# claw atlas

## new maps for beak, feather, & bone



Breed · Crumrine · Yee

# the hunters

# a new threat

**The Hunter rules variant** adds a new, final turn to *Beak, Feather, & Bone* in which players introduce a monstrous threat at the end of the game.

Play as normal, tracking **Suit Totals** for each faction by noting both the **Suit** and **Value** of all cards drawn. So, for example, if The Hunters drew **3 ♥**, **J ♠**, **2 ♦**, and **7 ♥** over 4 turns, their Suit Total would be **10 ♥**, **0 ♠**, and **2 ♦**.

**Seat of Power** calculations still focus only on Card Values, with the faction with the highest total across all Suits combined having the most sway in the community. They get to claim and describe the Seat of Power.

After the Seat of Power is defined, however, consult the winning player's **Suit Totals**. The suit with the highest total value represents an **action** the winning faction took (♥ social, ♦ financial, ♣ preparatory, or ♠ past) that attracted a monster to the city. Perhaps a ritual performed by The Mages summoned something unexpected, or in their greed The Miners dug too deep.

The winning player gets to describe what **action** their faction took, but the remaining players get to describe the monster itself. Each player should contribute at least one element to the monster's appearance or behavior.

With your monster created and its motivations known, you now have a convenient adventure seed for writing or roleplaying a dynamic story in the city you just created.

# the mapmakers

# crafting a map

**The Mapmaker rules variant** adds map creation to the order of operations in a game of *Beak, Feather, & Bone*. Starting with a blank sheet of paper, decide whether you'd like to **collage** or **draw** a new map during play.

**To collage a map,** first select a collaging source you're willing to cut up with scissors, whether a map in this expansion or any other image. When players would typically color in a structure, instead cut a shape from your source and paste it onto your sheet in any location. Describe its Beak, Feather, & Bone as normal, and initial it with your turn number for organizational purposes.

**To increase pace of play,** distribute individual collage sources or pieces of a single collage source to each player so they can cut out images during other players' turns. Otherwise, pass a single source along in turn order.

**To draw a map,** pay attention to the **Suit** and **Value** of each card you're dealt and draw a simple shape on your blank sheet according to the following rules:

**A:** Draw the shape of the card's Suit (♥, ♦, ♣, or ♠)
**2:** Draw an enclosed shape that includes 2 parallel lines
**3-10:** Draw a shape with sides equal to the card's Value
**J:** Draw a shape that shares a border with another shape
**Q:** Draw a shape fully isolated from all other shapes
**K:** Draw a shape that envelops another shape inside it

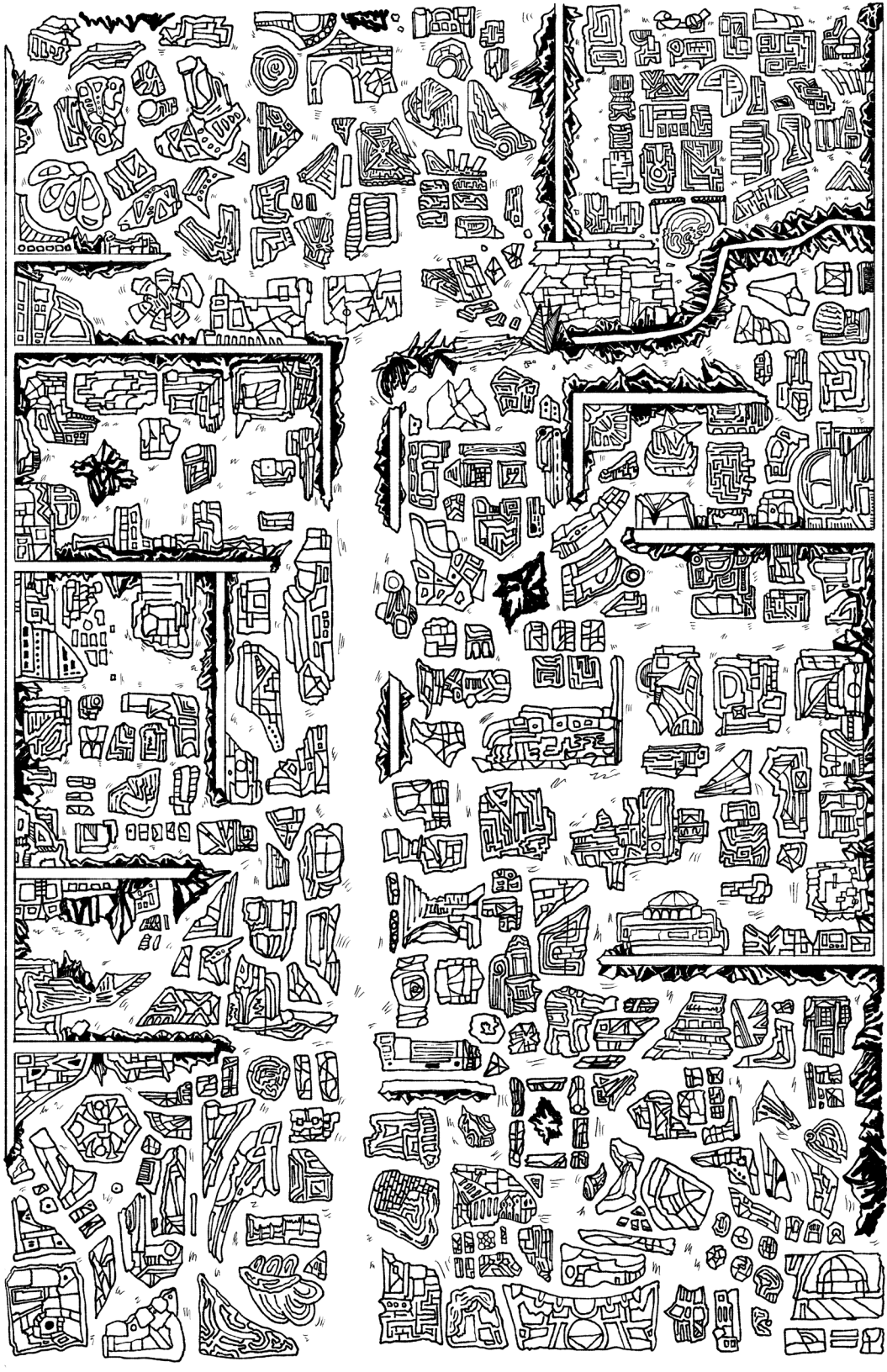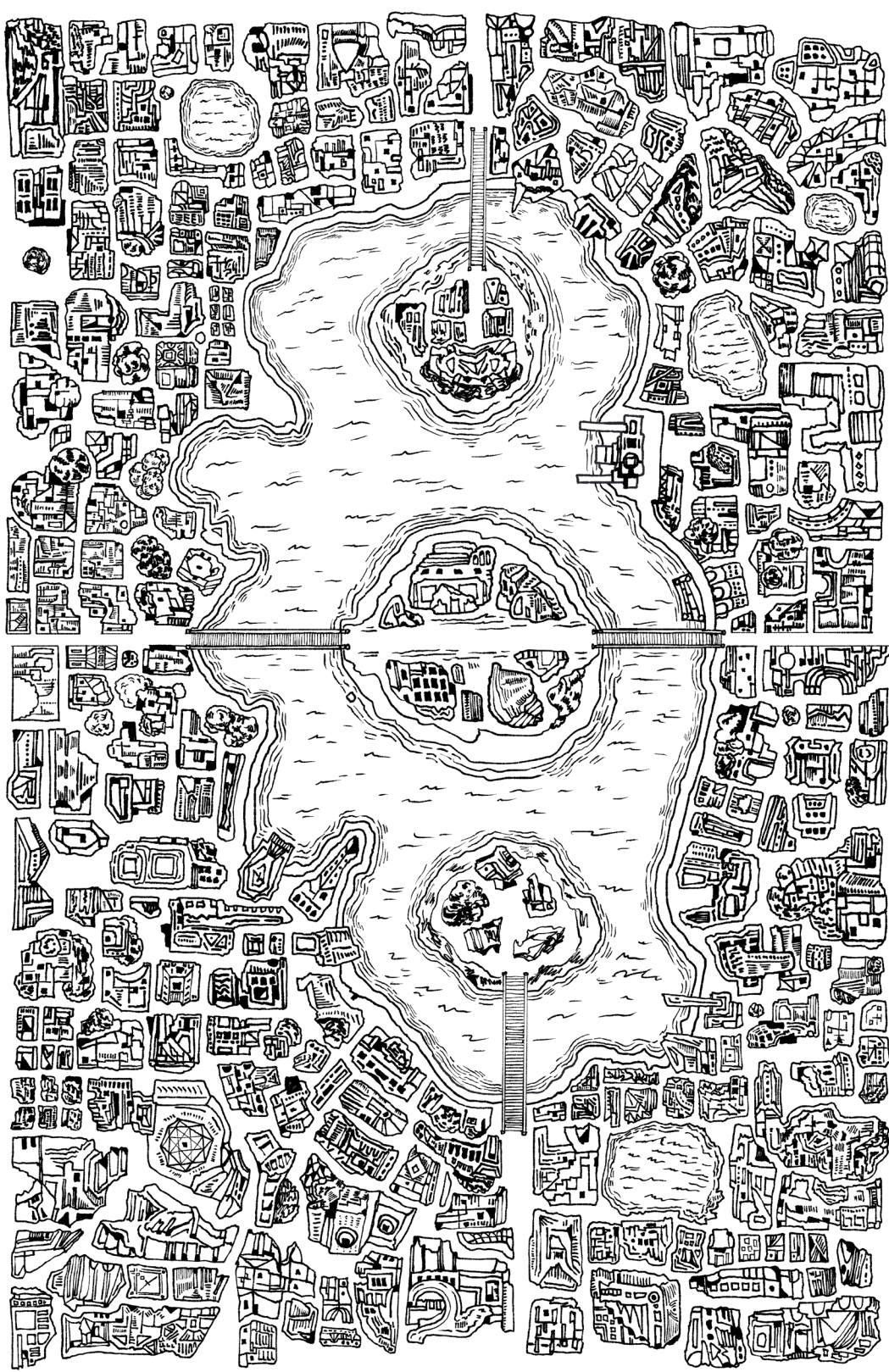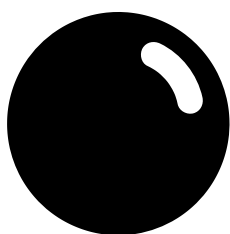After drawing, color and label your structure as usual.
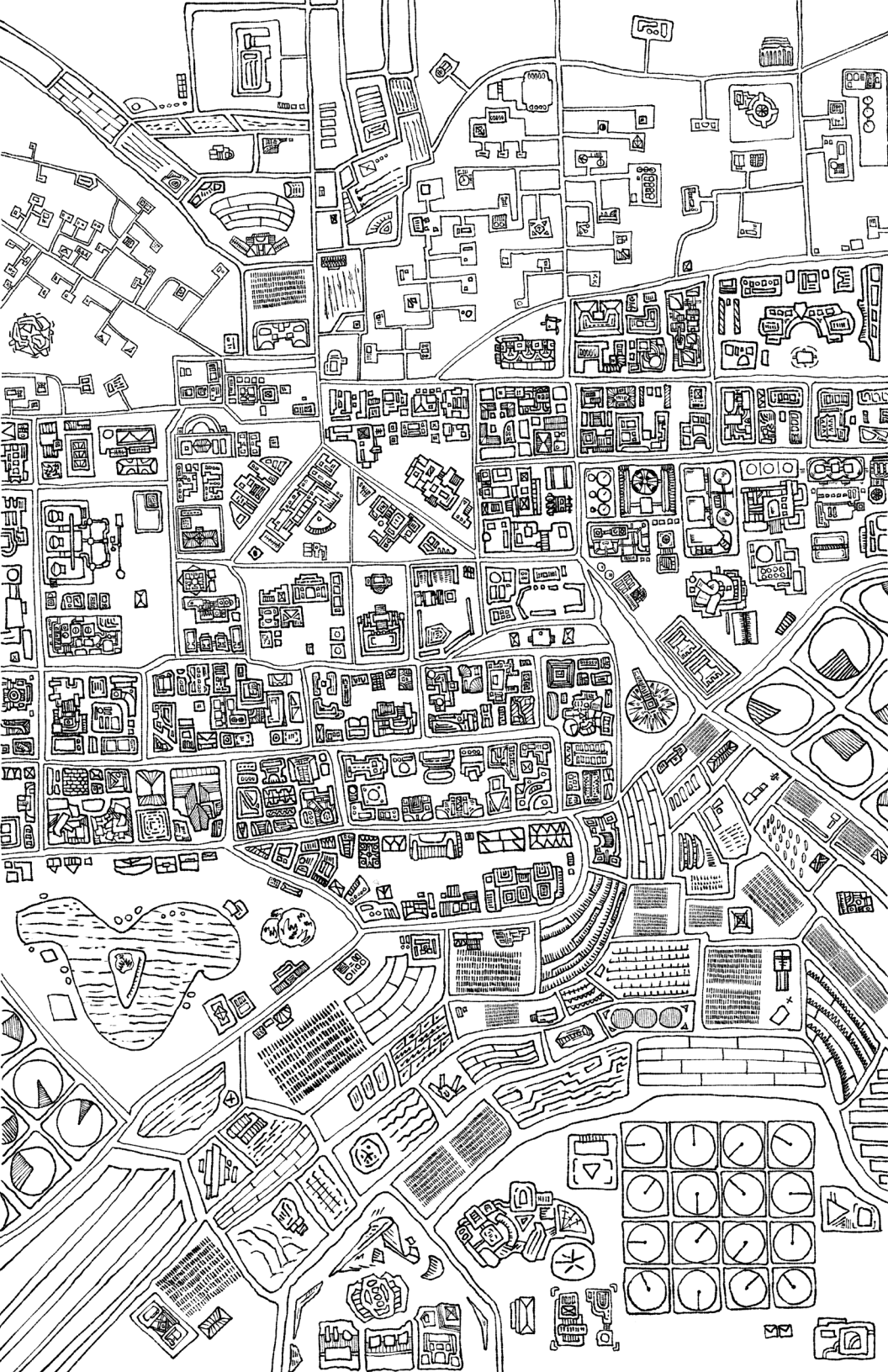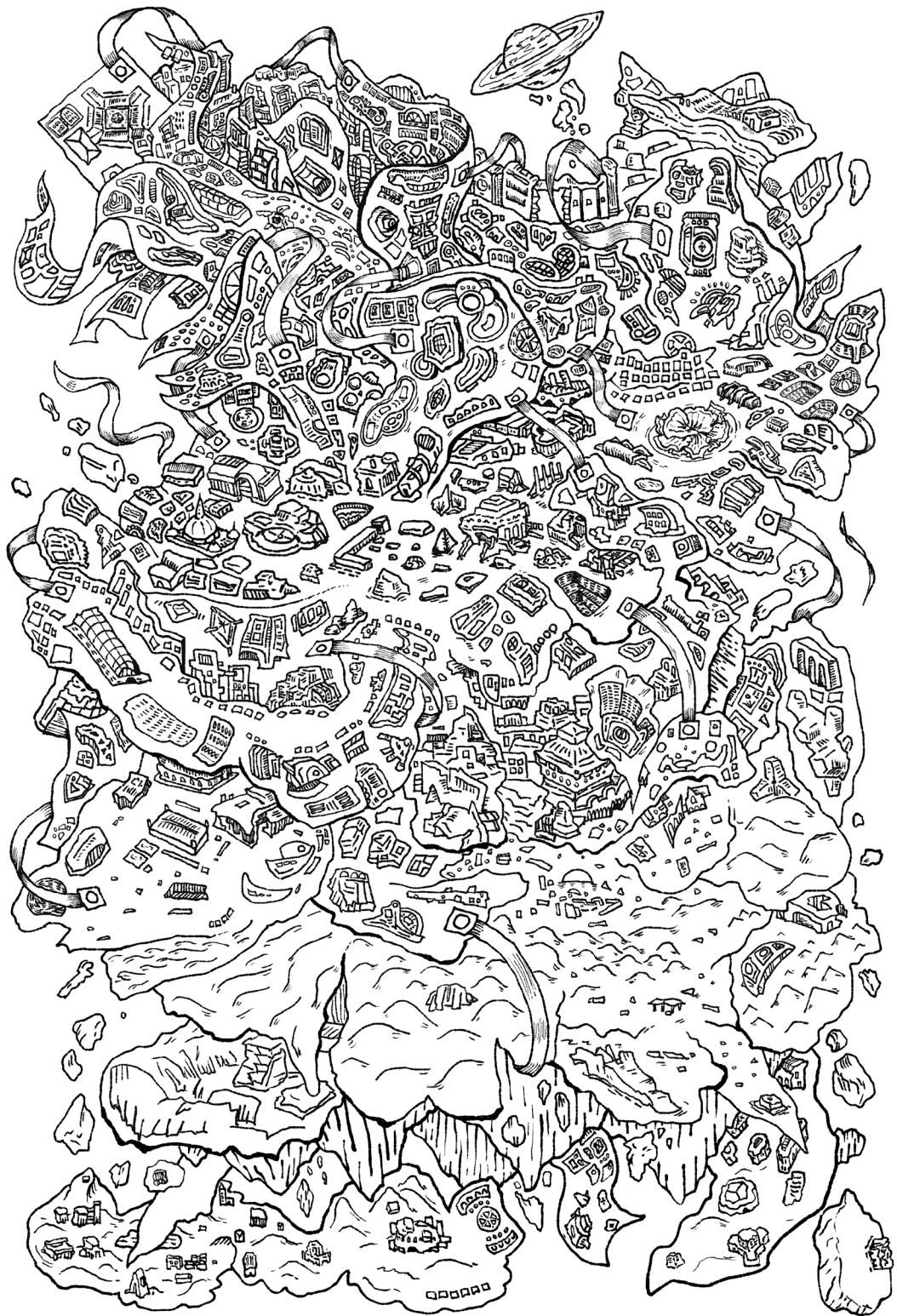
# POSSIBLE WORLDS GAMES

---

**Austin Breed** is an LA-based illustrator and dungeon master. More at austinbreed.com.

**Tyler Crumrine** is the founder of Possible Worlds Games and has edited, contributed to, or designed over 30 TTRPGs. More at possibleworldsgames.com.

**Jonathan Yee** is a visual artist and illustrator currently residing in Texas. More at jonathanhouyee.com.

---