

Creating a Realm (p14)

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

WILDERNESS

Draw clusters of d12 hexes of the same terrain type.

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

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

HOLDINGS

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







MYTH HEXES

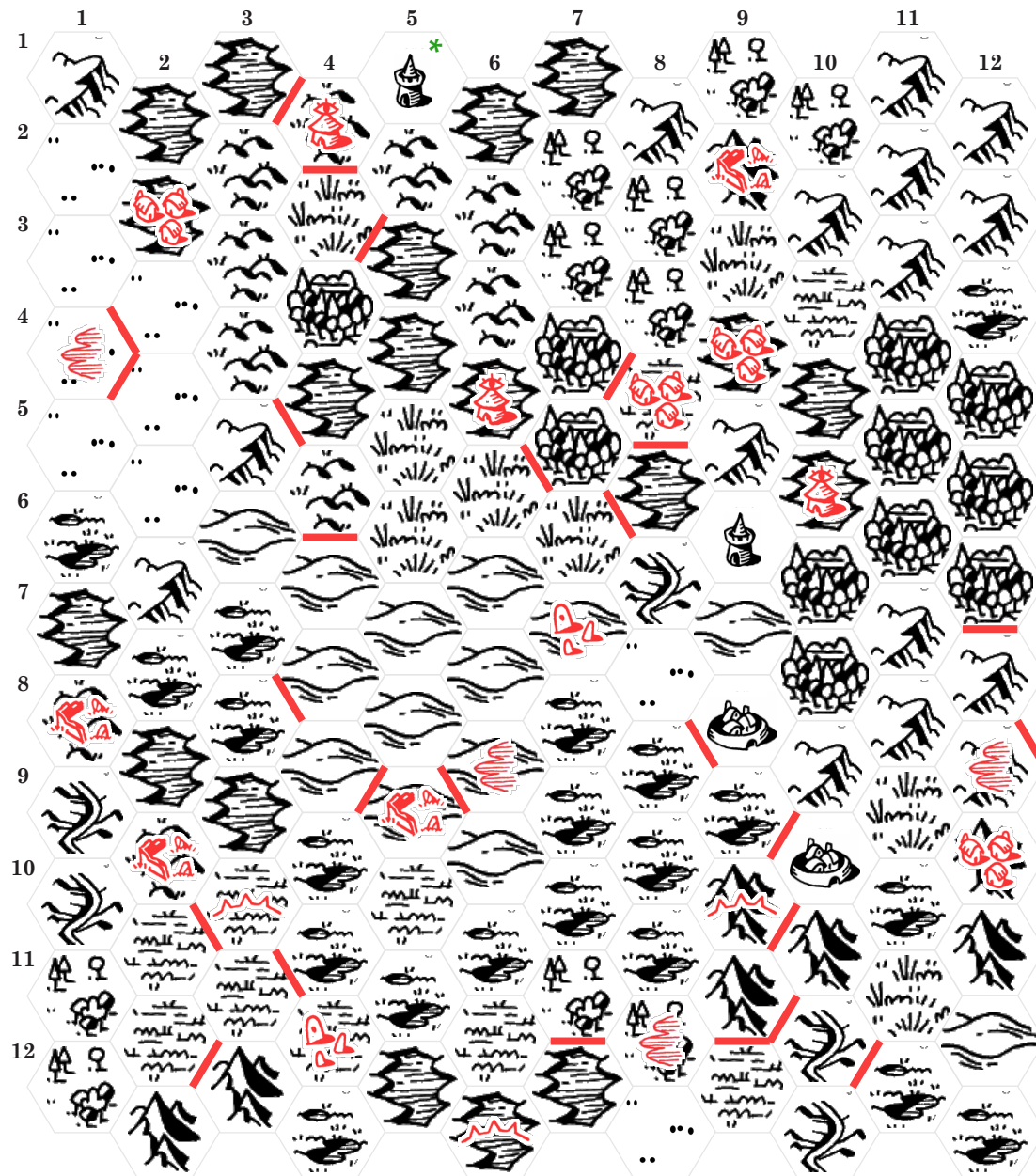
Mark 6 Myths (p27) in remote places. Number them 1-6 on the map.

- | | |
|-----------------|--------------|
| 1) The Snail | 2) The Wight |
| 3) The Elephant | 4) The Boar |
| 5) The Elf | 6) The Wight |

LANDMARKS

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

-  **Dwellings:** Humble homes amid the wilds.
-  **Sanctums:** Each the sacred home to a Seer. Roll on the Knight table (p26) to find which Seer lives at each Sanctum.
-  **Monuments:** Sites of inspiration. Travellers may spend a Phase to restore SPI here as if they were consuming a Sacrament.
-  **Hazards:** Nature fights your every step. Devise a solution, push through (lose d6 VIG), or go back the way you came.
-  **Curses:** Blights on the land that throw you off course. If you travel in the next Phase it counts as travelling blind (p18).
-  **Ruins:** Remnants of the past echo the future. These hint at a random Myth not currently active in the Realm, though it may return.



* Designates the Seat of Power

1 Marsh



3 Crag



5 Forest



7 Hills



9 Bog



11 Glade



Castle



2 Heath



4 Peaks



6 Valley



8 Meadow



10 Lake



12 Plains



Fortress



Town



Tower

