|  |  |
| --- | --- |
| 2  Scene # | Scene Environment |
| ***Monsters:*** upon finding the trap door, the player is engaged by hostile bullywugs. Start with 2 bullywug croakers, 2 bullywug muckers, and 2 bullywug twitchers. The bullywugs go first unless they are detected via DR **Average** insight check. | |
| ***Description:*** A soggy gloom fills the crumbling ruins of this keep. The few intact walls cast thick pools of shadows that obscure the jumbled mess of debris that covers the spongy wooden floor. A wet, boggy stench saturates the interior of the ruins, likely from the thick pits of mud that bubble up from some hidden reservoir below, creating wallows of slimy muck. | |
| ***Features:***   * **Illumination:** Exposed to the elements, the ruins are brightly lit in most areas. However, the intact walls do cast long shadows that provide areas of dim light. * **Collapsed Walls/Rubble:** These piles of stone and debris are difficult terrain. * **Mud Wallows:** The mud here is roughly knee-deep to a Medium creature, and the wallows are considered difficult terrain. The bullywugs’ swamp walk ability allows them to move through the mud wallows without hindrance. * **Trapdoor:** Obscured by rubble and debris, this trapdoor opens onto a stairwell leading down into the laboratory beneath the ruins. The trapdoor can be found with a DR **Average** check. | |

|  |  |
| --- | --- |
| 3  Scene # | Scene Environment |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |

|  |  |
| --- | --- |
| 4  Scene # | Scene Environment |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |

|  |  |
| --- | --- |
| 5  Scene # | Scene Environment |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |

|  |  |
| --- | --- |
| Scene # | Scene Environment |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |
|  | |