



INTRO

“Pocket Lands: Geomorph Cards” (**PL Cards**) is a series of decks of illustrated geomorph cards (**Map Cards**) that can be assembled into world maps for your favorite role playing game. You can put these on your table and build your world map, deal out a random landscape on a fly or follow simple **overland travel and exploration rules**.

PL Cards is not a stand alone game.

PL Cards is rules neutral, meaning it is designed as a supplement or game accessory for many different games, thus it doesn't have specific content or heavy rules. You can easily plug in any random encounters, specific location tables or other specific content you want.

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USING THE CARDS

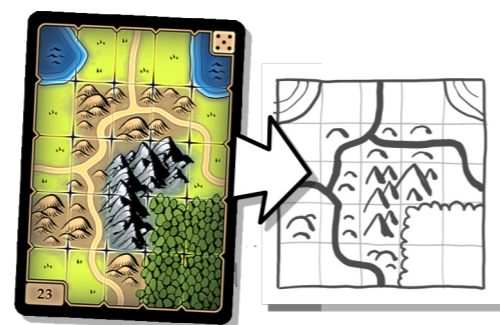
Many of the games we love have either overly complicated rules or no rules at all for overland travel. **PL Cards** may easily be inserted into your game to create, extend and improve this important aspect!

For solo roleplaying games, PL Cards are a perfect world map generator that replaces the need for complicated tables and provides creative freedom by allowing you to customize the deck to your needs!

If you are a game master (GM) who prefers a “sandbox” play style, these cards allow the player characters (PCs) to wander freely and find instant spontaneous adventures while travelling those dusty roads! You may also use PL Cards as a building tool to help you easily prepare a visually rich world map for your upcoming adventures.



When constructing an adventure, use the cards types (signified by the art on the back) to pre-define a general landscape layout. This gives you control over the terrain but maintains the aspect of exploration and surprise for your players as they travel and cards are revealed.



For those who love drawing maps, use PL Cards as a map generator tool and a source of inspiration. Do not build the map out of cards on the table but sketch their content directly onto your own map!



PL Cards also provide an optional **fun way to roll a six-sided die (D6)**. Each card has a D6 result on them, allowing you to simply pick a card rather than roll a die!

PL CARDS SETS

Each PL Cards set represents a specific environment. You can use PL Cards sets separately or mix them in one deck (see “Customizing the Map Deck”).



KINGDOM

The “Kingdom” set is intended to map a medieval European type of landscape with no deserts or wastelands. Instead, large forests and mountain ranges will be found.

68 cards: Roads (9), Grasslands (8), Hills (8), Swamps (8), Forests (12), Mountains (11), Shallows (9), Deeps (3), 1 Reference card, 1 Rations tracker.



HIGH SEAS

The “High Seas” set represents a tropical sea with many islands, currents, reefs, etc. and fits perfectly to a nautical themed game.

68 cards: Shallows (22), Deeps (23), Kelp Sea (23), 1 Reference card, 1 Wind Rose card.



MARSHES

The “Marshes” set works the best as an expansion, it adds huge swamps to your game world. Also great as a stand alone set for adventures in a wetlands biome.

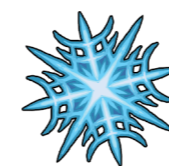
32 cards: Swamps (13), Bogs (10), Dead Forests (6), Forests (1), 1 Reference card, 1 Weather card.



DESERTS

“Deserts” is a harsh world of dusty plateaus and hot winds where rare oases keep treasured water and only legendary flying islands cast their shadows to heated sands.

32 cards: Dunes (11), Wastelands (5), Rocky Plateaus (6), Stone Forests (5), Shallows (3), 1 Reference card, 1 Water tracker.



FROSTLANDS

“Frostlands” are vast, inhospitable regions with twenty-four hours of daylight in summer, and complete darkness at mid-winter. These harsh areas range from snowy glades to green tundra, and from lush forests to high mountains.

32 cards: Snow Barrens (8), Tundra (5), Ice Sheets (7), Mountains (6), Deeps (4), 1 Reference card, 1 Light tracker.

MAP CARDS

Every map card in PL Cards has a similar structure and consists of common elements. Here is example:



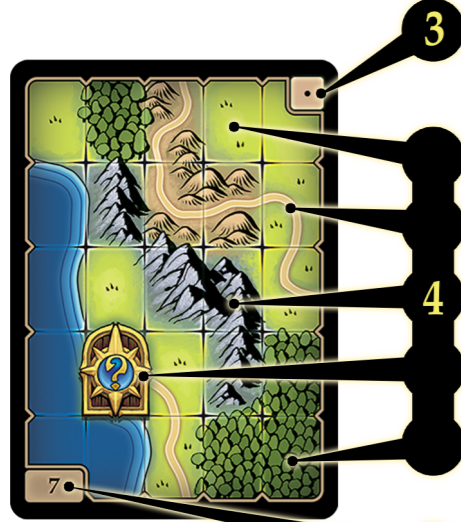
BACK SIDE

1. SET ICON

Shows the source set of the cards, so you may separate them into default decks.

2. CARD TYPE

Each PL Cards set contains several card types which show what kind of terrain prevails on that card.



FRONT SIDE

3. D6 ROLL

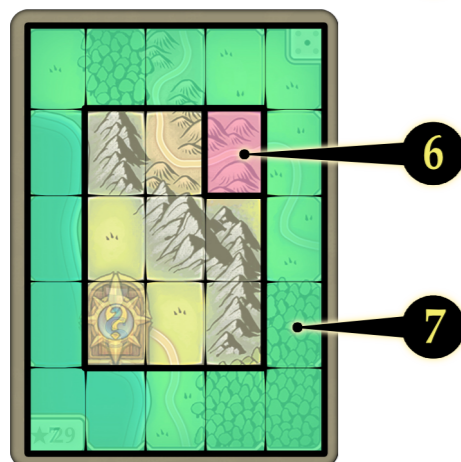
From 1 to 6. A six-sided die (D6) alternative.

4. TERRAIN

A wide variety of types (Grassland, Road, Mountain, Forest, Location etc.). Terrain affects travel speed.

5. CARD NUMBER

Each card in PL Cards has its unique number.



GRID

6. SQUARES

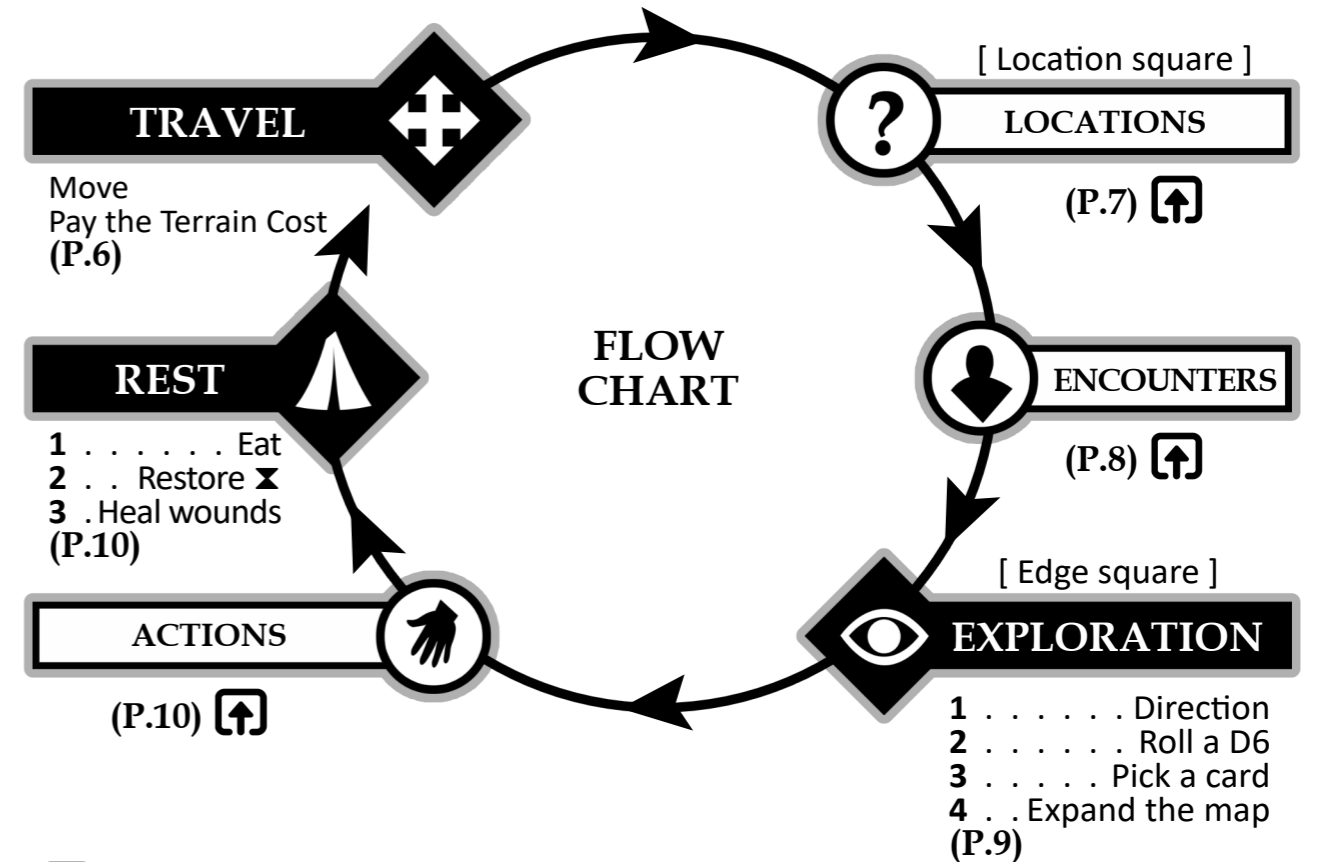
Heroes move from square to square (even though these are rectangles). Each card has a 5x5 grid.

7. EDGE SQUARES

These squares are important during the Exploration phase (map extending).

GAME OVERVIEW

The journey consists of turns (Days). Heroes can Travel (moving from square to square), Explore (to expand the map) and visit Locations (e.g. delve into a dungeon) by spending Time (⌘). Heroes have 3 ⌘/day. When heroes are out of ⌘ or decide to do so, the Day ends with a Rest: ⌘ is then restored and a new Day starts.



↕ Plug in tables and rules of your choice here.

SETUP

Starting Point: Shuffle map cards. Pick cards from the Map deck until you get one with a Location square. Place it in front of you. The journey starts in a Location square. Place a token representing your heroes there. Determine the type of Location (check "Locations" section for details).


Map Deck: Shuffle all map cards in one deck and place it face down.

I. TRAVEL

Heroes move to **adjacent** squares.

Diagonal movement is possible only on a ship.

Heroes spend **⌘** for each square they enter depending on a **Terrain Cost**.

TERRAIN COST	⌘	⌘⌘	⌘⌘⌘
Overland	Road* Grassland	Forest Dead Forest Hill Location	Swamp Bog Mountain Volcano
 On a ship	Shallow Deep Current*	River* Kelp	Reef*

* - Some terrain types have also effects on gameplay.

Check a complete list of "Terrain Types" and associated effects (p.14).



ON A SHIP

If your heroes have a ship or boat, they may move to adjacent Water squares (Shallows, Deeps etc.) or to adjacent Land squares connected by a river. In both cases, a ship can move horizontally, vertically or diagonally.

Wind Rose: To simulate the influence of wind direction on sailing speed, you may use an optional rule, "Wind Rose" (P.13)

Going Ashore: Move the heroes to a Land square. This takes as many **⌘** as the Land terrain cost.

If the heroes are on a River, they can go ashore to the current square only. It takes **⌘**. When the party goes ashore, put a token on the card to note on which square their ship waits.

II. LOCATIONS

When heroes enter a square containing a Location, determine randomly what kind of Location is there and make a note. Use tables of your choice (e.g. from another game) or roll on the tables provided here. Feel free to flesh out the details.

LOCATIONS TABLE (D66*)

OVERLAND

- | | | |
|--------------------------|---------------------------|--------------------------|
| 11. Camp site | 31. Flying ship | 51. Gold rush colony |
| 12. Coaching inn | 32. Caves | 52. Farmstead |
| 13. Monastery | 33. Keep | 53. Stone quarry |
| 14. Village | 34. Fallen temple | 54. Tree top town |
| 15. Town | 35. Ruins | 55. Pilgrimage place |
| 16. Castle | 36. Necropolis | 56. Brigand camp |
| 21. Nature node | 41. Forsaken mine | 61. Cursed windmill |
| 22. Shrine | 42. Monster's lair | 62. Military camp |
| 23. Well | 43. Watchtower | 63. Smuggler's hideout |
| 24. Teleportation portal | 44. Forgotten deity idols | 64. Labyrinth |
| 25. Tower of wizardry | 45. Poisoned area | 65. Tomb |
| 26. Flying island | 46. Burnt settlement | 66. Petrified giant body |

ON A SHIP

- | | | |
|----------------------------|------------------------------|----------------------------------|
| 11. Fishing platform | 31. Pirate nest | 51. Ice castle |
| 12. Shipwreck cove | 32. Magnet mountain | 52. Statue of colossus |
| 13. Carcass of a giant | 33. Invisible reefs | 53. Coral forest |
| 14. Boat village | 34. Living catacombs | 54. Hanging reef |
| 15. Free port | 35. Waterfall from the cloud | 55. Remains of a fort |
| 16. City on a leviathan | 36. Ancient floating hulk | 56. Iron spears grove |
| 21. Volcano island | 41. Top of a fortress | 61. Water mountain |
| 22. Great swirl | 42. Lighthouse | 62. Floating nests |
| 23. Ghost ship | 43. Ruins in a whirlpool | 63. Boiling waters |
| 24. Labyrinth island | 44. Quarantine island | 64. Sea god temple |
| 25. Submerged wizard tower | 45. Giant tree | 65. Magical shipyard |
| 26. Underwater ruins | 46. Flying island | 66. The floating city of bridges |

* **D66:** you roll two D6; the first one is the tens, the other is the units.

III. ENCOUNTERS

Roll on the Encounters table each time the heroes travel to another map square. Some ideas for encounters provided here, feel free to add anything you like (e.g. separate tables for Roads, specific Locations, Ships etc.).

ENCOUNTERS TABLE (D66)

OVERLAND

- | | | |
|----------------------------------|------------------------------------|--|
| 11. Hunter's camp | 31. Vagrant | 51. Corpse tied to a pole |
| 12. Lost stranger | 32. Smoky clouds | 52. Traveling blacksmith |
| 13. Injured knight | 33. Bad weather | 53. Camp disease |
| 14. Wandering minstrel | 34. Food spoils | 54. Troupe of entertainer |
| 15. Fisherman | 35. You become lost | 55. Large beast is heard in the distance |
| 16. Ranger | 36. Woman looking for her lost son | 56. Lost child |
| 21. Wagon train | 41. Walls blocking the way | 61. Group of refugees |
| 22. Cultists | 42. Escaped prisoner | 62. Riderless horse |
| 23. Witch | 43. Sheriff and his dogs | 63. Group of robed monks |
| 24. Animal typical of the area | 44. Earthquake | 64. Dancing lights |
| 25. Dragon flies over head | 45. Band of mercenaries | 65. Alchemist |
| 26. A mortally wounded messenger | 46. Sleeping courier | 66. Migrating beasts |

ON A SHIP

- | | | |
|--------------------------|-----------------------------------|---------------------------------|
| 11. Burning wreckage | 31. Pirates fighting another ship | 51. Naval fleet |
| 12. Survivors on a boat | 32. Fog covers the area | 52. Gnomish submarine |
| 13. Mermaids | 33. Giant tentacles | 53. Hot air balloon |
| 14. Message in a bottle | 34. Traveling brothel ship | 54. Ship infested with gremlins |
| 15. Barrels floats by | 35. Prison ship | 55. Storm sorcerer |
| 16. Coffin floats by | 36. Iceberg floats by | 56. Large school of fish |
| 21. Merpeople | 41. Witch appears on deck | 61. Crab invasion |
| 22. Water elemental | 42. Enormous bubbles | 62. Infernal cloud |
| 23. Kraken | 43. Glimmer under the water | 63. Big game hunters |
| 24. Slavers | 44. Large merchant vessel | 64. Sea hermit |
| 25. Pirate ship incoming | 45. Fish nets | 65. Nobleman's boat grave |
| 26. Meteor shower | 46. Ghosts on your ship | 66. Sirens |

IV. EXPLORATION

Your map grows by adding new cards from the Map deck to the edge(s) of where your heroes are standing. If they are in a corner square, i.e. the north-west (NW) corner, you would make an Exploration twice and add a card for both the northern and western edges, in any order.

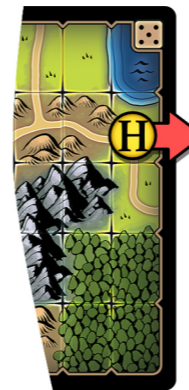
You will pick a card from the Map deck and attach it to your map. The type of this card will

be based on the square determined by a D6 roll on that edge's row or column, in reading order (left to right, up to down).

e.g. If many squares on the western edge have a forest terrain it's very likely there are a lot of forests to the West as well and therefore that you will pick a Forests card.

FOLLOW THESE STEPS:

1. DIRECTION



2. ROLL A D6



3. PICK A CARD



4. EXTEND THE MAP



1. DIRECTION

Find the edge(s) where your heroes are standing and decide which direction they Explore (e.g. East).

2. ROLL A D6

One of the 5 Edge Squares in the chosen direction (e.g. you roll 4) possibly affects the card type you will have to pick. As shown in the diagram above, the D6 roll of 4 indicates the next card will be of the Forest type, just like the chosen square (4).

3. PICK A CARD

The terrain of the rolled square (e.g. Forest) dictates what card to pick. Pick cards from the Map deck until you get one with a corresponding backside (e.g. Forests card for the Forest terrain). If there is no such a card, pick a random card (e.g. a bottom card from the Map deck).

6 On a 6: Pick a random card.

4. EXTEND YOUR MAP

Place the chosen card on the map edge. Keep the alignment consistent with other cards (do not rotate them).

V. ACTIONS

Heroes may perform diverse actions when it's allowed by a location, terrain type, equipment and skills. It's up to you how much your game world is interactive: e.g. your heroes may try to replenish their rations by hunting in forests and fishing in rivers, repair their armour in towns, guard caravans on roads, take quests in castles etc.

Actions Cost: Don't forget to pay the time cost for actions your heroes perform. Subtract action cost from the rest of your daily \mathbf{x} .

Here is the example list of possible actions:

Animal taming	Guarding	Pathfinding
Barter	Healing	Questing
Building	Hiring heroes	Repairing
Commanding units	Hunting	Praying
Cooking	Interrogating	Searching
Crafting	Investing	Sneaking
Cultivating food	Investigating	Spying
Delivery	Magery	Stealing
Delve into a Dungeon	Making friends / family	Teaching
Felling trees	Managing NPCs	Tracking
Fishing	Mapping	Trading
Gambling	Mining	Training
Gathering herbs	Navigating	Trapping

VI. REST

If the \mathbf{x} reaches zero, the heroes must Rest.

Eating: All heroes must eat one Ration per day before they Rest. If they don't, they should suffer minimal wounds, depending on the set of RPG rules you are using.

Starvation: Every 3 Days without eating in a row reduces the \mathbf{x} maximum by 1.

Drinking and Thirst: Some travel conditions force heroes to drink water. If they don't, they should suffer moderate life loss, depending on the set of RPG rules you are using.

Rest in a Settlement: If the heroes Rest in a Settlement, all \mathbf{x} (and \mathbf{x} maximum) is restored and a new Day starts.

Rest in the Wild: Roll a D6. On 1-2 some trouble happened: the heroes get the die's roll as a number of \mathbf{x} for the next Day. On 3-6, all \mathbf{x} are restored. In both cases a new Day starts.

OPTIONAL RULES

COORDINATES

Sometimes you need to make a note regarding a specific square, such as if you are using a journal. Here is the way to do that.

Choose one square on your starting card that will always be your 'origin point' (1,1) (bottom left for instance).

Now your coordinate will be a pair of numbers containing the distance of squares from your origin point. The first number is your East/West distance, using positive numbers to represent East and negative numbers to represent West. The second contains the North/South distance. Make North the positive number and South the negative.

E.g. (4,5) - Stashed the Boat here; (3,-5) - Hidden Location: Necropolis.

Since each card has a unique number, you can also use this number for reference.



SCALE

The scale can be anything you want. By default, the PL Cards rules assume $\mathbf{x}\mathbf{x}\mathbf{x}$ per day, plus one for a Road, so that the distance traveled in a single day will be 4 squares at most.

SAVE YOUR PROGRESS

To keep a card layout you just built for later, just take a picture of it with your phone.

EXPLORATION (EASY MODE)

This option is simpler but generates more randomness in your terrain layout.

Draw a card from the bottom of the Map deck (so you can't see the card's type) and attach it to your map.

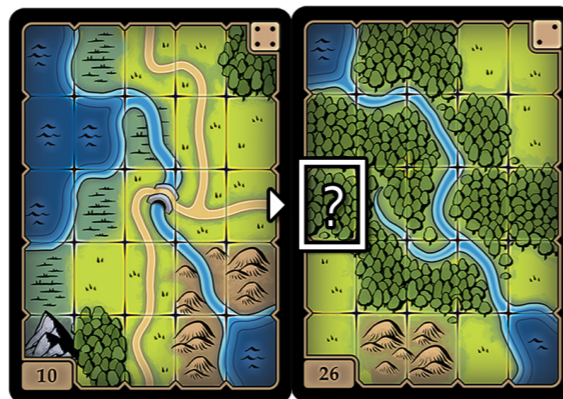
OPTIONAL RULES

HIDDEN LOCATIONS

Sometimes roads suddenly end on the edge of adjacent cards. This happens because roads can be quite old and damaged and the places they are leading to may have disappeared a long time ago. But maybe something still remains.

Roll on a Locations table (P.7) when the heroes enter a square following a road cut off on the adjacent card.

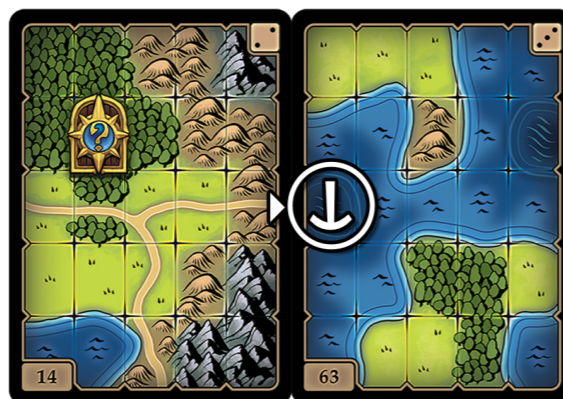
Remember that there must be a reason why the location is hidden. The settlements are likely to be abandoned or the inhabitants will try to protect their secret.



PIERS

You discover a Pier whenever a Road meets any water square. Piers are on a square following a road cut off on the adjacent card.

On a Pier heroes may Rest, buy or rent a boat or a ship.



CUSTOMIZING THE MAP DECK

You can tweak the Map deck to your needs by adding cards from other PL Cards sets, merging sets together or changing amounts of specific cards. Even another copy of the same deck gives more freedom for customization. For example you may reduce the odds of Roads cards, by taking some (or all) out of your Map deck if you want your heroes to travel through more wilderness, or add more Water cards to change the land/water ratio, etc.

Follow these steps:

- 1. Add Cards:** Choose any cards you want and mix them into one Map deck. Keep your deck in a reasonable size, so it's easy to shuffle.
- 2. Six:** Choose a type of card to pick when you Explore and roll a 6. Think of it as a way to increase the presence of one chosen card type on your map. As a simple option you may choose to pick a random card.
- 3. Shuffle the deck.**

OPTIONAL RULES

WIND ROSE

Roll a D66 on a Wind Rose before each move to a Water square. During the current Day the heroes get a bonus \times in a wind direction you rolled, however the opposite direction is blocked.

Calm: Your ship can't move this Day at all.

Storm: Roll on a "Wind Rose" again. Instead of a normal move, the ship goes to an adjacent square in a rolled direction (if possible), on 11-26 the ship stays on the same square.



WEATHER

If you wish to add a weather factor to your adventure here are rules on how to use the Weather card (included in the "Marshes" set).

Starting Weather: Roll a d6 for a starting weather and place a token on a corresponding sector.

Weather Shift Roll: Once per Day after Rest weather may change. Roll a d6 : on 1-2 weather shifts one sector clockwise (CW), on 3-4 stays the same, on 5,6 shifts counter clockwise (CCW). That's for the Moderate climate lands.

Current Weather: Put a token on a corresponding sector to mark the current weather.

Arid or Wet Climate: If you travel through Arid or Wet climate regions make the same Weather Shift roll but use numbers on arrows of corresponding color (Brown for Arid, Gray for Wet climate). If there is no number you rolled in the current sector, apply numbers for Moderate climate (White arrows).



TERRAIN TYPES

 Grassland	✘	 Crystals: The magic is strong here. Roll a d6: On 1-2, the heroes gain ✘✘.	✘✘✘
 Ice Sheet: The 2nd Ice Sheet takes ✘✘, the 3rd - ✘✘✘.	✘*	 Dunes: All heroes must drink one Water if they Rest here.	✘✘✘
 Road: Once per Day, you get a bonus ✘ for moving on a Road.	✘*	 Glacier: Roll a d6: On 1, a sudden ice avalanche occurs.	✘✘✘
 Rocky Plateau: The heroes must spend additional ✘✘ to enter or leave a plateau.	✘*	 Mountain / Volcano	✘✘✘
 Sands: All heroes must drink one Water if they Rest here.	✘	 Ruins	✘✘✘
 Tundra	✘	 Stone Forest: Winds here are strong and unpredictable. Use "Wind Rose" optional rule (p.13) to travel by foot through this terrain.	✘✘✘
 Wasteland	✘	 Swamp	✘✘✘
 Dead Forest: Something drains life from this land. The heroes have -1 to a Rest roll here.	✘✘	 Current: If the heroes start the Day on a square with Current, they immediately move one square down the stream.	✘
 Flying Island: Achievable from all surrounding squares if the heroes are able to fly or teleport.	✘✘	 Deep	✘
 Forest	✘✘	 Shallow	✘
 Hill	✘✘	 Kelp	✘✘
 Hot Springs: The heroes have +1 to a Rest roll here.	✘✘	 River: Forging a River without a bridge takes ✘. On a ship the heroes may move in any direction following the River.	✘✘
 Location	✘✘	 Iceberg: Roll a d6: On 1-2, your ship is damaged, and its speed is reduced by 1✘ until it is repaired at the pier.	✘✘✘
 Oasis	✘✘	 Reef: Going ashore from a ship is not possible from Reef squares.	✘✘✘
 Snow Barrens: Roll a d6: on 1-2 the snow is too deep, you can't leave this square today.	✘✘		
 Bog: A living labyrinth. When the heroes travel out from a Bog square, roll a d6: on 1-2 they appear on one of adjacent Bog squares (including diagonal) determined randomly.	✘✘✘		