

AMBUSH POINT

MAP DESCRIPTIONS

Tussocks of coarse grasses grow around rock formations along either side of the dirt road. Winding its way deeper into the hilly countryside, the road is soon flanked by steep cliffs covered in scraggly brush and ill-formed trees. Ahead is a landslide, partially blocking the route. It's not unusual for roads to be blocked by landslides and tree falls, but as you approach, you begin to feel unease. It's just too quiet here and there are too many places to hide among the rocky cliffs and foliage.

NOTES AND TIPS

- **30x30 Grid Map**
- This map can be used as a general travel map, I've added a few rock and tree assets to help block the road.
- This map is all about using elevation to give the attacker's advantage. Place long-range mobs on the cliff sides, even lower-level mobs will be able to pepper the party with arrows or rocks with little danger to them.
- Have mobs attack from the cliff side, from the front, and then have a few mobs attack from the rear as the fight continues.
- The mobs will be under partial cover or only reveal themselves to shoot/attack. Only reveal mobs as they attack, keep your players guessing how many mobs are in play!
- Have the raiders make it seem like there are more of them than there really are. Shout orders to "Squad One" for example, when in reality it's just a goblin archer and his pet snail.
- Have a single mob stand behind the barricade, they are there to demand a toll from travellers. Make them smug and condescending until they realise who they are dealing with.
- Use heavy rain as an environmental hazard! Have mud/rock slides tumble down the cliffs as the party battles mobs.
- **March of the undead legion:** As the party travel into the gouge they begin to see fog flow across the roadway. The fog obscures their view, but they begin to hear the sound of marching feet. The fog begins to glow and from the grey appears a legion of undead soldiers marching to sack a local village. Maybe it's the anniversary of their demise at the hands of a long-dead warlord whose descendants founded the village.
- **Local bandits:** Have the party stop at a local tavern for the night before making their way along the road. Bandits accost the party and demand a toll. Turns out these are the locals, who have sabotaged the player's equipment the night before or know their weaknesses at least. Take the cleric out first! And so forth.
- **The trees morn:** This is magical woodland, the trees talk amongst themselves. A tree has fallen onto the road, and the trees seem to be mourning its death. If the party tries to move the fallen tree the woods around them will come to life, defending their fallen comrade. Maybe the party has been given the task to clear the road from a local farmer, maybe he knows they will be crushed to death and he can come in later to pick up the party's loot.

VARIANTS

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