

BEACON HILL

MAP DESCRIPTION

The forest is dark and brooding, claustrophobic, with a dampness that seeps into your clothing. The path is muddy, littered with leaves and encroached by brambles and stinging nettles.

Ahead you see a break in the trees, a rugged hill covered in grass and rocks peaks out of the dense forest. The path winds its way around the hill like a snake constricting its prey.

As you continue, the path climbs above the trees. The forest stretches out before you, an unbroken sea of dark leaves and branches moving in the wind like waves on a sea.

As you reach the crest of the hill you see a bald peak surrounded by grass and weathered stones. In the centre is a huge bonfire, as yet unlit.

NOTES AND TIPS

- **30x30 Grid Map**
- Is this a location the group is aware of, a place to fight something strategically? Or is it a random location found by accident just as it's needed?
- A hill is a great vantage point, a place to survey the land and take stock. It's also a place to spy on the enemy that's been stalking the party and take advantage of the higher ground.
- The hill may be climbed directly, but this is harder and will have disadvantages, including worse footing and a chance of falling.
- Loose rock and gravel are a hazard and larger boulders could be purposefully pushed down the hill.
- Less mobile monsters like Zombies or Skeletons may use the path and be easier to pick off. Ghouls and trolls will more than likely climb the hill rather than take the path.
- **A Lonely Campfire:** If the party camp on the hill they are spotted by a monster and during the night the creature stalks up the hillside, attempting to surprise them. To make it more likely the party camps on the hill it could be made clear it's a better option than the dense forest or swampy ground around the hill.
- **A Beacon of Hope:** The remote settlement has been beset by a horde of shambling zombies/skeletons from a nearby battlefield. The undead have besieged the settlement and blocked the route to Beacon Hill. A group of locals have tried to make it to the beacon to send for help but nothing has been heard from them in hours. The party must make their way to Beacon Hill, attempt to save the locals and light the beacon.
- **The Beacon's Curse:** The local area is cursed. Its forests are dark and evil, the farmland is barren and the people are sickly. Rumour has it a ritual is performed each year on the top of the hill that curses the region for another year. The locals plead with the party to investigate and stop the ritual, saving them from another cursed year.

VARIANTS

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