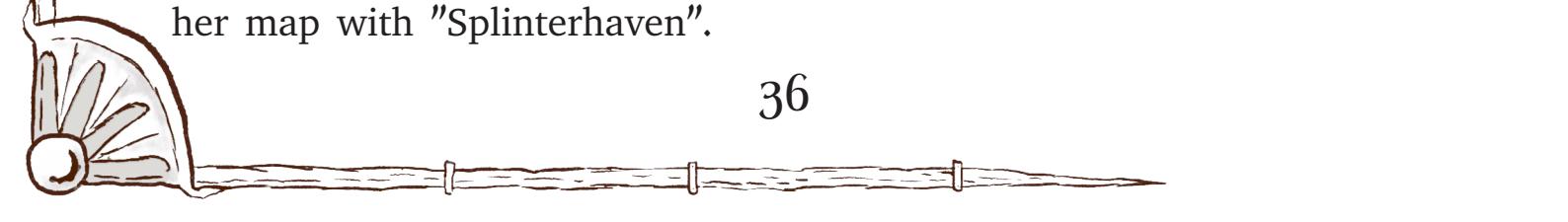


*"I've come upon a vast sprawling city, but I almost took it for a ruin at first glance. The sandstone walls were crumbling, and the braziers sat unlit. I did spy movement from the battlements though, so I ventured on. Within, I was cautiously welcomed by a ..."*

Jessie stops, and considers what people may live here. She rolls on the people table on **page 78**, getting the result of "Graceful, horned architects." She continues her journal entry.



*"... small community of timid people, baring a single horned nose. I learned these folks were once revered artisans, capable of hewing art from stone. Long ago however, the people were unknowingly extracting resources from the body of a stone giant, who enacted a violent revenge on their city. They tell me they stay, as their culture forbids abandoning one's home. They must stay and rebuild, for that is their doctrine. They invited me to rest for the night in the near ruins of their former capital."*



Jessie selects her favourite entries from the city name table, and labels her map with "Splinterhaven".

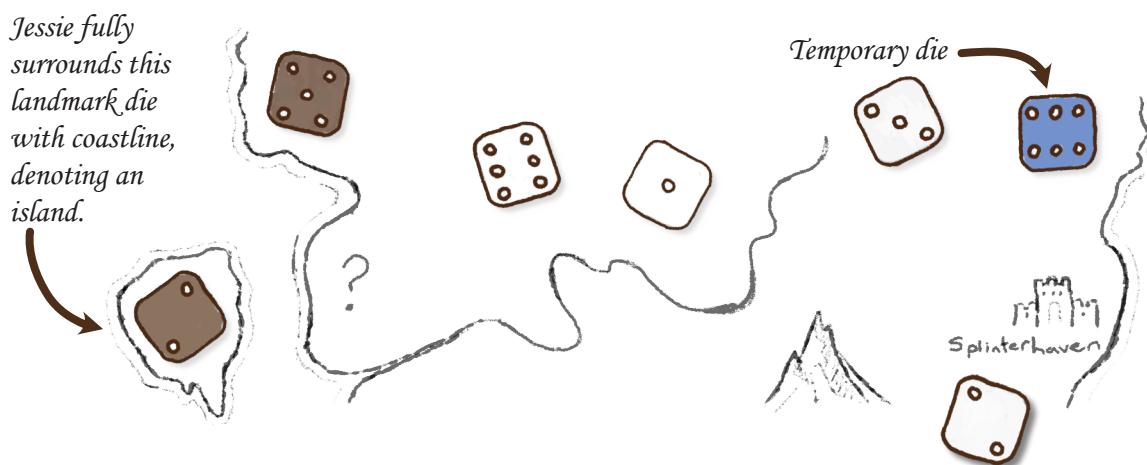
Finally, Jessie moves into the **rest phase**. She had no temporary dice to lose, but she must lose 1 other die. She thinks it's probably best to remove a biome die, so she returns it to her dice bag.

Yana has ended up at a **settlement**, so she rolls a d6 and halves it to determine the **ware value** and gets 1. She must now take 2 actions from the **settlement rest actions**, plus 1 extra action from the prompt she drew.

Jessie decides to **restock**, **sleep**, and **converse**, resulting in gaining 1 ware, losing 1 food to gain 2 biome dice, and losing 1 coin for 1 temporary die.

## The Second Turn

Jessie has now finished her first turn, and returns to the **exploration phase** to start a new turn. She collects the dice from her **dice pool**, and rolls them onto her map. She shuffles a few of the dice around to more agreeable positions, and marks **coastline** around the landmark dice. She elects to treat her temporary die as a landmark die, marking **coastline** around it too.



She starts removing the dice from her map one by one, sketching in the result each time. Jessie thinks it would make sense for the river to connect to this new lake.

Jessie rolled a 6 on a biome die, indicating it to be the same as the nearest biome. Jessie could add another river branch connected to the main river, but instead decides to make an extra large forest, referring to the roll of 1 (forest) as the closest biome.

In the **arrival phase**, Jessie decides she is intrigued by the group of settlements to the west, and elects to travel to the discovery on the west coast, **paying 1 food** to do so as it isn't her closest location.



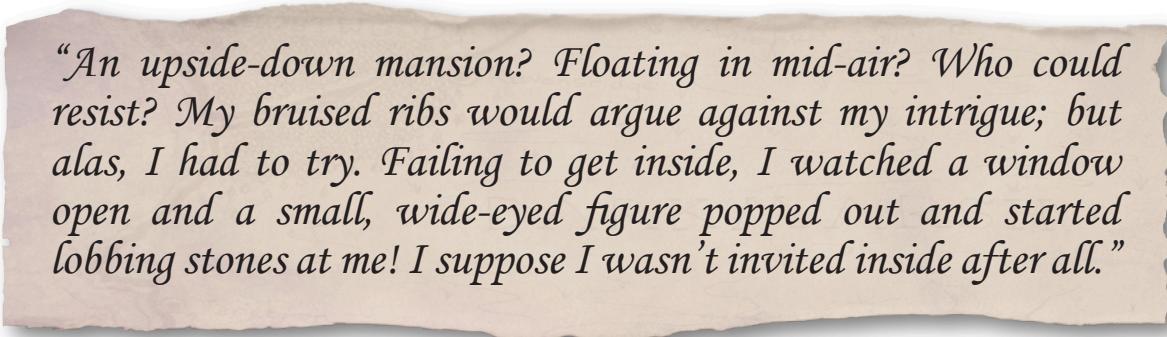
Jessie then **draws a card** and consults the journey table to see how Yana fared on her travels. She draws a **nine of diamonds**, which reads: "Your travel was blessed by a rare event. What did you witness? Heal 1 wound."

*"With Splinterhaven at my back, I ventured across the land. The sun was setting as I crossed an old stone bridge, and a canopy of trees filled my view. Then, in the sky, dancing lights and colours began shifting above the forest! I sat down at the river and watched them for hours. It was truly a marvel to behold."*



With the **nine of diamonds**, Jessie looks to the discovery prompt table and receives the result: “A near impossible structure amongst the countryside. What makes the structure so impossible and strange? What people protect it? Gain 1 landmark die and gain 1 wound.”

Jessie is immediately struck by the visage of a floating upside-down manor. She figures Yana would be ecstatic at the sight and would attempt to climb inside. Perhaps that is how Yana suffered a wound? With this idea in mind, Jessie adds a landmark die to her pool, and notes the wound as “Cracked rib from a fall” on her character sheet. She then writes in her journal about this strange place:



*An upside-down mansion? Floating in mid-air? Who could resist? My bruised ribs would argue against my intrigue; but alas, I had to try. Failing to get inside, I watched a window open and a small, wide-eyed figure popped out and started lobbing stones at me! I suppose I wasn't invited inside after all.*

Jessie decides this place should be called “Downsmoke Manor”, after the house’s chimney pushing plumes of smoke down toward the hill.

Jessie now moves on to the **rest phase**. She returns her temporary die and a biome die to her bag, and looks over her **rest action** options in the **wilderness list** (discoveries are not considered settlements). She has two actions to take, and elects to **Hunt** for her first, rolling a 3 on a biome die, gaining 3 food, and returning that die to the bag. For her second action, Jessie **Camps**, losing 1 food, and adding a biome die to her dice pool.

From here, play continues in this fashion over turns; rolling dice, exploring locations, and writing in the journal. You should feel free to journal at any point throughout the turn, not just when instructed.

# Gameplay Options

# Multiplayer Mode

Cartograph can facilitate **multiple** cartographers. To do so, each player should follow the steps on [page 5](#) to create their own cartographer. Each player should still select a specialisation, but **do not gain** the mechanical bonus. Resources are shared amongst all players, except for **wounds**. When instructed to take wound, the group should decide who receives it.

Start with the following resources:

**4 food** per player, **1 coin** per player, and **1 ware** per player.

If the mechanical effect of a prompt has an asterisk (\*), the effect applies **per player**. For example, “**Gain 1 wound.\***” would mean each player receives 1 wound.

Additionally, the following rules are in effect:

At the beginning of the **rest phase**, you must feed your troupe. Lose **1 food** per player. If you cannot do this, you may lose **wares** instead. If some cartographers are still not fed, each of those players gain **1 wound** with the descriptor “**starving**”.

Each player may only take **1** action instead of **2** each **rest phase**.

At the start of each round, one player becomes the **lead cartographer**. The **lead cartographer** is in charge of rolling dice, drawing the map, drawing cards, and having the final say on worldbuilding decisions. This does not mean they should be the only one interpreting the world, rather that if the group is split on how to interpret a prompt, the **lead cartographer** has the final say. Appoint a new **lead cartographer** each round.

# Non-Authoring Mode

Non-Authoring mode uses **tags** and **skill tests** to resolve situations with uncertain outcomes. If you wish to do away with the writing aspect of Cartograph, follow these rules. Firstly, ignore the journaling aspects of Cartograph; use the prompt questions to frame a scene instead. **You should still draw your map and track resources, however.**

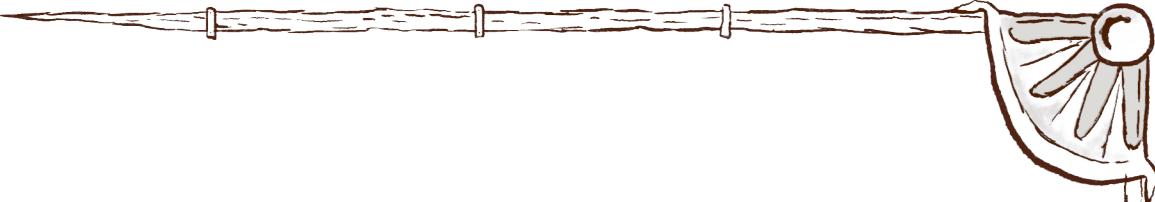
## What Are Tags

During cartographer creation and throughout the game, your cartographer will acquire tags. Tags are short descriptors that represent a skill, ability, knowledge, or trait your cartographer has. If a tag is relevant to an action your cartographer is taking, the subsequent skill test will be modified accordingly.

During character creation, you will define some starting tags to build your cartographer. This will be their **value**, **disposition**, **specialisation**, and **characteristics**.

You should mark out a space on your character sheet or journal to keep track of your tags.





# Acquiring Tags

Throughout play, you will acquire tags in a number of ways:

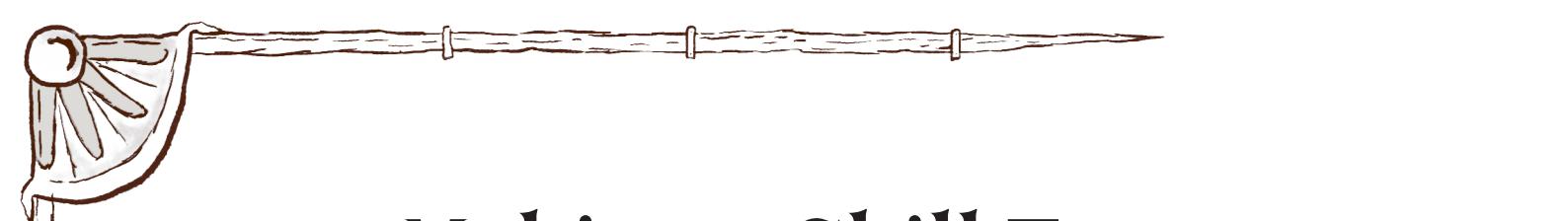
- Anytime you gain a wound, consider that **wound** a tag.
- If you have **3** or more reputation, or **-3** or less reputation, your **name** becomes a tag. This represents how the people of this land have heard of you.
- Anytime you draw a **face card** as a **prompt**. Consider how the situation may give your cartographer a new skill, trait, or knowledge.
- If it makes sense to gain a tag as a result of a **skill test**.

## Skill Tests

When your cartographer attempts something with an uncertain outcome, you make a skill test. As you play, these situations will most often arise from prompts.

If you feel the need to perform a skill test at other parts throughout play, feel free to do so! It should be noted however that taking skill tests during the **rest phase** should **never** change the mechanical benefit from taking **rest actions**. This is important for the balance of the game.

Generally, you'll be taking skill tests when considering how your cartographer reacts to certain elements of the story introduced by the prompt.



# Making a Skill Test

To make a skill test, first consider what your cartographer is trying to do. Consider what's at stake, and what they stand to gain if they succeed. Then, start with 1 six-sided die. For each tag your cartographer has that would **help** the situation, grab another die. For each tag that would **hinder** the situation, remove 1 die.

**You can never roll less than 1 die. If hindering tags would make you roll no dice, roll 1 instead.**

Then, roll the dice. Compare the highest single value you rolled to the below table to determine the outcome of the test:

Roll	Outcome
<b>6</b>	You succeed.
<b>5-4</b>	You succeed, but a complication arises.
<b>3-2</b>	You fail, but the situation changes.
<b>1</b>	You fail, and a new complication arises.

## Outcomes

When considering the outcome of a skill test, you should look to the context of the situation to determine what happens. In failing or succeeding a skill test, you may gain or lose resources, tags, or wounds. Again, use the context of the situation to inform this.

You may wish to roll on the random failure outcomes table on [page 85](#) or the outcome oracle on [page 84](#) to determine what happens if the situation doesn't inform an obvious outcome.

No matter the outcome from a skill test, you should still continue play by following the **cycle of play**, as explained on [page 26](#).

# Peaceful Mode

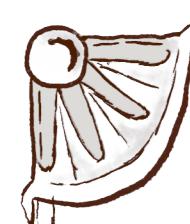
If you wish for your game of Cartograph to be focused on the world building and journaling aspects, you should play with the following modifications:

- Remove all the jokers from the deck.
- Wounds no longer contribute to ending the game and instead only add flavour to encounters.
- Skip **step 2** of the rest phase: you no longer lose a die each turn.
- Ignore the food penalty of **step 1** in the arrival phase.

Many systems in Cartograph are modular and can be ignored, should you feel they hinder rather than help your fun. If you want to take peaceful mode further, you can instead ignore the resource management aspect of the game all together. In this case, simply roll dice onto your page at your leisure, and draw a card from the deck and consult the respective prompt for any location you wish.

This way of playing is best if you only want to create a map and do some casual worldbuilding as you go.





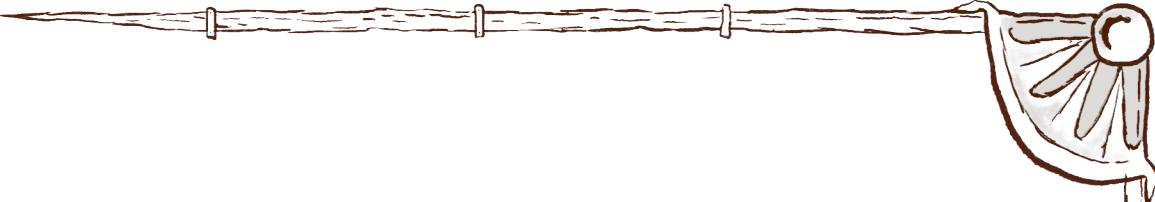
# Hacking Cartograph

Cartograph is geared towards playing and creating the type of fantasy worlds that have become commonplace in the tabletop community. The rules and systems in Cartograph are very flexible however, with some tweaking, you can modify the rules of the game to accommodate any genre you like.

The first thing to consider is the **exploration table** (and by extension, the prompts). If the table still makes sense for your setting, don't change it. But, if you were hacking Cartograph to satisfy a sci-fi world of an explorer zipping through the universe in their ship, you might make the following alterations:

Roll	Landmark Dice	Biome Dice
<b>1</b>	Nothing	Nebula
<b>2</b>	Outpost	Asteroid Field
<b>3</b>	Station	Void
<b>4</b>	Planet	Weird Space
<b>5</b>	Civilisation	Same as closest biome
<b>6</b>	Discovery	Same as closest biome

The important thing to note is keeping the landmark and biome dice distinct. Landmarks should refer to **locations of particular interest**, that are usually populated by something, while biome dice should indicate the **natural features of the land**. Additionally, the presence of "Nothing" as a result is there by design. It balances the frequency of interesting things on a map, so you don't just end up with an unrealistic number of towns all on the one island. If you're making a change that drastically alters the genre of the game (such as the sci-fi example above), you will need to modify the **prompt tables** too.



If you want to change or add your own prompts to a set, you should follow a few rules to ensure they are balanced:

- 7's are always **unfavourable** prompts.
- Prompts should **never** give better benefits than items.
- Each **prompt set** should have at least 2 prompts that offer choice.

Additionally, you want to avoid prescribing too much context in a prompt. Instead, focus on creating prompts that offer some interpretable descriptors, and ensure it contains a question or two which provokes world-building.

Finally, you may wish to create your own item tables. Items are supposed to be helpful and impactful acquisitions for your cartographer, so be sure to give them fun abilities, or powerful effects. If an item seems particularly powerful or strong, consider adding the ability: **Costs 4 more coin**.

## Integrating Other RPGs

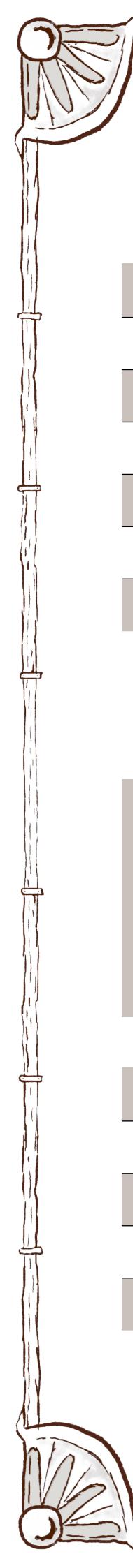
Cartograph was originally inspired by a phenomenal game by Nicholas Robinia titled **Grimoire**. There are many fantastic indie games out there that would work well with Cartograph, but the few that I can personally recommend are:

- **Journey by Graycastle Press** - a meditative worldbuilding game, perfect to play after a session of Cartograph to further expand the world.
- **Microscope by Ben Robbins** - A history building TTRPG, great to further flesh out the chronology of your new map with friends.

# Tables

# Journey Table

Card	Prompt
A	The journey had an unforeseen benefit. What helped you whilst travelling? <b>Gain 1 food or 1 ware.</b>
2	Your travels were expedited by something unexpected. What quickened your journey and why? <b>Gain 1 reputation.</b>
3	The journey was perilous, and you were put in harm's way. What dangers did you face? <b>Gain 1 wound.</b>
4	Your travel was slowed by an outside force. What was the cause of the delay? <b>Lose 1 food.</b>
5	You met a fellow traveller on your journey. What rumour did they tell you? <b>Gain 1 coin.</b>
6	The journey was challenging and tested your resolve. What obstacle did you face? <b>Lose 1 ware.</b>
7	During your travels you overstepped a local custom. What was your oversight? <b>Lose 1 reputation.</b>
8	During your travels you were forced to pay your way. Who collected the toll? <b>Lose 1 coin.</b>
9	Your travel was blessed by a rare event. What did you witness? <b>Heal 1 wound.</b>
10	You journey was interrupted by an attack. What ambushed you and why? <b>Gain 1 wound.</b>
J	During your travels you witness something dreadful. What scared you about the encounter? <b>Lose 1 reputation.</b>
Q	Your journey revealed information about a point of interest. How did you learn about this? <b>Mark 1 discovery anywhere.</b>
K	You were escorted on your journey by a helpful people. Why did they help you? <b>Gain 1 coin or 1 reputation.</b>



# Exploration Table

Roll	Landmark Dice	Biome Dice
<b>1</b>	Nothing	Forest
<b>2</b>	Encampment	Mountain (range if 2 dice)
<b>3</b>	Town	Lake (river if 2 dice)
<b>4</b>	City	Open Land
<b>5</b>	Settlement	Same as closest biome
<b>6</b>	Discovery	Same as closest biome

# Weather Table

When consulting the journey table, you may wish to know what the **weather** is like on your travels. To use this table, determine the descriptor from the suit of the top card in your discard pile, then determine the weather from your newly drawn card for the journey table.

Suit	Descriptor	Weather
<b>Clubs</b>	Stormy	Cold
<b>Diamonds</b>	Clear	Hot
<b>Hearts</b>	Sunny	Dry
<b>Spades</b>	Dreary	Humid

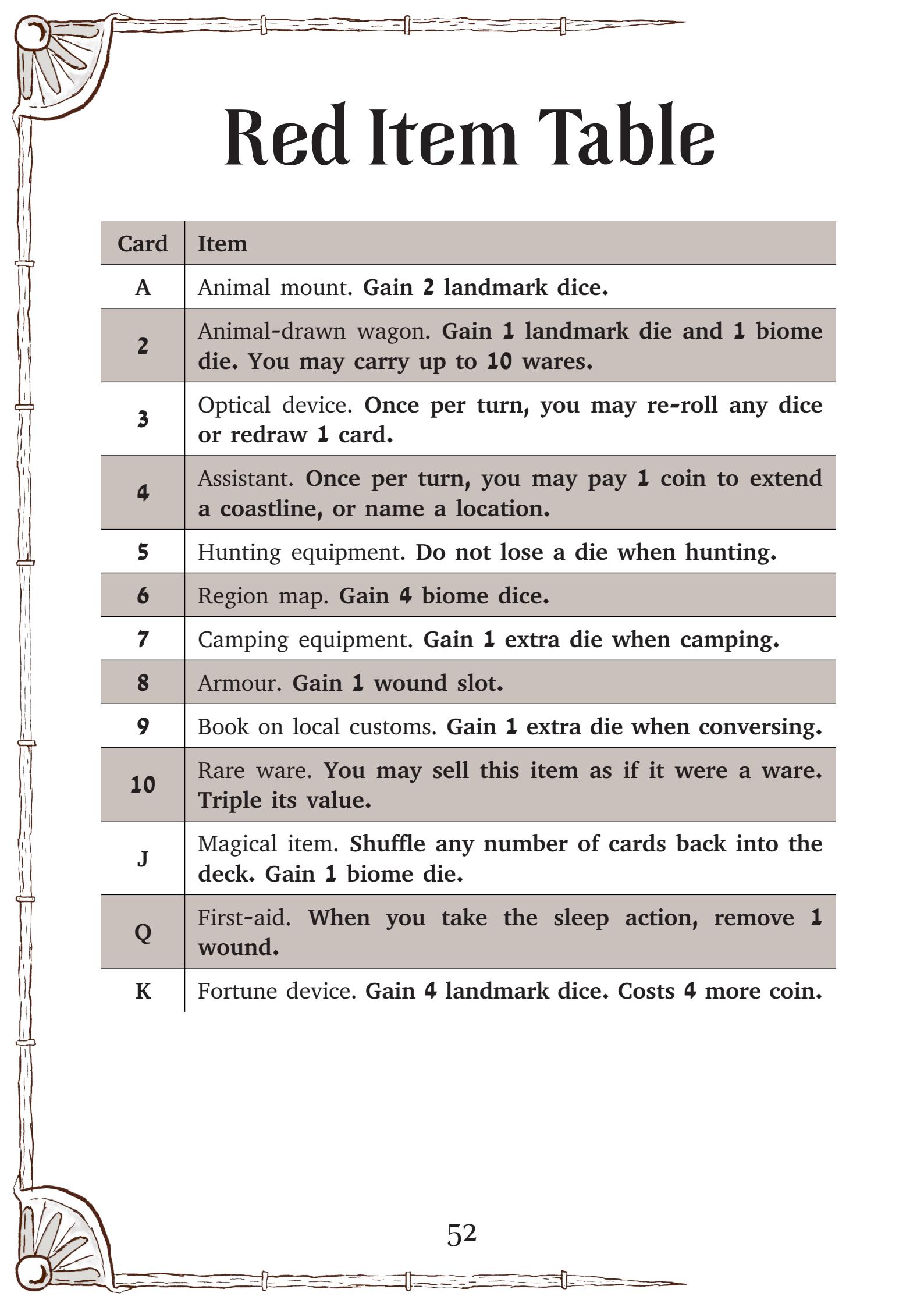
# Joker Tables

## Red Joker

Occurrence	Prompt
1	A people you had previously visited track you down and confront you. What did you do to insult them? How do you react?
2	Once again, you are tracked down and accused of something terrible. What do these people believe you have done? <b>Lose 1 reputation.</b>
3	Believing you a blight upon the land, you are taken by these people. How do they make you pay for the accused crimes? <b>The game is over.</b>

## Black Joker

Occurrence	Prompt
1	This new land is beginning to take a toll on your body. What unforeseen effect has it had on you?
2	The wilds are treacherous and your bones are weary. What drives you to continue your journey? <b>Gain 1 wound.</b>
3	The ache of your wounds grow stronger, and your spirit starts to wane. What place did you wish to see in this land but never got the chance? <b>The game is over.</b>

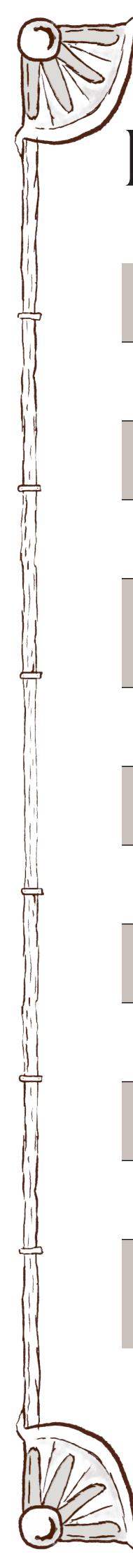


# Red Item Table

Card	Item
A	Animal mount. Gain <b>2</b> landmark dice.
2	Animal-drawn wagon. Gain <b>1</b> landmark die and <b>1</b> biome die. You may carry up to <b>10</b> wares.
3	Optical device. Once per turn, you may re-roll any dice or redraw <b>1</b> card.
4	Assistant. Once per turn, you may pay <b>1</b> coin to extend a coastline, or name a location.
5	Hunting equipment. Do not lose a die when hunting.
6	Region map. Gain <b>4</b> biome dice.
7	Camping equipment. Gain <b>1</b> extra die when camping.
8	Armour. Gain <b>1</b> wound slot.
9	Book on local customs. Gain <b>1</b> extra die when conversing.
10	Rare ware. You may sell this item as if it were a ware. Triple its value.
J	Magical item. Shuffle any number of cards back into the deck. Gain <b>1</b> biome die.
Q	First-aid. When you take the sleep action, remove <b>1</b> wound.
K	Fortune device. Gain <b>4</b> landmark dice. Costs <b>4</b> more coin.

# Black Item Table

Card	Item
A	Strange weapon. Gain <b>3</b> temporary dice when you draw a joker.
2	Potion. You may lose this item to take <b>3</b> extra actions during your next rest phase.
3	Adornment. Gain <b>4</b> reputation.
4	Companion. Treat results of 'Nothing' on landmark dice rolls as 'Town'.
5	Membership. When you restock, gain <b>1</b> extra food.
6	Protector. If you would take a wound, you may lose this item to avoid the wound.
7	Old journal. Gain <b>3</b> biome dice.
8	Scientific implement. Gain the bonus of any available specialisation. Costs <b>2</b> more coin.
9	Tool. When you mark a ruin, gain <b>1</b> random item.
10	Medicine. When you heal, remove <b>1</b> extra wound.
J	Official papers. You may lose <b>1</b> reputation instead of <b>1</b> coin to take an extra action in the rest phase.
Q	Mysterious trinket. Treat results of 'Nothing' on landmark dice rolls as 'Choose any'.
K	Shopkeeper's promise. The next time you take the shop action, lose this item to take <b>1</b> item for sale for free.

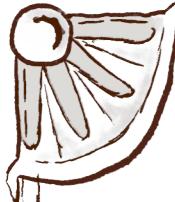


# Red Encampment Prompts

A	An isolated outpost with few occupants. What is the purpose of this ramshackle place? <b>Gain 1 food.</b>
2	A tall watchtower standing above a thicket of trees. What do the people here watch for?
3	A spectacular tent filled with all manner of performers. What skill do they teach you during your stay? <b>Gain 1 reputation.</b>
4	A long caravan of mercantile people. What are they transporting? What is unique about their vehicles? <b>Gain 1 coin or gain 1 ware.</b>
5	A large campsite of some travelling people. Why are they out in the wilderness? What story do they tell you? <b>You may redraw the next card you draw in the arrival phase.</b>
6	A procession of religious people, all adorned in vibrant regalia. What message are they spreading about their faith? <b>Gain 1 temporary die.</b>
7	A group of buildings incorporated into the environs. What makes them treacherous to access? Who lives within them? <b>Gain 1 wound.*</b>
8	A modest farmstead with pastures of produce. What previous visitor do the people here talk of? <b>Gain 1 food.</b>
9	A small cottage off the beaten path. What conspiracy does the hermit here speak of? <b>Lose 1 reputation and gain 1 ware.</b>
10	A grand tower overlooking the surrounds. Who built this place? <b>Gain 1 biome die or lose 2 food and gain 1 landmark die.</b>
J	A long stretch of roadside markets. What interesting vendor catches your eye? <b>Lose 1 coin and gain 1 random item or gain 1 ware.</b>
Q	A hastily constructed church. What do the people here worship? <b>Gain 1 temporary die.</b>
K	A bureaucratic way station bustling with activity. What grievance do you overhear? What paperwork do you have to fill out? <b>Gain 1 extra action in your next rest phase.</b>

# Black Encampment Prompts

A	A small hideout of a banished people. What was their alleged crime? <b>Lose 1 reputation and gain 2 food or gain 1 food.</b>
2	A small shrine tended to by a devoted people. What ceremony do they perform here?
3	A cosy lodge of fine construction. What services are offered here? <b>Gain 1 ware.*</b>
4	An occupied cave housing an impoverished people. What do you do to help them? <b>Lose any amount of food and gain that many temporary dice.</b>
5	A roadside inn housing weary travellers. What does this place smell like? What entertainment is had here?
6	A mine churning with industry and work. What are the people here digging for? <b>Gain 2 wares.</b>
7	A tiny village very recently deserted. Why is everyone missing? <b>Mark this location as a ruin.</b>
8	A military barracks housing a small army. To whom do the soldiers here belong? <b>Name a region.</b>
9	A small hamlet of a communal people. What unique dishes do you eat at their nightly feast? <b>Gain 1 food.</b>
10	A slow moving procession of people hauling something gargantuan. Where are they taking the object? <b>Lose 1 food and gain 1 landmark die.</b>
J	An explorers' guild out travelling the land. What information do you trade? <b>Extend coastline nearby or gain 1 biome die.</b>
Q	A friendly creature invites you to its den. What attempts has the creature made to make the place welcoming? <b>Gain 1 food or lose 1 ware and gain 1 biome die.</b>
K	A grand tournament ground with crowds of onlookers. What competition do you opt to participate in? What do you win? <b>Gain 1 coin or gain 1 food.</b>



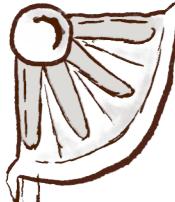
# Red Town Prompts



A	The structure of this town is otherworldly, labyrinthine, and dreamlike. What bizarre effect seems to have gripped the people here? How do they act? <b>Gain 1 ware.</b>
2	This town has harnessed some natural force as a source of power. What is dangerous about this power source? <b>Gain 1 random item.</b>
3	An enormous statue looms over the buildings in this town. Why was it built? What does it depict? <b>Gain 1 ware.</b>
4	A farming village boasting the best product in the land. What produce do they farm? What makes it unique? <b>Gain 1 food.*</b>
5	A town stricken by some foul illness. What is causing the sickness? How do you remain safe? <b>Gain 1 reputation.</b>
6	A town run by outlaws or criminals. What is protecting this town from the law? How are its citizens treated? <b>Lose 1 coin and gain 1 reputation.</b>
7	This town has been ravaged by some calamity, and lies in ruins. What seems to have happened here? <b>Mark this location as a ruin or lose 3 food</b> as you help the survivors.
8	A coven of powerful seers inhabit this town. What future do they see for you? What reputation do the seers have? <b>Gain 1 reputation.</b>
9	A mysterious, natural feature lies on the outskirts of this town. What is it? Why do these people fear it? <b>Mark 1 discovery near this town.</b>
10	This town recently survived an attack. What defence repelled the aggressors? Why did they attack? <b>Gain 1 biome die.</b>
J	The people of this town all revere some great prophecy. What is the prophecy about? <b>Mark a new location of any type anywhere on your map involved with this prophecy, or gain 1 coin.</b>
Q	A roaring festival greets you in this town. What is the festival celebrating? <b>Gain 1 coin or gain 1 food.</b>
K	You are welcomed into this town and revered by the people as some kind of god. What do the people believe about you? How do you respond? <b>Gain 1 random item or 3 biome dice.</b>

# Black Town Prompts

A	The people in this town depend on a sentient creature. What does the creature provide? How do the townsfolk repay it? <b>Gain 1 coin or 1 reputation.</b>
2	This town seems to harbour a dark secret. How do you learn of the secret? <b>Gain 1 temporary die.</b>
3	A military presence occupies this town. How are the citizens treated? What aid do they ask of you? <b>Mark and name a city anywhere on your map.</b>
4	The waters near this town contain many ruins. What do the people here tell you of the waters? What do you find in the wreckage? <b>Gain 1 coin.</b>
5	An individual here is exploiting the townsfolk. What reason for their actions do they give? <b>Gain 3 coin and lose 2 reputation or gain 3 reputation.</b>
6	This town employs a tactic to remain well-hidden. How do you discover this place? Why do they hide themselves? <b>Gain 1 reputation.</b>
7	This town is unwelcoming to strangers. What do you overhear spoken about you? <b>Lose 1 action in your next rest phase.</b>
8	The people here have adopted a peculiar form of economy. How prosperous is this place? <b>Gain 1 ware.</b>
9	The people of this town seem to be part of some religious group. What fascinating practices do you partake in? <b>Gain 1 food.</b>
10	This town is a stop along a popular trade route. What exotic vendors do you find here? <b>Gain 2 wares or lose 1 item and gain 5 coin.</b>
J	This town harbours two peoples living in harmony. How have their unique cultures combined? <b>Gain 1 food.</b>
Q	The people of this town have mastered a craft and are renowned for it. What makes their craft unique? <b>Gain 1 ware.</b>
K	This town is a hub of storytelling and folklore. What tale do you hear about your own homeland? <b>Gain 2 coin if you converse here.</b>



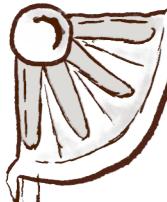
# Red City Prompts



A	A city overtaken with nature. What bizarre plant have these people cultivated? What is it used for? <b>Gain 5 food and lose 1 coin or gain 1 extra action in your next rest phase.</b>
2	The government system in this city is unlike most you've come across. What is society like in this city as a result? <b>Gain 1 biome die.</b>
3	This city is a bastion of defence with a prominent religious influence. What makes the city so protected? What religion are its people enthralled to? <b>Heal 1 wound.</b>
4	A bustling merchant city. Bold colours and decorated buildings line the streets. What does the city trade in? What diverse people do you see here? <b>Gain 3 extra coin if you sell here.</b>
5	A city of ancient technology. What strange method do the people here use to get around? <b>Shop items cost 2 less coin at this city.</b>
6	A crumbling city. Few people still live here. What caused the city to be destroyed? Why do some still stay here? <b>Gain 1 extra action in your next rest phase.</b>
7	A city of rules and strict etiquette. How do you embarrass yourself? What odd decorum do you witness? <b>Lose 1 coin and 1 reputation.</b>
8	A monarch rules this city from a lofty structure. How are they seen by their people? <b>Gain 1 coin.</b>
9	A garish stadium sits in the centre of this outlandish city. What games are played in the arena? <b>Gain 1 wound and 2 coin or lose 1 reputation.</b>
10	A sprawling city that extends over the water. What use do the canals and waterways provide? <b>Gain 1 ware or gain 1 coin.</b>
J	A fearful people living under the rule of a malevolent being. What type of being is it? What power does it hold? <b>Gain 1 reputation or gain 2 coin.</b>
Q	This city houses a people who live in underground networks. What unique trait do these people possess? How do they view outsiders? <b>Gain 2 biome dice or gain 1 landmark die and lose 1 reputation.</b>
K	A prosperous people have harnessed magic that has influenced their architecture. How does this manifest? What do they teach you? <b>Gain 3 wares or mark a discovery anywhere on your map.</b>

# Black City Prompts

A	The structures that form this city are sentient and symbiotic. What form of life does the city possess? How does the city and its people interact? <b>Gain 1 reputation.</b>
2	A multicultural city of liveliness and festivity. What unique people occupy this place? Who gives you a tour? <b>Gain 1 coin.</b>
3	A generous city of wealth. What characteristic about the city reveals its prosperity? <b>Gain 3 coin.</b>
4	A shrouded city that is hard to access. What procedure did you follow to get in? <b>Lose 4 coin and gain 2 landmark dice or gain 1 temporary die.</b>
5	The people in this city value art and aesthetics above all. How has this shaped the form of the city? <b>Gain an item called 'Art Implement' with the ability: "When you take the camp action, gain 1 ware."</b>
6	An independent city that has defied conquerors. How has the city resisted rule? <b>Gain 1 biome die or gain 1 food.</b>
7	A city of people dedicated to violence and war. What rumours have you heard about this city? Why are its people so feared? <b>Lose 1 landmark die or mark a discovered settlement as a ruin.</b>
8	A hierarchical city of class and division. How are the classes differentiated? What force prevents rebellion? <b>Gain 1 temporary die.</b>
9	An academic city of scholars and students. What strange fields of study are undertaken here? <b>Gain 1 coin and 1 biome die.</b>
10	Magic is prominent in this city. Its people are proficient in the arcane arts. What affect has the prolific magic had on the city? Why is magic so common? <b>Gain 1 biome die.*</b>
J	A stoic city in harsh surrounds. What isolates this city from the rest of civilisation? <b>This location's ware value is 4.</b>
Q	A hedonistic city of debauchery and mischief. What recreational activity do tourists travel here for? <b>Gain 1 landmark die when you sleep here.</b>
K	A city built upon the ruins of old. What history do you learn here? What structures dot the surrounds? <b>Mark 1 ruin near this location and gain 1 reputation for each marked ruin.</b>



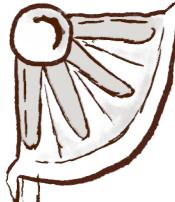
# Red Discovery Prompts



A	A doorway or portal leads to some unfamiliar and alien place. What otherworldly beings are here? What is anomalous about your surrounds? <b>Biome dice mark coastlines in your next exploration phase.</b>
2	An abandoned structure overrun by vile creatures. What caused the structure to become abandoned? What creatures have made a home in it? <b>Gain 2 coin and mark a ruin here.</b>
3	The ruins of some ancient settlement. What defences have been left intact? What guards this place? <b>Mark a ruin here and gain 3 temporary dice.</b>
4	A perilous natural landmark. What innate element makes this site so difficult to traverse? What is rumoured to lie at its centre? <b>Gain 1 random item.</b>
5	The body of some gargantuan creature lies here. How long has the body been here? What warning do you see nearby? <b>Gain 1 random item.*</b>
6	A hazardous labyrinthine structure. What force causes folks to get lost here? Who controls this domain? <b>Lose 1 die and gain 3 reputation.</b>
7	A vast underground system of caverns, caves, and tunnels. What geological mark makes these caves unique? What might they have been created by? <b>Gain 3 biome dice and 1 permanent wound.</b>
8	A religious site crawling with worshippers to some long-forgotten deity. What do the worshippers do to show their faith? How is the deity depicted? <b>Gain 1 reputation.</b>
9	A near impossible structure amongst the countryside. What makes the structure so impossible and strange? What people protect it? <b>Gain 1 landmark die and gain 1 wound.</b>
10	An ancient site of a powerful weapon. What permanent mark has it left on nature? What historical event might this have been a part of? <b>Name 1 location that this event had relevance to.</b>
J	A legendary lair of some deadly creature. What common folklore tale is told about this creature? What makes it so powerful? <b>Gain 1 wound and 5 coin.</b>
Q	A mystical and revered location of great power that moves about the land. Who inhabits this location? How does it move? <b>Gain 3 food and 1 coin.</b>
K	A relic or mythological item sits in the open, secretly guarded by a protector. What myth is associated with the item? <b>Gain 1 reputation and 2 wares.</b>

# Black Discovery Prompts

A	A fissure in the earth, stretching down into darkness. What event created this rift? What is said to emerge from it? <b>Gain 1 wound and 1 random item or gain 1 biome die.</b>
2	A structure housing a large beacon. What warning does this beacon signal? <b>Name the waters beyond a coastline.</b>
3	A detailed statue of a folk hero. What gifts have been left at its base? <b>Gain 1 reputation or lose 1 reputation and gain 3 coin.</b>
4	A vault from a bygone age. What is rumoured to lie within? Who is here attempting to enter? <b>Gain 2 temporary dice.</b>
5	The remnants of a crashed vehicle. What journal do you find in the wreckage? <b>Name the waters beyond a coastline and extend that coastline.</b>
6	An enormous crater hints at a bygone impact. What caused this crater? What occupies its basin? <b>Mark a city here or gain 1 random item.</b>
7	A pool or oasis of glimmering power. What remains do you find here? <b>Erase coastline near this location and gain 2 coin.</b>
8	A historic edifice of celestial significance. What astronomical event does it relate to? <b>Gain 1 landmark die and 1 reputation.</b>
9	A huge, dormant egg. What creature is said to grow within? When is it prophesied to hatch? <b>Gain 2 reputation or gain 2 food.</b>
10	A great, inactive machine with a magical aura. How do you reactivate the machine? <b>Mark 1 ruin as a city or gain 2 wares.</b>
J	A bizarre natural structure grown from the earth. What do you find nestled at the base of the structure? <b>Gain an item called 'heirloom' with the ability: "When you arrive at a settlement, you may lose this item to gain coin equal to your reputation."</b>
Q	A shoal inhabited by a strange form of life. Who is braving the shallows here? How is the life responding? <b>Gain 2 food or gain 2 wares.</b>
K	A sinister obelisk emitting some strange force. What property of the world is warped here? <b>Gain 1 temporary die or lose 1 biome die and gain 1 landmark die.</b>



# Red Forest Prompts

A	Otherworldly and alien. Plant life you have never seen before populates this place. What odd natural phenomenon do you witness here?
2	Occupied and guarded. You see watchful eyes as you pass through the area. How do the people here confront you? <b>Gain 1 reputation.</b>
3	Dense, old woodland. This forest is eerily quiet. Why do locals never enter these woods? What superstition is told about this place?
4	Overgrown, tropical jungle. A hermit has made home within this forest. What do they tell you about this place? <b>Gain 1 reputation.*</b>
5	Well-travelled and fertile. All manner of animal life springs from the surrounds. What supports this abundant ecosystem? <b>Gain 3 extra food if you hunt here.</b>
6	An isolated town sits within the trees. How do the people here treat the nature around them? Why do they live so deep within the trees? <b>Mark a town</b> at this location.
7	Infested and unsettling. Dangerous creatures have made their home here. What are they? How do you avoid aggravating them? <b>Lose 1 ware.</b>
8	Sentient and watching. The plant life seems to have a mind of its own. What conversation do you have with the forest? <b>Gain 1 temporary die.</b>
9	Littered with ruins. Old decaying structures are abundant here. What civilisation used to live here? Why have they vanished? <b>Mark 2 ruins within this forest.</b>
10	Waterlogged mangroves. This forest is dangerous, and you can see occasional travellers have fallen victim to these woods. What struggles do you face here? <b>Gain 1 wound and gain 1 coin.</b>
J	Mystical and dreamlike. Things are not as they seem, and your senses are confused. What bizarre experience do you have here? <b>Lose all your dice then gain 2 biome dice and 2 landmark dice.</b>
Q	Giant, lush rainforest. Sounds of distant animals and water echo around you. What unexpected sound do you hear? What do you find when you pursue it? <b>Lose 1 food and gain 1 biome die.</b>
K	Mythological and ancient. You find yourself at the site of something primordial. What is it? How does it manifest? <b>Gain 1 landmark die.</b>

# Black Forest Prompts

A	Decorated and colourful. A playful people call this forest home. What revelry do they invite you to? What substance inebriates you? <b>Lose all coin and gain 2 landmark dice.</b>
2	Strange and manufactured. The plant life in this forest seems to have been created rather than grown. What was the forest created for? <b>Gain 1 ware.</b>
3	Temperate and autumnal. The season has ushered an arboreal spectacle in this forest. What seasons does this new land have?
4	Bustling and overrun. A bizarre animal calls this place home. What odd behaviour do you witness in their migration? <b>Gain 1 food.</b>
5	Fungal and damp. The trees here have been consumed by some other life form. What caused the infection?
6	Alpine and snowy. Thick sleet covers the underbrush. What notable tracks do you spy in the snow? Where do they lead?
7	Dark and eerie. A presence seems to follow you here. What trick does the forest play on you? How do you escape? <b>Lose 1 coin or 1 ware.</b>
8	Dead and bare. Petrified trees twist like tangled limbs. What valuable resource is obtained here? What makes it dangerous to collect? <b>Gain 2 wares.</b>
9	Spiritual and welcoming. A structure of worship sits nestled in the trees. What deity does it pay homage to? How do you pay your respects? <b>Gain an item called 'Blessing' with the ability: "When you roll 'Nothing' on a landmark die, gain 1 coin."</b>
10	Tangled and prickly. A bramble of thorns envelops this forest. Who helps you traverse this woodland? <b>Gain 1 reputation.</b>
J	Sparse and grassy. Effigies mark certain trees here. What message do they convey? What people created them? <b>Gain 1 temporary die.*</b>
Q	Lively and tranquil. The calm breeze gives you a moment to relax. What view have you found most impressive in this new land? <b>Gain 1 biome die.</b>
K	Boreal and cold. A magnificent lake sits nestled in the trees. <b>Draw a prompt on the lake table.</b>



# Red Mountain Prompts

A	Monumental and honoured. This place is filled with an air of mysticism and sanctity. What construction, natural or otherwise, occupies this place? <b>Gain 1 reputation.</b>
2	Jagged and snow-capped. What creature do you see in droves at this altitude?
3	Ashen and volcanic. What feature has scarred the landscape here?
4	Peculiar and unnatural. Something about this area feels wrong. What do you notice about the place to invoke that feeling?
5	Ancient and dilapidated. Ruins of a long dead people litter these peaks. What story can you glean from their architecture? <b>Gain 1 ware.</b>
6	Treacherous and guarded. What people or creature protects this place? What do they defend it from? <b>Mark a ruin</b> at this location.
7	Glacial and icy. Biting winds make hard work of this place. What remnants do you discover frozen in the ice? <b>Gain 1 wound.</b>
8	Legendary and renowned. What legend have you heard about this place? How do you discover the artefact here? <b>Gain an item called 'Artefact' with the ability: "you may treat all dice in your dice pool as any type of die."</b>
9	Known and well-travelled. A path or road makes for a busy route. What fellow wanderers do you meet? <b>Gain 1 ware.</b>
10	Magical and coveted. This mountain houses the source of some great power. What does the power grant? Who seeks it? <b>Gain 1 reputation.</b>
J	Hidden and deep. A city lies in the depths of this place. How do the people here sustain themselves? What threatens their way of life? <b>Mark a city</b> at this location.
Q	Verdant and lush. Flora has all but consumed these crags. How does this region of landscape differ? What foreign plants do you find here? <b>Gain 1 food.*</b>
K	Enormous and tall. You see a grand view from the dizzying heights this mountain offers. What points of interest do you see from this vantage point? <b>Gain 1 landmark die.</b>

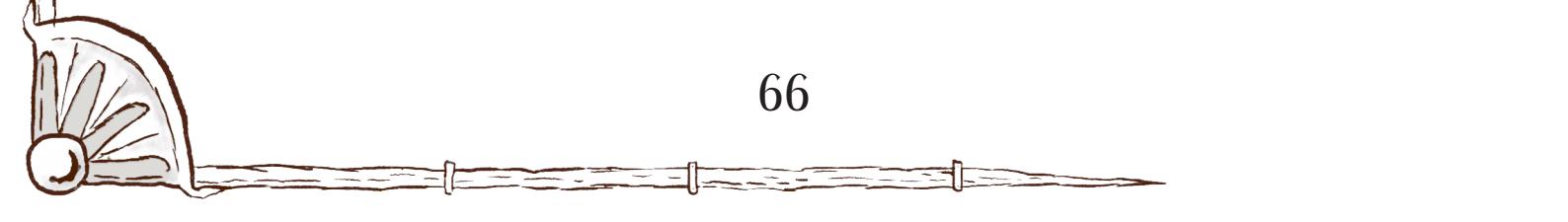
# Black Mountain Prompts

A	Serene and vibrant. A colourful plant covers the earth here. What use does it have? <b>Gain 1 ware or 1 food.</b>
2	Whispering and haunted. A blinding fog clings to the crags. What words do you hear on the wind?
3	Abundant and populated. A people regularly scale this peak for a delicacy. What is the food source? How does it taste? <b>Gain 2 food.</b>
4	Cavernous and mysterious. A cave system twists deep within the stone. What unlikely animal has made it's home here?
5	Domed and sheer. The facades of the earth are vertical and slippery. What people do you see climbing here? What are they climbing for? <b>Gain 2 extra temporary dice if you converse here.</b>
6	Odd and defying. Something about the landscape here contradicts a law of reality. What folklore do you hear that explains this phenomenon? <b>Gain 1 reputation.</b>
7	Shifting and dangerous. Earth slides like liquid, crumbling and loose. What saves you from falling to your death? <b>Gain 1 wound.*</b>
8	Trembling and active. The ground shakes periodically, weakening your footing. What signposts dot the surrounds? What do they warn of?
9	Divided and distinct. This mountain separates two cultures. What tension do you observe between these two peoples? <b>Lose 1 reputation or 1 food.</b>
10	Hewn and strong. Elaborate carvings embellish the stone, telling an epic tale. What is the tale? How is it related to the mountain? <b>Gain 1 reputation or 1 coin.</b>
J	Colossal and timeless. The peak of this mountain stretches high above. What do you spy hidden at its peak?
Q	Crystalline and gleaming. The rock structure here gleams like jewels. What do a nearby people use this material for? <b>Mark a city at this location.</b>
K	Bubbling and healing. Hot springs litter the mountain with warm water. Who do you meet bathing in the pools? <b>Gain an extra action in your next rest phase.</b>



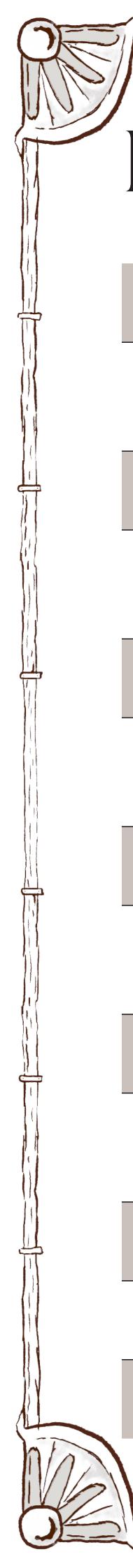
# Red Lake Prompts

A	An aquatic people live here. What does their civilisation look like? Why are you denied entry?
2	The body of water here has dried up. Only arid soil remains. What do you find amongst the dry earth? <b>Gain 1 coin.</b>
3	The area is disguised and magical. A shroud has hidden something about this place. How do you discover its truth? <b>Gain 1 reputation.</b>
4	This body of water extends far underground. How do you descend? What does it lead to? <b>Gain 1 coin.</b>
5	Vessels pass by on the water frequently here. What makes this place so well travelled?
6	An enormous structure is built over the water. What is it for? Who built it?
7	You are surprised by a dangerous aspect of the water. What injured you? How do the locals stay safe? <b>Gain 1 wound.</b>
8	Meetings between two peoples are held on the water. What agreement do you witness? Why are the meetings held here? <b>Gain 1 reputation.</b>
9	This water houses a vibrant and flourishing ecosystem. What people utilise this place? What unique cuisine is produced here? <b>Gain 1 food and 1 ware.</b>
10	A foreboding island sits in the middle of the water. Why is it so feared? What is rumoured to live there? <b>Gain 1 reputation and 1 wound or lose 1 reputation.</b>
J	A friendly creature has made a home of this water. What advice does it give you? <b>Gain 1 landmark die and 1 biome die.</b>
Q	A natural phenomenon creates beautiful sights here. What makes it so awe-inspiring? <b>Gain 1 landmark die.</b>
K	This water is littered with wealth. What tradition has culminated here? What effect has it had on the water? <b>Gain 3 coin and lose 1 reputation or lose 1 coin and gain 3 temporary dice.</b>



# Black Lake Prompts

A	A once-prosperous city lies in ruins beneath the water's surface. What caused its downfall, and what prophecy did it foretell? <b>Gain 1 coin and mark a ruin at this location.</b>
2	The liquid here appears to be something other than water. What is it? What use have people nearby found for it?
3	The water here spills from the banks, flooding the surrounding land. What is causing this? What creatures seem to benefit from the flood? <b>Gain 2 food.</b>
4	A revered waterfall flows into this body of water. What mystical effects does it have on the area? <b>Heal 1 wound or gain 1 temporary die.</b>
5	A significant excavation is underway in the water. What potential significance does it hold for the world's history? <b>Gain 1 reputation</b>
6	A floating structure drifts on the water's surface. What rare flora can be found on the structure? Who tends to it? <b>Gain 1 food for each reputation you have.</b>
7	The water here is brackish and foul. What has polluted the water? What does the smell remind you of? <b>Lose 1 biome die.</b>
8	A mysterious whirlpool acts as a portal to an alternate dimension. What strange landscapes can be glimpsed through the whirlpool? <b>Gain 2 biome dice and lose 2 food.</b>
9	The water in this area possesses a captivating hue. What causes this distinct colour, and what local legends are associated with it?
10	An annual festival is held on the water's shores, celebrating an ancient tale. What traditions are observed during this festival? How is the tale re-enacted? <b>Gain 2 extra temporary dice if you converse here.</b>
J	Jets of water can be seen from miles away. What causes these jets? What form of recreation do they provide?
Q	The water is strewn with bodies. What about the water has caused their demise? <b>Gain 1 wound and 1 item.*</b>
K	Ice has solidified the water here. What lays frozen beneath the surface? <b>Gain 1 landmark die.</b>



# Red Open Land Prompts

A	Strange, geometrical structures dot the surrounds. What purpose might they serve? <b>Mark and name a discovery</b> at this location.
2	An arid desert of rolling dunes. The heat is harsh and the winds are fierce here. What respite do you discover? <b>Gain 1 food</b> and <b>mark a ruin</b> at this location.
3	Evergreen hills stretch to the horizon. What natural feature stands out here? <b>Gain 1 biome die.</b>
4	Scarce, craggy trees scatter across a marsh. A collection of destroyed structures sinks into the mud. What do you find amongst the wreckage? What caused the destruction? <b>Gain 1 coin or gain 1 food or gain 1 ware.</b>
5	A fetid and vile swamp. Is this place populated at all? What sense of yours is assaulted by the environment?
6	The land is sparse and vast. Large creatures roam these plains. What encounter do you have with one of these creatures? <b>Gain 1 wound and 3 food or gain 1 temporary die.</b>
7	Dangerous territories. A brutal people claim these lands. How do they demand you leave? <b>Lose 1 action this rest phase.</b>
8	A tall cliff edge borders your travels here. You meet a travelling merchant. What legend do they tell you of? <b>You may take an action this rest phase to sell food as if it were wares.</b>
9	A stampede of creatures storm over a savannah. What are the creatures running from?
10	A plateau of land offers a phenomenal view. What people have settled on this mesa? What distant encounter do you see? <b>Extend nearby coastline or mark a town</b> at this location.
J	A field of vibrant and beautiful plant life. What magical properties do these plants bestow? Who is here collecting them? <b>Gain 1 biome die.</b>
Q	A perpetual weather effect of some kind looms here. What does it obscure? How has the land changed due to this?
K	This stretch of land is particularly large. <b>Give a name to this region and draw another card to see what type of open land it is.</b>

# Black Open Land Prompts

A	A predatory animal has made this land their territory. What prey does it hunt? What do you find in its den? <b>Gain 1 coin.</b>
2	Hills of dehydrated sands gleam like multi-coloured glass. What phenomenon has caused the sands to appear this way?
3	A deserted road cuts through country highlands. Why is this road no longer used? Where does it lead? <b>Mark a settlement or gain 1 coin*.</b>
4	A corruption has malignified a once serene meadow. How has the wildlife changed? What people work here to cleanse the earth? <b>Gain 1 reputation.</b>
5	Cresting a hill you see a fierce combat between two peoples. How do you avoid the conflict? What rituals do you see performed?
6	A single, enormous building stands tall over a prairie. What legend is spoken about its construction? Who occupies it now? <b>Gain 1 temporary die.</b>
7	Remnants of industrial activity populate a barren waste. What was once produced here? What hazard did you face? <b>Gain 1 wound and 1 ware.</b>
8	A long wall splits the land here. Whose province does it protect and from what? <b>Give a name to this region or mark a town at this location.</b>
9	White, blurring winds reveal an icy tundra. A people watch you here, hidden and distant. How do they live amongst the harsh cold? <b>Gain 1 wound and 1 biome die or lose 2 reputation and gain 1 biome die.</b>
10	Deep crevasses give way to a rocky canyon. What society has made its home here? Why do they welcome you so readily? <b>Mark a town at this location.</b>
J	A melody is carried in the air across a grassland. What natural phenomena has produced this sound?
Q	Floating landmasses sit like clouds in the sky. What animals have made them their home? Who occupies the shadowed land below? <b>Gain 1 food or gain 1 ware.</b>
K	A vast wetland dotted with sacred monuments. What do they tell you about the afterlife? What death rituals are practised here? <b>Gain 1 reputation or lose 1 reputation and gain 2 coin.</b>



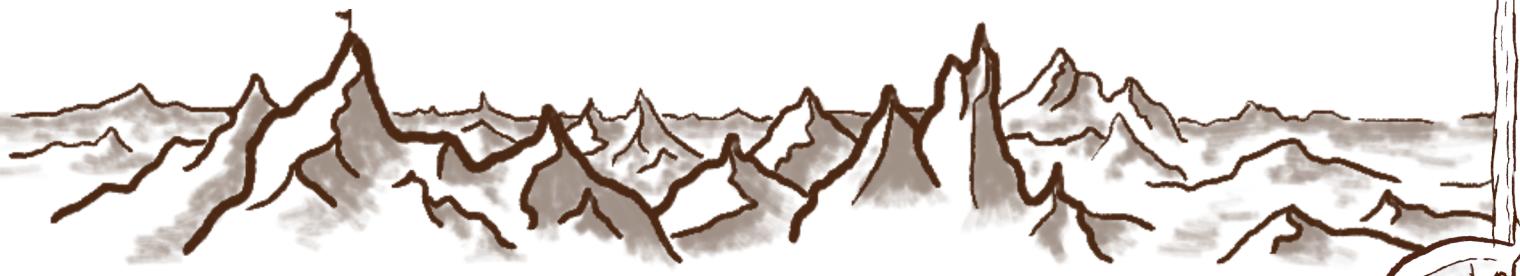
# Forest Names

Over the next few pages are name generation tables for the various biomes you may find. Feel free to choose what names stand out to you, or roll **1d20** twice for a prefix and suffix.

Roll	Prefix	Suffix
<b>1</b>	Ghost	Grove
<b>2</b>	Dancing	Jungle
<b>3</b>	Ever	Treetops
<b>4</b>	Evergreen	Woods
<b>5</b>	Sacred	Forest
<b>6</b>	Red	Boscade
<b>7</b>	Sleeping	Timberland
<b>8</b>	Shadow	Thicket
<b>9</b>	Dreaming	Holt
<b>10</b>	Silver	Willow
<b>11</b>	Wandering	Brush
<b>12</b>	Splintered	Woodland
<b>13</b>	Spring	Glade
<b>14</b>	Gilded	Canopy
<b>15</b>	Ivory	Copse
<b>16</b>	Deep	Stand
<b>17</b>	Silent	Hurst
<b>18</b>	Dinleaf	Bush
<b>19</b>	Greymoss	Veil
<b>20</b>	Dark	Scrub

# Mountain Names

Roll	Prefix	Suffix
1	Emerald	Summit
2	Hollow	Loft
3	Rugged	Heights
4	Frigid	Peaks
5	Deadland	Range
6	World	Mountain
7	Iron	Crag
8	White	Rise
9	Whitetooth	Bluff
10	Wind	Ridge
11	Jagged	Scar
12	Ashtop	Fell
13	Grim	Alps
14	Lonely	Spine
15	Howling	Rise
16	Cloudskim	Pike
17	Diamond	Sierra
18	Dormant	Spire
19	Ardent	Tor
20	Haunting	Reach



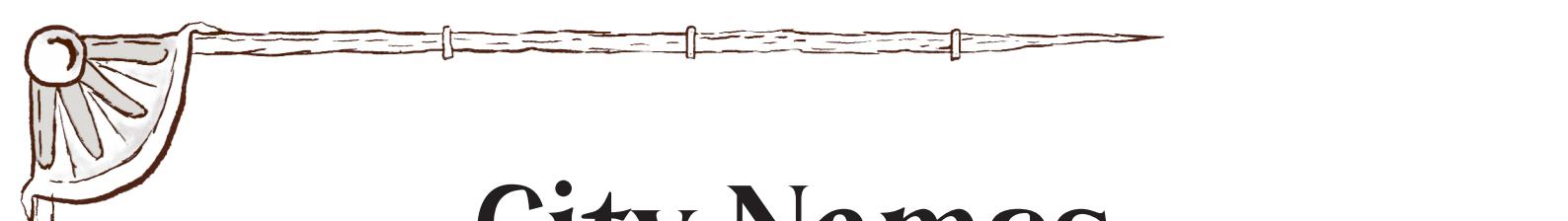
# Lake Names

Roll	Prefix	Suffix
1	Shimmering	Deep
2	Silkwash	Flood
3	Lily	Shores
4	Azure	Mere
5	Boiling	River
6	Arbordam	Loch
7	Queens	Pond
8	Coral	Brook
9	White	Channel
10	Far-Edge	Creek
11	Bowstring	Stream
12	Fertile	Tarn
13	Rolling	Waterhole
14	Darktide	Pool
15	Singing	Lake
16	Brackish	Basin
17	Dead	Shallows
18	Serpent	Springs
19	Winding	Oasis
20	Still	Waters

# Open Land Names

Open land biomes have a variety of sub-biomes you may discover from drawing prompts. For this table, it is best to roll **1d20** for the prefix, and select a suffix that matches the prompt.

Roll	Prefix	Suffix
1	Arid	Plains
2	Victor's	Shrubland
3	Daysend	Stretch
4	Desolate	Wastes
5	Lilac	Hills
6	Glowing	Fields
7	Black	Expanse
8	Barrow	Flats
9	Dark	Lowland
10	Kingsman's	Marsh
11	Prism	Steppe
12	Dancing	Swamp
13	Sunscorched	Prairie
14	Vivid	Savannah
15	Cinnabar	Fen
16	Endless	Bog
17	Barlan	Desert
18	Tainted	Sweep
19	Gentle	Grassland
20	Opal	Dunes



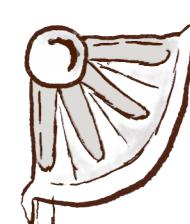
# City Names

To use the city and town name tables, roll **1d20** twice and combine the prefix and suffix into one word. For example, a roll of 3 and 12 would result in a city called “Amberhold”.

Roll	Prefix	Suffix
<b>1</b>	Amber	hollow
<b>2</b>	Iron	drift
<b>3</b>	Cold	stone
<b>4</b>	River	haven
<b>5</b>	Ravens	tide
<b>6</b>	Tar	hill
<b>7</b>	Black	point
<b>8</b>	Gloom	leaf
<b>9</b>	Great	fell
<b>10</b>	Tens	ridge
<b>11</b>	Ilden	pass
<b>12</b>	Yelon	hold
<b>13</b>	Sallow	bron
<b>14</b>	Grey	guard
<b>15</b>	Vex	vale
<b>16</b>	North	scar
<b>17</b>	Wild	port
<b>18</b>	Bask	forge
<b>19</b>	Thrynn	mire
<b>20</b>	Splinter	crest

# Town Names

Roll	Prefix	Suffix
1	Mont	brook
2	Nest	bend
3	Long	break
4	Dawn	borough
5	Hel	glen
6	Bell	nette
7	Dar	harbour
8	Calum	fast
9	Lang	mouth
10	East	ford
11	Arden	gate
12	Red	meadow
13	Scos	wich
14	South	fen
15	Wind	tasha
16	Emer	veld
17	White	side
18	Tallus	mannus
19	Val	wren
20	West	hall



# Encampment Names

Roll	Prefix	Suffix
<b>1</b>	Whisper	Watch
<b>2</b>	Dredge	Keep
<b>3</b>	Weary	Fort
<b>4</b>	Thorn	Camp
<b>5</b>	Ember	Road
<b>6</b>	Frost	Rest
<b>7</b>	Old	Bend
<b>8</b>	Far	Post
<b>9</b>	Storm	Edge
<b>10</b>	Dead	Crossing
<b>11</b>	Stone	Refuge
<b>12</b>	Sun	Tent
<b>13</b>	Grain	Path
<b>14</b>	Travellers'	Trail
<b>15</b>	Deep	Way
<b>16</b>	Outer	Steps
<b>17</b>	Lost	Place
<b>18</b>	Little	March
<b>19</b>	Forgotten	Bridge
<b>20</b>	Silent	Grounds

# Region Names

To generate a region name, roll **1d12** three times and combine to create a single word. Alternatively, roll **1d6** twice on the bottom table, choosing between the title options!

Roll	First	Second	Third
<b>1</b>	Al	en	dar
<b>2</b>	El	urn	a
<b>3</b>	Viv	an	ek
<b>4</b>	Geth	ol	in
<b>5</b>	Zal	ere	kar
<b>6</b>	Num	lin	or
<b>7</b>	Myr	vel	ess
<b>8</b>	Syl	ith	wyn
<b>9</b>	T	or	don
<b>10</b>	Dra	ni	ria
<b>11</b>	Bri	tis	que
<b>12</b>	Can	de	lan

The ... Of ...

Roll	Title	Name
<b>1-2</b>	Duchy or County	Roll cartographer last name ( <a href="#">page 6</a> )
<b>3-4</b>	Kingdom or Empire	Roll city name table ( <a href="#">page 74</a> )
<b>5-6</b>	Province or Realm	Roll above table

# People Table

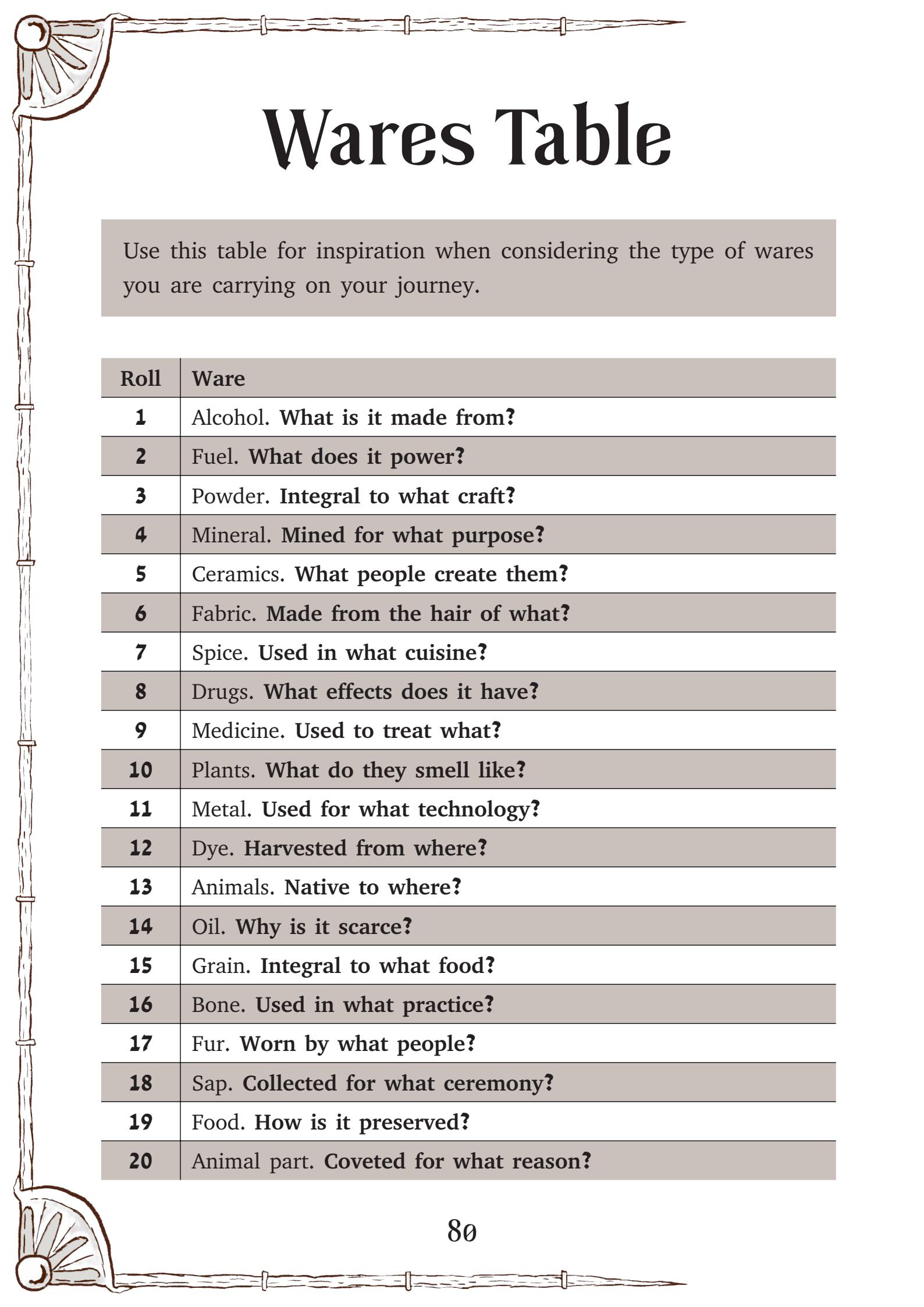
To generate a people, roll **1d20** three times on the table below. If you'd like some more elaboration on the people, roll **1d20** on the table on the next page.

Roll	Trait	Descriptor	Focus
<b>1</b>	Magical	Four-armed	Traders
<b>2</b>	Patriotic	Delicate	Protectors
<b>3</b>	Open-minded	Armoured	Labourers
<b>4</b>	Ambitious	Tall	Scavengers
<b>5</b>	Loyal	Short	Architects
<b>6</b>	Proud	Hairy	Warmongers
<b>7</b>	Untrusting	Decorated	Scholars
<b>8</b>	Loud	Winged	Custodians
<b>9</b>	Inquisitive	Ethereal	Hunters
<b>10</b>	Generous	Eyeless	Industrialists
<b>11</b>	Religious	Horned	Hedonists
<b>12</b>	Nomadic	Muscular	Spiritualists
<b>13</b>	Familial	Enhanced	Explorers
<b>14</b>	Individualistic	Mouthless	Farmers
<b>15</b>	Instinctive	Slow-moving	Artisans
<b>16</b>	Respectful	Delicate	Historians
<b>17</b>	Graceful	Many-legged	Devotees
<b>18</b>	Expressive	Burrowing	Chroniclers
<b>19</b>	Insightful	Scaled	Refugees
<b>20</b>	Unrelenting	Many-voiced	Entertainers

# People Continued

These people...

Roll	Elaborated Trait
<b>1</b>	Speak in an undecipherable tongue
<b>2</b>	Discuss the afterlife frequently
<b>3</b>	Practice an odd form of combat
<b>4</b>	Seem abundantly happy with life
<b>5</b>	Are addicted to an odd drug
<b>6</b>	Move slowly and with purpose
<b>7</b>	Regard the soil with reverence
<b>8</b>	Keep a menagerie of domesticated creatures
<b>9</b>	Wear elaborate masks
<b>10</b>	Practice communal vocalisations as greetings
<b>11</b>	Smell of a distinct food
<b>12</b>	Wear garments that change colour
<b>13</b>	Display a hive-mind connection
<b>14</b>	Ride mechanical mounts
<b>15</b>	Seem distracted by their task
<b>16</b>	Do not appear to sleep
<b>17</b>	Share a culture with another people
<b>18</b>	Revere a seemingly innocuous act
<b>19</b>	Produce no sound whatsoever
<b>20</b>	Are able to morph their forms



# Wares Table

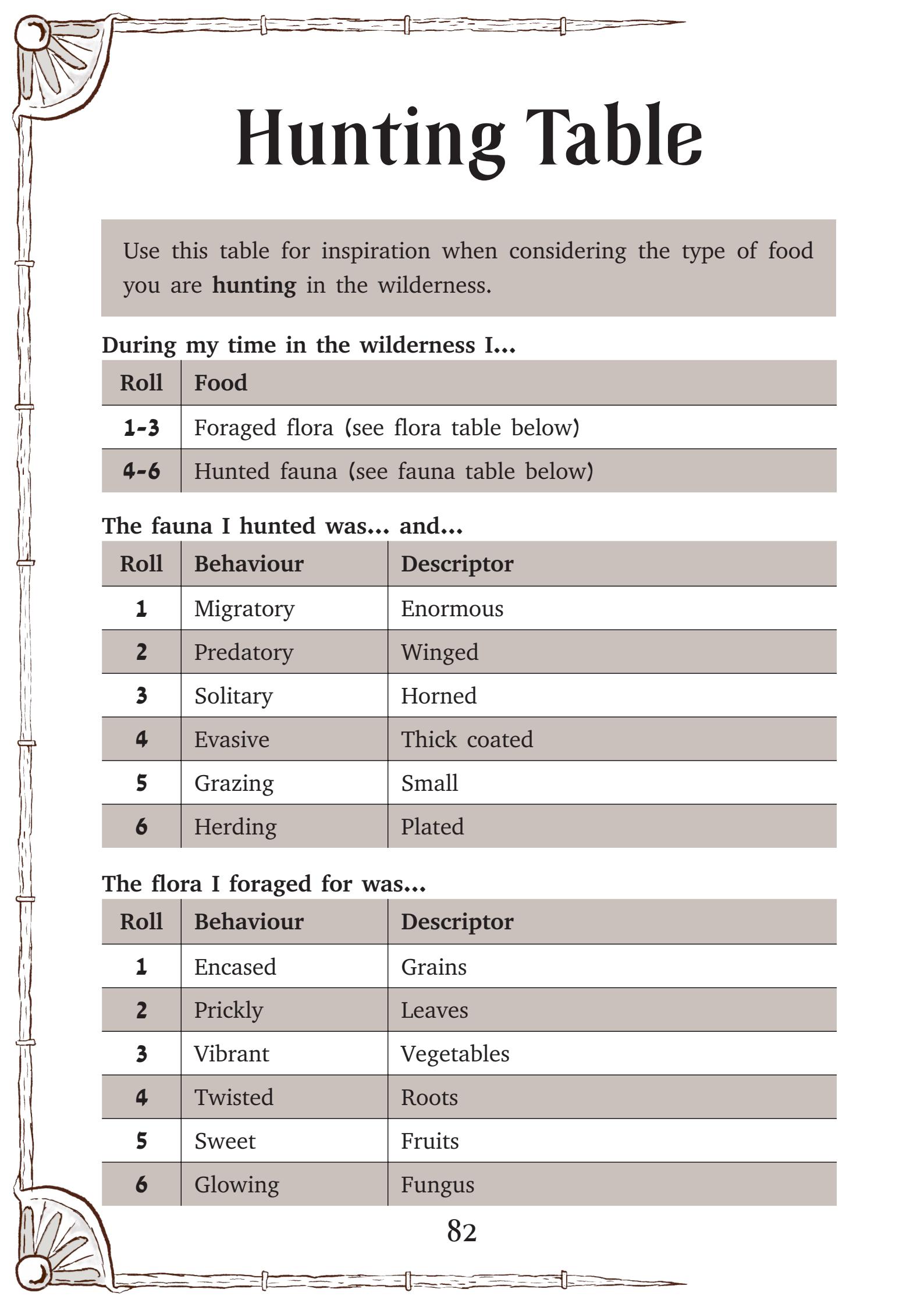
Use this table for inspiration when considering the type of wares you are carrying on your journey.

Roll	Ware
<b>1</b>	Alcohol. What is it made from?
<b>2</b>	Fuel. What does it power?
<b>3</b>	Powder. Integral to what craft?
<b>4</b>	Mineral. Mined for what purpose?
<b>5</b>	Ceramics. What people create them?
<b>6</b>	Fabric. Made from the hair of what?
<b>7</b>	Spice. Used in what cuisine?
<b>8</b>	Drugs. What effects does it have?
<b>9</b>	Medicine. Used to treat what?
<b>10</b>	Plants. What do they smell like?
<b>11</b>	Metal. Used for what technology?
<b>12</b>	Dye. Harvested from where?
<b>13</b>	Animals. Native to where?
<b>14</b>	Oil. Why is it scarce?
<b>15</b>	Grain. Integral to what food?
<b>16</b>	Bone. Used in what practice?
<b>17</b>	Fur. Worn by what people?
<b>18</b>	Sap. Collected for what ceremony?
<b>19</b>	Food. How is it preserved?
<b>20</b>	Animal part. Coveted for what reason?

# Currency Table

Use this table for inspiration when considering the type of currency a people may use in their society.

Roll	Currency
1	Rings of metal. What was their original purpose?
2	Artefacts. From what lost civilisation?
3	Petals. How are they preserved?
4	Glass beads. How are they formed?
5	Seashells. What denotes their differing values?
6	Feathers. How do people display them?
7	Gems. What properties do they have?
8	Effigies. What religious purpose do they serve?
9	Seeds. What rare plant are they from?
10	Coins. What is engraved on the surface?
11	Fossils. What fossils denote the most value?
12	Knotted string. How do the knots impact value?
13	Meteorite fragments. What secondary use do they have?
14	Teeth. From what creature or people?
15	Unique medallions. Who creates these?
16	Marked paper. What makes each note unique?
17	Magic chits. What ephemeral thing is stored within them?
18	Stories. How are they traded?
19	Cards. What game are they used for?
20	Roll on the wares table (page 80).



# Hunting Table

Use this table for inspiration when considering the type of food you are hunting in the wilderness.

During my time in the wilderness I...

Roll	Food
<b>1-3</b>	Foraged flora (see flora table below)
<b>4-6</b>	Hunted fauna (see fauna table below)

The fauna I hunted was... and...

Roll	Behaviour	Descriptor
<b>1</b>	Migratory	Enormous
<b>2</b>	Predatory	Winged
<b>3</b>	Solitary	Horned
<b>4</b>	Evasive	Thick coated
<b>5</b>	Grazing	Small
<b>6</b>	Herding	Plated

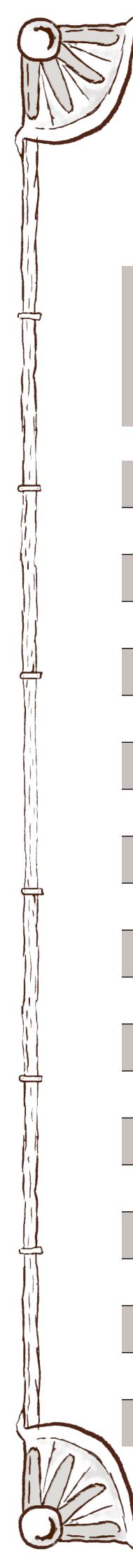
The flora I foraged for was...

Roll	Behaviour	Descriptor
<b>1</b>	Encased	Grains
<b>2</b>	Prickly	Leaves
<b>3</b>	Vibrant	Vegetables
<b>4</b>	Twisted	Roots
<b>5</b>	Sweet	Fruits
<b>6</b>	Glowing	Fungus

# Wounds Table

Use this table and the narrative context to give inspiration for a wound your cartographer suffers. Note there is no mechanical difference between a minor and major wound.

Roll	Minor Wound	Major Wound
1	Concussion	Blood loss
2	Swollen joints	Disease
3	Aching bones	Allergic reaction
4	Whiplash	Punctured lung
5	Sunburn	Dislocated shoulder
6	Sprained ankle	Broken nose
7	Throbbing headache	Hypothermia
8	Many scratches	Heatstroke
9	Cramping muscles	Jaw fracture
10	Small laceration	Nerve damage
11	Blurred vision	Broken arm
12	Exhaustion	Deep gash
13	Stomach illness	Torn ligament
14	Vertigo	Crushed hand
15	Intense bruising	Infected lesion
16	Grazed elbows	Rib fracture
17	Minor burns	Smashed tooth
18	Odd illness	Frostbite
19	Impaired breathing	Animal bite
20	Sore back	Magical corruption



# Outcome Oracle

This table is used when playing Non-Authoring mode. Use this table when you need inspiration for a theme to colour the outcome of a skill test.

Roll	Word	Word
<b>1</b>	Betray	Convince
<b>2</b>	Switch	Claim
<b>3</b>	Surround	Covet
<b>4</b>	Reveal	Spy
<b>5</b>	Seize	Trick
<b>6</b>	Deny	Attract
<b>7</b>	Protect	Endure
<b>8</b>	Discover	Preserve
<b>9</b>	Change	Inform
<b>10</b>	Delay	Open
<b>11</b>	Control	Harm
<b>12</b>	Pursue	Follow
<b>13</b>	Disrupt	Ruin
<b>14</b>	Offend	Escape
<b>15</b>	Vex	Close
<b>16</b>	Triumph	Ambush
<b>17</b>	Barter	Expose
<b>18</b>	Ask	Inspire
<b>19</b>	Divert	Build
<b>20</b>	Block	Waste

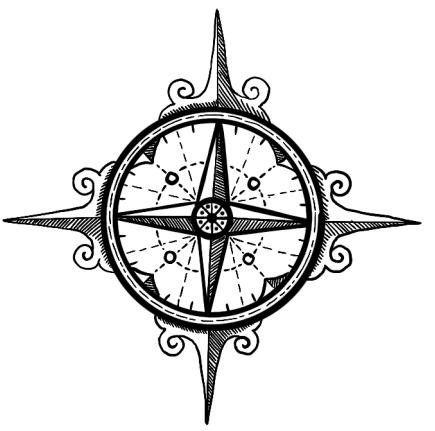
# Failure Outcomes

This table is used when playing Non-Authoring mode. Use this table when you need a random mechanical negative outcome.

Roll	Mechanical Outcome
<b>1</b>	Gain 1 permanent wound.
<b>2</b>	Lose 1 action in your next rest phase.
<b>3</b>	Gain 1 tag.
<b>4</b>	Gain 1 wound.
<b>5</b>	Lose 1 reputation.
<b>6</b>	Lose 1 ware.
<b>7</b>	Lose 1 food.
<b>8</b>	Lose 1 landmark die.
<b>9</b>	Lose 1 biome die.
<b>10</b>	Lose 1 coin.
<b>11</b>	Lose any 1 resource.
<b>12</b>	Lose any 1 die.







# Cartographer Sheet

Name	Pronouns	Specialisation
Value	Disposition	Reputation

Coin



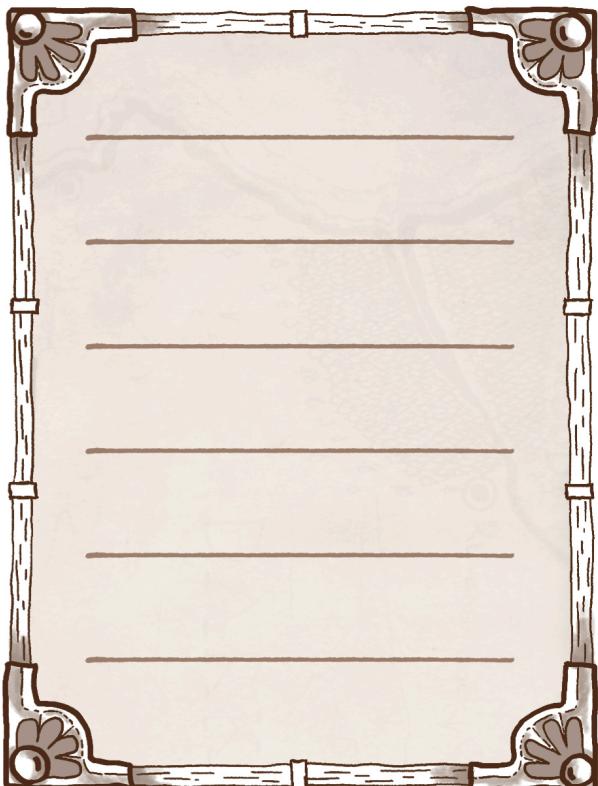
Wares



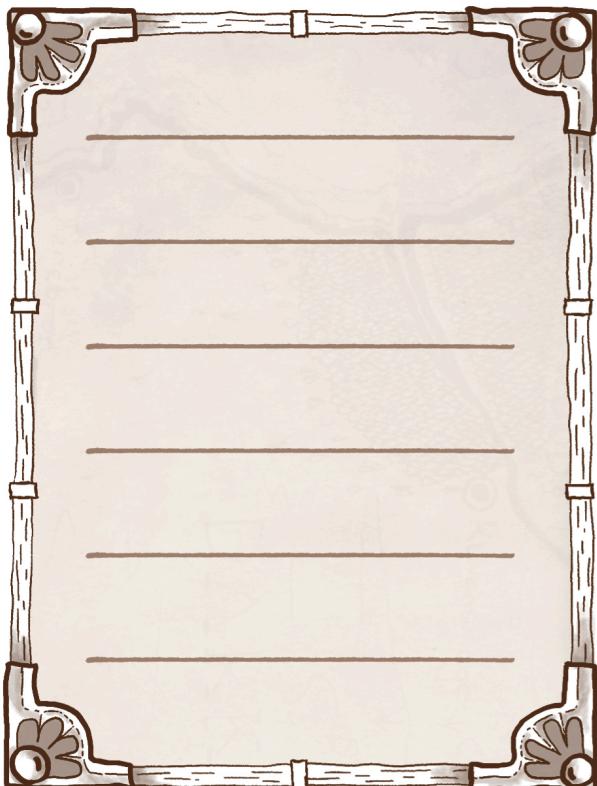
Food



Items



Wounds



Joker Draws

Black Jokers:

Red Jokers:

# Rules Reference

Exploration Phase - pg 26

1. Roll dice pool onto your map.
  2. Mark coastlines around all landmark dice.
  3. Consult exploration table and sketch locations.
  4. Return dice to dice pool.

Arrival Phase - pg 27

1. Choose location on map. If not closest, lose 1 food.
  2. Draw dashed line to location.  
**Skip if first turn of game!**
  3. Draw a card.
  4. Consult journey table. **Skip if first turn of game!**
  5. Consult location table.
  6. Name location on map.

Rest Phase - pg 28

1. Lose all temporary dice.
  2. Lose 1 other remaining die.
  3. If at a settlement, roll **1d3** to determine ware value. If at an encampment, ware value is 1.
  4. Perform 2 different rest actions.  
Gain 1 extra action for 1 coin.

## Exploration Table

Roll	Landmark	Biome
<b>1</b>	Nothing	Forest
<b>2</b>	Encampment	Mountain (range if 2)
<b>3</b>	Town	Lake (river if 2)
<b>4</b>	City	Open Land
<b>5</b>	Settlement	Same as closest biome
<b>6</b>	Discovery	Same as closest biome

## **Settlement Rest Actions**

**Converse:** Lose 1 coin, gain 1 temporary die. If in town, gain +1 temporary die.



**Sleep:** Gain 1 biome die. May choose to lose 1 food to gain 1 extra die.



**Heal:** Lose 1 coin, remove 1 wound.

**Restock:** Gain 1 food or ware.



**Sell:** Gain coin equal to this settlement's ware value for each ware you choose to sell.

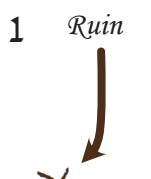
**Shop:** If at a city or town, draw 3 cards, 1 extra card if in city. Roll dice for each card to determine price.



# Wilderness Rest Actions

**Camp:** Lose 1 food, gain 1 biome die. *Coastline*

**Converse:** Lose 1 ware or coin, gain 1 temporary die.



**Hunt:** Roll die and gain that much food. Lose 1 die.

