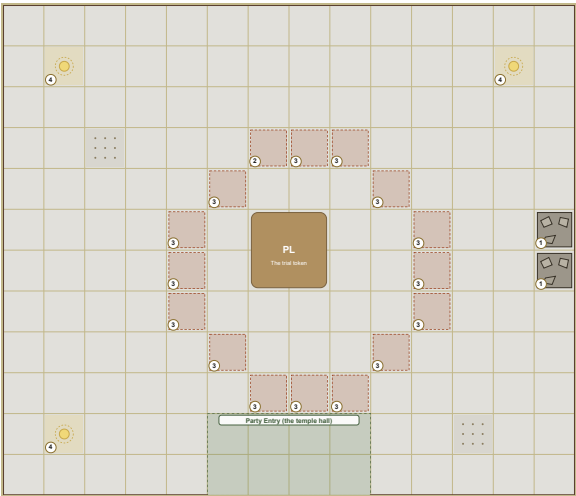


The Crucible — Trial of the Flesh

THE CRUCIBLE



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

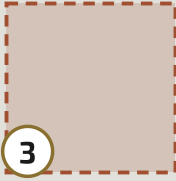
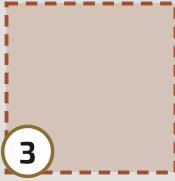
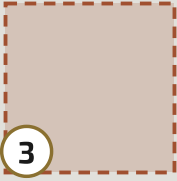
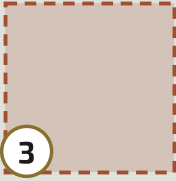
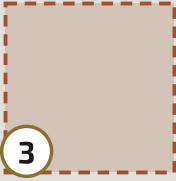
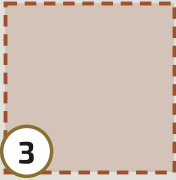
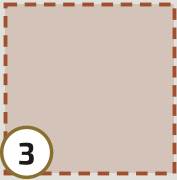
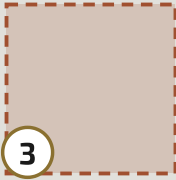
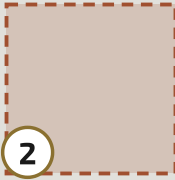
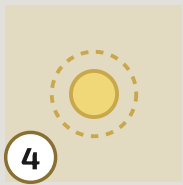
Wall — Half cover (+2 AC / +2 DEX saves) — Collapsed side passage
Hazard — Ring of cold-fire (Endurance/CON DC 14; 1d6 Fire per step)
Light source — Wall sconce
Difficult terrain

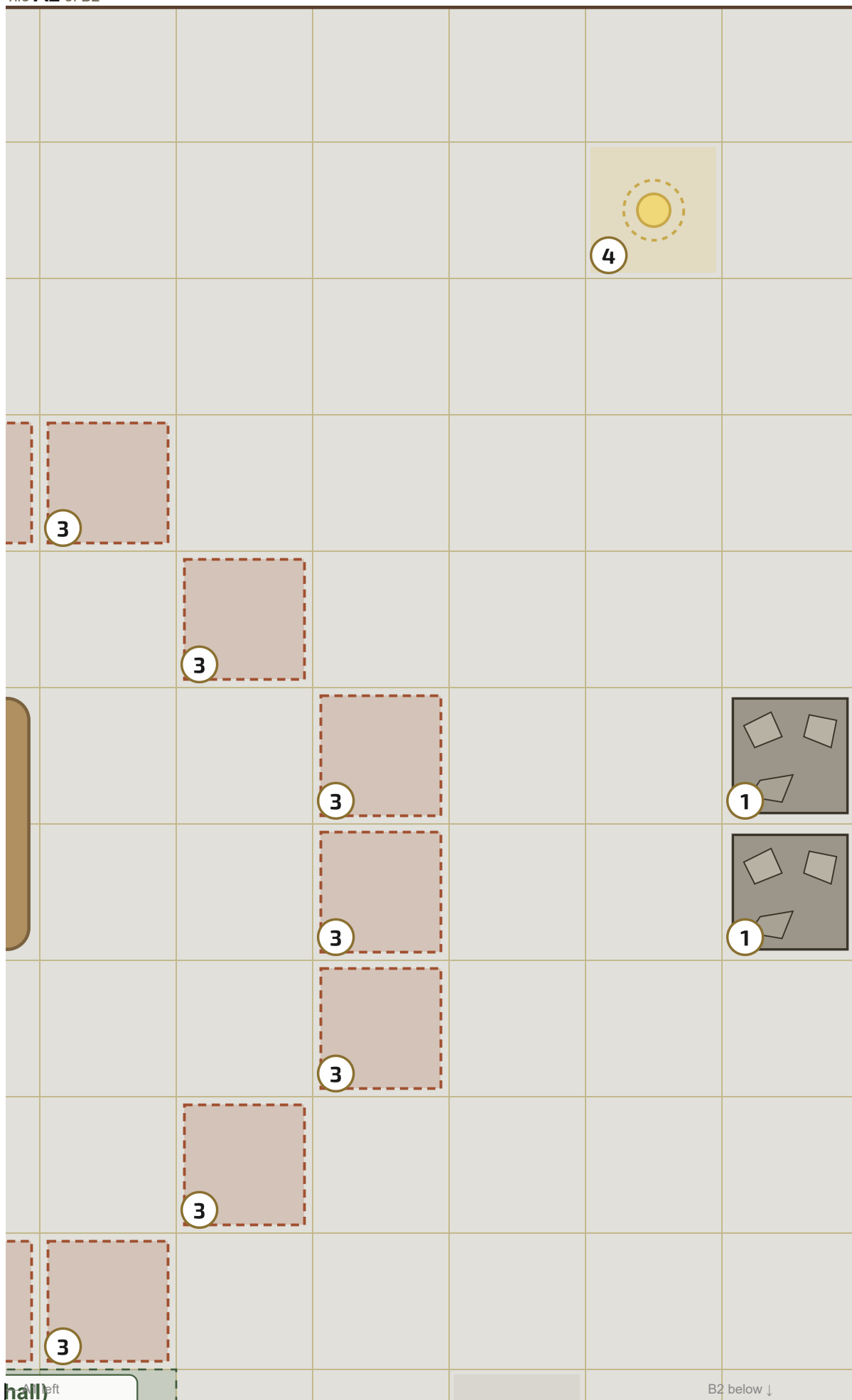
MAP KEY

- 1. Collapsed side passage
- 2. Ring of cold-fire (Endurance/CON DC 14; 1d6 Fire per step)
- 3. Ring of cold-fire
- 4. Wall sconce

LEGEND

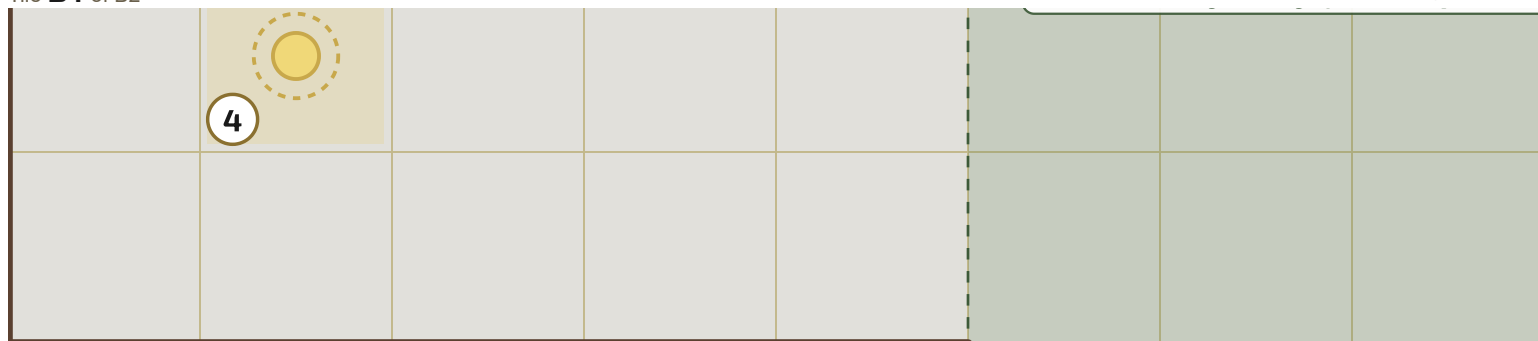
PL Stone plinth — the trial token (a smooth grey stone) (The Crucible)





Tile **B1** of B2

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



↑ A1 above

B2 right →

Tile **B2** of B2



← B1 left