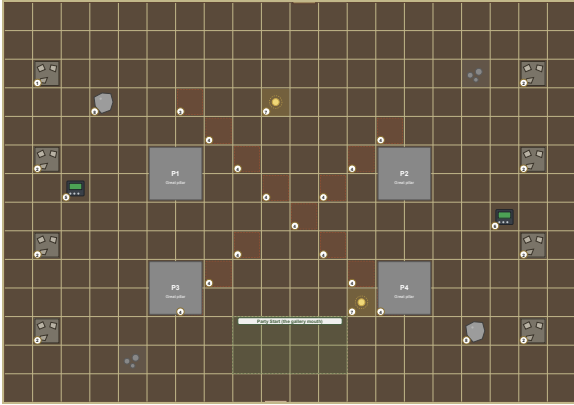


Hall of the Massassi — Trial of Flesh

HALL OF THE MASSASSI



Map size: 20 × 14 cells = 100 × 70 ft (in-fiction) / 20" × 14" printed

Tile grid: 3 × 2 = 6 Letter pages

A1	A2	A3
B1	B2	B3

ASSEMBLY

Print each tile page on US Letter at **100% / actual size**(NOT "fit to page"). Each grid cell should measure exactly 1 inch.

Cut along the outer edge of each tile (just outside the registration crosses at the corners).

Lay tiles out in their labeled grid (A1 top-left, A2 right of A1, B1 below A1, etc.). Tiles share a 0.25" overlap zone; the registration crosses on adjacent tiles align.

Tape from the back. Each grid square fits a LEGO minifigure on a 2×2 stud baseplate.

TERRAIN KEY

Wall

Ruins — Three-quarters cover (+5 AC / +5 DEX saves) — Massassi alcove

Control terminal — Wall-valve

Rocks / scree

Door

Hazard — Alchemical channel

Light source — Luminous channel-glow

Boulder — Half cover (+2 AC / +2 DEX saves) — Fallen pillar-stone

MAP KEY

1. Massassi alcove

3. Alchemical channel

5. Wall-valve

7. Luminous channel-glow

2. Massassi alcove

4. Alchemical channel

6. Wall-valve

8. Fallen pillar-stone

LEGEND

P1 Great pillar

P3 Great pillar

P2 Great pillar

P4 Great pillar

