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| 2  Scene # | Scene Notes |
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| 2a  Scene # | Scene Notes |
| It appears that a portion of the wall in the ruins fell due to poor construction. Perhaps other areas of the keep are just as unstable. Any time a player/enemy jumps and hits a wall or is knocked prone as a result of hitting a wall must consult the fate chart to determine a portion of the wall collapses. [AR=Damage taken by player, DR=Average] damage=Stunning Above Average. | |

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