



The Outpost

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The Outpost is a Dungeon Architect supplement. When your players decide to travel down a path you did not expect, or they finish the main adventure with time left to play, you can use one of these maps to provide a reprieve while you create something more substantial for them to explore so that the fun does not end too soon.

Please keep in mind that a Dungeon Architect supplement provides a theme and a location but only suggestions for the types of creatures and rewards that may exist. You, the game master, must change these to suit the strength of your players' characters and adapt them to whichever fantasy role-playing system you are playing.

Game Master Notes

The adventure contains information for both the game master and the players.

Information written in **bold and italics** should be read out loud to the players. This information is usually descriptive text that outlines things the characters can observe.

Information written in *italics* should be read out loud to the players but only after a specific event. These events could be a sprung trap, a conversation with an NPC, text found on scrolls, etc. The game master should review this carefully and present it when appropriate.

The Outpost

A sprawling swampland contains dangerous predators, pesky bugs, and creepy crawlers. For a long time, two towns on either side of the marshland were separated and unable to trade. Only the most experienced and capable traveler could journey across the moors. During a period of expansion and acquisition, the eastern kingdom built a long road through the swamps called the Low Road. The Low Road consisted of wooden bridges supported by stone pylons that connected rocky hillocks separated by water. The road was wide enough for two carts to travel side by side. It was sturdy enough to support heavy weights. Soldiers would travel the road to keep it safe for travelers and merchants. But, when raiders overran the eastern kingdom, the Low Road fell into disrepair and was forgotten.

Near the center of the 50-mile road that stretches through the swamps stands an underground complex called the Outpost. The structure was built into the side of a rocky hillock. The chambers are small, dark, and dry. The stonework is crudely fashioned. The floors are rough and slightly askew. Fireplaces provide warmth. Storage areas hold firewood and meager supplies. Some rooms could be locked. Others did not even have doors. Once the low road became unused, the Outpost became the lair of wild monsters, the occasional hideout of thieves, or the stopping point for travelers, merchants, soldiers, and adventurers.

The characters may have heard rumors that the Outpost contained a secret area that holds a map to buried treasure. A patron could hire the characters to find the hidden area and return with the information.

Each time the characters visit the structure, there is a 20% chance that something occupies the ruin. A d6 roll on the chart below determines the type of occupant. The game master should alter this chart to suit their needs.

Adventurers, merchants, and other humanoids will stay in rooms with doors (rooms 3 or 8) and converse with the characters as the opportunities arise. The conversations can be a good way for a game master to introduce rumors, adventures, or other information to the characters.

d6	Occupant
1	Adventurers
2	Merchant
3	Monster
4	Soldiers
5	Thieves
6	Wild Animal

Adventurers - A small group of adventurers are staying in the Outpost. They will share the ruins with the characters, allowing them to stay in rooms they don't occupy. Also, the adventurers will share any rumors and information they possess, providing the characters will repay them with a similar trade or gold.

Merchant - A merchant with a wagon, two oxen, and several mercenaries and passengers occupies the structure. The cart and oxen are stabled in room 1 (along with a few guards) while the remaining people occupy the other rooms. The merchant will share the ruins with the characters, allowing them to stay in rooms his employees and passengers don't occupy. It will be possible for the characters to converse with the merchant and his entourage (either as a group or individually), and rumors and gossip should be easy to come by.

Monster - A monster has claimed the ruins as its lair. Characters who slay the creature might be eligible for a reward. The game master can determine what monster to use.

Soldiers - A military patrol is using the stronghold as their campsite. They protect the western half of the low road, chasing away monsters and thieves that may harass the western lands. The characters cannot enter the structure until the soldiers depart. The soldiers will stay for 1d3 days.

Thieves - A group of thieves is occupying the structure. They will pretend to be travelers or a merchant. They may allow the character to stay in the rooms they do not occupy and then attempt to rob them. There may be a reward for the thieves' capture that the characters may collect in the western town.

Wild Animal - A wild animal lives in one of the outer rooms. Most animals will flee the structure at the first sign of the characters.

Room 1

The wooden doors that lead into the underground structure are warped and broken. Mud and leaves cover the stone floor of the entrance chamber. A stone brazier stands against the northern wall.

The doors are damaged and do not close or lock properly. The area can hold a merchant cart or two and provide an area for a mule or oxen. Sometimes, travelers leave a small pile of wood in or near the brazier for fuel. If not, the characters can gather wood from the marshland.

Room 2

Three wooden cots and a stone brazier stand within this room.

The cots in this room are very old and provide only a wooden platform. Travelers can lay their bedrolls on the slabs for comfort. The stone brazier is empty.

Room 3

This room contains a single wooden cot, a dresser, and a fireplace. Soot and ash cover the hearth.

The door can be barred shut from the inside. When barred shut, the door is locked, and a thief cannot open it. If a merchant, soldiers, or thieves are at the Outpost, they will occupy this room.

The wooden cot is a wooden frame with a slab. The dresser contains a few mundane items left behind by previous users (a tinderbox, an iron spike, a tattered shirt, an old wooden pipe, etc.).

Whoever built the Outpost fabricated a hidden compartment in the fireplace that can only be found by pushing and moving a combination of stones on the hearth. It cannot be detected passively and can only be

found with a 1 in 20 chance whenever the fireplace is searched.

If a character discovers the secret compartment, they will find a detailed map of the marshland, including one or two locations of long-forgotten structures. There is also a key (to some unknown lock) and an iron signet ring that denotes an ancient noble family.

Room 4

This room contains a narrow table with three chairs and a fireplace. There is an iron stand for holding wood along the southern wall near the hearth.

This room was a common area. There is a chance that previous visitors left some wood for the fireplace. Otherwise, the characters will need to fetch their own.

Room 5

You look into the room at the remnants of two wooden cots. The charred remains of wooden debris rest in a soot-covered brazier.

This room was a barracks but some previous visitors destroyed the cots. A search of the stone brazier will also uncover some burned parchments. One of the parchments could contain some useful or interesting information.

Room 6

You have entered an old kitchen. A table with storage underneath stands in the center of the room. Shelves line the eastern and southern walls. You also see a cooking pit built into the northern alcove.

Searching the room will uncover wooden plates, utensils, and old cooking pots. Most of these items are in the cabinets under the table. The shelves are empty except for a few pouches of old spices. The cooking pit has a vent, allowing smoke to escape through the ceiling.

Room 7

You open the door to a pantry containing empty wooden crates, kegs, and leather bags.

The door to this room has a lock, but the key is missing. It is currently unlocked. A thief could lock the door using their skill and then unlock it later. The containers in the room are empty as previous visitors have taken everything of use, other than the four empty leather bags (treated as large leather sacks).

Room 8

You have found a bedroom that contains a wooden cot and a dresser. A rusted lantern hangs from a hook on the door.

The door can be barred shut from the inside. When barred shut, the door is locked, and a thief cannot open it. If a merchant, soldiers, or thieves are at The Outpost, they will occupy this room.

The cot is just a frame with a wooden plank. The dresser is empty. If the rusted lantern is filled with oil and lit, it can illuminate the room. The lantern is currently empty.