

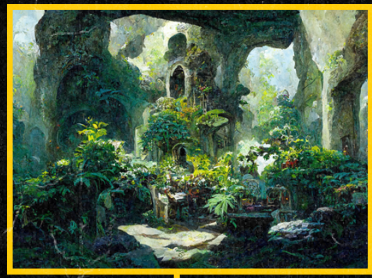
Maugui's Tower

A crumbling alchemist's tower claimed by a fearsome jungle chimera

I



III



II



IV



V



The Dungeon

For decades, Maugui the jungle chimera has stalked the river tribes taking villagers and coin as tribute to devour or covet within an ancient alchemist's tower built on the lip of a thundering waterfall.

I. Waterfall Canyon

Spanned by a rickety bamboo bridge. Mist from roaring waterfalls conceals the bottom.

- * **{Canyon}** An ancient tower stands on the far side of this winding canyon. Dozens of waterfalls topple over both edges and down into a jagged, rock-filled river.
- * **{Bridge}** Sections of rotted bamboo dot its length, concealed by thick overgrowth. Characters who fall through one risk splattering against the rocks far below.
- * **{Snakes}** Giant vipers nest amidst the vines that droop below the bridge. They attack if provoked or if a character crashes down through a hole.

II. Alchemist Tower

Covered in massive etchings of poisonous frogs. Former residence of a spotted tiefling.

- * **{Stairs}** A narrow staircase spirals up and down the length of a central support column to areas 3 and 5.
- * **{Overgrown}** Waterfall mists drift in through window slits to water the strange plants growing within the tower.
- * **{Carnivorous Plants}** 2 giant mantrap plants hide within the thick foliage at various points along the stairs

III. Alchemist Cab

Large sections of the ceiling have collapsed. Smells of burnt metals and acidic poisons.

- * **{Maugui}** Maugui the jungle chimera sleeps atop this tower where he can easily survey the surrounding jungle and bridge below. Maugui has the heads of a leopard, wild boar, and green dragon. In combat, Maugui

prefers to glide around the tower filling it with his poisonous dragon's breath to weaken prey before pouncing down on isolated characters.

- * **{Alchemy Lab}** Little remains of the tiefling's workshop other than several crates filled with unstable alchemical components. The crates explode after 1d4 rounds if exposed to fire or lightning, potentially blasting characters off the top of the tower.
- * **{Poisonous Pollen}** Various types of poisonous plants blanket the area. Creatures moving through these areas must save against taking poison damage and/or becoming poisoned.

IV. Hidden Cave

The walls are spotted with yellow and purple moss. Tiny frogs rest in shallow puddles.

- * **{Cave Mouth}** Hidden behind a waterfall a short ways down the cliff face. The brightly colored mosses within are all that give away its presence, allowing it to be noticed by perceptive characters.
- * **{Frog Statues}** 2 large statues depicting spear-wielding frogs with flower petals growing out of their spots guard the entrance to area 5. Sylvan etchings at their feet reads, "The spotted prince of petals awaits. Those who hop may seek his grace." The statues animate and attack any creature that does not hop past them.

V. Shrine Cavern

Beautiful flowers hop through the air. A faint croaking can be heard but not located.

- * **{Fey Shrine}** Against the far wall stands a jade statue of the fey frog prince of poisons. Flowers blossom from his eyes, a lily pad cape hangs from his shoulders, and his staff sprouts a pair of fly wings.
- * **{Hoard}** Maugui hides his sizable horde of stolen gold, gems, and magic items here.
- * **{Blessing}** Creatures who make an appropriate offering {such as flowers, insects, or holy water} to the frog prince are rewarded with a vial of poison on their person becoming twice as deadly.