



MAP TILES: FOREST

By T. Jordan Peacock

This document contains “map tiles” composited from photographs of my overgrown back yard. Feel free to print them off onto cardstock or regular stock paper, either with or without the grid overlay as per your preference.

These tiles depict a forested area, broken up only by a leaf-buried path and a placid stream crossed by a rickety sun-bleached old wooden bridge. The trunks of the trees themselves aren’t actually depicted on most of these tiles: In many real forests, after all, trees are close and tight anywhere you go.

Open Terrain: Squares at least half taken up by grass, path, or bridge.

Difficult Ground: All squares mostly taken up by water; these squares use up twice a character’s movement allowance to pass through.

Obstacles: Trees (represented by tree cross-sections or “stumps”), which block line of sight and movement.

River: Alternatively, the “Stream” might be deep enough to require Swim checks to traverse.

Thick Forest: Alternatively, for a denser forest, treat all areas off the path or bridge as Difficult Ground, as various small trees and bushes impede movement.



























