

Abandoned Quarry Turned Dwarf Raiding Camp

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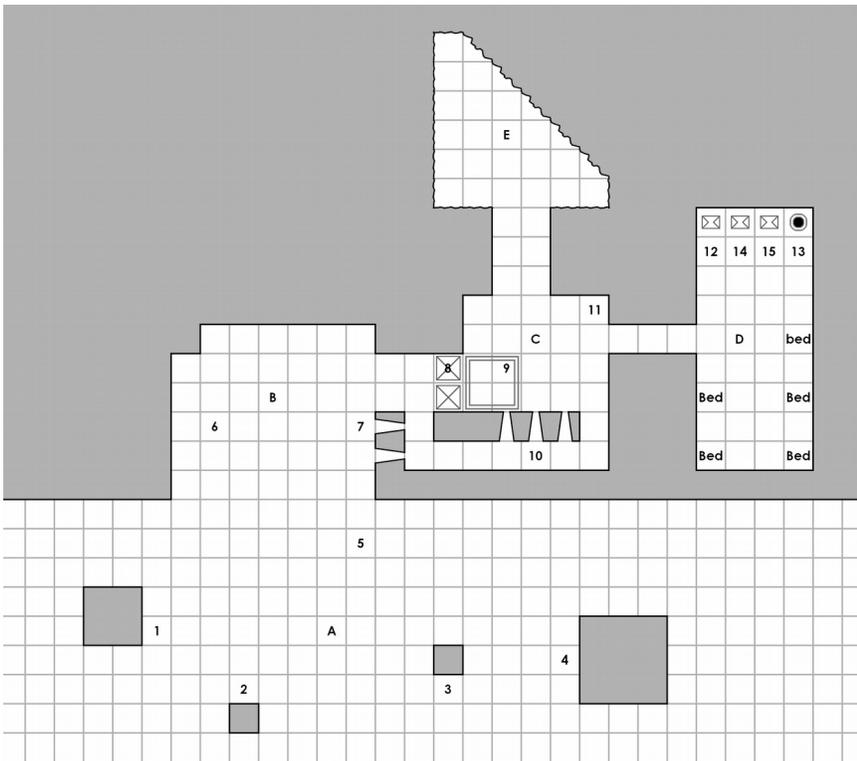
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This abandoned Stone Quarry has one great flat wall. A band of Dwarf highway robbers has mined into this wall and begun building a fortress.

Quest: Retrieve the stolen merchant goods

Letters are general areas, numbers represent specific details in the room.

A - This whole area is covered in a fine layer of dust and small rocks from the dwarve's mining efforts and is slightly sloped towards the front entrance (but the slope is so slight it is difficult to notice. This is a defensive tactic in two ways. Anyone walking on the gravel will make noise that the dwarves inside will hear. If the small rocks are kicked or disturbed they will roll towards the entrance, creating even more noise. There is a difficult to spot path of non-gravel leading to the entrance found if they party thinks to look or if there is a dwarf in the party (this defensive tactic is the most basic of architectural stone defence and all dwarves



know of it.)

B) A massive alcove cut into the wall. There is 'security' gravel here too (except on the small safe path along the inner wall.

C) Common room. The dwarven highway robbers are here eating/partying if alarm not raised. If caught unaware, their first act is to push the stone block (#9) into Slot #8. Blocking entrance into the room and forcing invaders to take the long cave that passes #10.

D) Sleeping Quarters and storage

E) Unfinished room full of stone dust, rocks and mining equipment. Chalk diagrams on the walls show that they were planning an entire fortress.

1,2,3,4) These are large protrusions of partially cut stone jutting from the floor of the quarry. Tall enough for cover.

5) If the dwarves have any reasons to be suspicious, they will have a guard standing here.

6) There is an entire merchant caravan wagon here. partially damaged, and empty of loot.

7) Arrow slits. If an alarm has been raised then there will be two dwarves here. One with a tower shield blocking the tunnel, and another with a cross bow firing through the slots.

8) This large cut out pit is a socket for the nearby stone slab (see note: 9) The pit is easy to jump over. but will be a wall instead if alarm is raised.

9) This large stone slab is smooth cut and one foot thick. It rests on rollers and is designed to block the main entrance quickly. (anyone, including the dwarves, can spend a turn to push the stone into the pit (#8) turning it into a wall. Anyone

on top of the slab when this happens must make a saving throw or be thrown out of the room and into area B.

10) slots for arrows or spears. If alarm raised and characters try to push past the arrow slits in 7, dwarves will retreat to the common room (Area C) and will attack through arrow slots in 10 with spears.

11) A large table with several chairs. Ornate set of dwarven Slates (dwarven equivalent to Dominos) is on the table.

12) A locked chest belonging to Raider captain. (Captain has key) It contains a letter from local Dwarf king sanctioning this raiding and offering riches if they makes this a full fortress)

13) A light trickle of pure water comes down from a hole in the wall and pools into a stone basin. Excess water falls into a trough and then drains into a hole.

14,15) crates full of stolen goods from the captured merchant caravan.(this completes the quest)