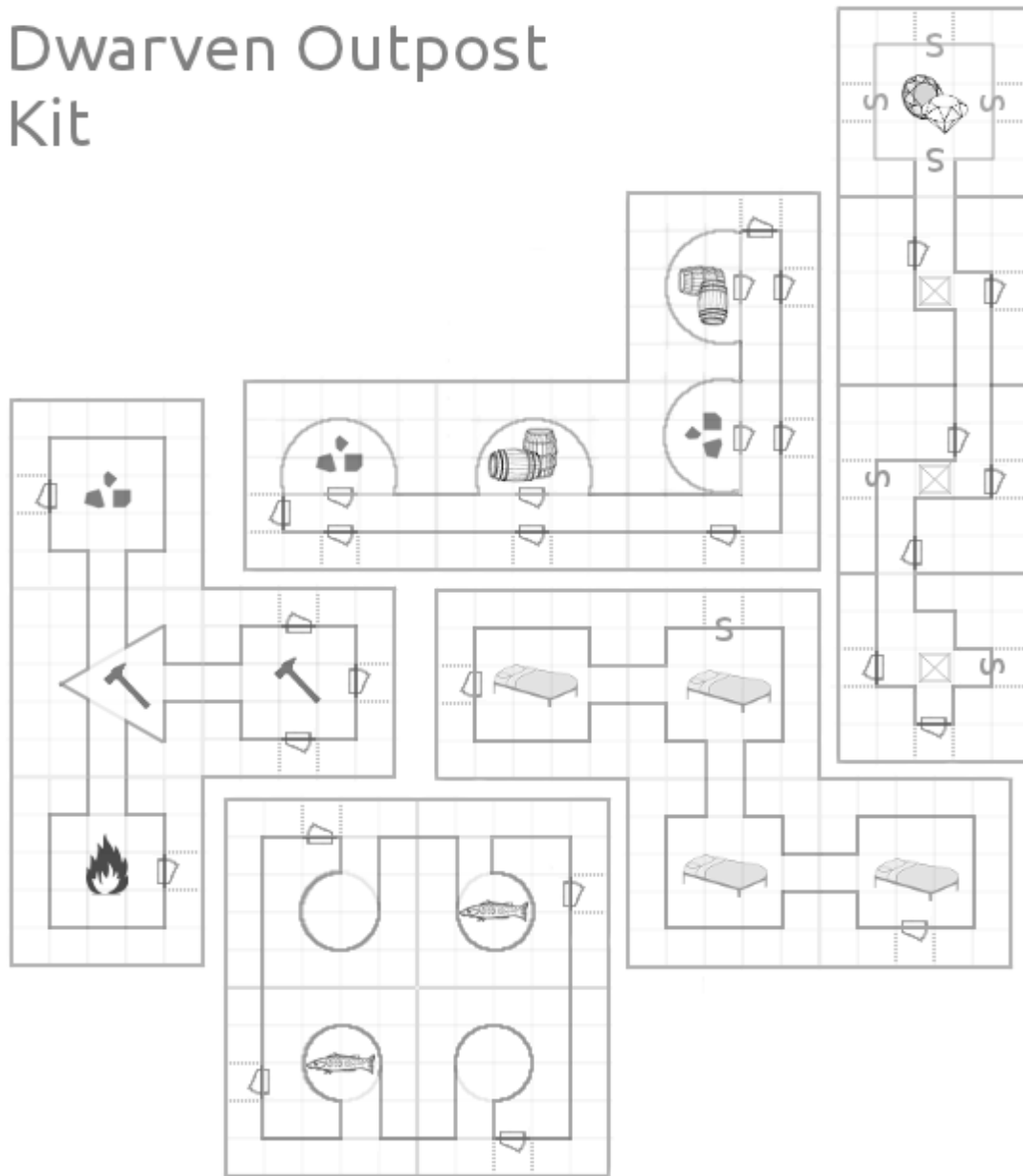


# Dwarven Outpost Kit



**Directions:** Attach this sheet to something heavy enough to act as a stencil, like a report cover or manila folder. Cut along the heavy inner lines. Cut along the heavy outer lines. This will give you 5 tetramorph stencils. Arrange and draw. Shift diagonally and draw again for an iso-like effect.

**Dwarven Outposts:** The Old Dwarven Empire was strict about what an outpost required but details out of their control-- such as finding water-- forced them to design modular outposts. Specialized outposts might have many different additional features but a forward party would move on if it could not establish the following five:



**Fish Ponds** for blind, albino cave fish. These would need a flowing water source nearby.



**Smithy/Smelter.** These required both a flue to the surface and a geothermal heat source.



**Barracks** accommodates more than 100 dwarves in time of war, or the families of specialists.



**Warehouses** designed to provide food and craft materials one storage room per barrack.



**Bolt Hall** is an emergency area in case an outpost is over run. Doubles as valuables storage.