

Battle map set up

(+1 free graph paper, just put it in A4 clear envelope and you have a re-usable battle map! © Joe Ireland 2005)

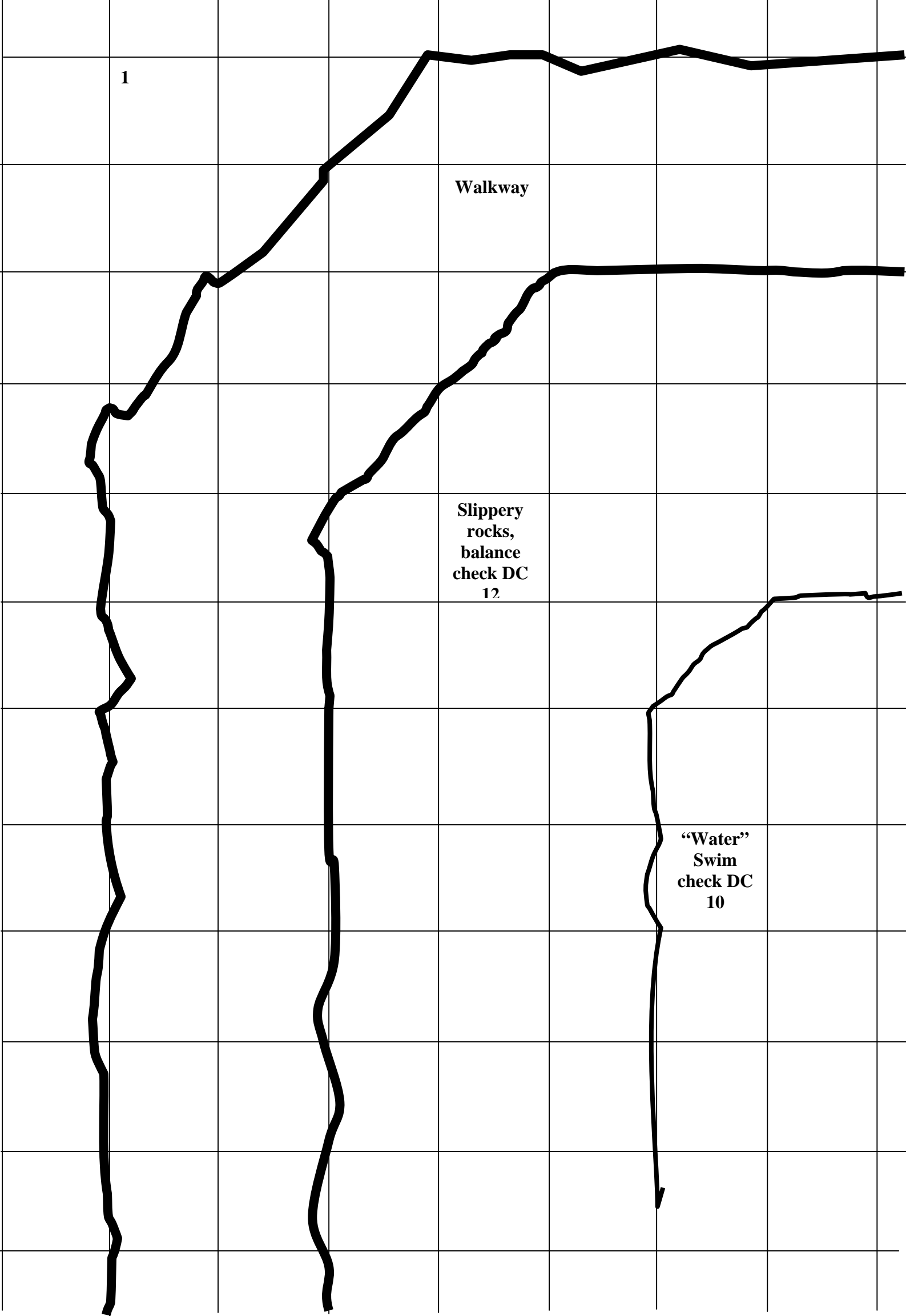
1	2	3
4	5	6
7	8	9

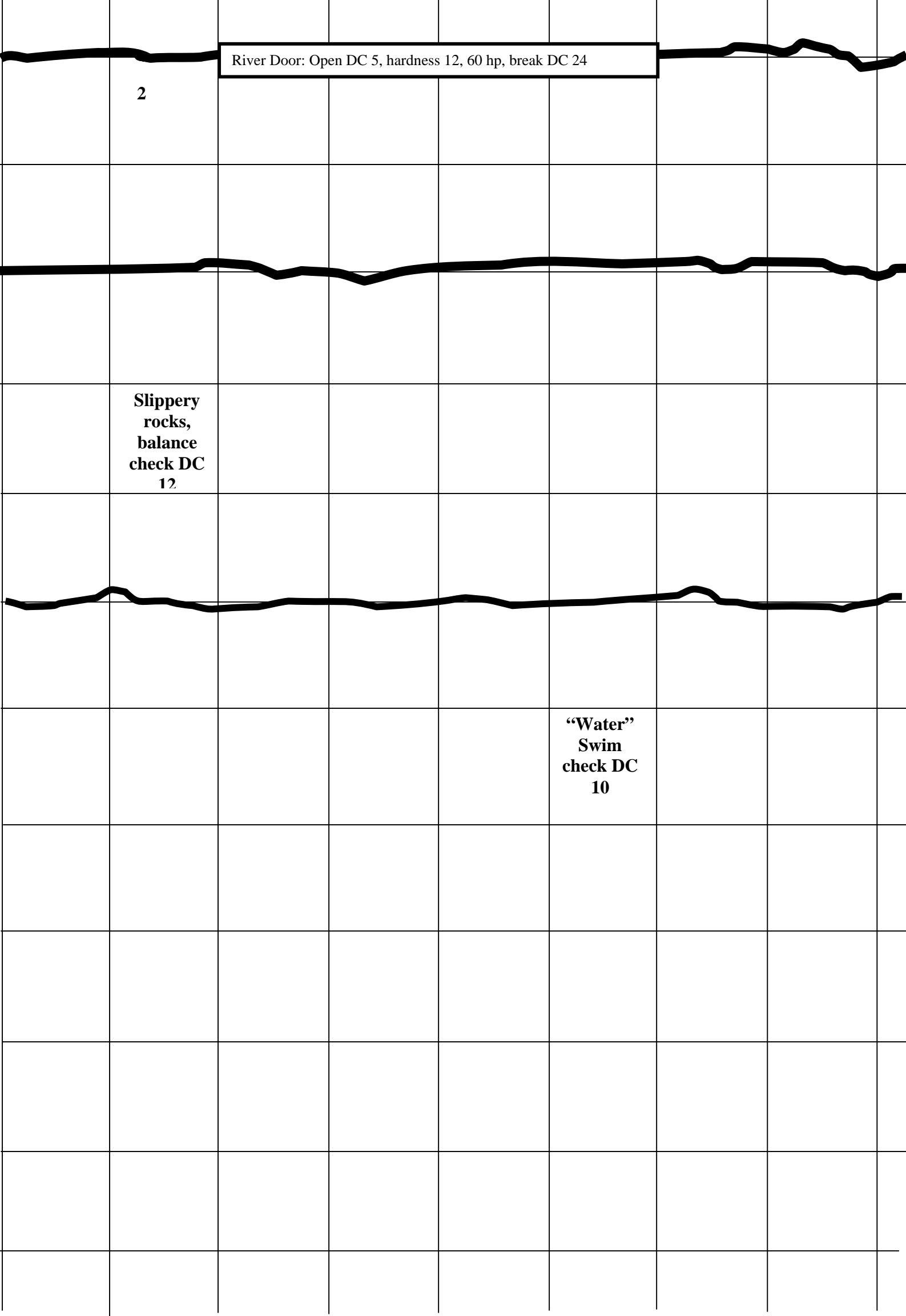
1

Walkway

Slippery
rocks,
balance
check DC
12

“Water”
Swim
check DC
10



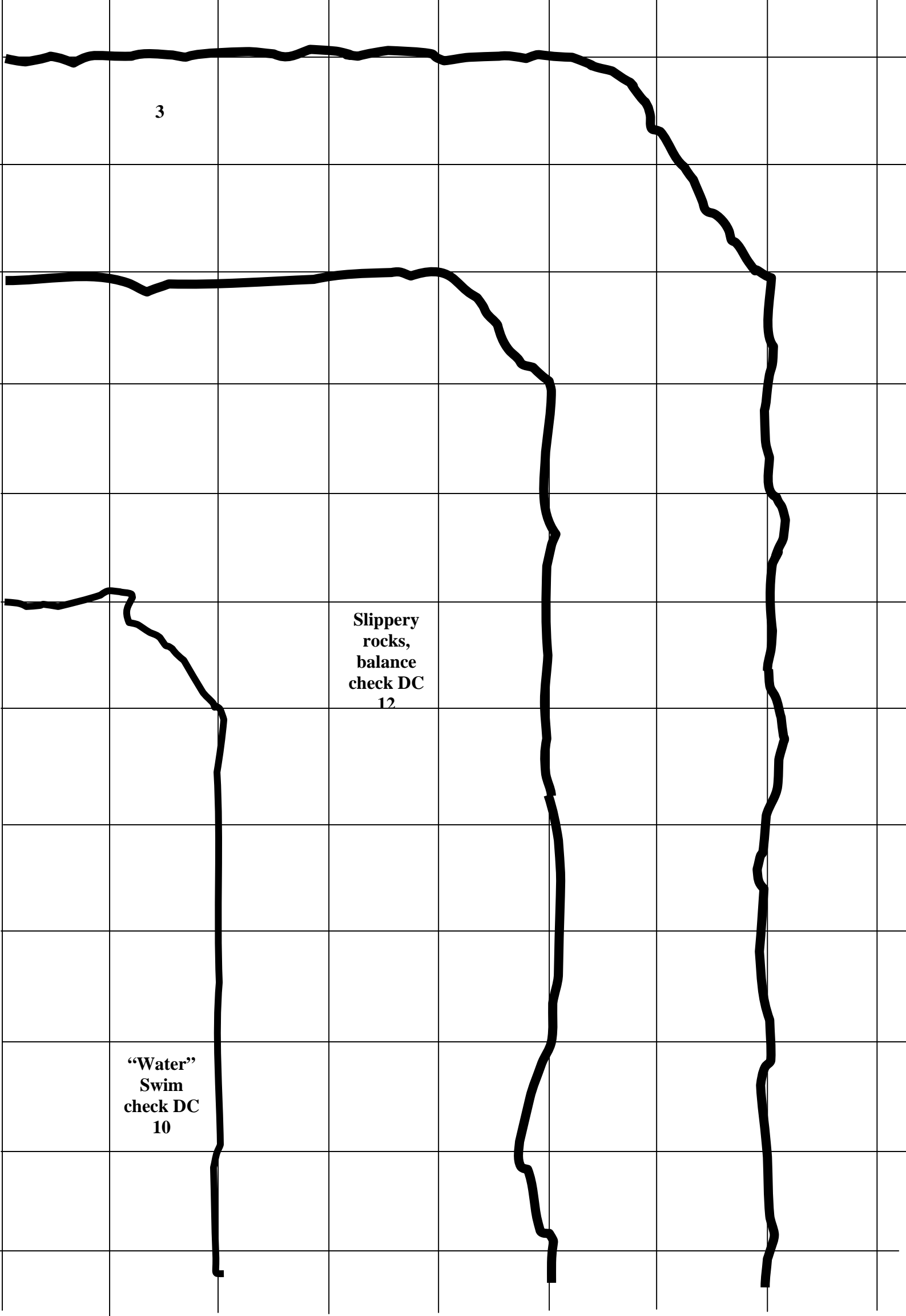


River Door: Open DC 5, hardness 12, 60 hp, break DC 24

2

Slippery
rocks,
balance
check DC
12

“Water”
Swim
check DC
10



3

Slippery
rocks,
balance
check DC
12

“Water”
Swim
check DC
10

4

Normal
pathway

Exit / Entry

Slippery
rocks,
balance
check DC
12.

“Water”
Swim
check DC
10

5

“Water”
Swim
check DC
10

Pillar
Climb DC 14



“Water”
Swim
check DC
10

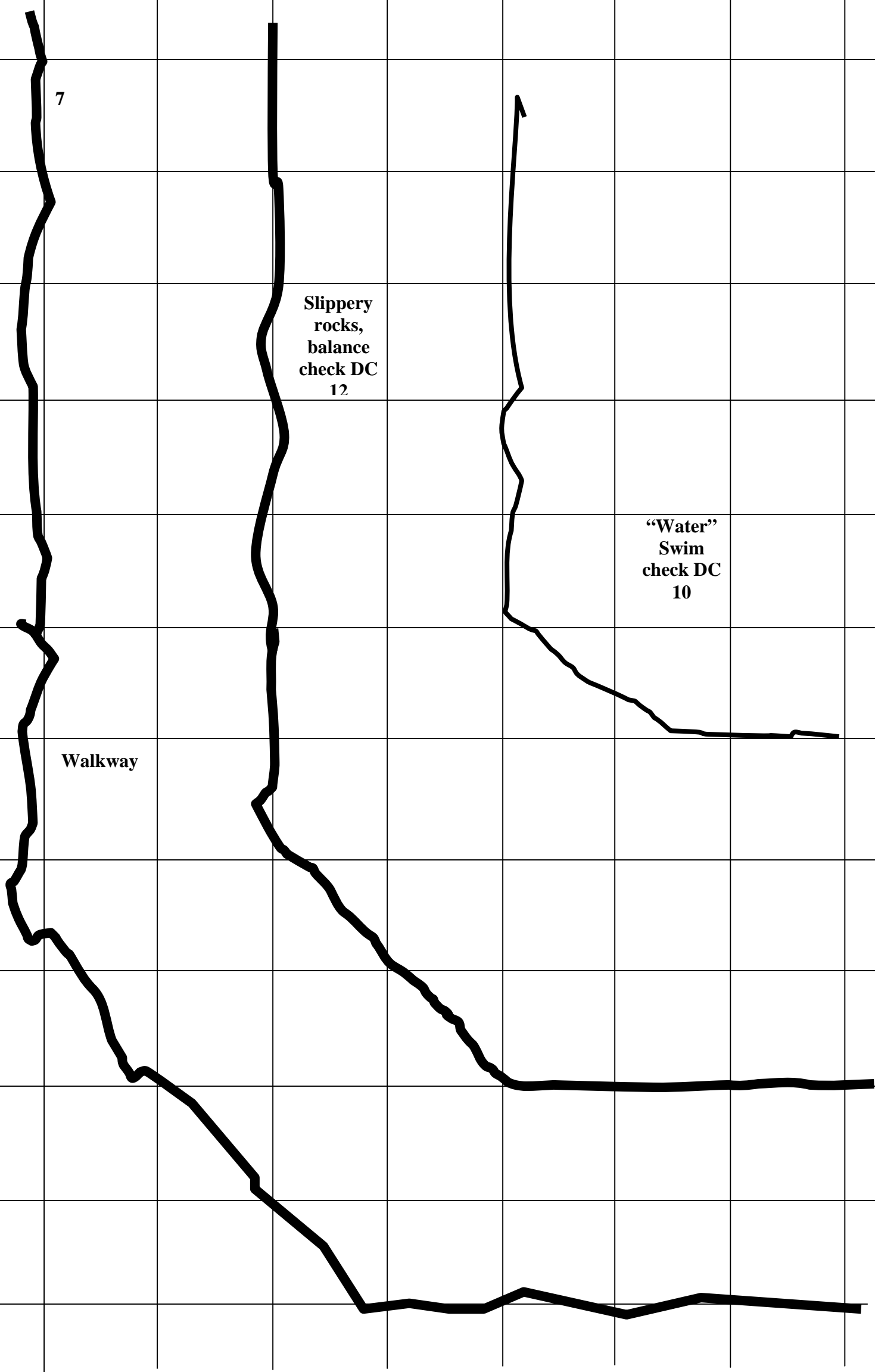
6

Slippery
rocks,
balance
check DC
12

Exit / Entry

Normal
pathway

The graph displays a single data series as a thick black line. The line starts at a high value on the left, drops sharply, then rises and fluctuates between mid-level values before ending near the bottom right.



8

**“Water”
Swim
check DC
10**

**Slippery
rocks,
balance
check DC
12**

**Old,
deserted
boat**

Exit / Entry

9

**“Water”
Swim
check DC
10**

**Slippery
rocks,
balance
check DC
12**

