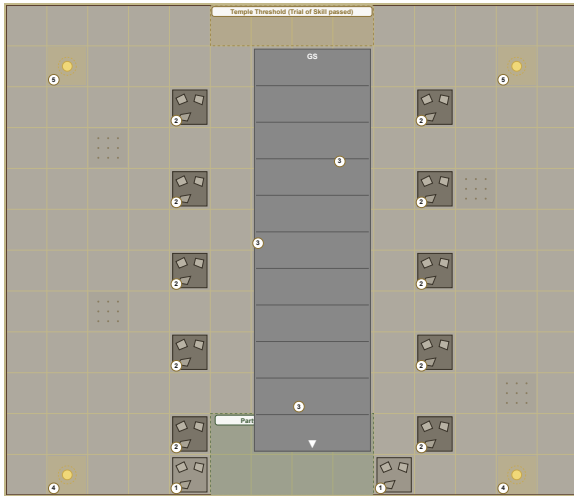


The Great Stair — Trial of Skill

THE GREAT STAIR



Map size: 14 × 12 cells = 70 × 60 ft (in-fiction) / 14" × 12" printed

Tile grid: 2 × 2 = 4 Letter pages

A1	A2
B1	B2

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

Boulder — Half cover (+2 AC / +2 DEX saves) — Fallen column drum

Light source — Guttering brazier

Ruins — Half cover (+2 AC / +2 DEX saves) — Broken archway

Difficult terrain

MAP KEY

1. Broken archway

3. Fallen column drum

5. Threshold brazier

2. Broken column

4. Guttering brazier

LEGEND

GS The Great Stair — climbs to the temple threshold (The Great Stair)

Temple Threshold (Trial of Skill p

GS

5

2

2

2

2

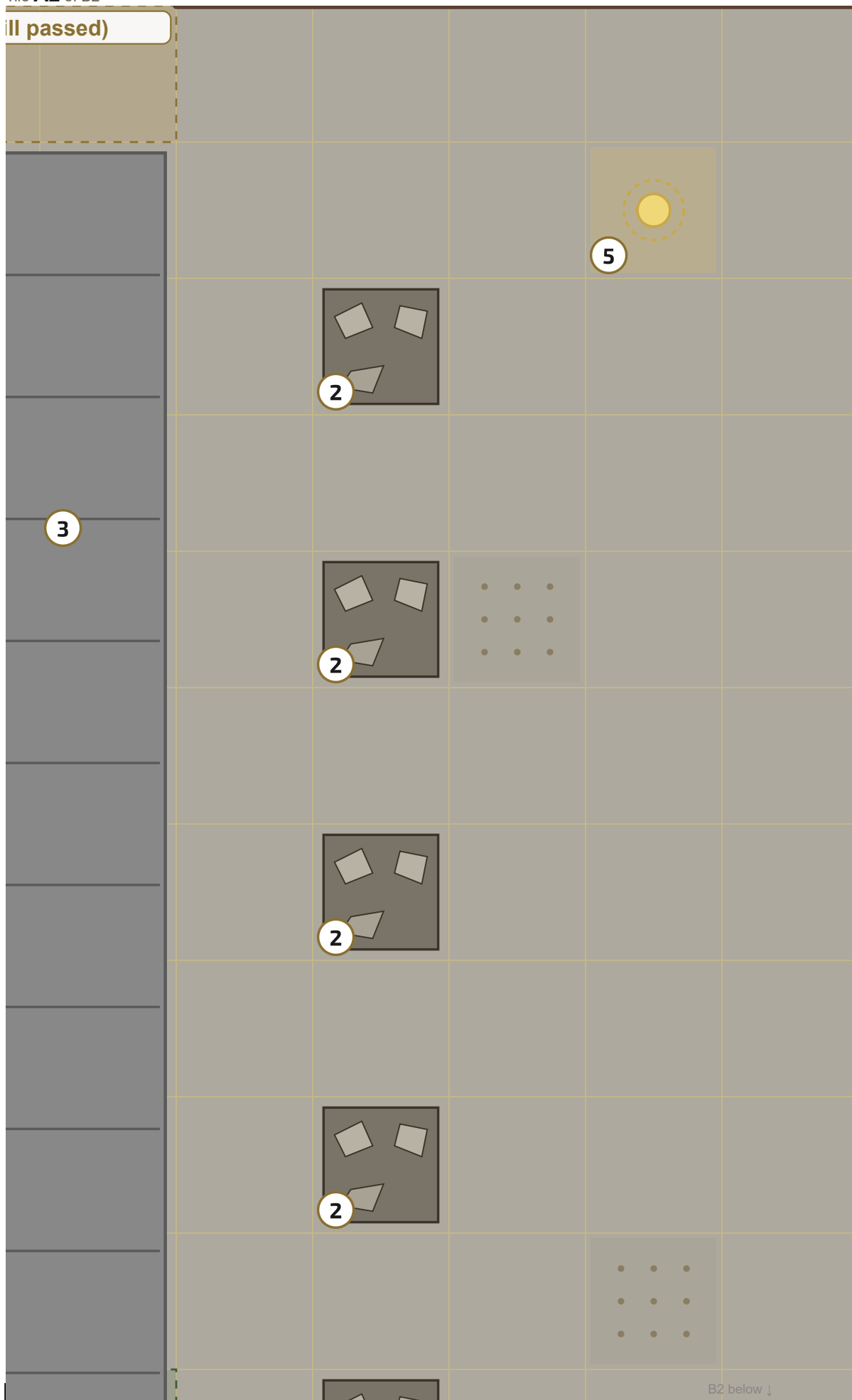
3

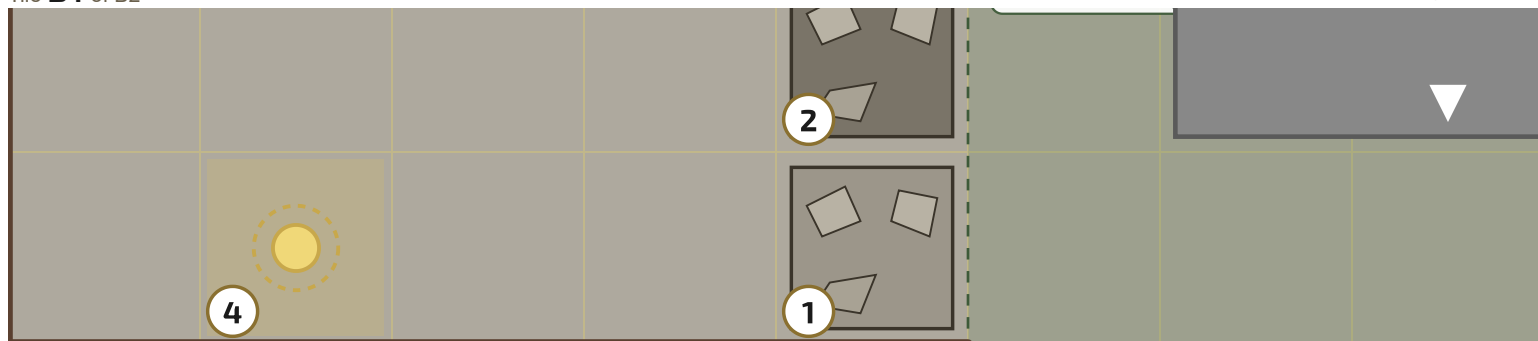
3

B1 below ↓

Part

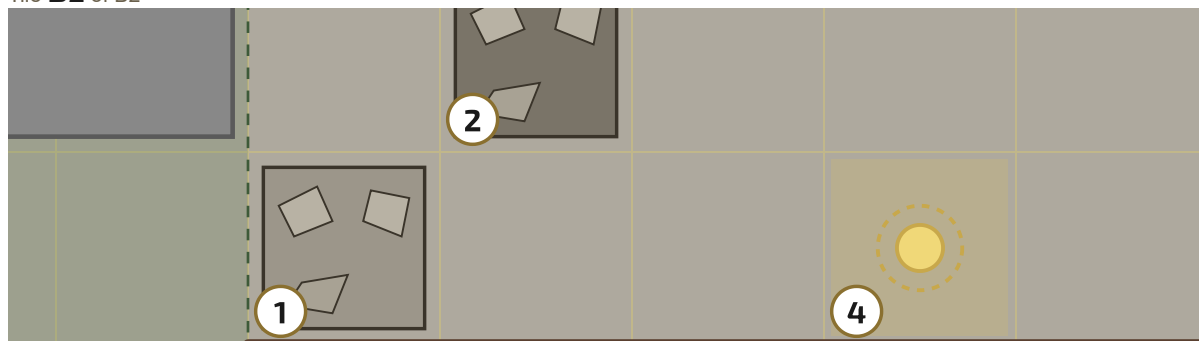
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Tile **B2** of B2

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



B1 left

↑ A2 above