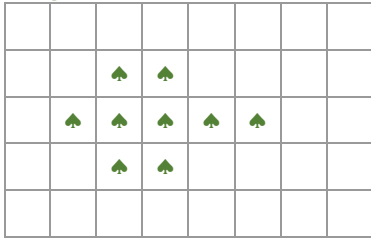


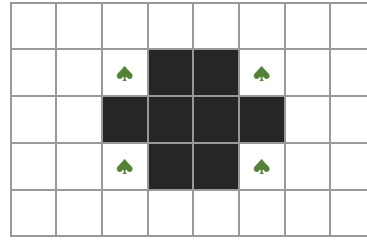
EXAMPLE TERRAIN TILES

The ♣ symbol indicates difficult, obstructing terrain. = indicates a door, which can be opened or closed by interacting with it (1 AP). While closed, a door is solid terrain.

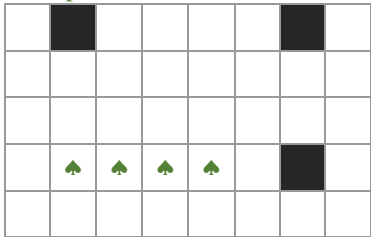
Dragon bones



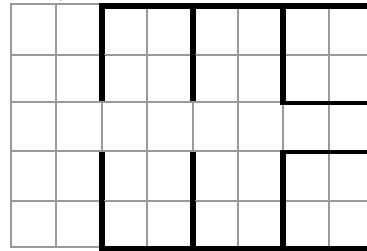
Watchtower



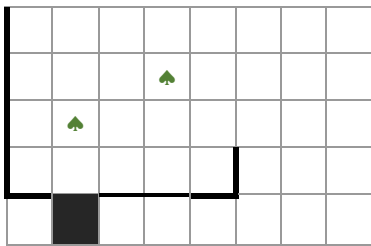
Four pillars



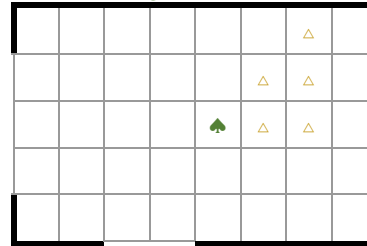
Donjon



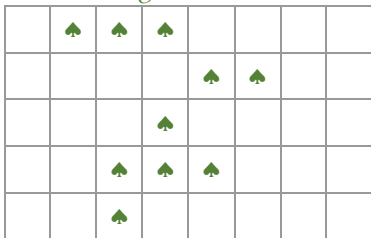
Command center



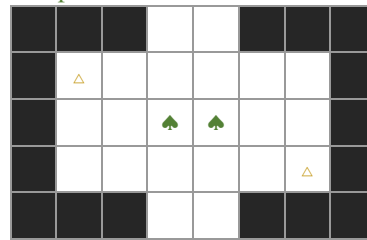
Crashed wagon



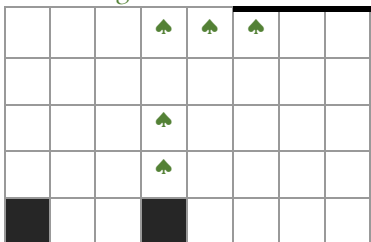
Mushroom growth



Chapel



Crumbling ruin



Hazard

