

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)

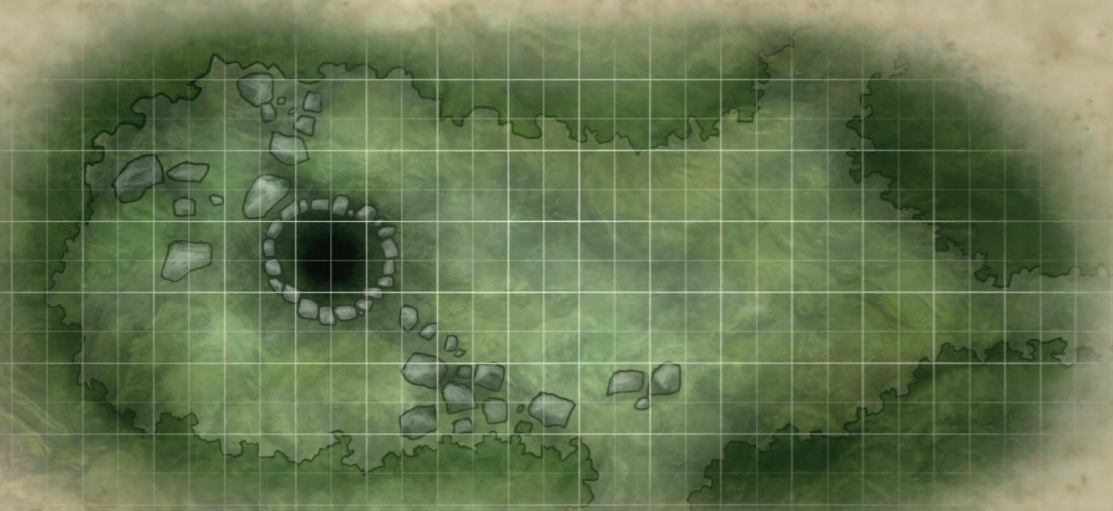
- Foundations
- Old floors
- Old walls
- Broken stairs
- Rubble
- Unstable walls

Old Ford Map
Scenery (page 91, LMG)

- Boulders
- Knee-deep water
- Shallow slope

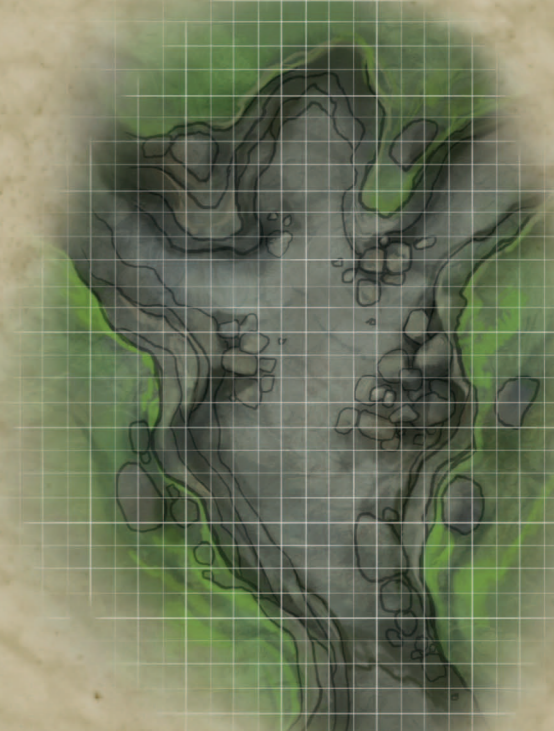
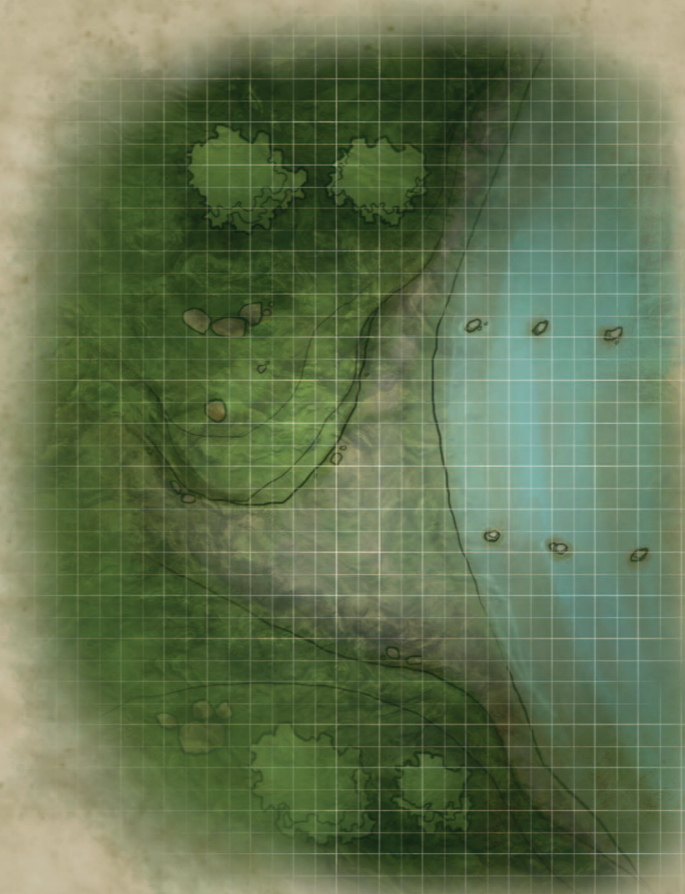
Gloomy Fold Map
Scenery

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



Well Map
Scenery (page 91, LMG)

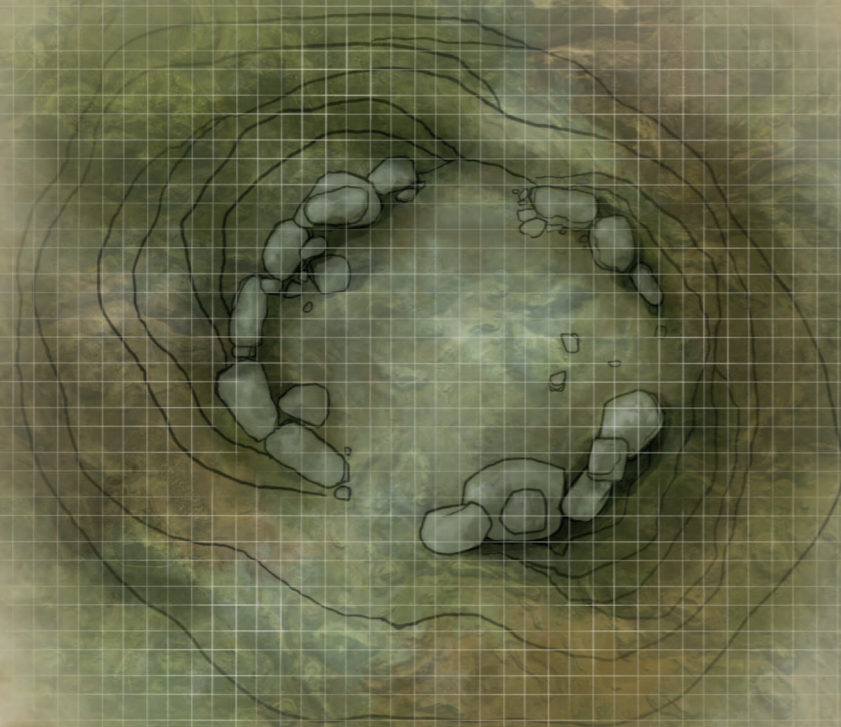
- Scattered rocks



Hill of Woe Map

Scenery (page 91, LMG)

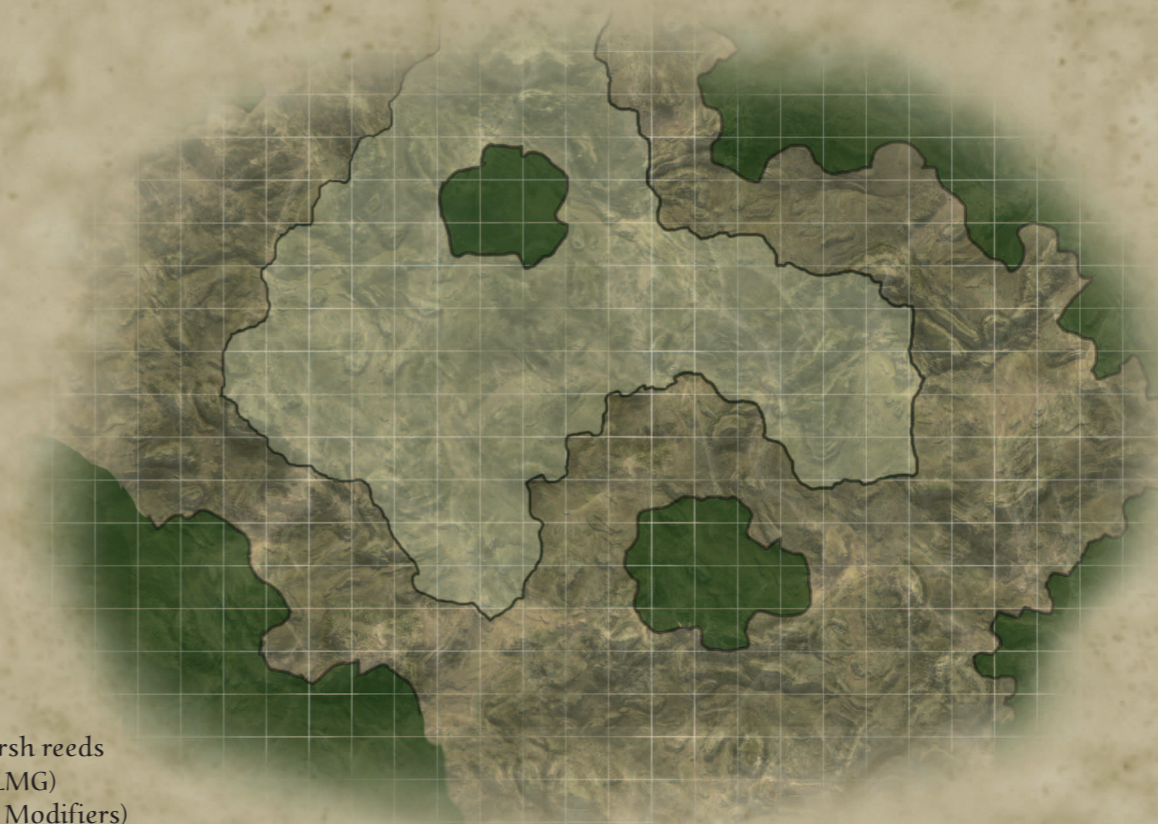
- Boulders
- Steep slope
- Shallow slope



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

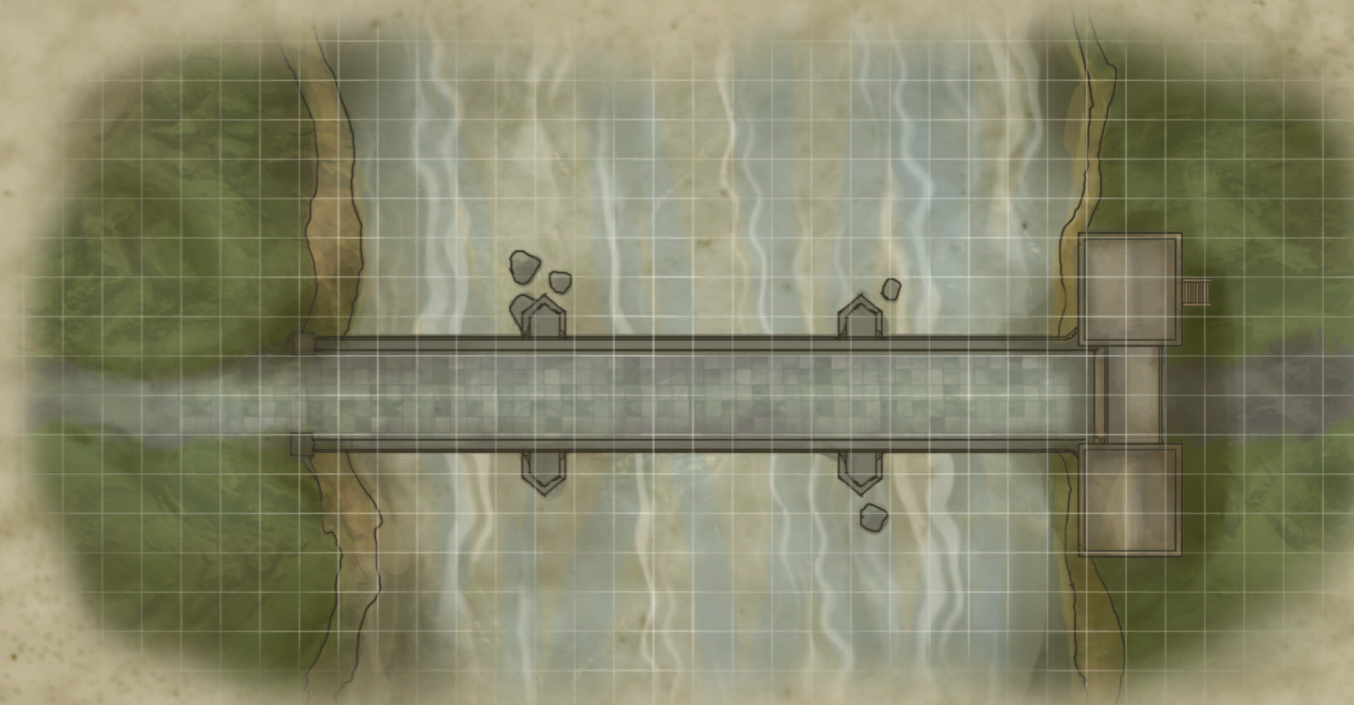
Scenery

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



Ground floor

Upper floor



All squares = 5 feet



1	2	Don't Leave the Ditch	○	Easy	Ⓜ	Free Lands
3	3	Of Leaves & Stewed Hobbit	○	Moderate	Ⓟ	Border Lands
4	5	Kinsrife & Dark Tidings	○	Hard	Ⓢ	Wild Lands
6	6	Those Who Carry no Longer	○	Severe	ⓐ	Shadow Lands
7	8	A Darkness in the Marshes	○	Daunting	Ⓧ	Dark Lands
8	9	The Crossings of Celduin	○	Impassable		
9	10	The Watch on the Heath				
10						
11						