

Create a Myridiam Travel Poster

Use visual persuasion, accurate world details and imaginative additions to advertise a destination

Book and map connection

The supplied map names locations including Clearwater, The Arch, Greystone Ford, Greyfang Ridge and Oakhill. The story also establishes forests, rivers, mountain routes, settlements and ancient stone sites. Choose one real location from the book/map and turn it into a persuasive travel poster.

Choose a destination

- | | | | |
|---|--------------------------------------|--|--|
| ☐ Clearwater | Khitari settlement and forest region | ☐ The Arch | ancient stone Gateway site |
| ☐ Greystone Ford | named route / crossing on the map | ☐ Greyfang Ridge | mountain location on the map |
| ☐ Oakhill | Sothian town | ☐ Another named place | use only details supported by the text/map |

Poster planning

Target traveller: explorer, family, scholar, trader, Guardian...

Three reasons to visit

One honest traveller warning

Headline / slogan

Landscape / main image

Route, direction or map clue

Truth vs. invention

Use the book/map as your factual base. Label any extra details as creative additions rather than canon.

Three facts from the book or map

Two clearly marked creative additions

Myridiam Travel Poster Template

Design the finished advertisement: strong hierarchy, one main image and a clear invitation

YOUR DESTINATION HEADLINE

Add a short slogan that makes the reader want to explore

MAIN ILLUSTRATION / COLLAGE / MAP DETAIL

Show the landscape, landmark or experience that sells the destination

THREE REASONS TO VISIT

1. _____

2. _____

3. _____

TRAVELLER'S WARNING

Be persuasive, but do not pretend
Myridiam is completely safe.

HOW TO FIND IT / ROUTE CLUE

Add a compass direction, nearby landmark, miniature map or final call to adventure.

Creative design exercise - not an in-world official advertisement