Alone on a Map

You are a renown cartographer that has been tasked with creating a comprehensive map of the entire world. To do this you have divided the world into 36 quadrants and will label the most important Landmarks.

Tools:

- 2 six-sided dice
- Graph Paper (provided at the end of the document)
- Deck of Playing Cards, Jokers Removed
- Writing Utensils
- 1 Coin *(Optional)*
- Writing Journal *(Optional)*

Instructions:

Roll two six-sided dice and decide which die is the X axis and which is the Y axis. Find the correct quadrant on your sheet.

Draw a card, consult the charts below, and plot out your Landmark in the quadrant.

> **The suit** will determine where in the quadrant the Landmark will be placed.
>
> **The rank** will determine the type of Landmark.

Optional Rules:

    Flip a coin:

        Heads: The Landmark is naturally occurring

        Tails: The Landmark is man-made

    Travel Notes:

        You may wish to write a few sentences describing the Landmark--how it looks, how it makes you feel, or any other details you think are important. You may fill these out as you play or after your map is complete.

If at any point you come up with an idea more interesting or better than what the dice and cards give you *go with what you desire over the results*.

Ending the Game:

When you have decided that your map is complete, or have run out of cards, draw a line around the landmasses to create your continents, connect any rivers you like, and give names to your settlements. If you believe your map is accurate, keep it and present it to your lord. If you discover you have made mistakes, destroy it.

♦ Diamonds

By a Settlement. (eg. a small village, a large metropolis, a city, a waypoint for nomadic people) **If there is no settlement nearby, create one. You can create as many settlements as you wish.**

♣ Clubs

Close to another Landmark. If there is no other Landmark in the quadrant, create one, **or** place it next to a Landmark in a nearby quadrant. A new settlement can be a Landmark and a river can be connected through other quadrants.

♥ Hearts

Far away from any settlement

♠ Spades

Near no other Landmarks. **Note this is when you first draw it. Afterwards you may place new landmarks near it

A: An Anomaly, something that shouldn't be there

2: A passageway (eg: a bridge, a road, a gap in a mountain range)

3: A mountain or a volcano

4: A river or a delta

5: A valley or a gorge

6: A forest or a jungle

7: A desert or a tundra

8: A beach or coastline

9: A lake or a sea

10: A plain or a mesa

J: Wetlands (eg: bog, swamp, mangroves)

Q: A peninsula or lagoon

K: An island, archipelago, or an atoll