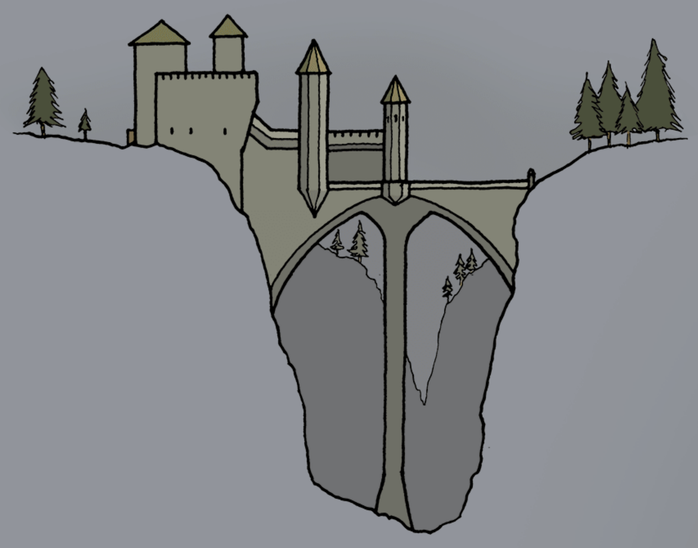
Thorren's Cross Outpost



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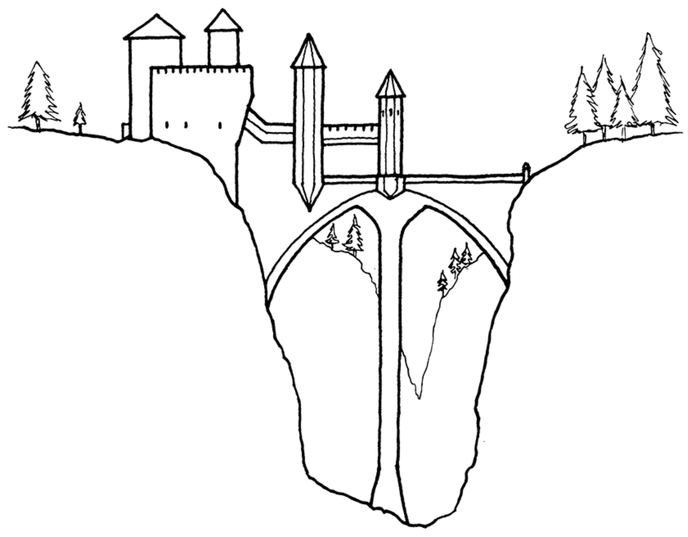
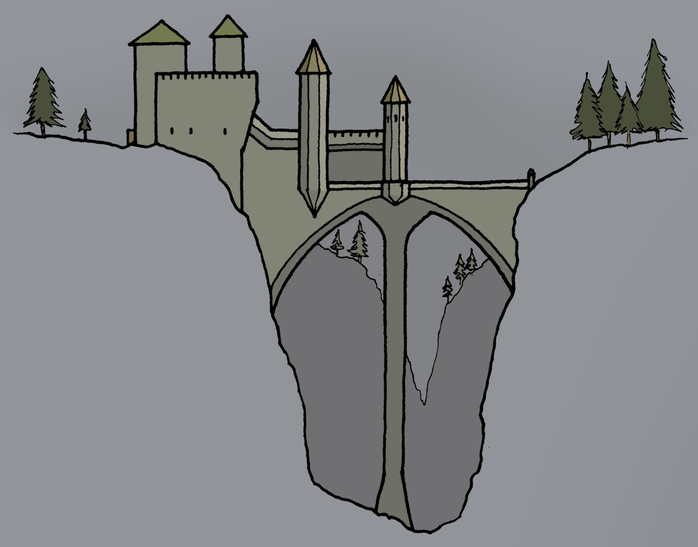
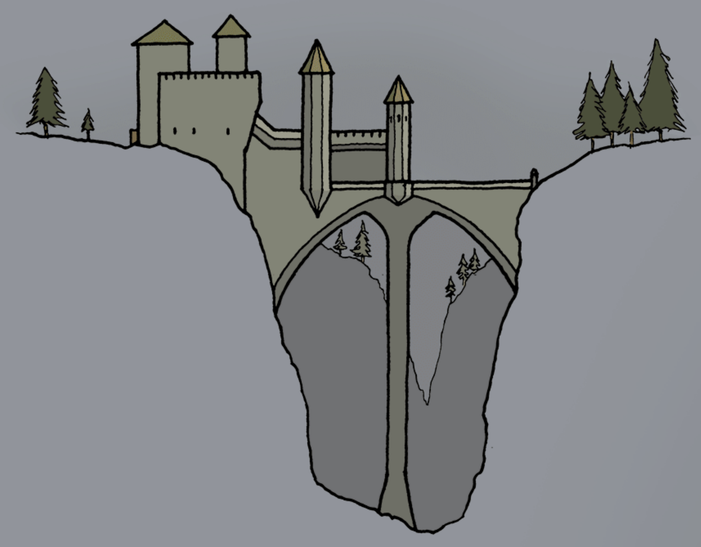






Thorren's Cross Outpost

ABOUT

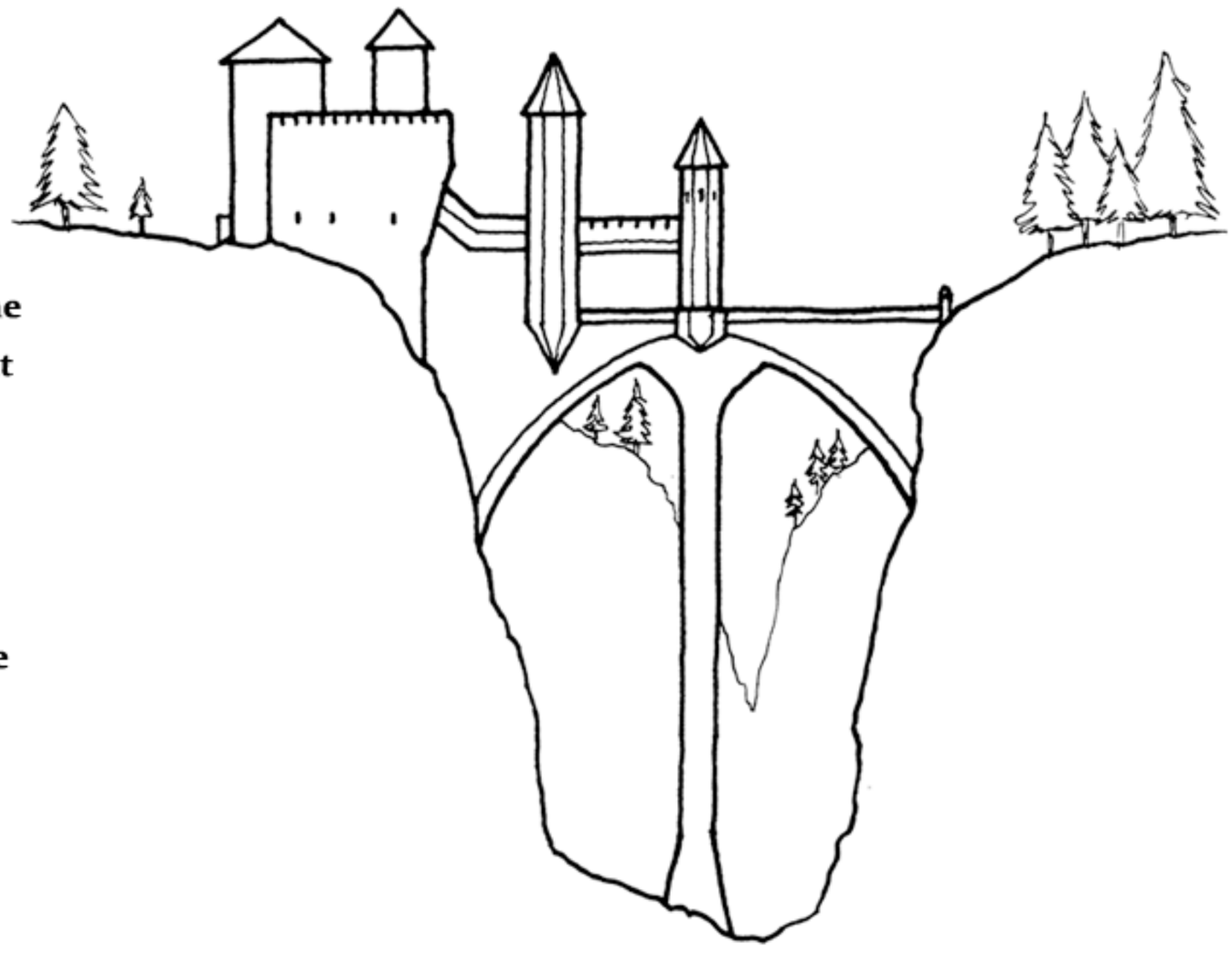
- Thorren's Cross Outpost is a small mountain outpost controlling access to a bridge on one side. This outpost could be manned by soldiers or it could be a ranger outpost. It was designed with both possibilities in mind.
- So there's a bar. Why? I imagined this as a lonely, isolated place out in the mountains where no soldier wants to be stationed. Those unlucky few who are-- having very little else to do-- pass their time by drinking.
- If, on the other hand, this is a ranger outpost, that's a different story. Rangers like being out in the wilderness and away from society. The reason they have a bar is because they're rangers and they can. They're not in the army. Who's going to stop them?

NOTES

- Arrows on staircases always point up.
- The sleeping quarters at (3) might have bunk beds if you'd prefer to have a bigger garrison here.
- There are archery butts just outside the rear gate of the outpost. Aside from drinking, that's the other available activity here.
- The entrance to the secret cavern at (17) is hidden behind the casks in the cellar. Versions of this map are available without the secret room for those who don't feel the need for this outpost to be involved in any shenanigans that might necessitate hiding something.
- The drawbridge at (16) crosses a hole in the stone bridge below. A version of this map is available with the drawbridge closed and the hole visible.
- The workshop is used for repairing equipment and making various items that the garrison here can't easily acquire due to the remoteness of the location.

IDEAS

- Rather than an isolated mountain outpost, this could be used as the gate to a city or castle.
- Here are some possibilities for encounters set here:
  - The guards are alcoholics and have run out of booze. They won't let the players pass unless they bring them some liquor. This requires negotiating with somebody back down the path who wants the players to do something for him in exchange and it's all a big hassle. But in a fun way.
  - The guards/rangers are serial killers. Or cannibals. Or cultists. The players have heard about people disappearing in the mountains and are sent to investigate. When they reach the outpost and question the garrison about the missing people, they get answers that seem a little... shifty. They look around, notice that certain things seem a bit off and, at some point, figure out that the missing people were killed (or enslaved or whatever) here. The hidden cavern in the cellar is, of course, where all the bodies are hidden.
- A much simpler encounter might be: the outpost was abandoned a while back. Then goblins moved in. Kill the goblins. Just an excuse to have a battle in an unusual location.



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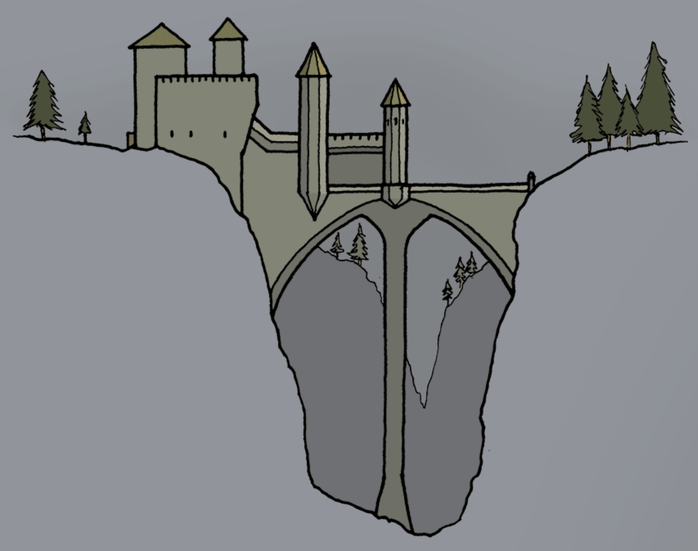

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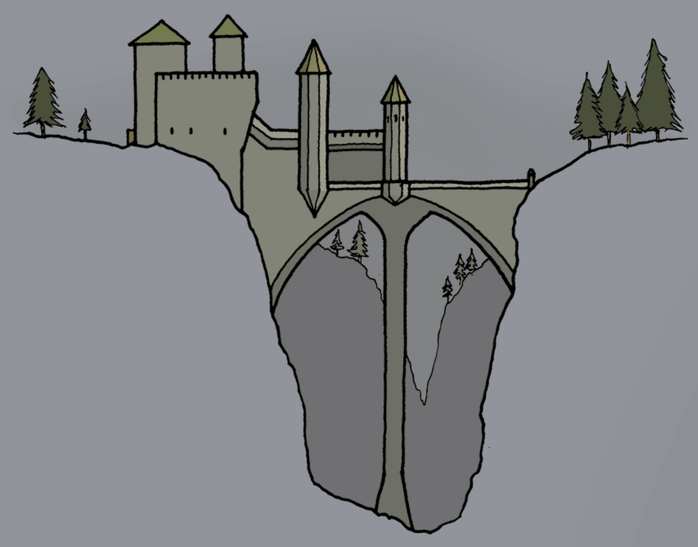

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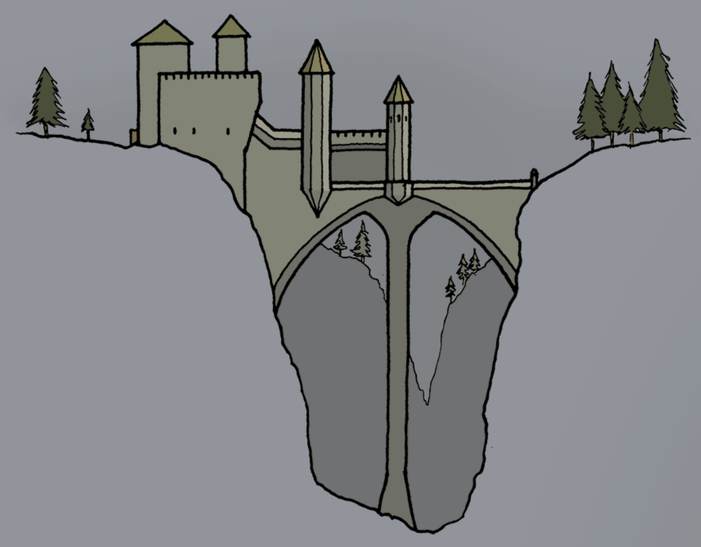

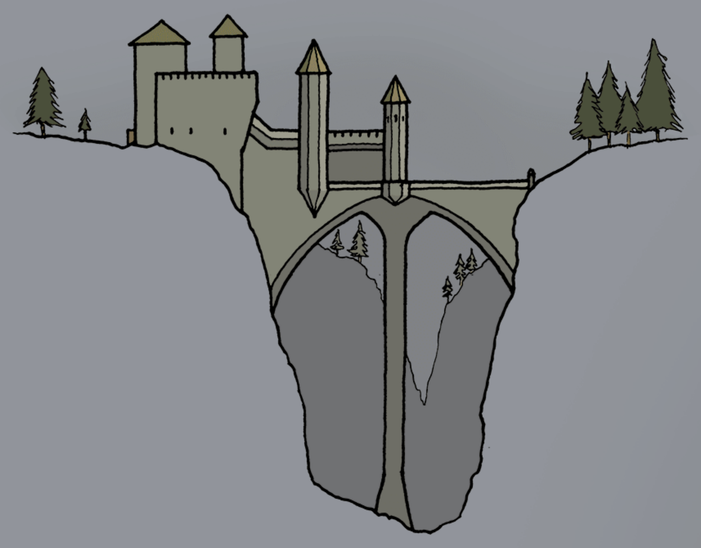
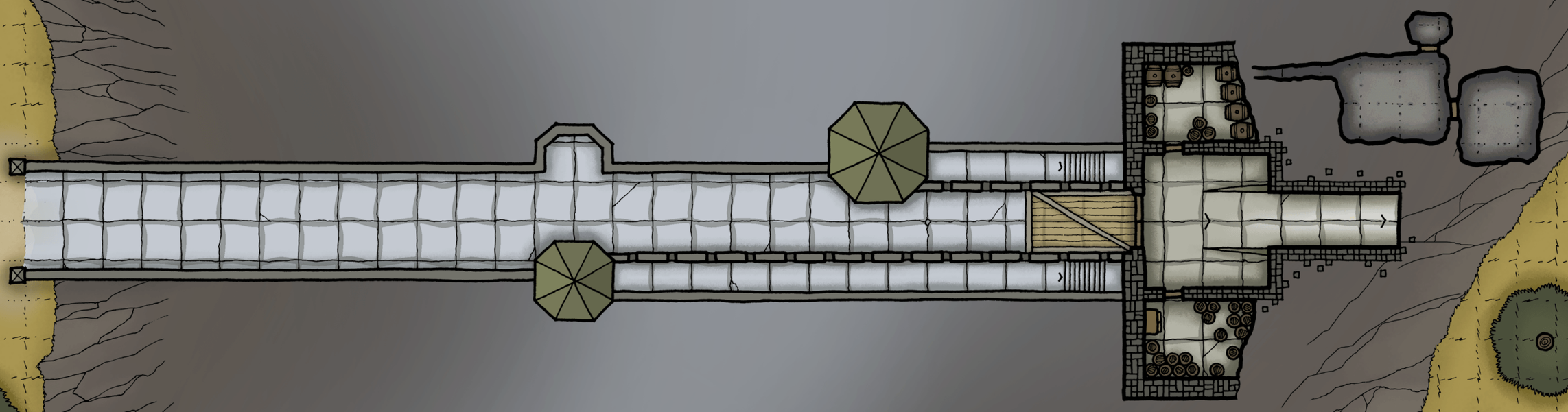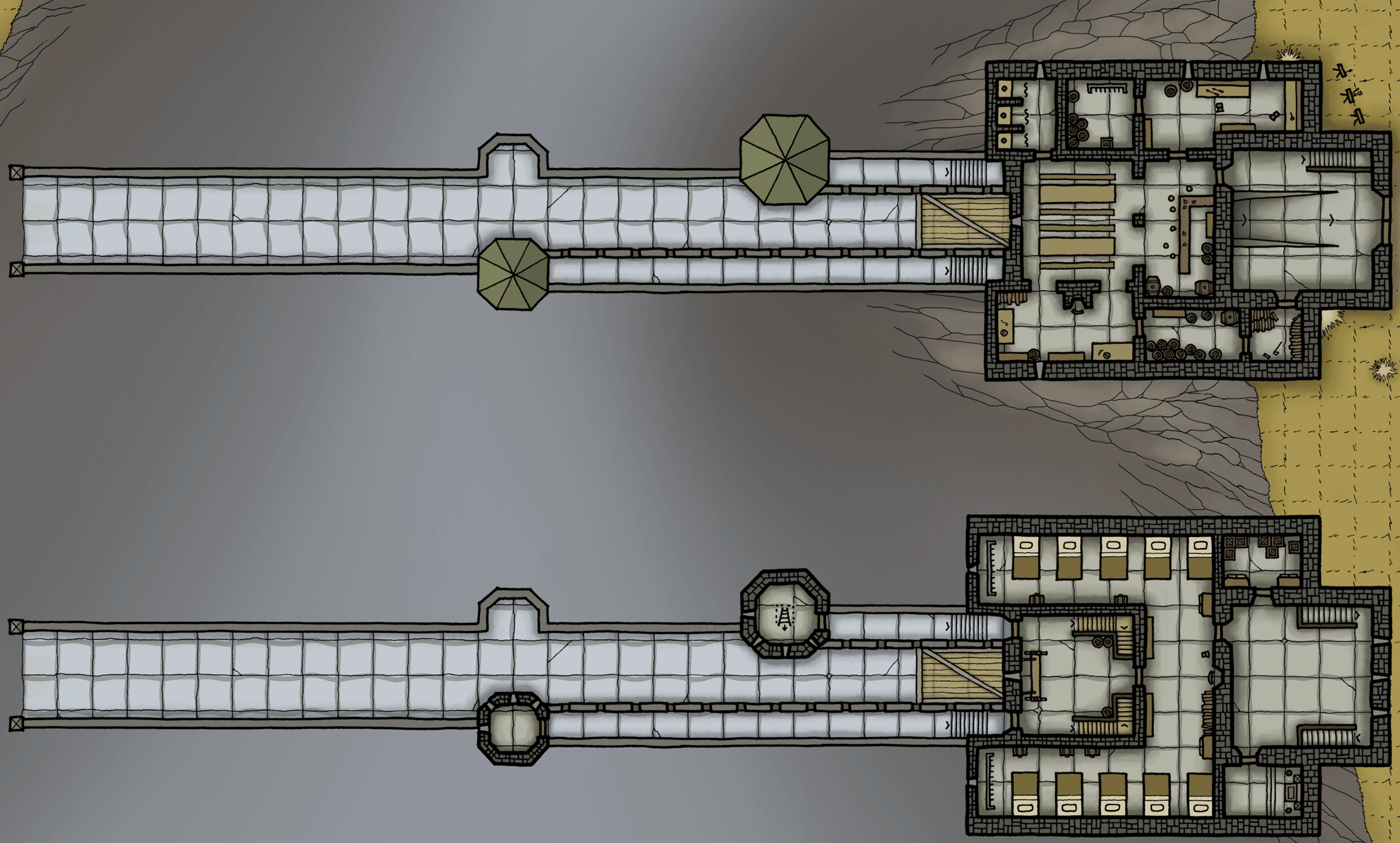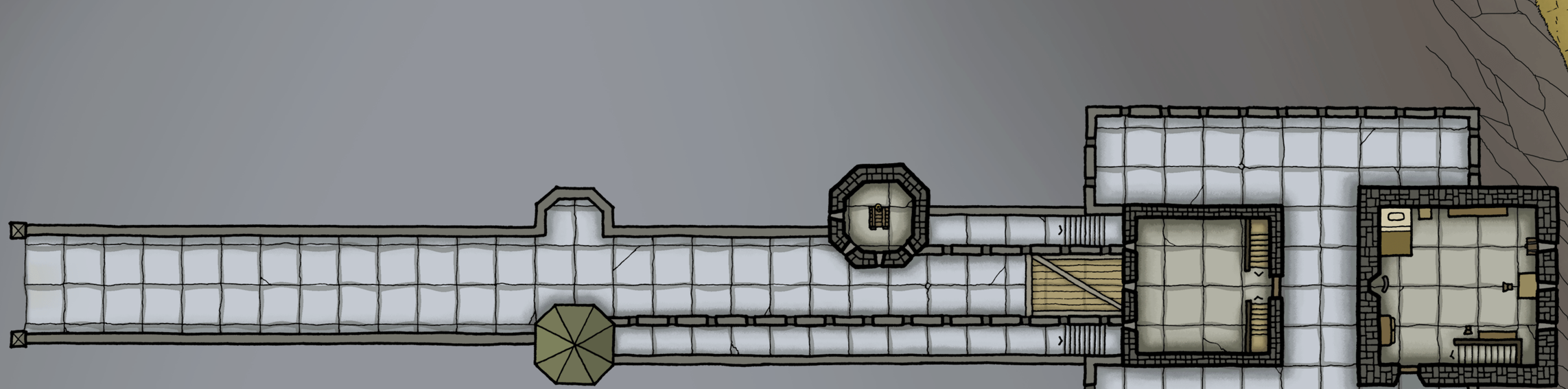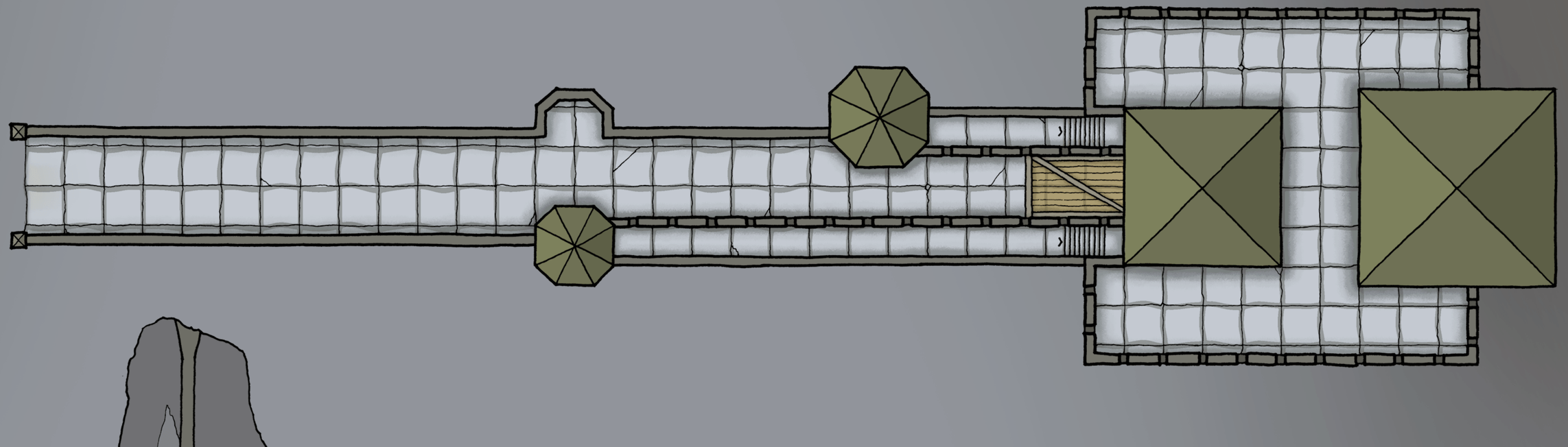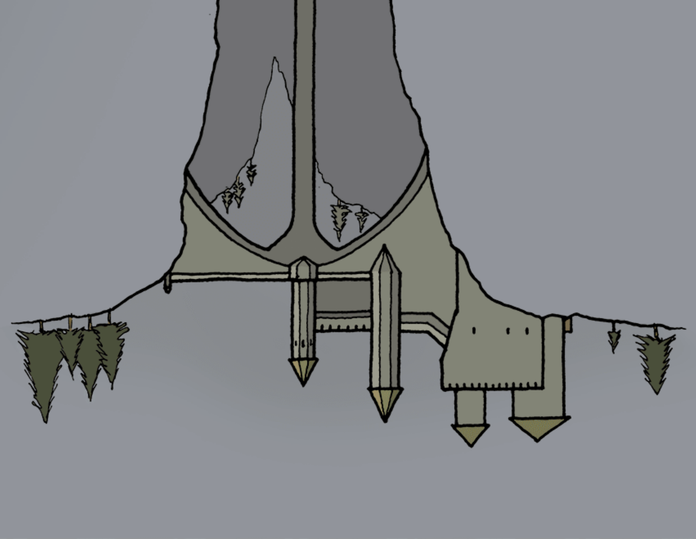
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