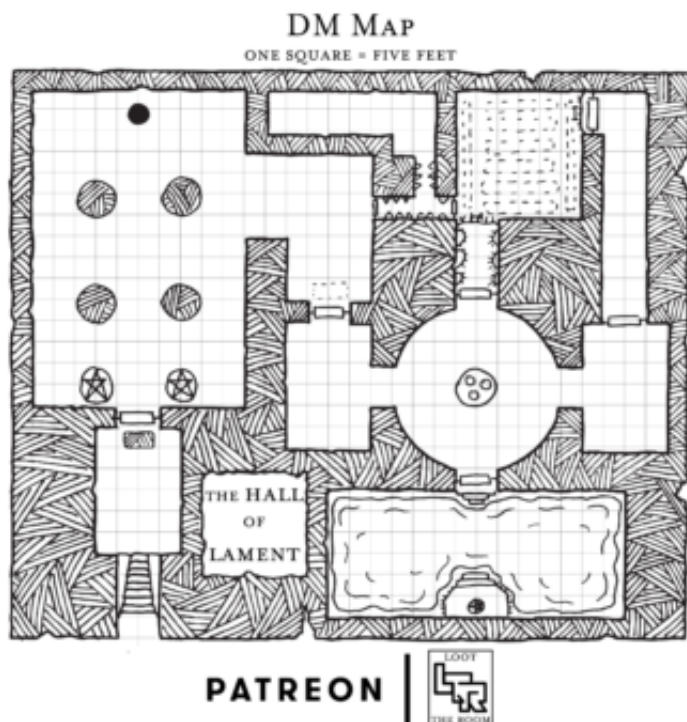


Monday Map - The Hall of Lament

by loottheroom - Monday, September 04, 2017

<http://loottheroom.uk/monday-map-the-hall-of-lament/>

So we're almost ready to release the adventure we've been writing over the past couple of weeks, but first we need to revisit the map. We've added some new rooms, and we've defined what's going to be in them.



[Click to embiggen]

I had planned to talk about layout as well with today's post, but I've spent all weekend finishing off *Breaker of Chains* (and I still need to make the rest of the pregenerated characters for it), so I haven't had a chance to write all that stuff up yet. I'll leave today's post as a traditional map only post, and we'll hit layout on Wednesday.

[Patrons at the \\$5+ tier can get the coloured version of this map, plus a player only version.](#) They'll be included in *Breaker of Chains* when it releases on Thursday night.

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