

## **VENUE**

### **Smuggler's Lair**

It is hidden in vast wetlands on one of the continents of the planet Dandoran. Wetlands are extremely dangerous for ignorant curious people and treasure hunters after smugglers. It is possible to move along the trails of the game, which thanks to them can pass through individual swamps without any problems.

The vegetation here is very lush. Tall trees form an impenetrable dome, through which only in the best weather a few rays of sunlight shine through. At the edges of the wetlands there is an herbaceous floor formed by plants with tall stems rather resembling shrubs. In the interior of wetlands we can find many species of mosses and lichens that cover fallen trees.

There is a danger from gases that are released from wetlands during the decomposition of solid particles in a wetland environment. Higher concentrations can be measured in still air when the air in the wetlands does not move. This high concentration can cause health problems for longer stays in calm weather.

The lair itself is an old abandoned Imperial bunker. Which once served as a warehouse for a research station and at the same time as a training ground for special forces and combat in difficult terrain. The bunker is located on a solid subsoil, which is bordered by wetlands on all sides.