Skin Ambush

level 3, meduiem 5, hard level 8

**Overview:** the party is ambushed by a group of skinks next to some old ruins in the jungle by a running River. The skinks will fight only briefly before retreating.

**Step**

Red - the jungle counts as hevery obscurement and difclut terrain, the trees the area elevate to 20 feet and be climbed for better view.

Pruple - Ruble that counts as difclut terrain

Pink - is light obsucment that the skins can use to hide

Green - evlenations or walls, the walls have over growth so the can be climbed by a creature with a climb speed with any checks.

Yellow - Shore lines

Orange - Bringe, it can be destoryed by deals 20 damage with AC 14, it has vulnerability to fire.

The skins will attack the party once they start crossing the bring and with in range of their weapons. They will fight as alonge as they have the advatge and are able to hind and attack efffectly each turn. once it turns south they will feel

**Easy**

4 skin cohort (marked C)

**meduiem**

add a skin Chife (Marked L)

**Hard**

add two skin skimshers (Marked S)