

CALM

✓ LEVEL

5

work

six units filled, pockets first

Just do the filling work.

Level: the fill moves one step toward plain

CALM

✓ LEVEL

6

work

six units filled, pockets first

Just do the filling work.

Level: the fill moves one step toward plain

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CALM

✓ LEVEL

7

work

six units filled, pockets first

Just do the filling work.

Level: the fill moves one step toward plain

SETTLEMENT

≡ SETTLE

6

work

urban low, the core

rural homes, the ring

one farmland

on a 6: a small town, ring first then core

No people in this panel or its Spread?
Found: roll 1d6 and check the settlement table. Someone already here? The tallest settlement takes two growth steps.

Settle: the fill keeps the dominant elevation

SETTLEMENT

≡ SETTLE

7

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urban low, the core

rural homes, the ring

one farmland

on a 6: a small town, ring first then core

No people in this panel or its Spread?
Found: roll 1d6 and check the settlement table. Someone already here? The tallest settlement takes two growth steps.

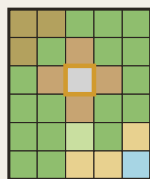
Settle: the fill keeps the dominant elevation

SETTLEMENT

7

= SETTLE

work



- urban low, the core
- rural homes, the ring
- one farmland

on a 6: a small town, ring first then core

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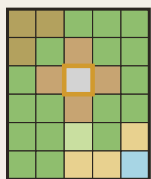
Settle: the fill keeps the dominant elevation

SETTLEMENT

8

= SETTLE

work



- urban low, the core
- rural homes, the ring
- one farmland

on a 6: a small town, ring first then core

No people in this panel or its Spread?
Found: roll 1d6 and check the settlement table. Someone already here? The tallest settlement takes two growth steps.

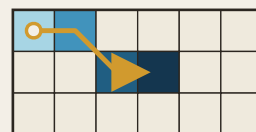
Settle: the fill keeps the dominant elevation

BASIN

6

= SETTLE

work



every unit digs one step deeper

Grow water already touching the panel, or seed a new lake at shallow. Then dig one step deeper each unit: 2 to 5 (1d4+1).

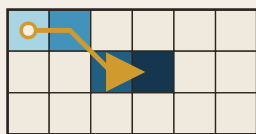
Settle: the fill keeps the dominant elevation

BASIN

7

= SETTLE

work



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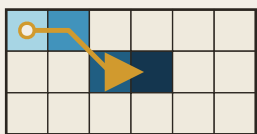
Settle: the fill keeps the dominant elevation

BASIN

8

= SETTLE

work



every unit digs one step deeper

Grow water already touching the panel, or seed a new lake at shallow. Then dig one step deeper each unit: 2 to 5 (1d4+1).

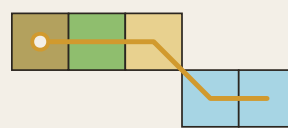
Settle: the fill keeps the dominant elevation

FREE STROKE

6

= SETTLE

work



a stroke of your own making

Everything is your choice: start, heading, elevations, turns, length up to 5 units.

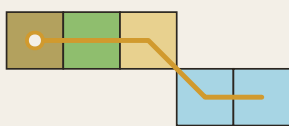
Settle: the fill keeps the dominant elevation

FREE STROKE

8

= SETTLE

work



a stroke of your own making

Everything is your choice: start, heading, elevations, turns, length up to 5 units.

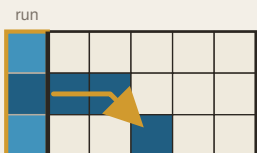
Settle: the fill keeps the dominant elevation

EXTEND

7

= SETTLE

work



it enters straight, then wobbles

Take the longest run of water or heights (no hills/plains), continue it as a stroke at the same elevation for 2 to 5 units (1d4+1).

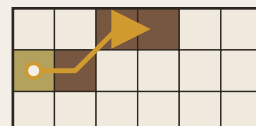
Settle: the fill keeps the dominant elevation

RIDGE

7

^ RISE

work



hills first, then mountains climbing

Start on any empty unit where hills are legal, then climb: hills, then mountains onward for 2 to 5 units.

Rise: the fill moves one step away from plain

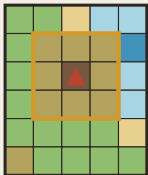
[illegible]

ANOMALY

7

work

^ RISE



its ring becomes
hills, even where
the water was:
the law is broken

a volcano raises its ring to hills, anywhere

The one license to break the rules,
once, as it lands: it may repaint
anything. After that it restricts
nothing, and only follows the
anomaly's own rules.

Rise: the fill moves one step away from plain

ADD PANEL

3

= SETTLE

work

its first 3 units grow in from the border

The map grows. Place the new panel at the open spot nearest the map's middle. It is your working panel this turn: its first units grow in from the border.

Settle: the fill keeps the dominant elevation

ADD PANEL

SETTLE

5

work

the map

new panel

its first 5 units grow in from the border

The map grows. Place the new panel at the open spot nearest the map's middle. It is your working panel this turn: its first units grow in from the border.

Settle: the fill keeps the dominant elevation

ROLL TABLES	
SETTLEMENT	BLANK PANEL
Founding d6	1 Shallow
1-3 Farmstead	2 Coastal
4-5 Village	3-4 Plain
6 Small town	5 Hills
Growth d6	6 Mountains
1-2 A field	STROKE
3-4 A home	
5-6 Rise a step	
Farmland 1d4	Wobble d6
1-2 Low intensity	1-4 Straight
3-4 High intensity	5 Turn left
	6 Turn right
	Length 1d4+1
	2-5 units, or choose

