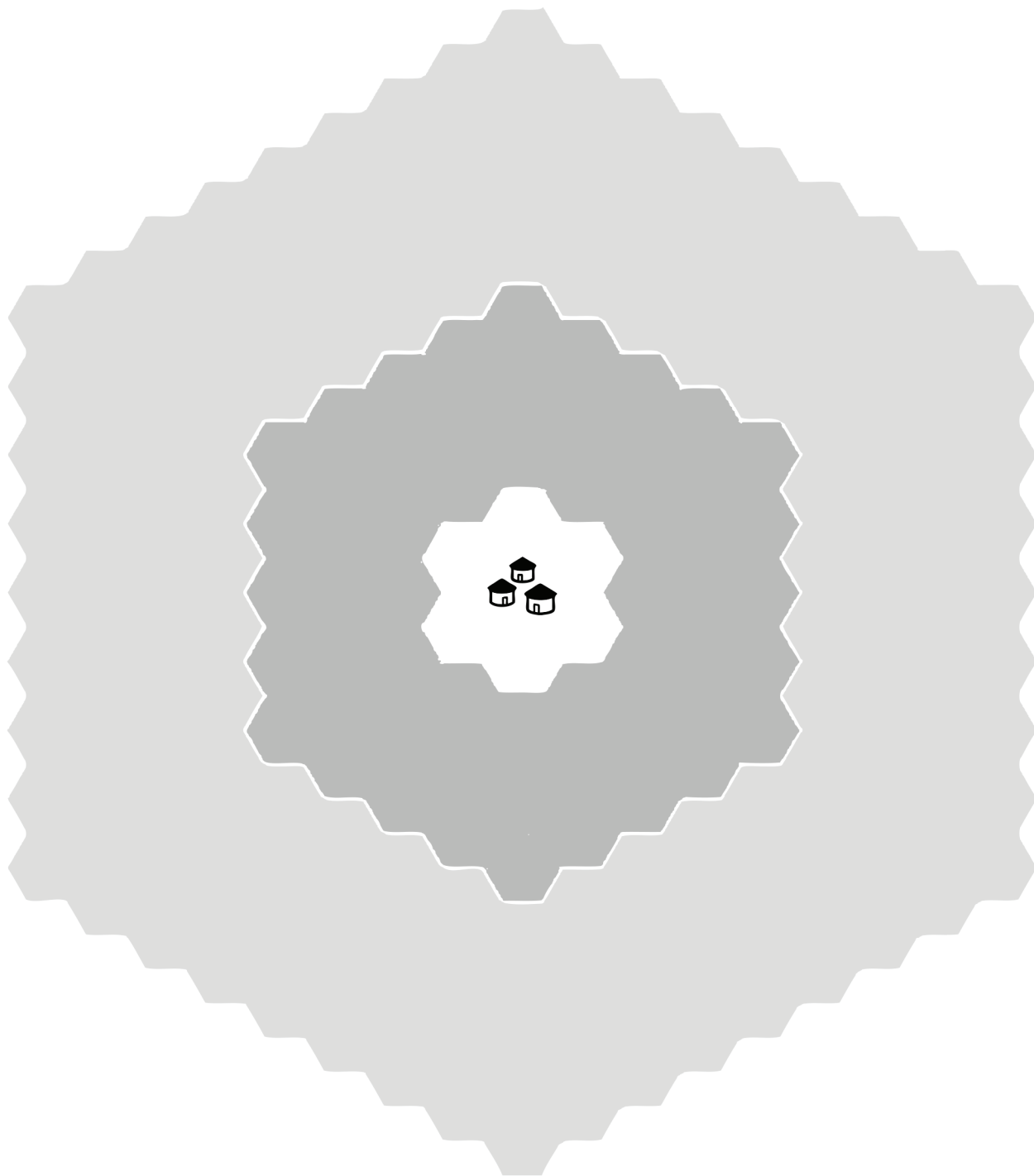




Major Locations: *going around the table twice, each player:*

- Pick a fresh Direction (N,S,E,W, NW, etc) and Distance (near, medium, far)
- Roll 1d8 For Type and choose Heard, Seen, or Learned.
1 Recent Ruins, 2 Ancient Ruins, 3 Human Settlement, 4 Major City,
5 Inhuman Settlement, 6 Monster's Lair, 7 Source of Power, 8 Otherworld
- Describe it, while the GM rolls to check your accuracy.
Heard - Charisma; Seen - Wisdom; Learned - Intelligence.

Embellishments:
once, each player:

- Add a detail to some one else's location.