



## ABANDONED CAMP

### MAP DESCRIPTIONS

The air is warm, the evening sun low in the sky. A gentle breeze rustles through the stunted trees and yellow grasses lining the trail. Large rocks litter the landscape, poking through dusty soil that crunches underfoot. A narrow path leads off the main trail, weaving up a crumbling cliffside.

As you reach the top you see a natural clearing flanked by cliffs and weathered rock formations. At the back, nestled against the rear wall is a small ruined stone structure, its walls partially collapsed, the roof long since gone. In front of the ruin is a ring of bricks surrounding a cold campfire. Inside the ruin, fastened against a wall is a waxed sheet of cloth, creating a simple shelter. Around the camp, you see small personal objects scattered haphazardly. A cookpot, a ripped bed roll, the contents of a fire-starting kit.

### NOTES AND TIPS

- **30x30 Grid Map**
- This more arid location has limited water supplies. The old well could attract locals, monsters and animals from miles around.
- The ruin will give a little protection from ranged and melee attacks. You can decide how high the walls are.
- There are lots of elevated places on this map, which creates both shelter (blocking line of sight) and advantages when setting up an ambush.
- When the party arrives at the camp describe things that look odd or out of place:
  - The tarp/tent has been ripped or has a layer of dust on it.
  - Examining the tent they may notice it has been 'marked' by some animal.
  - The fire has been disturbed as if someone has stepped into/through it.
  - Tracks and markings on the ground show multiple footprints and drag marks.
  - A pot lays on its side, the half-cooked stew untouched by scavengers.
- **Hunters Folly:** A group of hunters have tracked down a juvenile Owlbear (or another monster) and killed it, unfortunately for them, its mother was nearby and it took revenge. It now has a taste for humanoid (as if it didn't beforehand).
- **Night Terrors:** As the party goes to sleep, something awakens from the ruins. A lone spirit or undead haunts the ruins. Maybe it doesn't even realise it's dead. It comes and sits by the fire to get warm, only attacking if the party triggers its aggression.
- **The Darkness in the Well:** Below the campsite is a cave that houses something dangerous. Maybe it's a flock of Vampire Bats or Stirges. Along with the flying menace is a clan of eyeless subterranean goblins (if you've ever seen 'The Desert' you get the idea). These monsters live in a strange symbiosis. The Stirges kill their prey and the goblins drag the bodies into the well to be eaten below. Use one of my cave maps to extend the combat below.

### VARIANTS

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