

-This map was intended to be an alternative to the traditional "Ranger's Cabin in the Woods." It could just as easily serve as a lookout tower (manned by some particularly outdoorsy people).

-The trap door on the landing leads to a rope ladder to the ground (in case that's not clear).

-I'll leave it up to your imagination how the rangers get that boat up and down from the landing. But it goes without saying that it probably involves a lot of rope and is a giant pain in the ass.

-Consider having a fight on the landing.

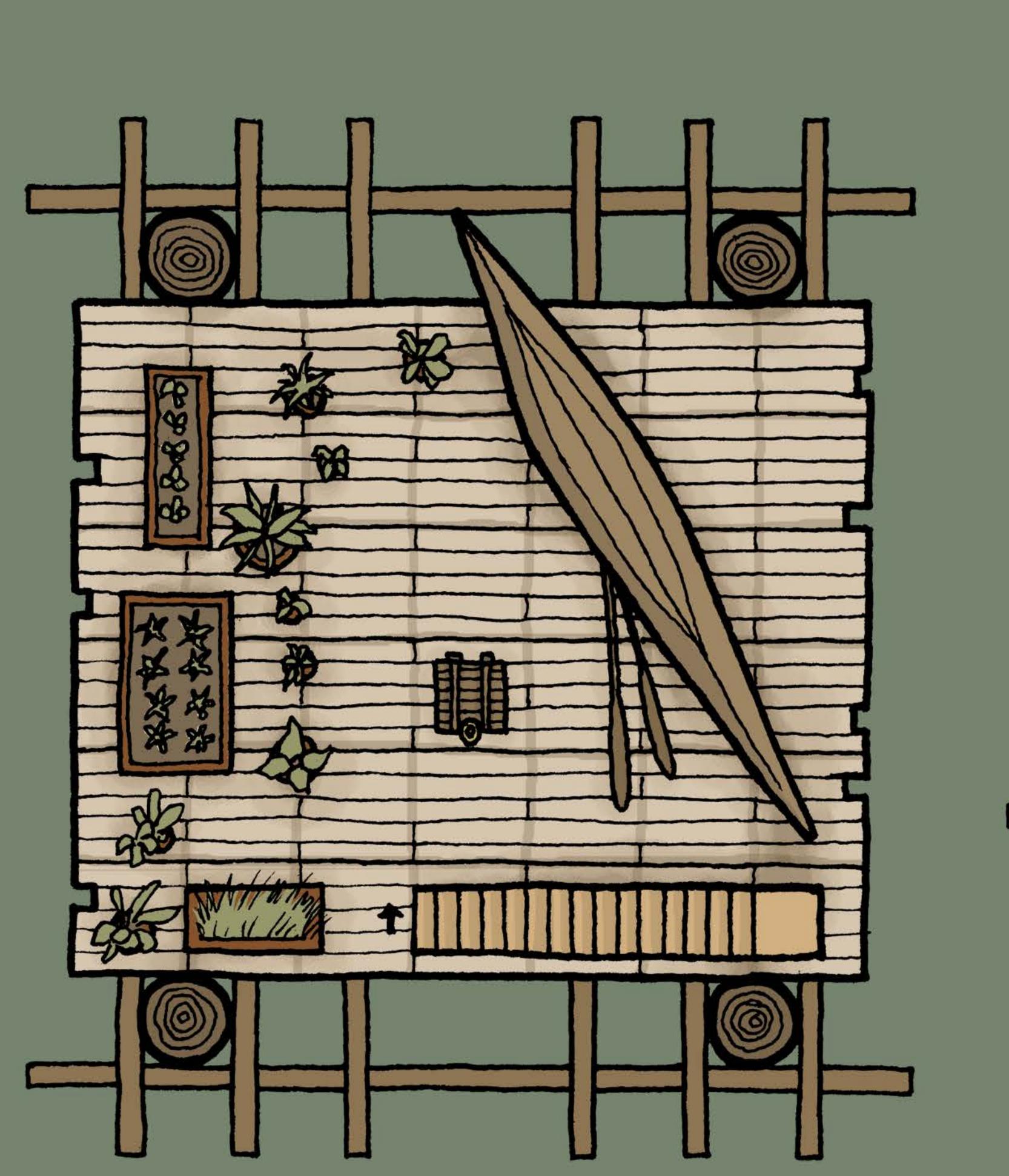
The fighter throwing people off the stairs, the barbarian beating someone to death with a canoe... that could be a real good time.

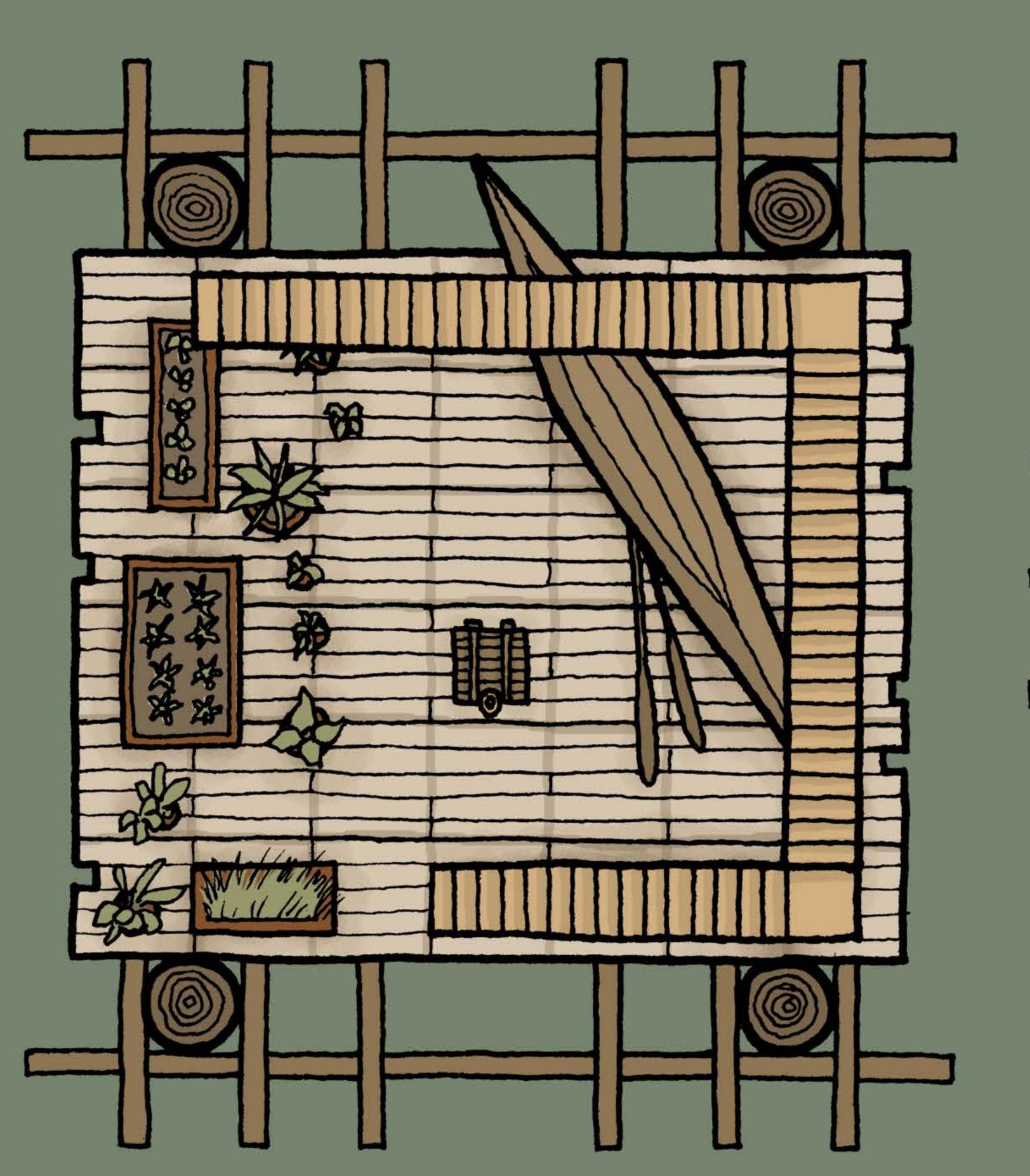
-The workshop could be used for any number of things, including fletchery, woodworking, leatherworking, tanning, herbalism or anything else you want the rangers to be able to do.

-Items in the storage room might include fishing rods, traps, tents, tools, nails, a tinderbox, a hatchet, rope and gardening equipment.

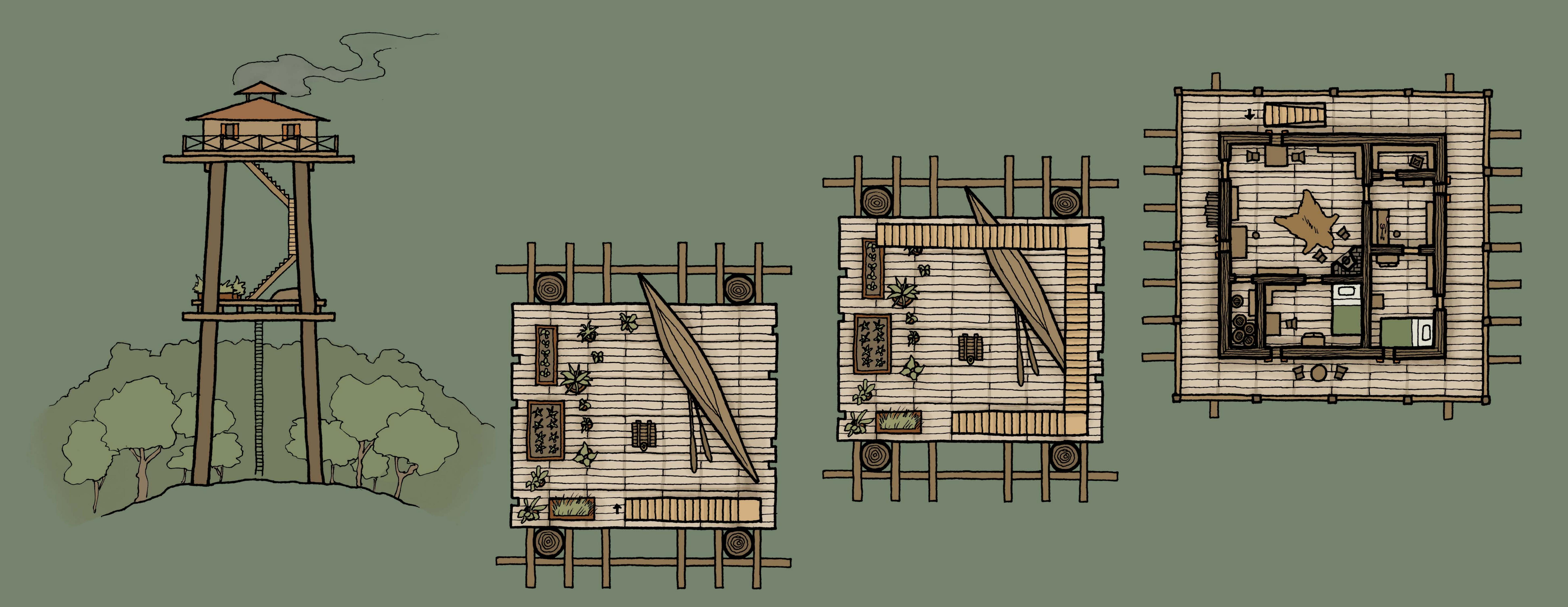


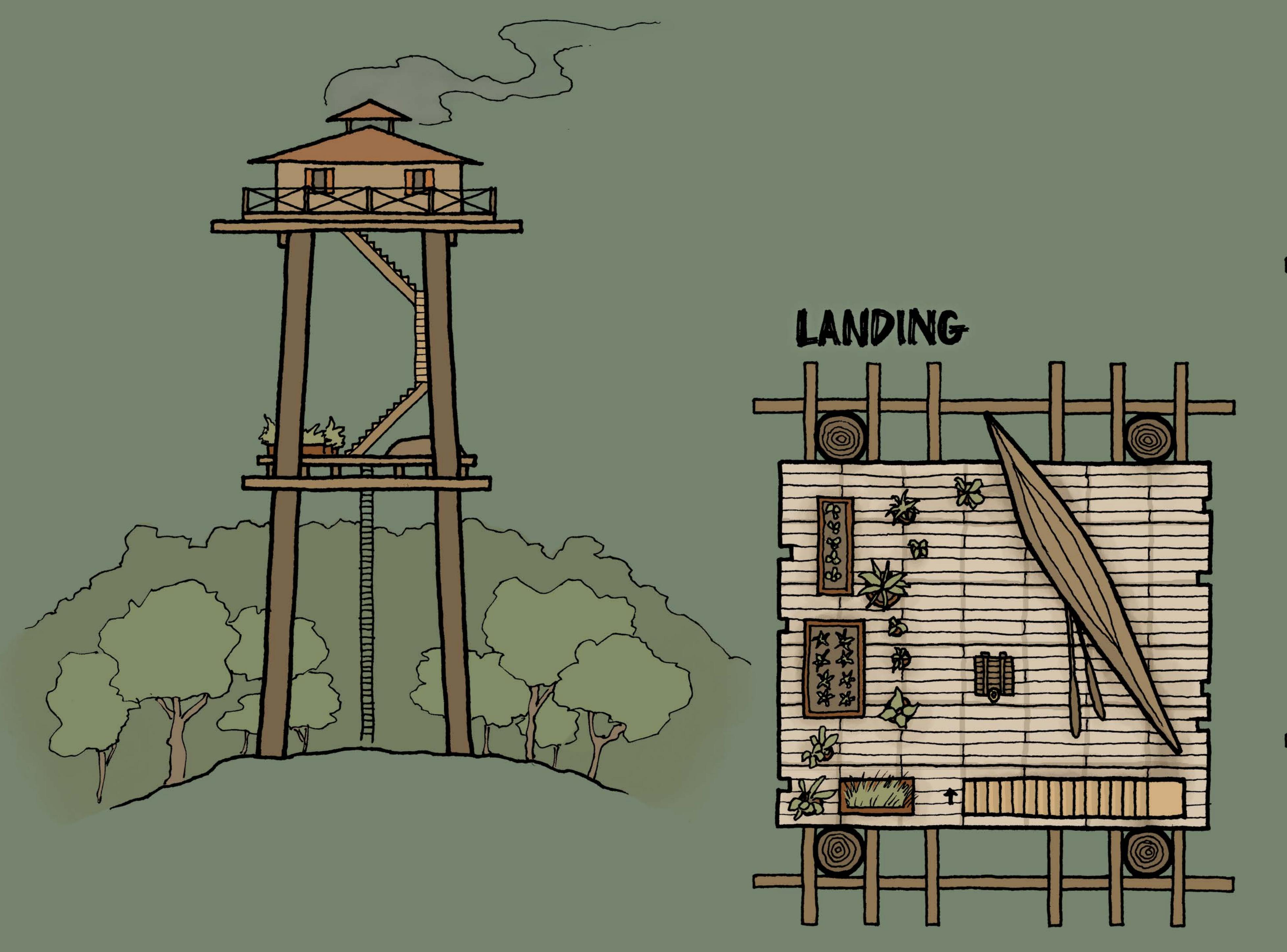
RANGER OUTPOST

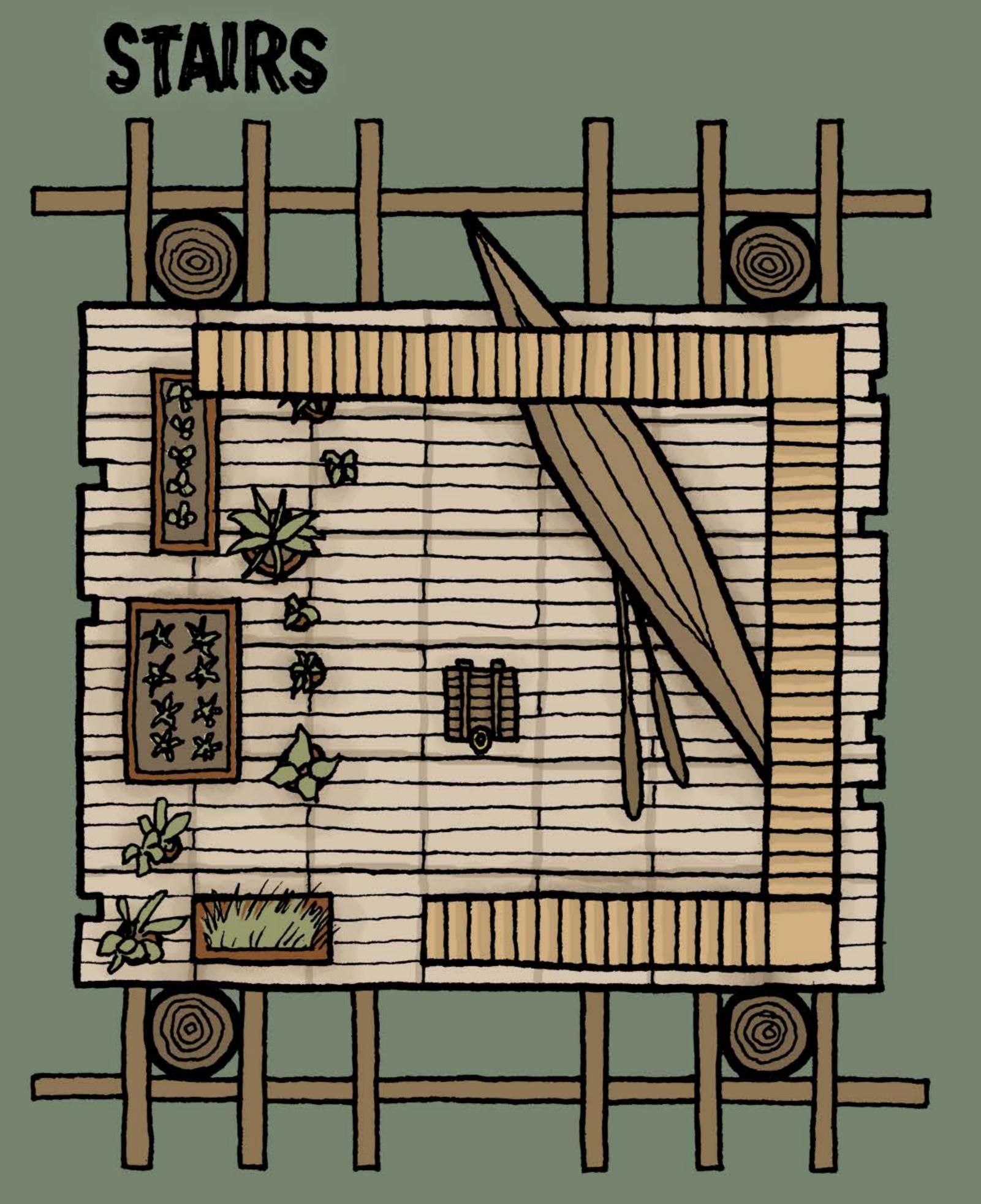




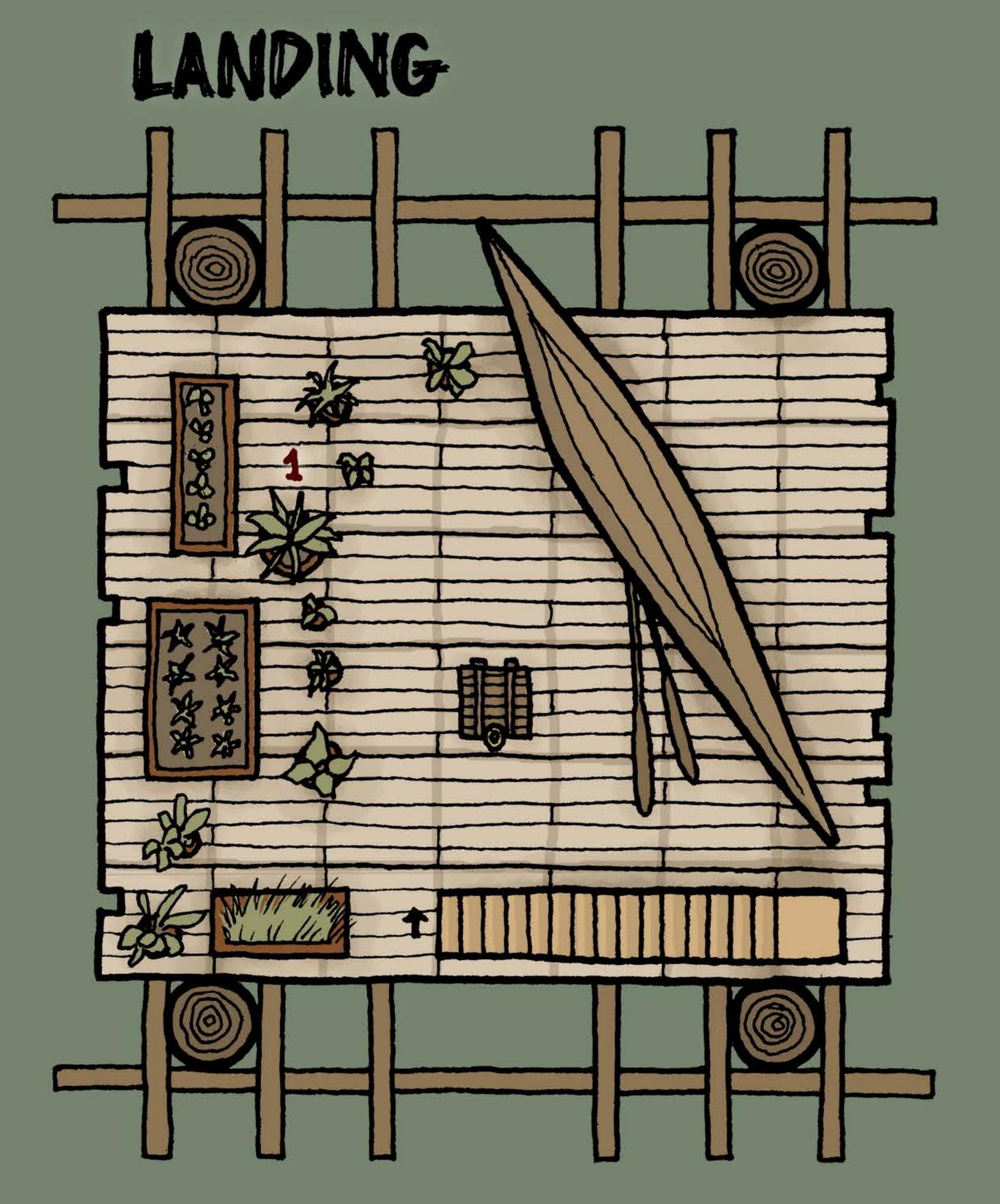


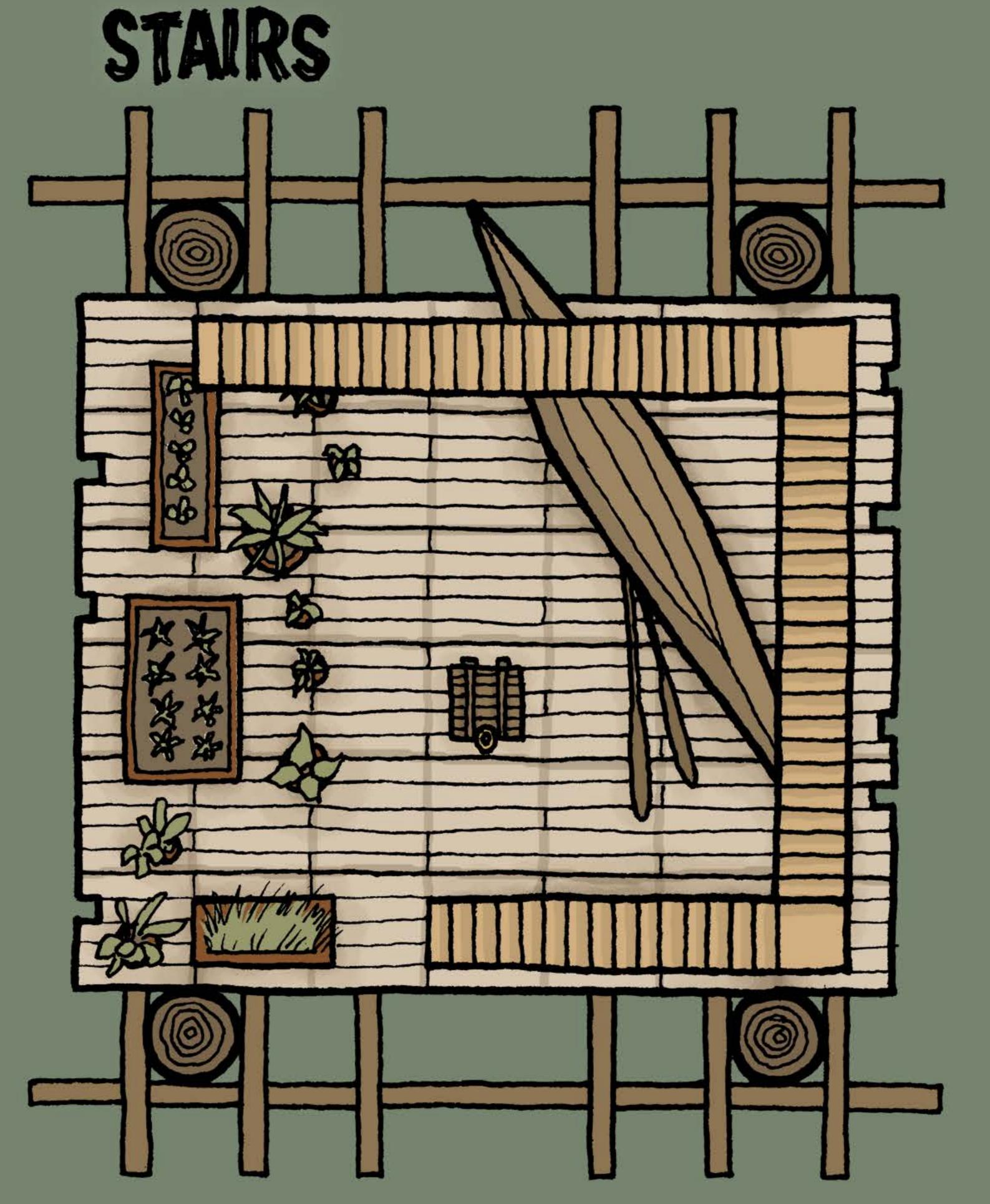








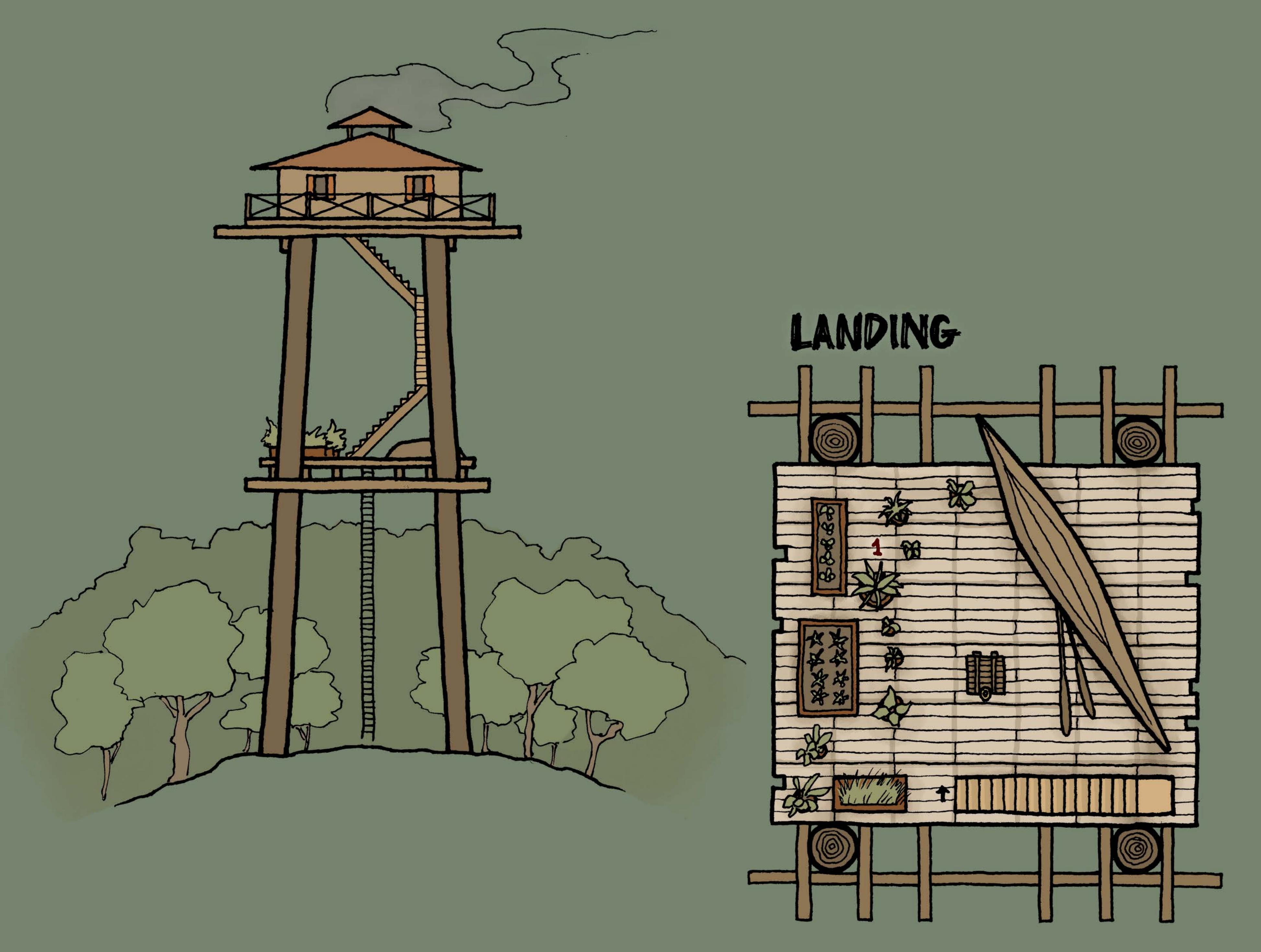


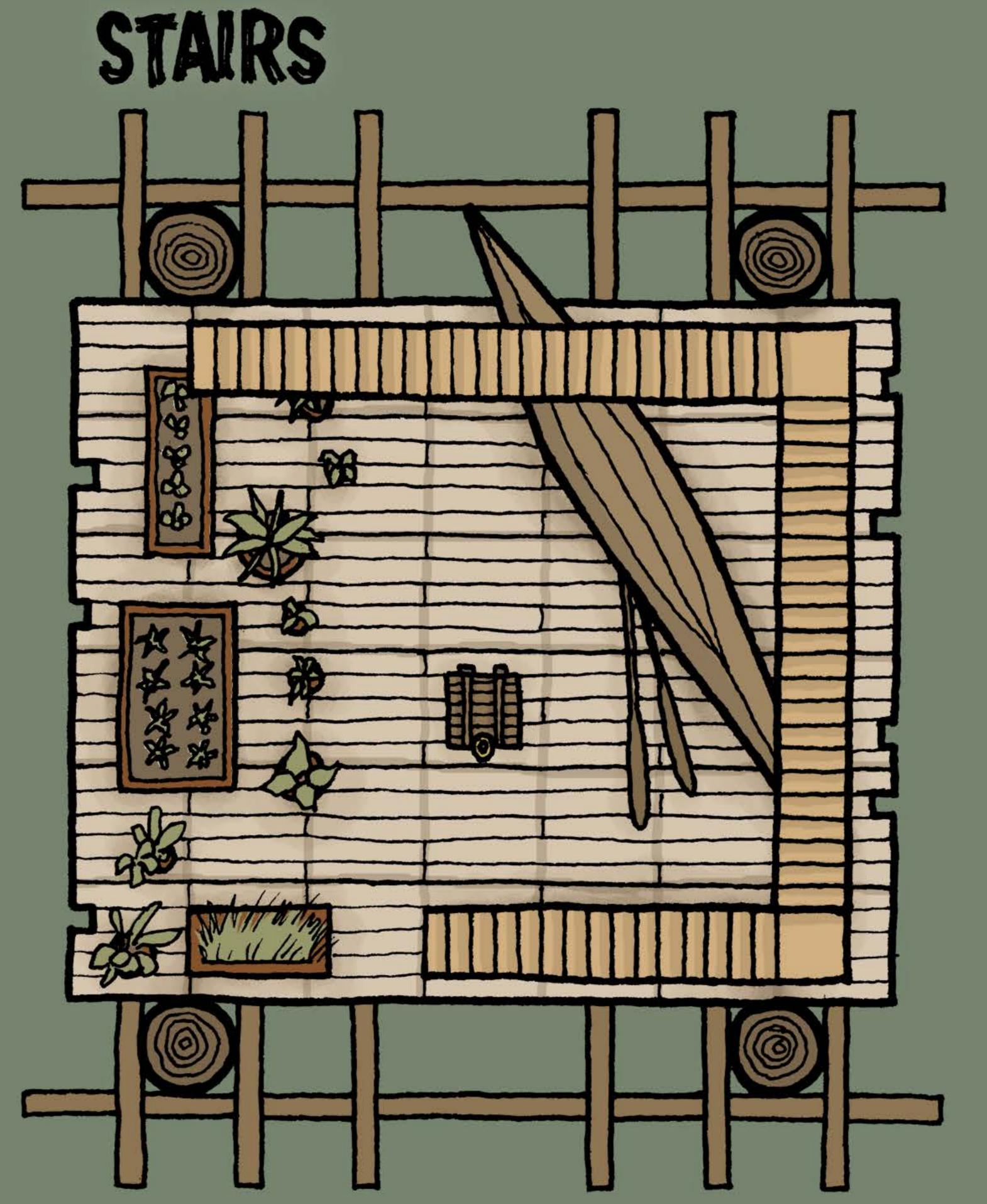




- 4 Pantry
- 5 Workshop/Fletchery
 6 Storage (Equipment and Tools)
- 7 Bedroom

- Herb Garden
- 2 Wood Pile
- 3 Main Room/Hearth

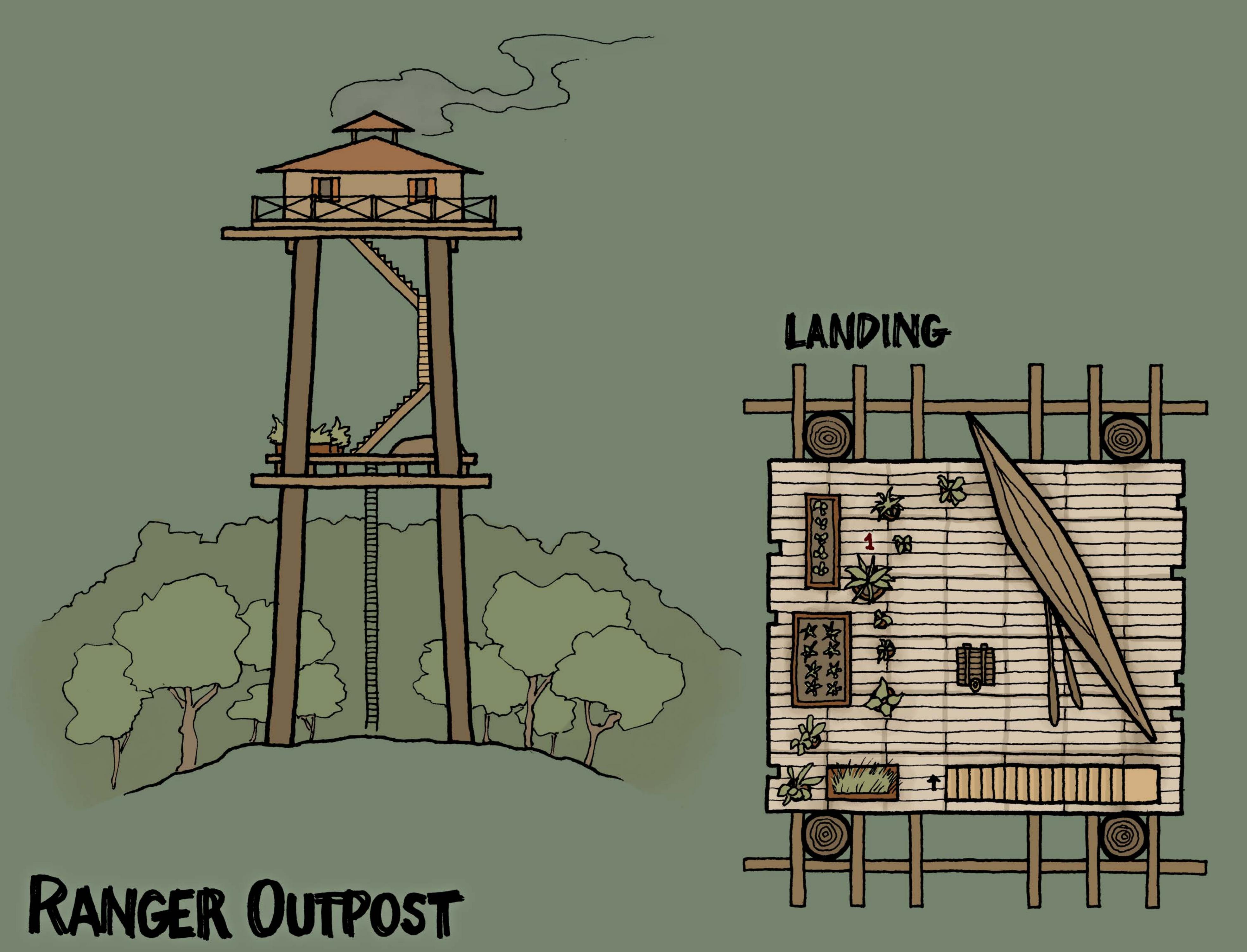


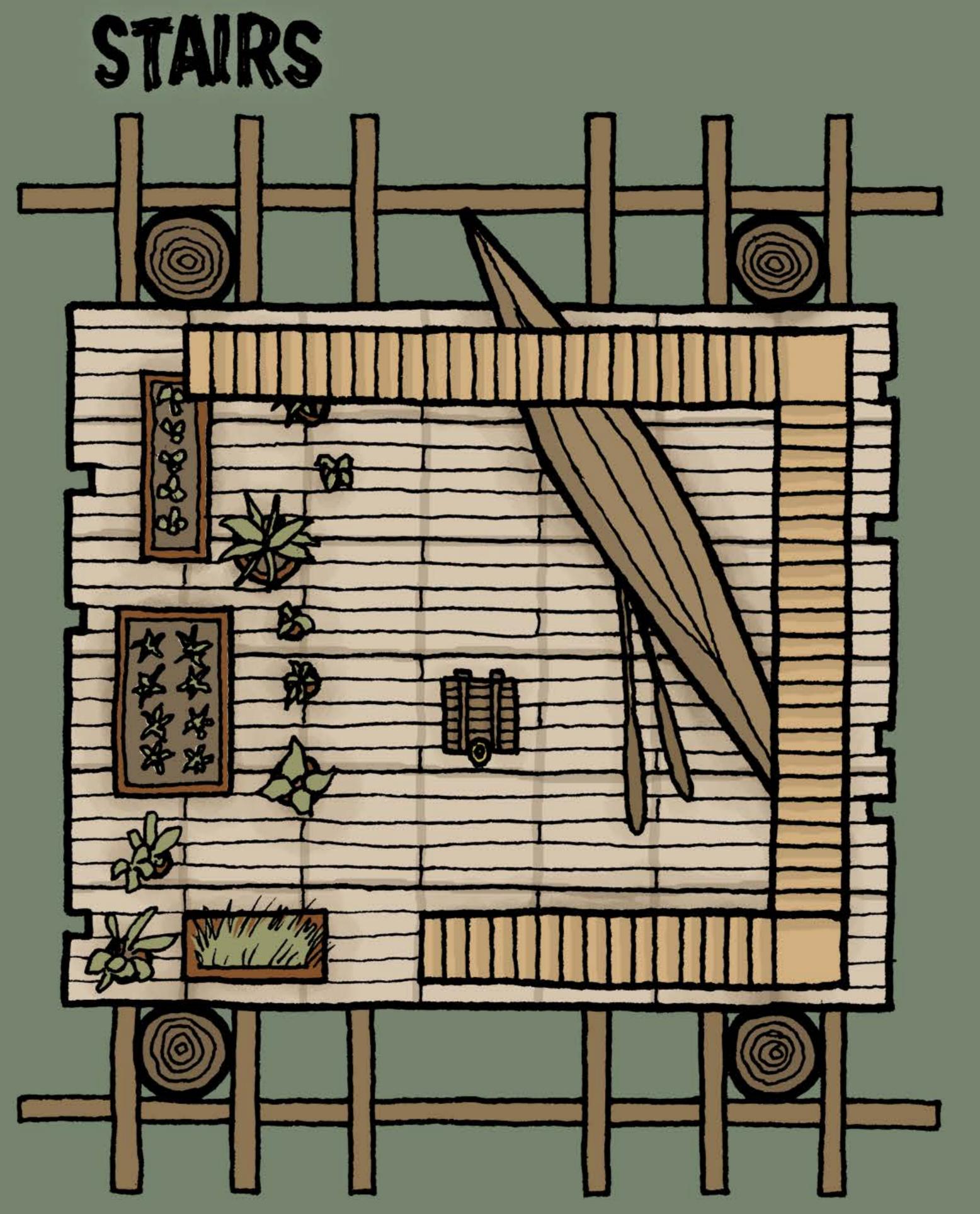


- 1 Herb Garden
- 2 Wood Pile
- 3 Main Room/Hearth



- 4 Pantry
- 5 Workshop/Fletchery 6 Storage (Equipment and Tools)
- 7 Bedroom





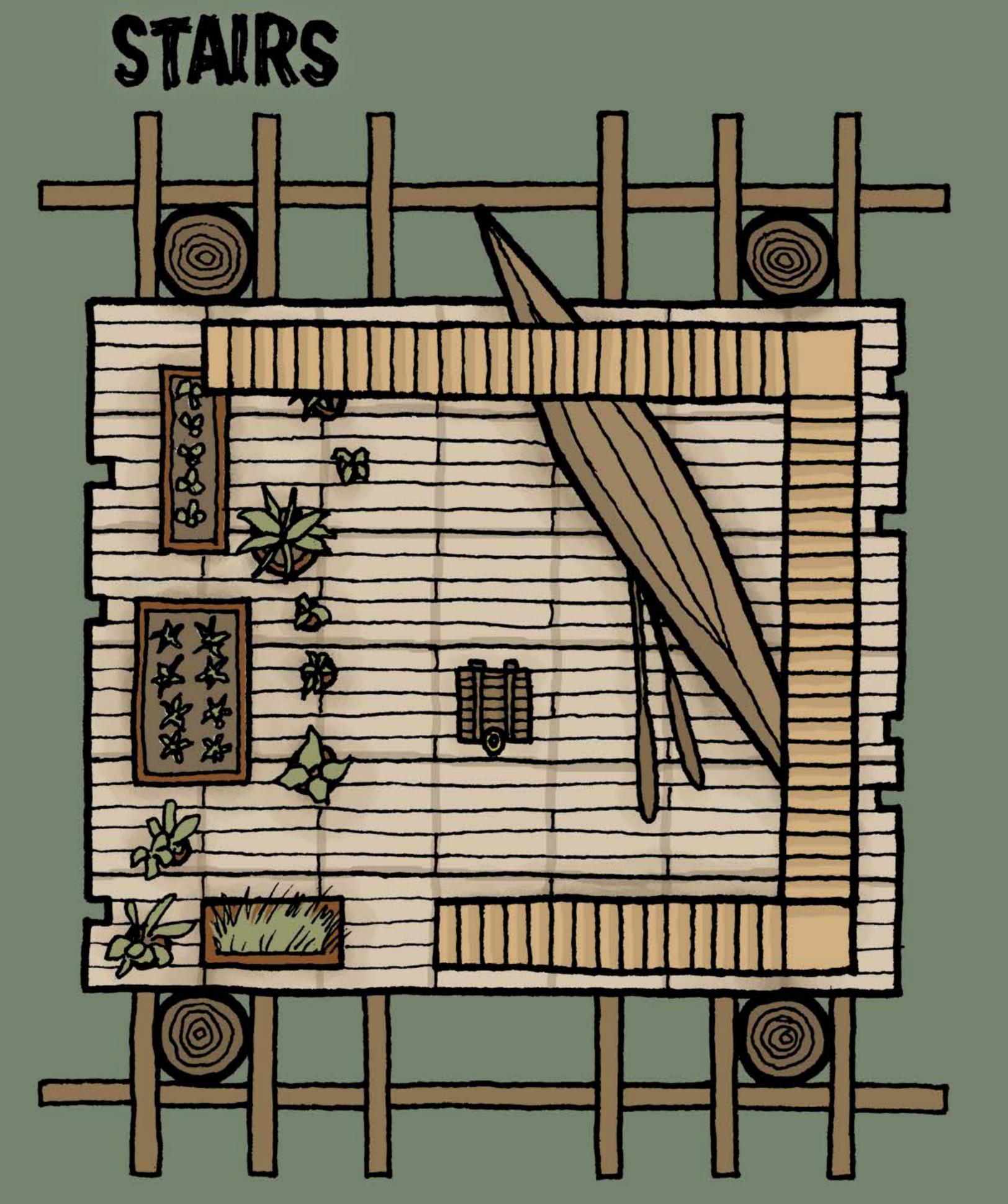


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RANGER OUTPOST

