

3

### Copse

Structure: 35

Traits: Natural, Open  
Difficult Ground (-3)  
Mystic Aura (Arcadia +1)  
Razed copses become rubble

#### ENTERING EFFECT

2 It's a Trap  
3-4 Animal Attack  
5-7 Nothing  
8-9 In Bloom  
10 Aura Flare  
11-12 Stash

#### TREASURE CHART

2-5 Nothing  
6-9 d6 supplies  
10-11 2d6 supplies  
12 2d6 supplies, 1 item  
13-14 2d6 supplies, 1 item, 1 chest

5

### Graveyard

Structure: 45

Traits: Open  
Day: Mystic Aura (Celestial +2)  
Night: Mystic Aura (Gloom +3)  
Razed graveyards become ruins

#### ENTERING EFFECT

2-4 Animal Attack  
5-7 Nothing  
8-9 Aura Flare  
10-11 Rift to the Void  
12 Premonition

#### TREASURE CHART

2-6 Nothing  
7-8 2 items  
9-10 3 items  
11 3 items, 1 chest  
12 5 items, 1 chest

3

### Greater Ruins

Structure: 30

Traits: Building, Open  
Mystic Aura (Gloom +1)  
Razed greater ruins become ruins

#### ENTERING EFFECT

2 Crumbling  
3-4 It's a Trap  
5-8 Nothing  
9 Huddled Peasants  
10-11 Lost Noble  
12 Stash

#### TREASURE CHART

2-4 Nothing  
5-8 1 item  
9-11 2 items  
12 2 items, d6g  
13-14 3 items, 1 chest

1

### Hill

Structure: 45

Traits: Natural, Open  
Difficult Ground (-1)  
Razed hills become rock piles

#### ENTERING EFFECT

2 It's a Trap  
3-9 Nothing  
10-12 In Bloom

#### TREASURE CHART

2-7 Nothing  
8-9 1 ore  
10-11 2 ore  
12 2 ore, d6 supplies

# 5

## Keep

Structure: 55

Traits: Building, Enclosed  
Arrow slits, reinforced doors, trap door  
Razed keeps become greater ruins

### ENTERING EFFECT

2-3	It's a Trap
4-7	Nothing
8-9	Preserves
10-11	Lost Noble
12	Stash

### TREASURE CHART

2-5	Nothing
6	2 items
7-9	3 items
10-11	3 items, 1 chest
12-14	5 items, 1 chest

# 4

## Large Dwelling

Structure: 35

Traits: Building, Enclosed  
Windows, door, chimney  
Razed large dwellings become greater ruins

### ENTERING EFFECT

2-3	It's a Trap
4-6	Nothing
7-8	Traveling Merchant
9-10	Preserves
11	Huddled Peasants
12	Stash

### TREASURE CHART

2-5	Nothing
6-7	1 item, d6g
8-10	3 items, d6g
11-12	3 items, 1 chest
13-14	5 items, 1 chest

# 3

## Medium Dwelling

Structure: 25

Traits: Building, Enclosed  
Windows, door, chimney  
Razed medium dwellings become ruins

### ENTERING EFFECT

2-3	It's a Trap
4-7	Nothing
8-9	Preserves
10-11	Huddled Peasants
12	Lost Noble

### TREASURE CHART

2-5	Nothing
6-8	1 item
9-11	2 items, d6g
12	2 items, 1 chest

# 3

## Mine Tunnel

Structure: 45

Traits: Enclosed, Dark, Building  
Razed mine tunnels become rock piles

### ENTERING EFFECT

2	Crumbling
3-6	Nothing
7	Huddled Peasants
8-10	Traveling Merchant
11-12	Stash

### TREASURE CHART

2-6	Nothing
7-8	1 ore
9-10	2 ore, 1 item
11-12	3 ore, 1 item
13-14	3 ore, 2 items, 1 chest

3

## Pond

Structure: 65

Traits: Open  
Difficult Ground (-3)  
Razed ponds are removed from the board

### ENTERING EFFECT

2-4 Animal Attack  
5-7 Nothing  
8-11 In Bloom  
12 Premonition

### TREASURE CHART

2-5 Nothing  
6-7 1 ore, d6 supplies  
8-9 2 ore, d6 supplies  
10-11 3 ore, d6 supplies  
12 3 ore, 2 items, d6 supplies

2

## River

Structure: 65

Traits: Natural, Open  
Difficult Ground (-3)  
Razed rivers are removed from the board

### ENTERING EFFECT

2-3 Animal Attack  
4-7 Nothing  
8-11 In Bloom  
12 Stash

### TREASURE CHART

2-6 Nothing  
7 1 ore  
8-9 1 ore, d6 supplies  
10-11 2 ore, d6 supplies  
12-13 3 ore, d6 supplies  
14 3 ore, 2d6 supplies

1

## Rock Pile

Structure: 45

Traits: Open  
Difficult Ground (-2)  
Razed rock piles become rubble

### ENTERING EFFECT

2 Crumbling  
3-4 It's a Trap  
5-10 Nothing  
11-12 Premonition

### TREASURE CHART

2-5 Nothing  
6-8 1 ore  
9-10 2 ore  
11-12 2 ore, 1 item

1

## Rubble

Structure: 30

Traits: Open  
Razed rubble is removed from the board

### ENTERING EFFECT

2-4 Crumbling  
5-10 Nothing  
11-12 Stash

### TREASURE CHART

2-6 Nothing  
7-8 1 item  
9-11 2 items  
12-14 2 items, d6g

3

## Ruined Temple

Structure: 25

Traits: Building, Open  
Mystic Aura (+1)  
Razed ruined temples become ruins

### ENTERING EFFECT

2-4 Crumbling  
5 It's a Trap  
6-7 Nothing  
8-9 Aura Flare  
10-11 Huddles Peasants  
12 Premonition

### TREASURE CHART

2-3 Nothing  
4-7 1 item  
8-10 1 item, d6g  
11-12 2 items, 1 chest

2

## Ruins

Structure: 15

Traits: Building, Open  
Razed ruins become rubble

### ENTERING EFFECT

2 Crumbling  
3-4 It's a Trap  
5-9 Nothing  
10-11 Huddled Peasants  
12 Stash

### TREASURE CHART

2-6 Nothing  
7-9 1 item  
10-11 2 items  
12-13 3 items  
14 3 items, 1 chest

4

## Shrine

Structure: 35

Traits: Open  
Mystic Aura (+3)  
Razed shrines become ruins

### ENTERING EFFECT

2-6 Nothing  
7-8 Aura Flare  
9-10 Rift to the Void  
11-12 Premonition

### TREASURE CHART

2-5 Nothing  
6-7 d6g  
8-9 d6g, d6 supplies  
10-11 1 item, d6g, d6 supplies  
12 1 chest, 1 item, d6g, d6 supplies

1

## Small Dwelling

Structure: 15

Traits: Building, Enclosed  
Door  
Razed small dwellings become rubble

### ENTERING EFFECT

2-7 Nothing  
8-10 Preserves  
11-12 Huddled Peasants

### TREASURE CHART

2-7 Nothing  
8-10 d6 supplies  
11-12 1 item, d6 supplies

## 5 Temple

Structure: 35

Traits: Building, Enclosed  
Door  
Mystic Aura (+2)  
Razed temples become ruined temples

### *ENTERING EFFECT*

2-5 Nothing  
6-7 Lost Noble  
8-9 Huddled Peasants  
10-11 Aura Flare  
12 Premonition

### *TREASURE CHART*

2-5 Nothing  
6-7 2 items  
8-9 3 items  
10-11 3 items, 1 chest  
12 5 items, 1 chest

## B Fence

Structure: 10

Traits: None

Other: A fence should be around 1" tall and  
5" long

## B Hedges

Structure: 10

Traits: None

Other: Miniatures gaining cover from a hedge  
add +1 to the cover if they are wearing  
hunter's cloaks

A hedge should stand less than 1" tall  
and be 3" to 5" long

## B High Wall

Structure: 25

Traits: None

Other: A high wall should be around 1½" tall  
and about 5" long

## B

### Low Wall

Structure: 15

Traits: None

Other: A low wall should be around 1/2" tall and about 5" long

## B

### Rocky Outcropping

Structure: 30

Traits: None

Other: A rocky outcropping should stand anywhere between 1 1/2" tall to 4" tall

## B

### Wall

Structure: 20

Traits: None

Other: A wall should be around 1" tall and about 5" long

## B

### Ladders and Bridges

Structure: 10

Traits: None

Other: Ladders are placed on, or touching a higher level of a building  
Climbing a ladder is automatically successful, and does not require a climbing check  
Bridges may be placed spanning a terrain piece, or spanning a gap between two terrain pieces  
Bridges may be crossed using normal Movement  
Use any fixed versions of these terrain features as though they were a normal versions