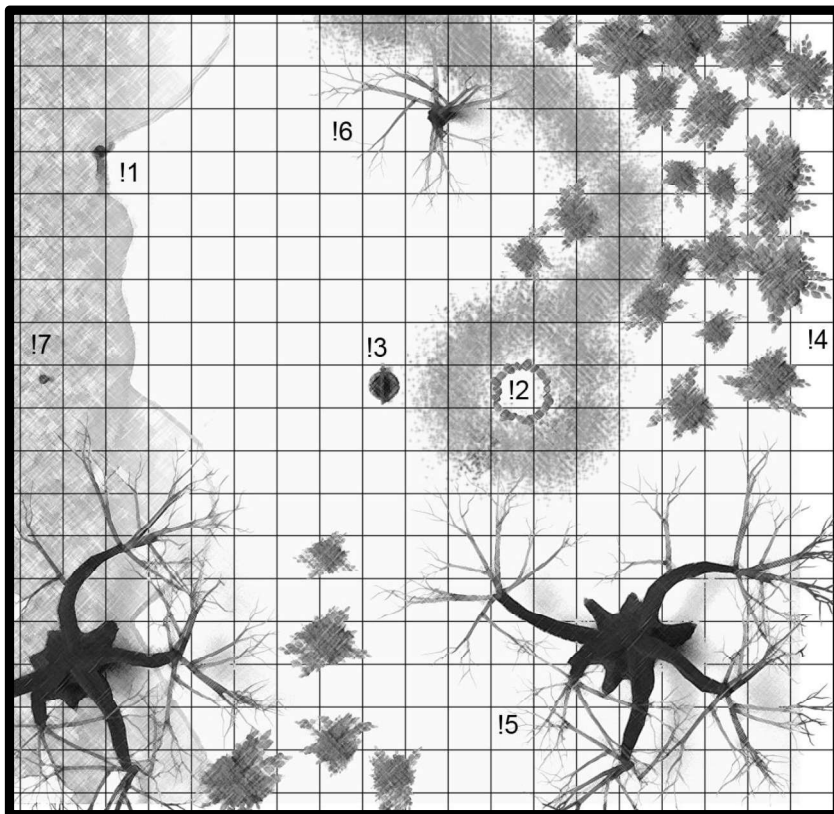


## Alchemist Lab - Campsite



**!1 - Alchemy Lab Door - AC15| HP15| DC to break 13| Lock DC 13** - A 4ft tall decorated door is partially hidden amongst the roots of a large tree. It will be locked during the night or when the gnomes are not inside.

**!2 - Firepit** - A large firepit.

**!3 - Water Well** - A water well, 350ft deep.

**!4 - Shrubbery** - Thick, 6ft tall shrubberies provide visual cover and a hiding spot.

**!5 - Huge Trees** - The tree trunk is 10ft wide. It is 50ft tall. The first branches are 20ft above the ground. Climbing to the first branches requires a DC20 athletics check, from that point it is quite easy to navigate the wide branches, requiring a DC10 check.

**!6 - Tree** - Roughly 30ft tall. It can be climbed with a DC15 athletics check. The tree can be used as cover. It is 1.5ft wide at the base, so only small characters may attempt to hide behind them

**!7 -Chimney** -It will blow colorful smoke when Nifz is preparing potions in his lab.