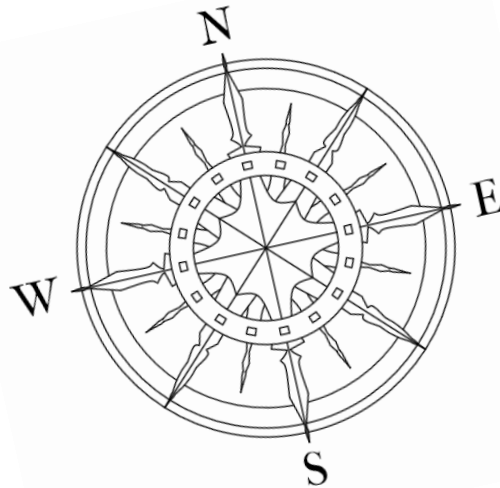


World Atlas



VILLAGE – 7 BP

LEVEL 2 [START]



2s

*MARKET (L1)– 2BP

NPC: Merchant, Beggar

ACTIONS

The PC can buy/sell ITEMS(COMMON)

*TAVERN (L1) – 2BP

NPC: Innkeeper.

Tavern Guest (5+)

ACTIONS

REST

*BLACKSMITH (L1) – 2BP

NPC: Smith

ACTIONS (NPC).

The PC can buy/sell ARMOR(COMMON)
and WEAPONS(COMMON)

HOUSE (L1) – 1BP

NPC: Villager

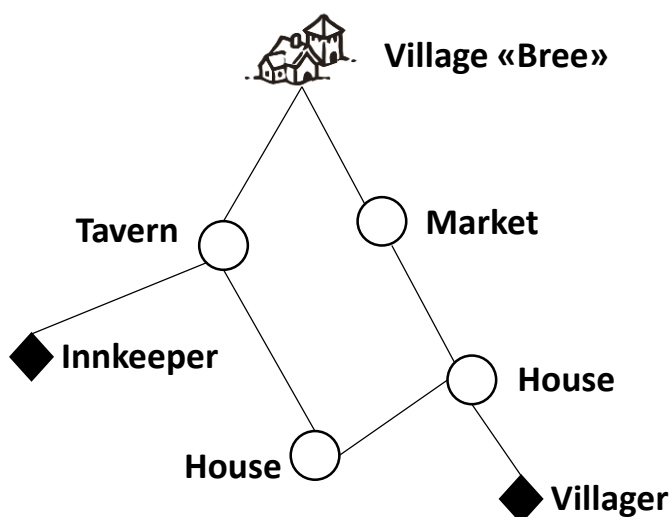
Major

Elderly person (5+)

HEALER HOUSE (L1) – 5BP

NPC: Healer

Village Example (13 BP)



NAME(X+)

NPC is freely available on a roll of X+
[once per mission]

PASTURE (FIELDS) - 3BP

LEVEL 2 [START]

2s

HOUSE, FARM (L1) – 1BP

NPC: Farmer
Elderly person (5+)

CULTIVATED FIELD (L1) – 1BP

NPC: Farmer (3+)

PASTURE (L1) – 1BP

NPC: Farmer (4+)

ACTIONS

#HUNTING: RABBIT(1)

NAME(X+)
NPC is freely available on a roll of X+
[once per mission]

CLEARING (L1) – 1BP

Special Rule: cannot be linked to a Clearing.

ACTIONS

REST

NPC: Traveller(4+)

LIGHT VEGETATION (L1)– 1BP

ACTIONS

#TRACK: Gain one MP

HUNTING: RABBIT(1)

Event Check:

6+: ENEMY(WOLF)

PATH (L1) – 1BP

Special Rule: cannot be linked to a Path.

Available Actions:

#TRACK: Gain one MP

BEAST LAIR (L1) – ? MP (see Mission)

ENEMY : See Mission

SMALL RIVER (L1) – 0BP

OBSTACLE: #ATHLETICS

Success: Gain one MP.

Fail: -1 HP

ACTIONS

#TRACK: Gain one MP

HUNTING: RABBIT(1)

UNDERGROWTH (L1) – 0BP

OBSTACLE: #ATHLETICS

Success: Gain one MP.

Fail: -1 HP

ACTIONS

#TRACK: Gain one MP

HUNTING: BOAR(2)

DENSE VEGETATION(L1) – 0BP

OBSTACLE: #TRACK

Success: Gain one MP.

Fail: -1 HP

ACTIONS

#TRACK: Gain one MP

HUNTING: RABBIT(1), DEER(2)

Event Check:

6+: ENEMY(WOLF)

INNER FOREST (L1) – 1BP

ACTIONS

HUNTING: STAG(3)

Event Check:

6+: ENEMY(2x WOLF)

BANDIT CAMP (L1) – ? MP (see Mission)

ENEMY: see Mission

NPC: NAME(X+)

NPC is freely available on a roll of X+
[once per mission]

CORRIDOR (L1) – 1BP

Special Rule: cannot be linked to a Corridor.

Event Check:

6+: ENEMY(ZOMBIE)

SMALL ROOM (L1) – 1BP**ACTIONS**

#SEARCH: Gain one MP

Event Check:

6+: ENEMY(ZOMBIE)

TRAPPED CORRIDOR (L1)– 1BP

OBSTACLE: #TRAPS

Success: Gain one MP.

Fail: -1d3 HP

CRYPT GUARD (L1)– 0BP

OBSTACLE: *SKELETON

REWARD: 1 MP, 1 XP

BLOCKED DOOR (L1)– 0BP

OBSTACLE: #STRENGTH

Success: Gain one MP.

Fail: -1 HP

INNER CHAMBER (L1)– 0BP plus X MP
(see Mission)

MONSTER: Roll one die

(1-4) GIANT SKELETON

(5-6) GHOUL

REWARD: 1 BP, 2 XP,
TREASURE(COMMON)

***HIDDEN NICHE (L0)– 1BP**

ACTION: #SEARCH

Success: roll 1d6

1-4: Lesser Healing Potion

5-6: Cure Disease Potion

LAIR ENTRANCE – SPECIAL

LEVEL 1

1

Special rules: each L0 Location can only be connected to two other Locations max. In addition, you cannot link to identical L0 locations.

Set the Mission Points to Zero when entering the Lair.

TUNNEL (L0) – OBP

Event Check:

1: Gain one MP

6+: ENEMY – MINION (see Mission)

NARROW TUNNEL (L0) – OBP

Event Check:

1-2: Gain one MP

4+: ENEMY – MINION (see Mission)

Special rules: only one character can participate to the Combat in this Location.

***LARGE TUNNEL (L0) – OBP**

Event Check:

1: Dead End. Lose one MP

2-3: Gain one MP

6: ENEMY – MINION (see Mission)

LARGE CHAMBER (L1)– OBP

OBSTACLE: ENEMY – MINION (see Mission)

REWARD: 1 MP

***BLOCKED PASSAGE (L0) – OBP**

OBSTACLE: #STRENGTH(-1)

Fail: -1 HP (PC and Allies).

REWARD: 1 MP

LAIR (L1)– OBP plus X MP (see Mission)

MONSTER: ENEMY – BEAST (see Mission)

REWARD: 1 BP, 2 XP,
TREASURE(COMMON)

***TOXIC AIR (L0) – OBP**

OBSTACLE: #CONSTITUTION (-1)

Fail: -1 HP (PC and Allies).

REWARD: 1 MP

INN (L1) – 2BP

ACTIONS

REST

NPC: Innkeeper.
Tavern Guest (5+)

GUARD POST (L1) – 2BP

NPC: Mercenary
Mercenary Veteran

NAME(X+)
NPC is freely available on a roll of X+
[once per mission]

LOST CITY – 2 BP and 2MP

LEVEL 3

3

Special Rules: No Story Points can be obtained by giving a Name or Trait to a Location in the Lost City

MAIN ROAD (L2) – 1BP

LOST CITY QUARTER (L2) – 3BP

Must be linked to a Main Road

SPECIAL ENEMY: INFECTED DOGS

Use the DOG statistics.

A PC bitten by an infected DOG must execute a #CON check: if Failed, the PC is now infected with the REG PLAGUE disease.

LOST CITY QUARTER – 3 BP

LEVEL 2

2

Must be linked to a Main Road (L2)

CITY ROAD (L1) – 1BP

No Large House can be connected
Connected houses must be different.

Can have two additional links (max six links instead of four) but the two extra links must connect to one of the houses in the quarter.

LARGE ROAD (L1) – 1BP

Only Large Houses or Roads can be connected

EVENT CHECK

6: ENEMY(BANDIT)

CROSSING (L1) – 0BP

Only Roads can be connected

EVENT CHECK

6: ENEMY(INFECTED DOG*)

*see Lost City Page

LARGE HOUSE (L1) – 2BP

ACTIONS

#SEARCH(+1): (see Mission)

EVENT CHECK

6: ENEMY(BANDIT)

HOUSE (L1) – 1BP

ACTIONS

#SEARCH: (see Mission)

EVENT CHECK

6: ENEMY(CRAWLER)

TUMBLEDOWN HOUSE (L1) – 0BP

OBSTACLE: #AGILITY

Fail: -1 HP

ACTIONS

#SEARCH: (see Mission)

COLLAPSED HOUSE (L1) – 0BP

OBSTACLE: #STRENGTH

Success: You can Search

Fail: -1 HP and no Search

ACTIONS

#SEARCH: (see Mission)

HOUSE (L1) – 0BP

ACTIONS

#SEARCH: (see Mission)

EVENT CHECK

6: #DEXTERITY(-1).

Failed: Disease (Red Plague)

HOUSE (L1) – 0BP

ACTIONS

#SEARCH: (see Mission)

EVENT CHECK

5-6: ENEMY(INFECTED DOG)

NECROPOLIS LEVEL 1 – SPECIAL

LEVEL 2 2

Special rules: you cannot link together two identical Locations.

CORRIDOR (L1) – 1BP

Event Check:

6: ENEMY(SERPENT MEN GUARD)

TRAPPED CORRIDOR (L1) – 0BP

OBSTACLE: #TRAPS

Success: Gain one MP.

Fail: -1d3 HP

PORTICULLIS (L1) – 0BP

OBSTACLE: #STRENGTH

Success: Gain one MP.

Fail: -1 HP

PIT (L1) – 0BP

OBSTACLE: #ATLETHICS

Success: Gain one MP.

Fail: -1 HP

*HIDDEN URN (L0) – 1BP

ACTION: #SEARCH

Success: roll 1d6

1-5: Lesser Healing Potion

6: TREASURE(COMMON)

Fail: -1 HP

DEAD END (L1) – 0BP

OBSTACLE: *SERPENT MEN GUARD

REWARD: 1 MP

*SMALL ROOM (L1) – 1BP

ACTIONS

#SEARCH: Gain one MP

Event Check:

6: ENEMY(SERPENT MEN GUARD)

*SMALL ROOM (L1) – 1BP

Event Check:

3-6: ENEMY(SERPENT MEN GUARD)

REWARD: 1 MP

LARGE ROOM (L1) – 0BP

OBSTACLE: *SERPENT MEN GUARD

REWARD: 1 MP

DISTURBING PAINTINGS (L1) – 0BP

OBSTACLE: #POW

Success: Gain one MP.

Fail: -1 HP

*HIDDEN MECHANISM (L1) – 0BP

OBSTACLE: #SEARCH

Success: Gain one MP.

Fail: -1 HP

COLLAPSED CORRIDOR (L1) – 0BP

OBSTACLE: #ATLETHICS(-1)

Success: Gain one MP.

Fail: -1 HP (all characters)

NECROPOLIS LEVEL 2 – SPECIAL

LEVEL 2 2

Special rules. [1] The first 3 Locations created must be Flooded Passages. [2] you cannot link together two identical Locations.

FLOODED PASSAGE (L1) – 0BP

OBSTACLE: #ATLETHICS

Fail: -1 HP (all characters)

TRAPPED CORRIDOR (L1) – 0BP

OBSTACLE: #TRAPS

Success: Gain one MP.

Fail: -1d3 HP

HEAVY DOOR (L1) – 0BP

OBSTACLE: #STRENGTH

Success: Gain one MP.

Fail: -1 HP

PIT (L1) – 0BP

OBSTACLE: #ATLETHICS

Success: Gain one MP.

Fail: -1 HP

*HIDDEN MECHANISM (L1) – 0BP

OBSTACLE: #SEARCH

Success: Gain one MP.

Fail: -1 HP

FLOODED ROOM (L1) – 0BP

OBSTACLE: #CON

Success: Gain one MP.

Fail: -1 HP

LOCKED ROOM (L1) – 0BP

OBSTACLE: #STRENGTH

Success: Gain one MP

Fail: You cannot link any Location to this room until you overcome this obstacle.

Event Check:

6: ENEMY(SERPENT MEN GUARD)

*NARROW ROOM (L1) – 1BP

ACTIONS

#SEARCH: Gain one MP

Event Check:

6: ENEMY(2x SERPENT MEN GUARD)

PRISON CELL (L1) – 1BP

Event Check:

4-6: ENEMY(SERPENT MEN GUARD)

REWARD: 1 MP

DEAD END (L1) – 0BP

OBSTACLE: *2x SERPENT MEN GUARD

REWARD: 1 MP

LARGE ROOM (L1) – 0BP

OBSTACLE: *2x SERPENT MEN GUARD

REWARD: 1 MP

LABORATORY (L1) – 1BP

ACTIONS: #INT

Success: you can place a @CHEST linked to this Location

Event Check:

6: ENEMY(SERPENT MEN GUARD)

CHEST (L0) – special

ACTION: #SEARCH

Success: roll 1d6

1-5: Lesser Healing Potion

6: TREASURE(COMMON)

NECROPOLIS LEVEL 3 – SPECIAL

LEVEL 2 2

Special rules. you cannot link together two identical Locations and each Location cannot be linked to two identical Locations.

PIT (L1) – OBP

OBSTACLE: #ATLETHICS(-1)
Success: Gain one BP.
Fail: -1 HP

TRAPPED CORRIDOR (L1) – OBP

OBSTACLE: #TRAPS
Success: Gain one BP.
Fail: -1d3 HP

REINFORCED DOOR (L1) – OBP

OBSTACLE: #STRENGTH
Success: you can place a @VAULT linked to this Location.
Fail: -1 HP. You can repeat this check.

HIDDEN LOCK (L1) – OBP

OBSTACLE: #SEARCH
Success: you can place a @SECRET ROOM linked to this Location

*DEAD END (L1) – OBP

OBSTACLE: *2x SERPENT MEN GUARD
REWARD: 1 BP

*STAIRS (L1) – OBP

Event Check:
3-6: ENEMY(SERPENT MEN GUARD)
REWARD: 1 BP. +2 DMR to the next Event Check.

*LOCKED ROOM (L1) – OBP

OBSTACLE: #STRENGTH
Fail: You cannot link any Location to this room until you overcome this obstacle.
Event Check:
3-6: ENEMY(SERPENT MEN GUARD)

REWARD: 1 BP

VAULT (L1) – Special

Event Check:
5: ENEMY(2x SERPENT MEN GUARD)
5: ENEMY(SERPENT MEN GUARD, SERPENT MEN CLERIC)
REWARD: 1 BP

*ALTAR (L1) – OBP

ACTIONS: #POW
Success: Gain 1 BP
Fail: ENEMY(SERPENT MEN CLERIC)

SECRET ROOM (L1) – special

OBSTACLE: *SERPENT MEN GUARD, SERPENT MEN CLERIC
REWARD: roll one die
1-4: One BP
5-6: One BP and TREASURE(COMMON)

HIDDEN NICHE (L1) – 0 BP

ACTION: #SEARCH
Success: roll 1d6
1: Nothing
2-4: Lesser Healing Potion
5-6: KEY. Can be used to automatically overcome an Obstacle on a **HEAVY DOOR** Location
Fail: -1d3 HP (all characters) *gas poison trap*

*HIDDEN TREASURE (L1) – 1BP

OBSTACLE: #SEARCH
Success: TREASURE(COMMON).
Fail: -1 HP

MAIN VAULT (L1) – 7BP

OBSTACLE:
ENEMY(LARGE CONSTRUCT) *Living Statue*
REWARD: 1 XP, TREASURE(COMMON)