**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.