

Path Map
Scenery (page 92, LMG)

- Pile of Timber
- Passable hedge of tree limbs
- Impenetrable hedge of tree limbs



Ruined Village Map
Scenery

- Piles of timber (page 92, LMG)
- Old walls (page 94, LMG)
- Steep slope (page 91, LMG)
- Rubble (page 95, LMG)



Castle Map
Scenery (page 94, LMG)

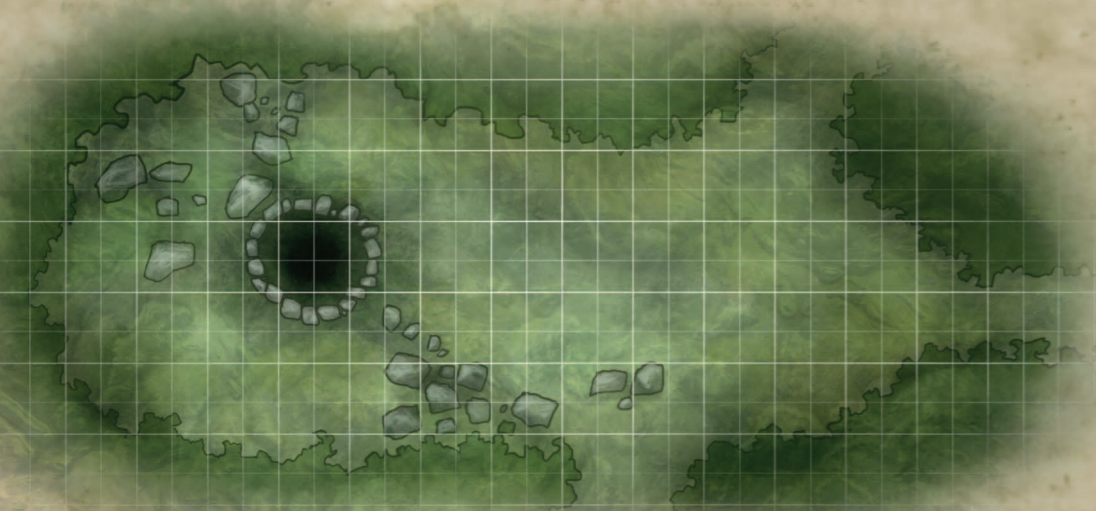
- Foundations
- Old floors
- Old walls
- Broken stairs
- Rubble
- Unstable walls

Old Ford Map
Scenery (page 91, LMG)

- Boulders
- Knee-deep water
- Shallow slope

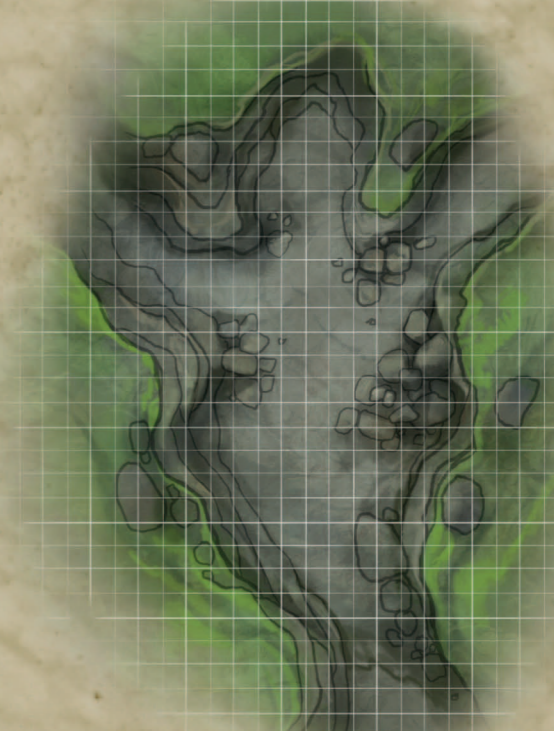
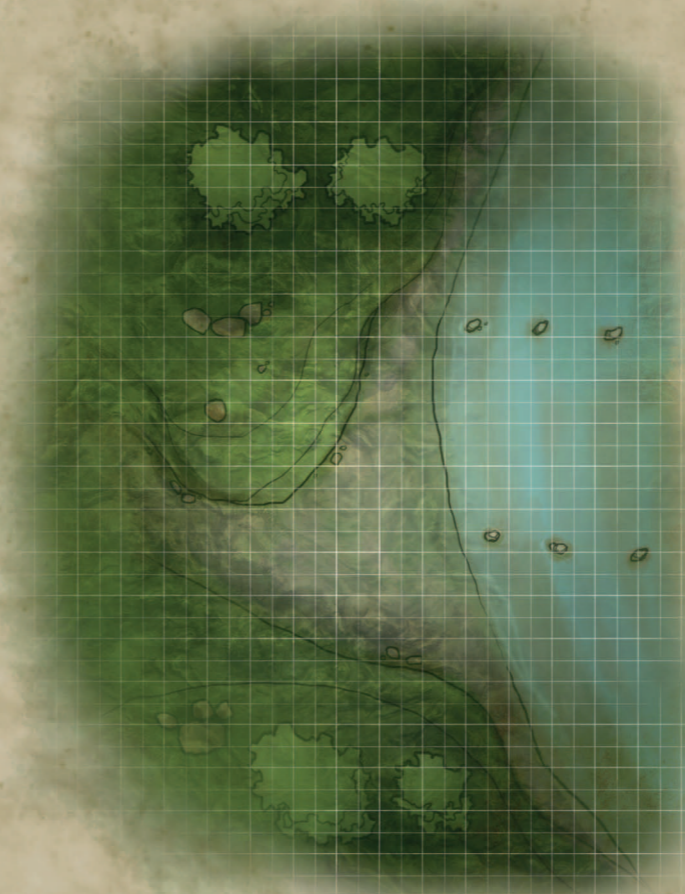
Gloomy Fold Map
Scenery

- Crag (page 90, LMG)
- Boulders (page 91, LMG)
- Steep slope (page 91, LMG)
- Shallow slope (page 91, LMG)



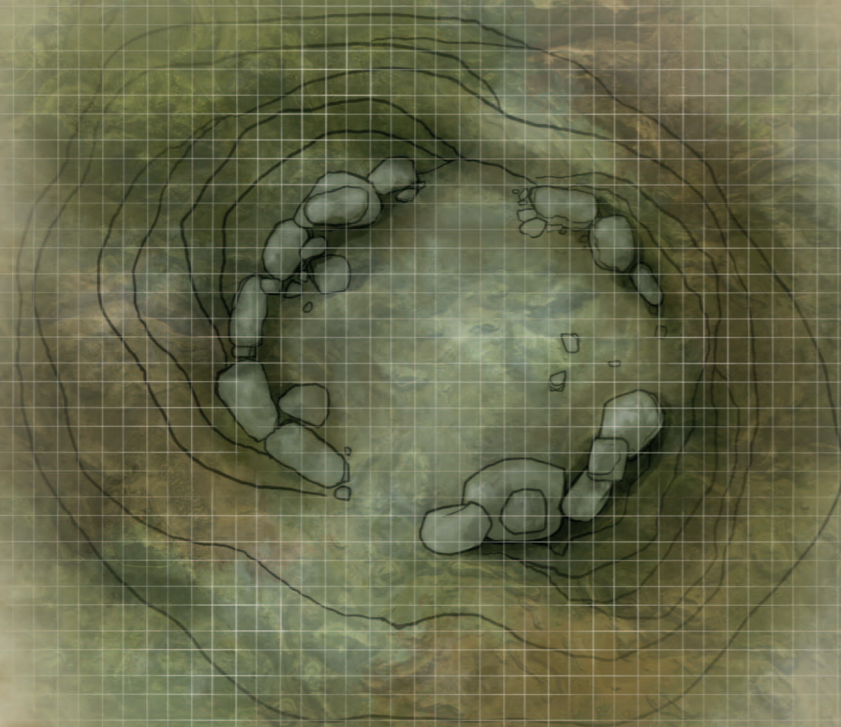
Well Map
Scenery (page 91, LMG)

- Scattered rocks



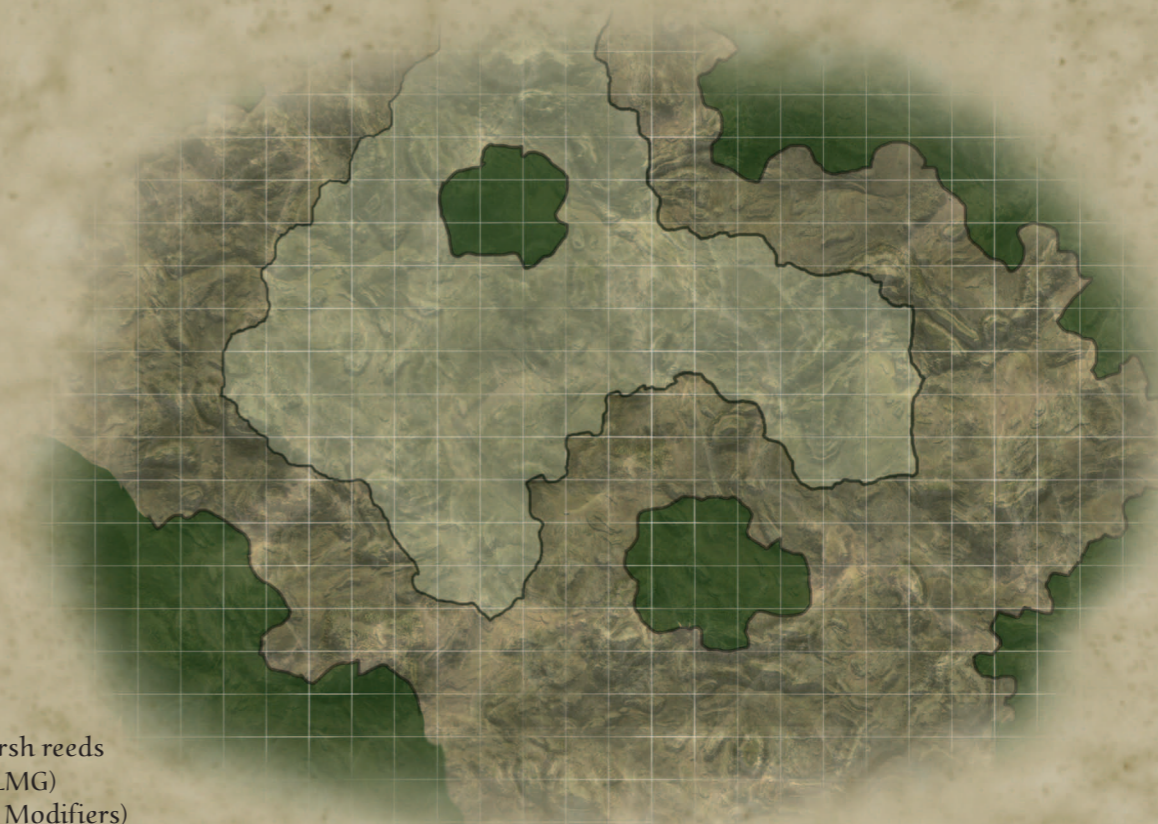
Hill of Woe Map
Scenery (page 91, LMG)

- Boulders
- Steep slope
- Shallow slope



Marsh Map
Scenery

- Impassable marsh reeds
- Mud (page 91, LMG)
- Dry ground (no Modifiers)



Inn Map
Scenery

- Tables (treat as boulders, page 91, LMG)
- Stairs (page 94, LMG)
- Steep slope (page 91, LMG)
- Scattered crocks, pots, flagons and pans (treat as scattered rocks, page 91, LMG)

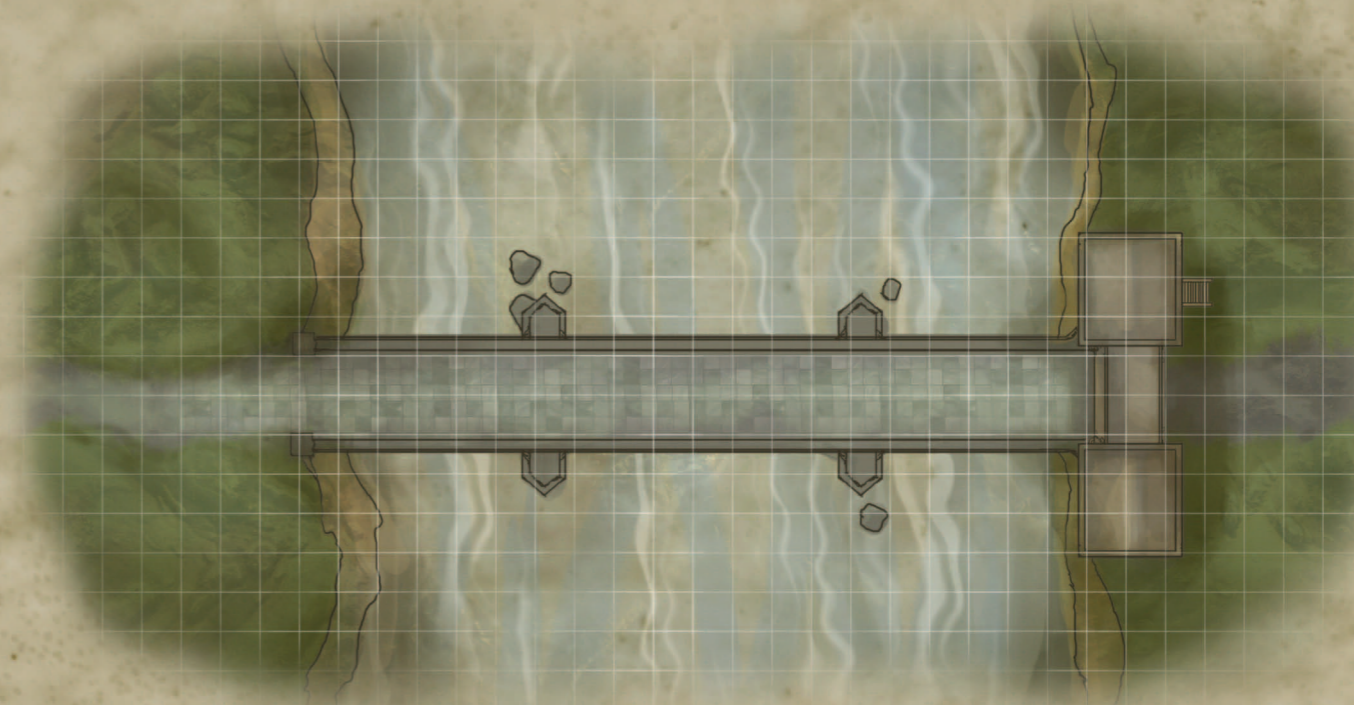
Bridge Map
Scenery

- Fast-flowing water (page 119, WA)
- Mud (page 91, LMG)
- Steep slope (page 91, LMG)



Ground floor

Upper floor



All squares = 5 feet

