

MAPPA IMPERIUM

A World Building Game for 1 or More Players

GAME COMPONENTS

- 1 sheet of paper & pencil
- 3 six sided dice
- *optional - a seprerate sheet of paper to keep a timeline and notes*

INSPIRATION

- Ex Novo by Sharkbomb <https://sharkbombs.itch.io/ex-novo>
- Wonderdraft by Megasploit <https://www.wonderdraft.net/>

PLAY ONLINE WITH:

- <https://roll20.net/>
- <https://aggie.io/>
- <https://www.owlbear.rodeo/>

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Watch this game played here: <https://youtu.be/90J10jmu95U>

BASICS

In *Mappa Imperium*, you and any number of friends will take control of an entire fantasy world. Dividing the map equally and working together you will create unique landmasses, geography, and resources for your world. From there each player will take command of a kingdom and develop it from a struggling settlement to a massive empire, or perhaps, drive it into the lost histories of time.

Each player will take turns rolling the dice and placing features into their section of the map. Each of these regions will be home to one major empire and many smaller factions. Throughout the game each player will create the story of the empires within their play area. They will roll dice to decide many aspects of the world but much of the story and design will be up to each player's imagination.

Mappa Imperium is first and foremost a cooperative storytelling game and is played best when the players work together. By the end of the game you will have a full fantasy map complete with empires, lore, hostile tribes, and horrific monsters.

SETUP

Divide your sheet of paper equally by the number of players. You can draw a line or create a fold to help separate the regions. Each player will take control of one of these regions (They will be referred to as "*Home Regions*" going forth)

SOLO PLAY

USE THE GAME AS A WORLD GENERATION TOOL

To play solo, divide the paper into the number of major empires you wish to have, then play commences taking turns as usual.

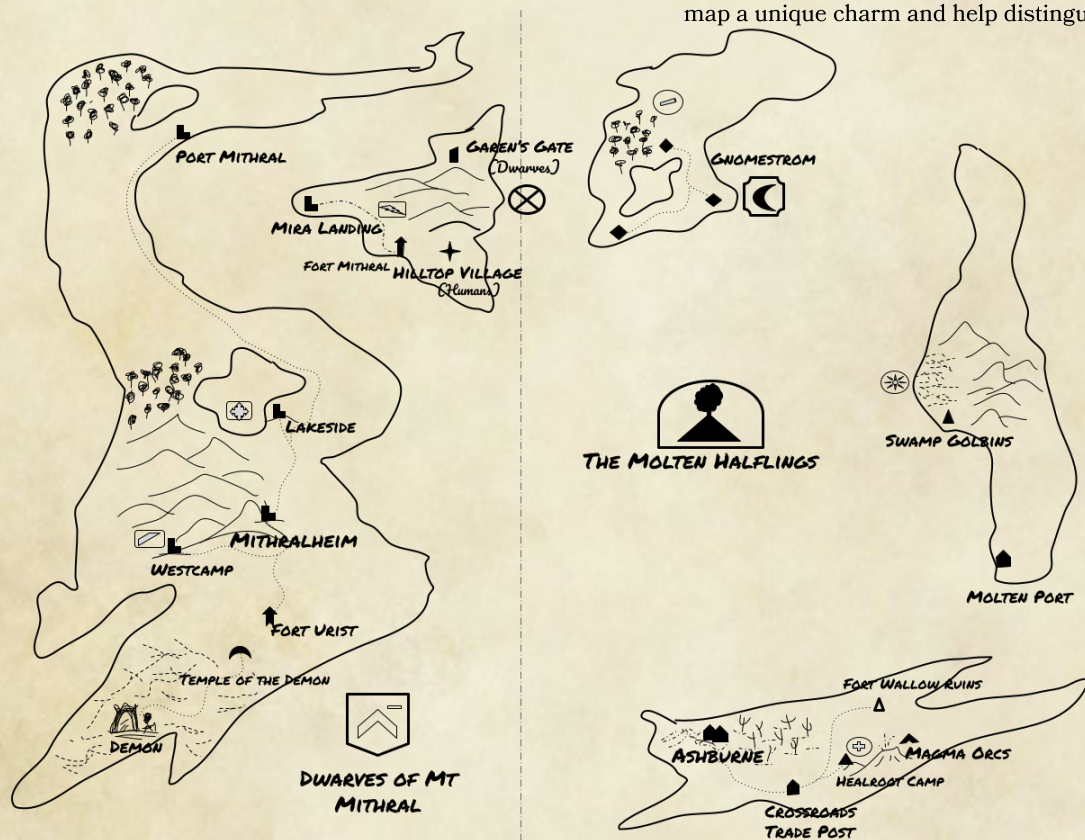
MULTIPLAYER

Mappa Imperium can be played with more than a few players and even large groups. Rather than using one sheet of paper for the world, each player will have their own sheet and that will be their "*Home Region*". Once the game is complete you can attach the separate sheets of paper creating one large map.

DRAWING

Throughout the course of the game you will be drawing features of your world and empire onto the paper; from forests and mountains, to cities and monsters.

If drawing is not your strong suit feel free to use simple symbols and icons to represent details on your map. The different drawing styles of each player will give your finished map a unique charm and help distinguish each empire.



TWO PLAYER GAME OF MAPPA IMPERIUM

PLAY OVERVIEW

Mappa Imperium is designed to be played alongside this rulebook. Keep it nearby and follow along as you advance through the ages and develop your map.

There are 6 phases of the game called eras. Each of these develop and progress the story of your world and contain different tables to reference when rolling the dice. Once an era is complete, players will advance to the next.

Each turn of eras 4-6 consists of around 10 years. With Era 3 lasting 30 years, you will end up with a 200 year history on a standard game, plus a pantheon and mythology to go with it.

ERA I: AGE OF CREATION

This is the landmass and geography building era. Each player will roll on the appropriate tables and draw out the results in his/her "home region". Starting with the number and size of islands in each player's region to the different geographies and resource locations.

ERA II: AGE OF MYTH

The story of your world begins here with the development of a pantheon. Each player will create a number of deities that inhabit, sway, or just create a cult or two in their name throughout the course of the game. How much influence the gods have on your world is up to each player.

ERA III: AGE OF FOUNDATION (30 YEARS)

Era 3 begins the creation and development of the early empires. All players will roll on the tables and draw/explain the results on the map. Each player will be drawing in their home region only for this era.

ERA IV: AGE OF DISCOVERY (60 YEARS)

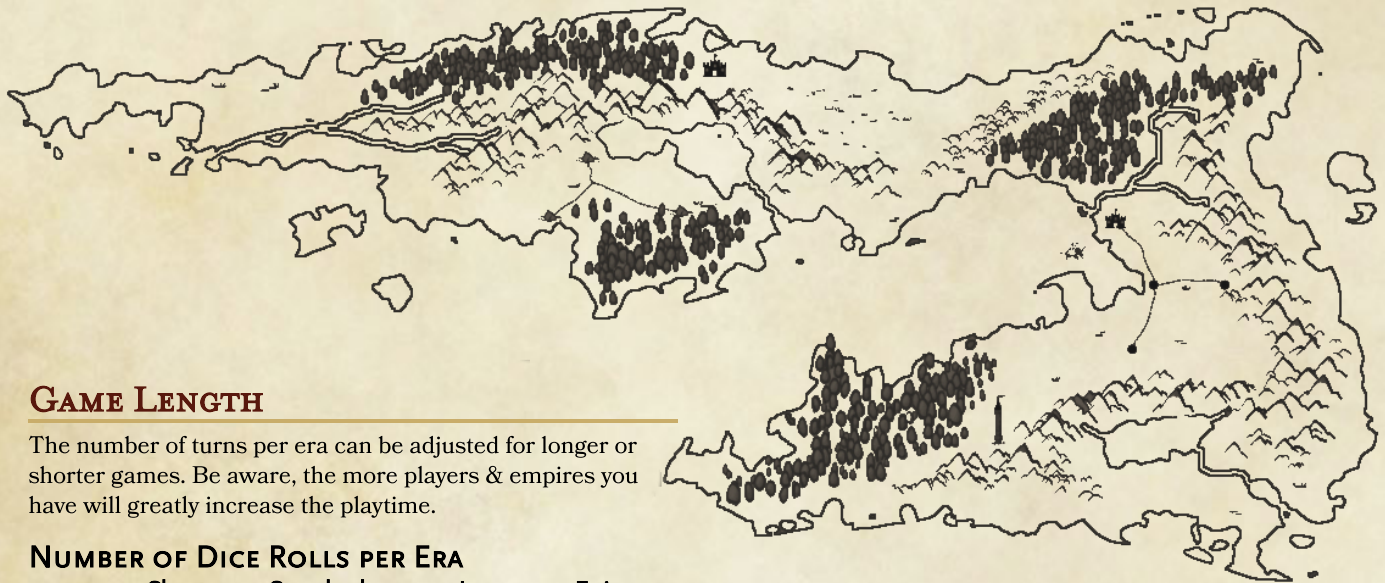
Era 4 begins the discovery phase of the game. Empires are growing, sending scouts to explore the nearby islands, and making new discoveries (and perhaps enemies). The players will be rolling the dice, consulting the tables, and only drawing in their specific "Home Region"

ERA V: AGE OF EMPIRES (60 YEARS)

Empires have settled and can start flexing their might. Era 5 is the point in the game that the players are no longer tied to their own "Home Region" and may now begin to draw anywhere on the map (depending on the dice roll and table). All events still focus on the player's empire, good or bad, and this era should fill out the map considerably.

ERA VI: AGE OF COLLAPSE (50 YEARS)

Era 6 is the final phase of the game. Empires begin to crumble, hostile forces and organizations begin to rise. Players may continue drawing anywhere on the map, but all results are still focused onto the player's prime faction.



GAME LENGTH

The number of turns per era can be adjusted for longer or shorter games. Be aware, the more players & empires you have will greatly increase the playtime.

NUMBER OF DICE ROLLS PER ERA

	Short	Standard	Long	Epic
Era 4	3	6	8	11
Era 5	4	6	8	12
Era 6	3	5	6	10

ERA I: AGE OF CREATION



ountains rise & forests grow. The world begins to take shape.

During this stage of the game, each player will take turns drawing out the islands, geography, and resources in their "Home Region"

1.1 CREATE THE LANDS

Roll 1 six sided die, consult the table below and take turns drawing islands into your Home Region. If two or more players wish to combine islands to create a large continent that spreads over multiple home regions they may do so.

1d6 Landmass

- 1 1 Large Continent
- 2 1 Large + 1 Small isle
- 3 1 Large + 2 Small isles

1d6 Landmass

- 4 2 Medium islands
- 5 3 Medium islands
- 6 Archipelago with at least 4 islands

Alternate Pangea Rule: All players subtract 1 island from their results and place 1 massive continent spanning the center of the map across every player's home region.

1.2 GEOGRAPHY

Roll 2 six sided dice and consult the table below, each player will take turns placing the results into their Home Region. These can be placed anywhere and on any island, it is up to each player to design their own Home Region.

- each player rolls on this table 8 times

2d6 Geography

- 2 Savanna
- 3 Wetlands
- 4 Hills
- 5 Lake
- 6 River
- 7 Forest

2d6 Geography

- 8 Mountains
- 9 Desert
- 10 Jungle
- 11 Canyon
- 12 Volcano

1.3 TOUCHING UP

Each player may take a moment to touch up and fill any gaps in their lands as they see fit. Feel free to add tiny islands, small groves of trees, minor rivers & lakes, glaciers, etc.

1.4 RESOURCES & SPECIAL SITES

Take turns placing 2 different resources or special locations into each player's Home Regions. You can use these to add some fantasy uniqueness to your map outside of the typical lumber, stone, clay. These are up to each player to decide what to place and where.

Use a symbol to represent the resource location. These resources will help you decide where events and settlements may take place in your world.

examples: mana fountains, mithril snails, flying cats



ERA II: AGE OF MYTH



hat gods and goddesses rule over this world? In this section, each player will take turns rolling to determine number, domain, and symbols for each deity in their home region.

These are the gods of each player's prime faction. Whether they are worshipped, feared, or ignored are up to you and they may help to spark imagination of the development and story of your world. While each player will roll up the deities of their own home region, they can be shared by everyone throughout the course of the game if needed.

Either in the margins of your map or on a separate sheet of paper, write down your results.

2.1 NUMBER OF DEITIES

Roll 1 die to determine number of deities per home region

1d6	# of deities	1d6	# of deities
1	1	4	3
2	2	5	3
3	2	6	4

2.2 DOMAIN

Roll 1 die to determine domain for each deity. Do this until all gods have a domain associated with them.

1d6	deity of	examples
1	a geography	<i>mountains, swamps, seas, rivers, deserts, volcanoes</i>
2	something in nature	<i>sun, moon, storm, mushrooms, animals birth</i>
3	an art or craft	<i>smithing, the loom, arcana, knowledge, beer/wine, jewelry</i>
4	an endeavor	<i>war, travel, the hunt, harvest, games, music</i>
5	something around the home	<i>garden, bread, hearth, cats, love, family</i>
6	something grim	<i>death, grave, night, underworld, cannibalism, nightmares</i>

2.3 SYMBOL

Roll 1 die to determine a symbol for each deity.

1d6	design	examples
1	weapon	<i>sword, dagger, hammer, arrow, spear, trident</i>
2	tool	<i>scythe, pick, wheel, cup, key, horseshoe</i>
3	animal	<i>fish, owl, lion, raven, spider, unicorn</i>
4	plant	<i>tree, apple, carrot, flower, mushroom, branch</i>
5	natural	<i>lightning, diamond, sun, moon, fire, comet</i>
6	body part	<i>eye, skull, hand, heart, teeth, claw</i>

2.4 NAME

Create a name for each deity, then place all 3 (name, domain, symbol) together in either the margins of the map or on a separate sheet of paper.

RANDOM NAME LIST

if you need help coming up with a name, roll 2 or 3 times on the table and combine the results

roll	1	2	3	4	5	6
1	mith	tri	dar	gor	an	va
2	col	sige	dir	era	altas	remae
3	fir	alga	lorra	shiro	velen	amron
4	for	ened	ziri	red	saur	baal
5	li	serat	cho	maht	alidren	esh
6	sae	rah	on	tin	ti	ah



VELENDAR: GOD OF PROTECTION



HER'REMAE: GODDESS OF RAIN



CHOVA: GOD OF VENGEANCE

2.5 SACRED SITES

Each player will take turns creating and naming sacred locations and items in each Home Region.

Roll on the table below a number of times equal to the number of deities in your Home Region, then draw in the results. Label each site for the deity they represent.

EXAMPLES

- The Glowing Tree of Foreragor - *Foreragor the god of light*
- Sunless Spire of Shiromith - *Shiromith, god of darkness*
- Algared's pool - *Algared, goddess of fishing*

2d6	site	2d6	site
2	bottomless pit	8	cave
3	lone mountain	9	volcano
4	hot spring	10	grove
5	rock tower	11	henge
6	small lake	12	geyser
7	ancient tree		

Throughout the game these sites can provide inspiration for settlement locations, wars, and cults.

ERA III: AGE OF FOUNDATION

The lands have been drawn. The wandering clans of the world are beginning to come together and form permanent settlements.

This era will create your prime factions and begin to develop them into burgeoning empires. Each player will focus solely on their home regions and consists of the first 30 years of your faction's story.



3.1 PRIME FACTION

Using the table below, each player will create their prime faction, this is the empire they will be devoting most of their time to for the majority of the game.

- Roll two six sided dice to determine the prominent ancestry of each Prime Faction
- Place a capital settlement on the map

RACE TABLE

2d6	Ancestry	Examples
2	Demonkind	<i>Demonfolk, Imp, Tiefling</i>
3	Seafolk	<i>Merfolk, Triton, Crabfolk</i>
4	Smallfolk	<i>Halfling, Gnome, Deep Gnome, Fairy</i>
5	Reptilian	<i>Lizardfolk, Kobold, Snakefolk, Dragonborn</i>
6	Dwarves	<i>Mountain Dwarves, Hill Dwarves, Duergar</i>
7	Humans	<i>Half-elf/orc or distinguishing culture (Egyptian, Norse, Chinese, Aztec, etc)</i>
8	Elves	<i>High Elf, Wood Elf, Drow</i>
9	Greenskins	<i>Orc, Goblin, Hobgoblin</i>
10	Animalfolk	<i>Ratfolk, Gnoll, Kenku, Frogfolk, Catfolk</i>
11	Giantkind	<i>Frost/Fire, Goliath</i>
12	Player's Choice	<i>Either create your own or select one of the options above</i>

3.2 FACTION DEVELOPMENT

The following sections will take you through the development of your Prime Faction using a number of tables. They may not add much detail on the map itself but will help build the story of the world.

Feel free to skip the rolling and design your faction however you wish, but if needed the tables should help distinguish them with crest designs, color, theme, and leadership.

SYMBOL

- Pick a symbol to represent the faction using the table below (*Roll one die for column, then one for row*)

roll	1	2	3	4	5	6
1	Flame	Horse	Boar	Lion	Dragon	Hydra
2	Lightning Bolt	Bird	Mountain	Sun	Moon	Leaf
3	Tree	Claw	Spider	Grain	Bow	Horeshoe
4	Harp	Fish	Anvil	Wolf	Wings	Skull
5	Axe	Diamond	Flower	Apple	Cup	Spade
6	Sword	Beholder	Scorpion	Crab	Unicorn	Star

COLOR

- Determine a primary color for your faction
- If you wish to have a secondary color you may roll twice

roll	1	2	3	4	5	6
1	Crimson	Red	Pink	Dark Blue	Lt Blue	Blue
2	Dark Brown	Brown	Tan	Lime Green	Green	Dark Green
3	Peach	Burgundy	Turquoise	Burnt Orange	Cream	Dark Purple
4	Auburn	Lt Grey	Cyan	Magenta	Rose	Slate
5	Grey	Charcoal	Light Grey	Amber	Purple	Dark Red
6	Yellow	Orange	Gold	Silver	Black	White

THEME

- Using the symbol and color as inspiration, create a theme to define the faction

EXAMPLES

Horseshoe symbol = theme of horsemen & cavalry = all cities named with horse theme in mind (Mustang, Clydesdale, Manedale, Stirrup Flats, Gallopton)

Tree Symbol = theme of woodsmen & forest living folk, cities names Oakdale, Pinewood, Birch Bay, Cedar Valley

Spider symbol = theme of spiders / stealthy, poison, assassins
city names Thorax, Venom, Web Grove, Orbweaver, Recluse

NAMING

- Create a name for the faction, then draw the crest alongside the name on the map near the capital

-some ideas for faction names

roll	1	2	3	4	5	6
1	Kingdom	Empire	Unity	Order	Federation	Talon
2	Union	Strike	Consortium	Tempest	Collective	Fate
3	Sentinel	Alliance	Dominion	Confederacy	Nation	Domain
4	Alliance	Tome	Dynasty	Horde	People	Flame
5	Crusade	Republic	Council	Hierarchy	Covenant	Legion
6	Hegemony	Imperium	Khanate	State	League	Sword

EXAMPLES

- Chova Collective
- Crusade of Valendar
- Riverwood Domain
- Whitestone Kingdom



THE WOODSMEN



VENOM KINGDOM

LEADERSHIP

Someone must have inspired your people into forming this new united faction. Whether by war, diplomacy, feats of strength, or charisma.

Create a name for this hero or group and name a nearby location or geography after this first leader

EXAMPLES

- Lady Spirefoot Bay
- Mt. Humperdink
- Threepwood Valley

Alternate Faction Rules: At any time during the game a player may switch their Prime Faction to a different, available faction on the map, or create a new one.

3.3 NEIGHBORS

Each player takes turns rolling on the Faction Table below to select their neighbors, then places them anywhere in their home region. Give them a name and draw in an appropriate symbol to designate their location. (Small camp, tower, dragon, etc)

Whether they are treated as hostile or friendly, or if that behavior changes throughout the game is up to each player.

NEIGHBORS TABLE

1d6 Faction Type	examples
1 Hive or Swarm	(<i>Insect, Fungus, Crustacean</i>)
2 Tribe or Clan	(<i>Roll on the race chart page 7</i>)
3 Minor Kingdom	(<i>Roll on the race chart page 7, add 1 additional settlement</i>)
4 Magic User	(<i>Mad mage, Necromancer, druid, etc</i>)
5 Cult / Order / Lair	(<i>demons, bandits, worshippers</i>)
6 Legendary Monster	(<i>Dragon, Hydra, Kraken</i>)*

- Roll on the Race Table on the previous page if needed

Every new entity, monster, neighbor, etc. added to the map throughout the game is considered a faction for the purpose of the rules.

3.4 EARLY SETTLERS

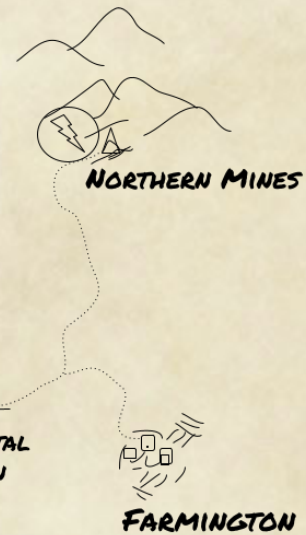
Each player will take turns rolling on the table below, placing new settlements for their prime faction. These must all be placed on the same island as their capital. Be sure to name and connect each settlement with a road.

- a dotted line works well to represent this

Roll twice for each player.

SETTLEMENT TABLE

1d6	Settlement Purpose	examples
1	Food	(<i>farm, fish, forage</i>)
2	Mining	(<i>stone quarry, clay pit, metal mine</i>)
3	Industry	(<i>goods production, textile, factory</i>)
4	Trade	(<i>market, port, caravan stop</i>)
5	Military	(<i>frontier fort, barracks, academy</i>)
6	Religion	(<i>monastery, temple, shrine</i>)



ERA IV: AGE OF DISCOVERY

The Empires are ready to explore and expand. Scouts and settlers are now being sent to explore and colonize the world.



4.1 EXPLORATION BEGINS

Each player will take turns rolling on the table below to explore their nearby shores. All results can be placed anywhere within each player's Home Region.

- Roll 6 times on this table using 3 six sided dice.



AGE OF DISCOVERY TABLE

3d6	Event	Description
3	Magical Event	<i>Something magical, powerful, or otherworldly has been discovered. Describe and draw this relic, be sure to give it and the location where it was discovered a name. (ex. Tome of undeath, wand of power, divine weapon)</i>
4	Evil Lair or Hive	<i>Sinister forces are lurking. Is it demons, twisted abominations, giant spiders? Draw in this new hostile neighbor with an appropriate settlement</i>
5	New Island	<i>Your sea explorers have discovered a new island! Draw in 1 small island, roll on the geography table pg 5 twice and place on or near new island, then name the island after the explorer that discovered it.</i>
6	Ancient Ruins	<i>Your scouts discovered the ruins of a lost civilization. Draw in a ruin and place a new cult, hive, mage, or tribe nearby.</i>
7	Neighbors Develop	<i>Select a neighbor at random and roll on the appropriate Neighbors Develop Table on page 13</i>
8	Bandits/Pirates	<i>Brigands have been raiding merchants and caravans. Place a new hostile camp on a trade route or bay, then give them a name and banner.</i>
9	Minor Kingdom	<i>Scouts have discovered another kingdom! Roll on the Race table pg 7, then place 2 settlements. Remember to give them a banner and a name!</i>
10	Colonization	<i>Your empire is growing to distant shores. Build a new coastal settlement on the same or nearby island.</i>
11	Expansion	<i>Your empire is growing. Place a new settlement - Roll on the settlement table on the previous page 3.4</i>
12	Hostiles	<i>Your explorers have made contact with hostiles. Roll on the Neighbors Table pg 9 and place them anywhere in your home region. Use the Race Table & Settlement Table pg 9 if necessary</i>
13	Military Expansion	<i>Your empire is flexing it's might, draw in a new military settlement nearby</i>
14	Neighbor Expands	<i>Choose one neighboring faction and add a new settlement for them.</i>
15	New Resource	<i>Your Explorers have discovered a valuable new resource! Place a new resource symbol in your home region</i>
16	Fantastic Landmark	<i>Scouts have stumbled upon an impressive landmark, is it a strange rock formation, a lone monolith, magical grove? Draw it in then place a tribe nearby - roll on the Race Table pg 7 and place a settlement</i>
17	Roaming Herds	<i>Strange and magnificent beasts have been spotted. Are they terrifyingly large, aggressive, tasty? Draw in a symbol and name for these new creatures.</i>
18	Monster Awakens	<i>Your scouts have disturbed and awakened a legendary monster, draw in a new monster and give it a name. ex: The Onyx Dragon, Titan of the North, Swamp Hydra</i>

4.2 COLONIZATION

The factions have stumbled their way out into the world and begun forming sprawling nations. In this section you will discover some of the important figures, vital to the development of your empire, and begin to name the local landmarks to honor these pioneers.

- Each player will roll on the table below 3 times, then creating names for the local heroes you will name 3 places in your home region.

3d6 Profession	3d6 Profession	3d6 Profession
3 Musician	9 Military Leader	14 Diplomat
4 Sculpter	10 City Leader	15 Trader
5 Artist	11 Explorer	16 Humanitarian
6 Poet	12 Adventurer	17 Mage
7 Author	13 Inventor	18 Beast Tamer
8 Historian		

Example: Player A rolls 11 for Explorer, they choose to name a distant forest after that famous explorer. They create a name for them, Magela, then label one of the forest geographies in their Home Region "Magela Woods"

4.3 PROSPERITY

Every empire has a distinct good, service, or profession than distinguishes it from its neighbors. Whether it's sword making, fishing, wizardry, etc. this will help distinguish and give each empire its own flavor.

- Each player will take turns developing their empire further by creating a good, service, or profession their empire excels at.

EXAMPLES (TABLE IF YOU WISH TO ROLL)

3d6 Profession	3d6 Profession	3d6 Profession
3 Music	9 Fine Carpentry	14 Magic Training
4 Alchemy or brew	10 Type of weaponry	15 Trade
5 Artistic Trinkets	11 Metal Industry	16 Horsemanship
6 Mining	12 Type of Food	17 Metal Work
7 Explorers	13 Fighting style	18 Beast Raising
8 Seafarers		

- Either write the results on a separate sheet of paper or in an open space near the faction



ERA V: AGE OF EMPIRES

Your empires have gained a foothold and perhaps even expanded onto neighboring islands. Now it's time to flex their might and expand, or perhaps fight, their way across the seas.

5.1 WORLDWIDE EXPANSION

All results can now be placed in any region on the map. Roll 6 times in this Era for 60 years of advancement, using the Growing Empires Table below and recording the results.



AGE OF EMPIRES TABLE

3d6	Event	Description
3	The King is Dead	<i>Your king/leader has died without a proper heir and now your empire is in anarchy. Split your empire into at least 3 factions, creating new names/banners for each. If you wish you may switch your Prime Faction now.</i>
4	Overthrown	<i>One of your settlements has grown tired of your rule and thrown out the ruling class. Rename this new "free" city and give the new faction a name and banner.</i>
5	Shrine	<i>A nearby location has come to be seen as sacred grounds to your people. Place a shrine or temple and select the deity worshiped here (choose one already made or create a new one from Era II - pg 5)</i>
6	Hero Arrives	<i>A powerful hero has shown up in the Empire, what did they do? Draw in a statue, monument, or name a geography near your capital or the location of the event.</i>
7	Hostile Attack	<i>A nearby hostile force has attacked! destroy a fort or settlement and replace it with a ruin, or claim it for the nearby invading faction.</i>
8	War!	<i>Your army is marching! Select any settlement not already owned by you and roll on the War! Table pg 16 with your empire acting as the Attacker.</i>
9	Neighbors Develop	<i>Select a neighbor at random and roll on the appropriate Neighbors Develop Table on the next page 5.2</i>
10	Expedition	<i>A fleet of ships or military caravan has set out to gain a foothold in distant lands. Place a new coastal fort or frontier outpost, preferably in another's home region.</i>
11	Expand	<i>Your empire is growing, Roll on the settlement table pg 9 and place a new settlement anywhere on the map</i>
12	Prosperity	<i>People are flocking to your empire. Grow your cities if possible, add more farmland, draw ships in the ports, etc. Then draw in a monument or construction to show off your wealth. Name a nearby geography after the leader</i>
13	Trade	<i>Economic Prosperity! Build a road connecting your empire to another faction, then add a trade post somewhere along the road. (consider resource locations) If no possible road connections exist, build a new coastal trade post.</i>
14	Military Power	<i>Your empire needs stability & security. Create a fort, city/border walls, or a barracks</i>
15	Gifted Academy	<i>Your empire has cultivated a new craft, art, or ability. Are they spellcasters, researchers, monks, druids? Build a new academy, sanctuary, or library for this group and place this new settlement.</i>
16	Disaster/Famine	<i>Something terrible has struck the empire. Natural Disaster or Magical, famine or disease? Remove a settlement and replace it with a ruin.</i>
17	Feed the People	<i>Your growing empire needs food! Place either a new farming town or fishing village</i>
18	Revolution	<i>Rebellion! Half your empire has split into a new faction. Give them a name +banner, treat them as a hostile neighbor from now on.</i>

5.2 NEIGHBORS DEVELOP

Each player will take turns rolling on the appropriate table for every non-prime faction in their home region. Roll once for each neighbor

MINOR FACTION 1d6

- | | | |
|---|-------------------|---|
| 1 | Expand | Add a settlement |
| 2 | Colonize | Build a new coastal settlement |
| 3 | Militarize | Draw in a new fort or military settlement |
| 4 | Union | Select a nearby tribe and merge them into the minor faction, becoming one nation. |
| 5 | Epic Construction | A new academy, altar, tower? Draw in a new construction |
| 6 | Expand | Connect a road to a neighbor and build a trade settlement on that road.
Or, create a new coastal trading port. |

TRIBE / BANDITS / PIRATES 1d6

- | | | |
|---|------------------|---|
| 1 | Monster! | A new Legendary Monster has been discovered. Create one now and draw it in |
| 2 | Warpath | War! Select a neighbor and roll on the War! Table pg 16 |
| 3 | Advancement | Strong leadership has taken control of the tribe. Upgrade to a Minor Faction by giving a banner and name. |
| 4 | Expand | Add a settlement |
| 5 | Floating Village | Strap some ships together and create a floating village in a nearby sea or lake |
| 6 | Invasion | A mighty leader has mustered together enough force to attack and take a town. Take one nearby settlement and switch control to the tribe. |

HIVE 1d6

- | | | |
|---|--------|---|
| 1 | Swarm | A new queen has taken a large group to settle a new hive, place a new Hive somewhere else on the map. |
| 2 | Expand | Add a new hive settlement/den/nest nearby |
| 3 | Raid | Attack a nearby settlement, roll 1d6 for result
Odd = settlement destroyed , Even = town defended |
| 4 | Infest | Attack and replace a nearby settlement with a new nest/settlement of the hive. |
| 5 | Spawn | The hive has bred an incredible new foe. Create a new Legendary Monster |
| 6 | Expand | Add a new hive settlement/den/nest nearby |

MAGIC USER 1d6

- | | | |
|---|--------------|--|
| 1 | Minions | A group of followers has joined. Build a settlement camp nearby. |
| 2 | Raid | Attack a nearby settlement, roll 1d6
Odd = settlement destroyed , Even = town defended |
| 3 | Expand | Followers are flocking to the power (choice or force?), build a new resource camp settlement nearby. |
| 4 | Construction | A monolith, shrine, or portal? Draw in a new construction. |
| 5 | Alter Land | Eternal winter, forest grow, burned lands? Alter the lands nearby by adding a geography or destroying part of one. |
| 6 | Corruption | Foul or corrupted magic is tainting the land. Darken the land, kill the forests, or spoil the water supplies nearby. |

CULT / LAIR / ORDER 1d6

- | | | |
|---|-------------------|--|
| 1 | Expand | Add a settlement |
| 2 | Worship | Draw a new Temple nearby and select a deity or create a new one |
| 3 | Epic Construction | A new dungeon, tower, altar to a god? Draw in a new construction nearby |
| 4 | Infiltrate | The Cult has taken control of a nearby settlement, switch faction control to the cult |
| 5 | Ransack | A nearby settlement has something valuable (gems, weapons, people) draw in a camp nearby and describe the theft. |
| 6 | Expand | Add a settlement |

MONSTER 1d6

- | | | |
|---|---------------|--|
| 1 | Raid | Attack a nearby settlement, roll 1d6
Odd = settlement destroyed , Even = town defended |
| 2 | Treasure | Whether by offering, sacrifice, or assault, the monster has accumulated vast amounts of wealth. Draw in a treasure hold or gold laden lair. |
| 3 | Raid | Attack a nearby settlement, roll 1d6
Odd = settlement destroyed , Even = town defended |
| 4 | Ascension | Fantastic stories are being spread about the monster. Add it to the list of gods and select a domain and symbol for it (give it a name if you haven't yet) |
| 5 | Lair Building | The monster is settling in, they or their followers are creating a proper lair or den. Draw in a home, cave, tower, or sanctum. |
| 6 | Fury | The monster has unleashed its rage onto a nearby settlement, destroy and replace it with a ruin |

ERA VI: AGE OF COLLAPSE



With every rising empire there is a falling one. Open land is quickly diminishing and with that, wars, famine, & rebellion become a common occurrence.

6.1 FINAL ERA



Take 5 turns in this era using the table below for 50 years of story. All results can be placed anywhere on the map.

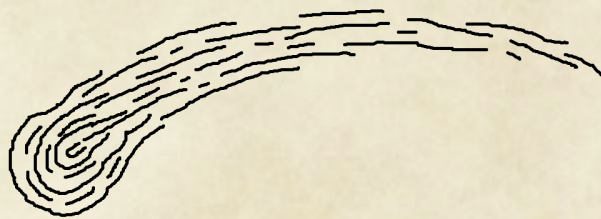
AGE OF COLLAPSE TABLE

3d6	Event	Description
3	Dug Too Deep	<i>A Monster has risen from underground and destroyed or claimed one of your settlements. Place a new monster on the map now (don't forget a name)</i>
4	Arcane Disturbance	<i>Has a portal to a new realm opened, or perhaps a mad wizard has crafted a new tower? Describe & draw in a magical occurrence, anything from a new tower to a massive crater.</i>
5	Royalty	<i>Your rulers need a place to live! Build a palace for them near the capital or somewhere of importance. Name this region on the map after the ruling family</i>
6	Piety	<i>A religion has gained prominence in the empire. Select a deity (or create a new one) and place a cathedral or large temple nearby</i>
7	Refugees	<i>People are flocking to your city, are they fleeing war, monster attacks, disasters? Place a small village next to or expand your capital for these new citizens.</i>
8	Rising Empire	<i>Despite the times, your empire is thriving! Roll & draw in a new settlement or expand your existing one with farmland, walls, etc.</i>
9	Neighboring War	<i>Select any two neighboring factions, choose which is the attacker and defender, then roll on the War! Table pg 16</i>
10	War!	<i>Your army is marching! Select any settlement not already owned by you and roll on the War! Table pg 16 with your empire acting as the Attacker. (this can be against any faction, tribe, or hostile force on the map)</i>
11	Neighbors Develop	<i>Select a neighbor at random and roll on the appropriate Neighbors Develop Table on the previous page pg 13</i>
12	Mobilize	<i>Draw in a new fort or military settlement</i>
13	Disaster	<i>Something terrible has struck the empire. Natural Disaster or Magical, famine or disease? Roll 1 dice to determine the severity (6 is most severe, 1 is weak) - Remove at least 1 settlement and replace it with a ruin.</i>
14	Evil Lurks	<i>Something sinister has claimed a nearby ruin. Place a new cult, tribe, mage, hive, or monster onto the map on an existing ruin. (if no empty ruin exists, find an empty place on the map for them)</i>
15	Vassalage	<i>A neighboring faction has joined your empire. Create an Alliance Banner and give your new united empire a name.</i>
16	Revolution	<i>Rebellion! Half your empire has split into a new faction. Give them a name + banner, treat them as a hostile neighbor from now on</i>
17	Nightmares	<i>Something fowl is lurking in the forest (or any geography) is it lycanthropy, demonic spiders, a mad druid, rodents of unusual size? Treat them as a hostile faction and give the location an ominous name (ex: Forest of Death, Smouldering Jungle, Fire Swamp)</i>
18	Cataclysm	<i>Total devastation! Something apocalyptic has struck your home region, island destroyed, comet impact, fury of the gods? Destroy a large section of your home region then describe the mythical story.</i>

6.2 ICONIC LANDMARKS

Each player will take a moment to name one location on the map that was an important part of their Prime factions story. This may be a nearby forest where disaster struck, grassland where a decisive battle was fought, or mountain that ended up being an important religious site.

Name these iconic locations as you see fit, whether by a heroes name, diety, nearby monster, etc. These may be placed anywhere on the map.



6.3 OMENS

How does your story end? As this world age comes to a close, what omen will bring this world into a new era?

- All players will select one player to roll on the table below. This should be either the player that created the most interesting story or who all decide ended with the most powerful faction.

OMEN TABLE

2d6	Event	Description
2	Black Smoke	<i>Black smoke is seen rising from the tallest peak, name that peak now</i>
3	Abyss	<i>Rumors begin to spread about strange sounds coming from a point in the largest ocean, name that ocean or bay now</i>
4	Blinding Light	<i>A bright light appears, coming from the least inhabited island - name that island</i>
5	Silence	<i>Rumors begin to spread amongst the world's temples that something is wrong with the gods...</i>
6	River of Blood	<i>One of the world's rivers or lakes begins to change color. Name that river or lake.</i>
7	Comet	<i>A comet fills the night sky. Is this a dark omen or sign of prosperity?</i>
8	They Know Something	<i>For several days, birds are all seen flying away from one island. Name that island</i>
9	Stench	<i>A foul stench begins emanating from one of the Sacred Sites</i>
10	Howl	<i>At sundown, a deafening howl is heard across the world</i>
11	Terror	<i>Rumors spread the something is back...</i>
12	Meteor Storm	<i>Thousands of meteors pepper the land. What's left when the dust clears?</i>

6.4 FINALIZING

The map is almost complete, finish off by naming any important features that haven't been named yet (geography, war sites, lair locations, etc) Then, draw in some accents for final touches (compass rose, ships in open water, sea monsters etc)

SPECIAL RULES

WAR!

War is played out through a simple dice roll by the attacker. Roll on the table below and describe/draw in the results.

With a “Neighboring War” roll, choose any two factions on the map and select one to be the attacker then roll on the chart and draw in the results.

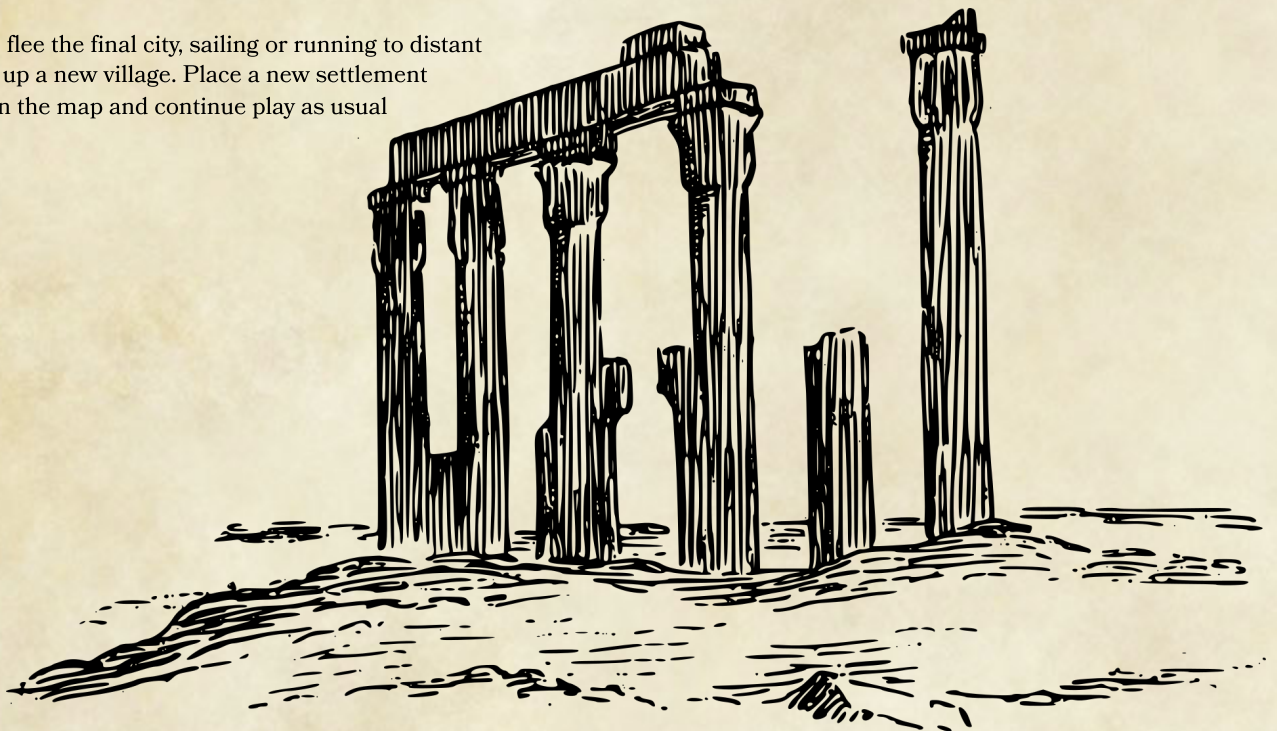
WAR TABLE

1d6	Results
1	Devastating Loss and Counterattack <i>Defender crushes the attacker. Defender makes an immediate counter attack against a settlement they choose. Now rolling as the attacker. Defender also places a monument to their new war hero.</i>
2	Failed Attack <i>Defender fights off the attackers, maintaining control of the settlement.</i>
3	Stalemate <i>After many losses on both sides, the attack fails</i>
4	Successful Assault <i>Attacker wins and takes control of the settlement</i>
5	Great Victory <i>Attacker easily overpowers the defender and takes control of the settlement, then places a new fort nearby.</i>
6	Great Campaign <i>Attacker crushes the enemy, then immediately makes another attack against another settlement. Create a monument to the new hero that emerged from this war.</i>

FALLEN EMPIRES

If through the luck of dice rolls you find your empire has fallen you have two options:

- Take control over any of the minor factions that have risen up over the course of the game, treat them as your new Empire.
- Your people flee the final city, sailing or running to distant lands to set up a new village. Place a new settlement anywhere on the map and continue play as usual





Watch this game played here: <https://youtu.be/h4qNZaNMyec>



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- PDF made with The Homebrewery
- A Timelapse game of Mappa Imperium
https://www.youtube.com/watch?v=Pe2mydV_zFg