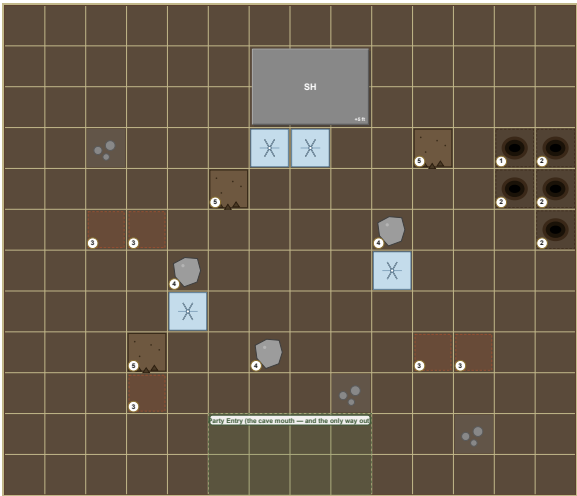


The Hollow — Trial of Spirit

THE HOLLOW



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

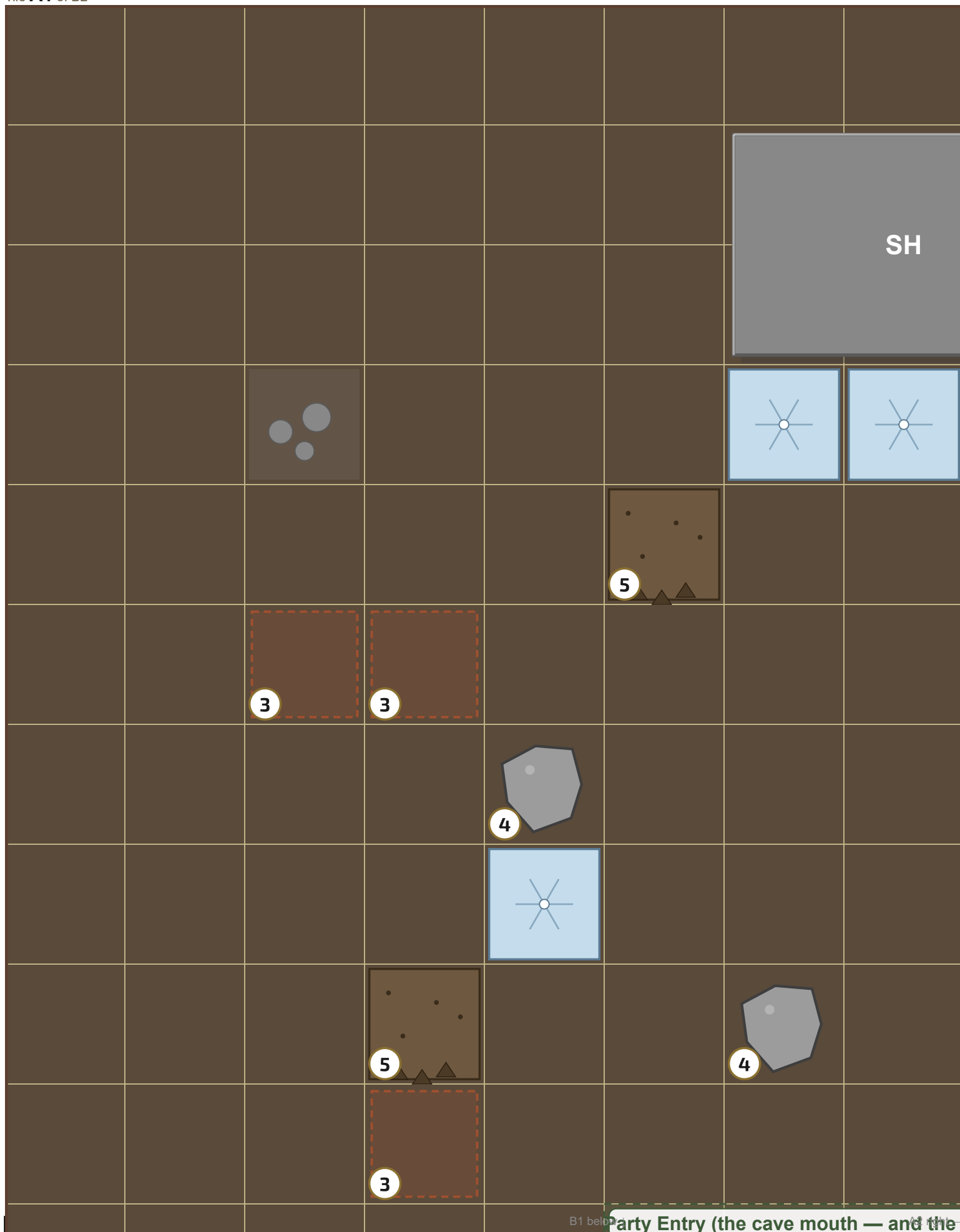
- | | |
|---|---------------------------------------|
| Wall | Pit — The wound — a black drop |
| Hazard — Dark-side pool | Frozen ground |
| Boulder — Half cover (+2 AC / +2 DEX saves) — Fallen stone | Rocks / scree |
| Cave floor — Hollow floor | |

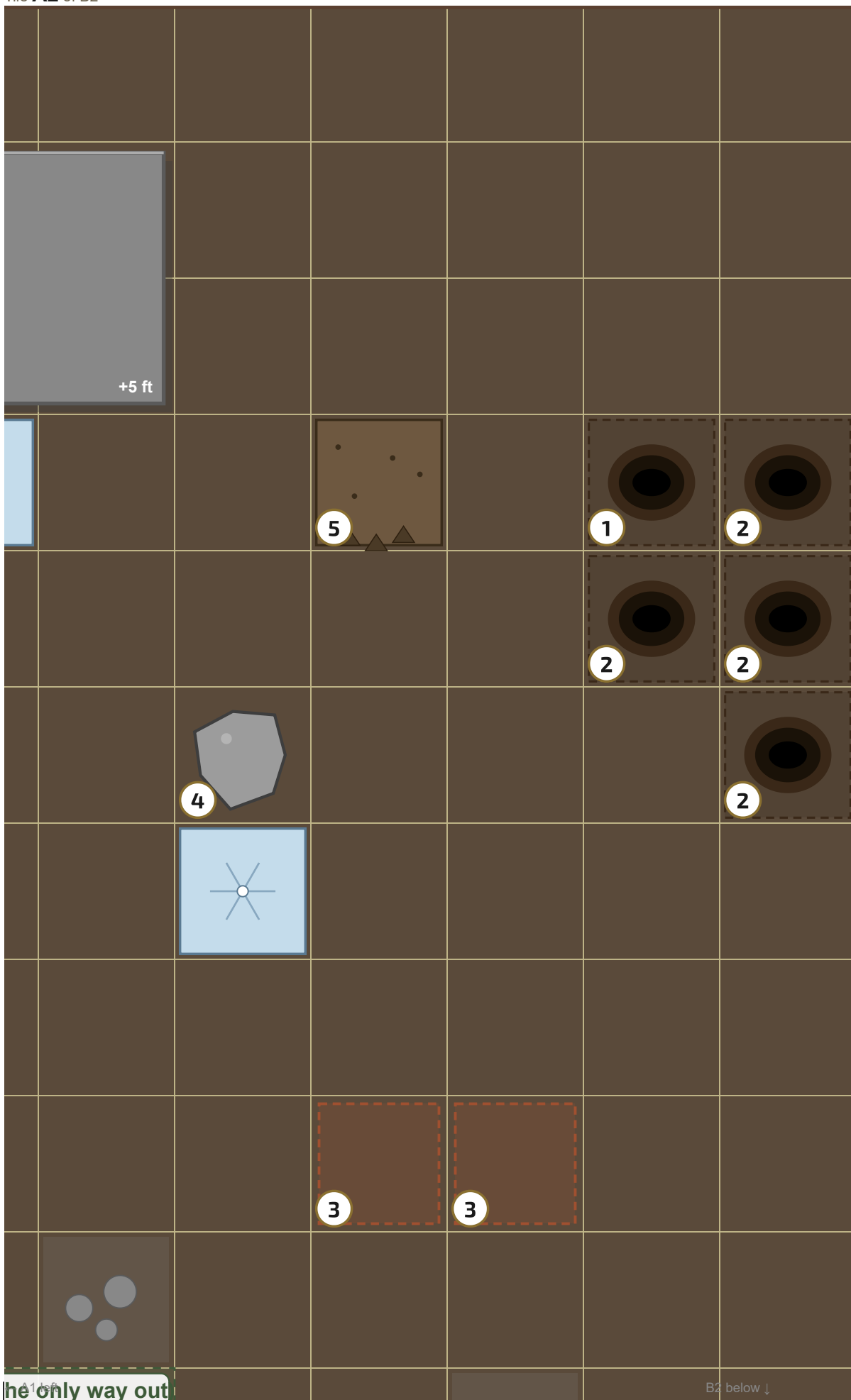
MAP KEY

- | | |
|-----------------------------|-----------------|
| 1. The wound — a black drop | 2. The wound |
| 3. Dark-side pool | 4. Fallen stone |
| 5. Hollow floor | |

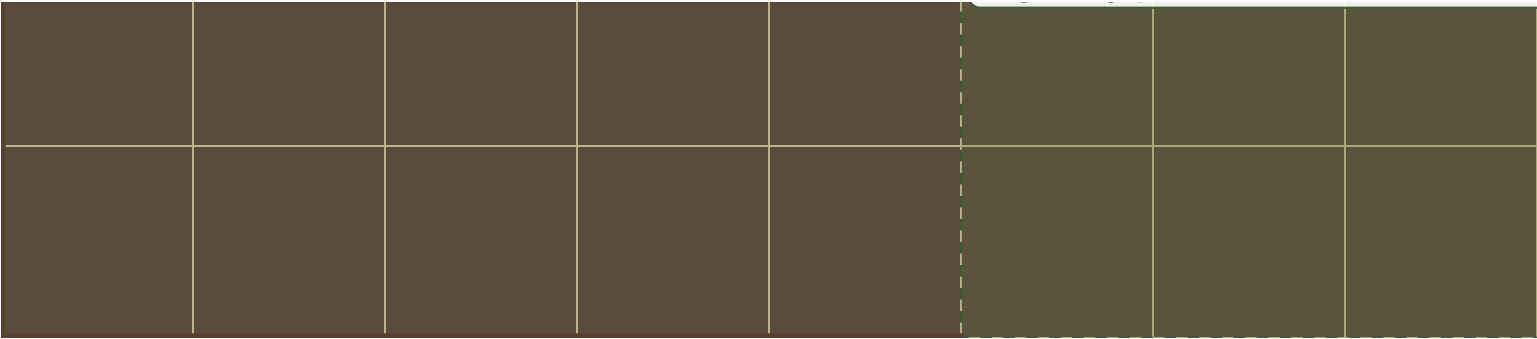
LEGEND

- SH** A shelf of black stone (where the Keeper stands) (The Hollow)

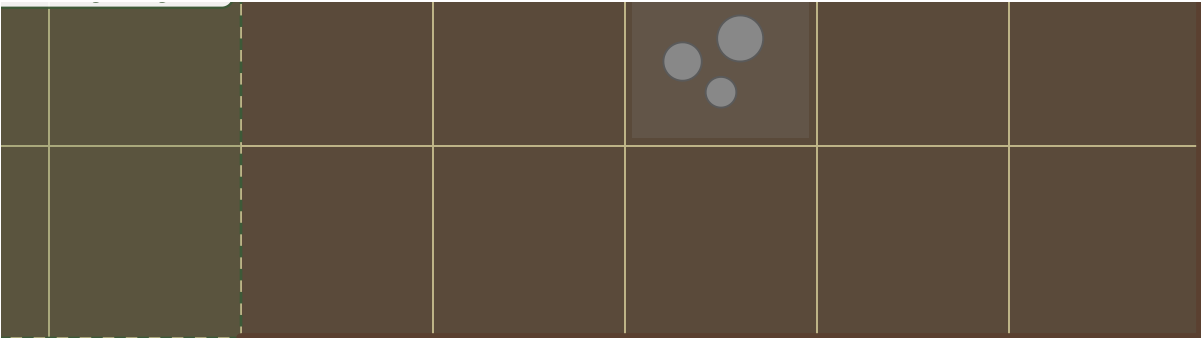




Tile **B1** of B2



Tile **B2** of B2



← B1 left