



Rochemont Quarry

Adventure Supplement



The Desprune Region

1. Carraville
2. The Rochemont Quarry
3. Rocheval town
4. Old Goblin Caves
5. Faulkcourt Farm on the city road

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Setting description

In the hilly Desprune region, the Rochemont Quarry open pit stoneworks cuts an unnatural hole in the wooded hillside. A populous area, the quarry provides many locals with secure work, albeit of an arduous kind. At the end of a hard day, a gentle walk down an easy four-mile track, leads the quarry workers home to their houses and lodgings in the bright, friendly town of Carraville. The town Council of Elders formed the Carraville Stone Works for municipal benefit a decade ago, draining and opening up the old, long-abandoned quarry in the nearby hills. Since then, the town has prospered and expanded, a programme of public works regenerating old Carraville.

This prosperity has not escaped the attention of the people of neighbouring Rocheval, a run-down town in the valley just below the quarry. Many in Rocheval believe the rights to the stone should be theirs. After all, the town sits little more than a mile from the quarry, albeit accessible only via a rough, winding path that makes hard work of its ascent up the hill side. Grumbling abounds, but the Rocheval Elders are inept and disorganized, and so despite years of voting to assert their claim on the quarry, no progress has been made.

So, up at Rochemont, the Carraville Stone Works continue, oblivious to the impotent wrangling down in the nearby town. The old quarry was flooded for as long as anyone can remember and, once drained, was found to be already quite deep. The new works have already extended the floor down by another 25-odd foot and several cranes have been installed. Bustling with industry, the noisy site echoes with the calls of the quarry workers, the sound of metal tools on stone and the creak of the laden carts wending up the track. The foremen, usually plucked from the ranks of the loudest and brashiest townfolk, drive the workers hard and render themselves unpopular back in town. Camaraderie amongst the stone workers, however, is high and when the Head Foreman's bell rings for lunch, the sounds of work are replaced by laughter, chatter and song.

Story ideas

Plot hook 1:

You visit the small office of Jaspard Legris in the town of Rocheval, who proudly displays the name Rocheval Quarry Company above his door. Jaspard is keen to push the Carraville Stone Works out of the nearby Rochemont Quarry as he believes the townfolk of Rocheval should have the right to work the quarry. And who could be more suitable than him? A man with a plan to extract the wealth for himself. He just needs you to scare off the Carraville folks, however you see fit, so that he can take over.

Plot hook 2:

The Head Foreman of the Carraville Stone Works Guild has called you in to help with a problem disrupting the works. Foreman Robiert explains that goblins are making regular raids on the quarry. Dozens of workers have been injured in the past few months and two have even been killed. The Foreman offers a substantial payment if the problem ceases. Ready to fight the goblins, the party takes one captive and discovers that the goblins are in fact very worried. Their tribe has a centuries old promise to protect a dormant dragon egg and the quarry is edging nearer to the cave where they have stashed it. They don't care much for the surface, but the land under here is theirs and they need the quarrying stopped.

Plot hook 3:

You answer the call of Henriot Pippery of the Quarryworkers Union in the town of Carraville. Lately, many of the quarry workers who live in the town have suffered a variety of strange afflictions and in recent days these have intensified in nature. Workers believe that something at the quarry is causing the weird effects, but the Rocheval Quarry Company, who recently took over the works, have abandoned the quarry and deny responsibility. Some workers who displayed particularly dangerous traits have been left up at the quarry, wandering about in a daze. Pippery begs you look into the problem and help the workers if you can.

NPCs

Some of the quarry workers at the Rochemont Quarry

- 1 Wery, a Deputy Foreman — gruff and unsympathetic, his job is to keep everyone on task. Always wear a white felt hat adorned with chicken feathers, much to others' amusement.
- 2 Leuren Lacarriere, a Muleteer — drives the mules which pull the quarry carts and tends to the beasts between journeys, Leuren is an experienced old fellow. Chatty, he works at his own pace.
- 3 Helayne, a crane operator — a pipe-smoking, ale-swigging joker, Helayne is a skilled worker who is annoyed when ordered about.
- 4 Perine, a rockman — tasked with placing charges in the rockface, young Perine replaced her father when his hands were blown off. She operates in a constant state of nerves.
- 5 Nicollas Dedemain, the skip maker — a skilled artisan who makes and repairs the leather skips that delvers use to carry stone. He has one long, black eyebrow that crosses his forehead.
- 6 Aghatte, a delver — cuts the stone and carries it to the carts or up the ladders in a skip strapped to their back. Aghatte has a shaved head that she often scrapes at with her stonework tools.
- 7 Petitjehan, a delver — the strongest man at the quarry, as proven in a number of strength competitions among the workers. He has a full-back tattoo of a badger holding a crown.
- 8 Barbette, a delver — always rowing with other delvers, Barbette usually eats alone. She has a quick temper and is slow to forgive.
- 9 Marc, a delver — somewhat of a yes man, he is perpetually scared of falling out of favour with the foremen. His face is long, drawn down by his family-looks, his forked beard and his fears.
- 10 Bast, a rubbler — sorts the small stones. He often keeps small stones in his cheeks and sometimes spits them at the foreman's back. With a constant grin, he has few teeth and seems to speak a language of his own that he expects others to understand.

Jaspard Legris of the Rocheval Quarry Company

A young ambitious man from the town of Rocheval, Legris believes that as the leaders of his town will not get on and claim the quarry, then he, as a son of the town, has every right to take the quarry himself. Amiable enough on the surface, when questioned about the workers welfare he becomes instantly agitated, rolls his eyes and begins shouting. Jaspard's wife Berta is his secretary and seemed to be tasked with far too much paperwork.

Rochemont Head Foreman Robert Barber

Barber is employed by the town of Carraville, but you would be hard pressed when meeting him to realise that he is not the boss of a quarry company. Efficient and intelligent, he is also quick-tempered and rude. He is incensed by any disruption to the quarry work, be it goblin attacks, takeover attempts or workers' sickness. At home, Barber is not popular with his neighbours, many of whom have sons at the quarry, but he is very popular with his wife and children, who appreciate the fine wage his position has granted him.

Henriot Pippery, representative of the Quarryworkers Union

Time and again voted their representative by his fellow workers, Pippery knows almost everyone at the quarry due to his former job as the town pie-seller. He had not long been fired by the baker for giving free pies to the town's elderly widows, when the quarry opened and he found he really was rather good at hefting stone on his back — all those years of standing about with a pie tray had given Pippery quite a bit of strength. His experience inventing pie-selling chants came in handy too and Pippery is the source of practically every song the quarry workers sing: *Bring up yer Stone; Work the Face with a Grin; The Foreman's Father; Quarrying's a Dog's Job*. With a fatherly attitude, Pippery will help the quarry workers sort out any problem.

Stumiglarts, a goblin of the Worm Mold tribe

If you can speak goblin, then you can communicate with brave, witty Stumi of the Egg Watch. If you caught Stumi, you will soon realise that she could only have allowed herself to be caught, such are her wiles. Tasked by her chieftan Loggabonce, son of Garbelgutts, to lead the defence of the Egg Watch, an ancient order of the Worm Mold tribe, which seeks to protect the dormant egg of Scindolris, a red dragon. Ordered by that fearsome scaled beast, under pain of extermination by fire, to keep her egg safe in their lonely cave system, the Worm Mold, now led by Loggabonce, will do anything to protect their charge.

Useful tables

Useful table 1: What might they be quarrying at Rochemont and why?

Bondstone	A calcareous rock that is ground up and used to make incredibly strong mortar. The only source in the region, it is a great source of wealth for the town.
Firebite	A type of volcanic glass. Used to make permanently sharp arrow heads. Highly sought by the state army.
Elfrock	A material much demanded by alchemists. When made into a powder it is used to stabilise magic potions. The merchants at Carraville are careful to whom they sell it.
Loadstone	A durable, hardwearing building stone. Used for the construction of castles and fortified walls. Is being chiefly sold to the Ducal builders for the new castle to the east.
Rocheval Marble	A pale green marble, streaked with gold veins. Highly prized as a material for the floors of palaces, it is exported to the hot countries of the south.
Carvstone	A rock used for sculpture, due to its fine grain size, pleasing feel and the ease with which it may be worked. Is the stone of choice amongst artists and craftsmen in the capital.



Useful table 2: Set dressing — Around Rochemont Quarry

See the numbered map above.

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| 1 | The crates here are marked with an unknown word, but the symbol branded into the wood makes it clear that it contains explosives. |
| 2 | A subtle stench of decay is detected here. The source can be traced to a dead badger wedged behind the boxes. Someone has hung a silver chain around its neck. |
| 3 | The donkey harnessed to this cart looks agitated, braying unhappily and rolling its eyes. It repeatedly stamps one foot. |
| 4 | The cliff face here is constantly wet, water seeping through cracks and running down the stone. A thick covering of moss has grown over the less disturbed sections. Digging a hand into the moss will reveal a pouch containing claws of varying size. |
| 5 | A seam of a bright yellow mineral cuts through the vertical face of the rock here. Closer examination reveals it is composed of countless tiny spheres. |
| 6 | Every movement of this crane makes a noise. Creaking, squeaking, groaning, and banging as it lifts the heavy loads from the lowest level. |
| 7 | The wind whistles through the opening of this tent, moving the papers that are weighted down on the desks. They include diagrams, deeds and agreements. |
| 8 | The space below the walkway is dark and dusty. In the corners are many items that have fallen over the years and been forgotten - tools, coins, bottles - and a large bronze key. |
| 9 | The rough, scarred surface of the wooden table is covered with cards and coins and the sound of a good-natured game fills the camp. Someone has cut the word 'dragon' into the wood. |
| 10 | The blocks of stone that have been discarded here are all damaged — cracked, weak or containing an unusual swirl of minerals. Splitting some may reveal unexpected treasures. |

Useful table 3: Afflictions suffered by the quarry workers due to contact with an unknown substance in the quarry and how they might be cured, as suggested by the local doctor Jorobabelle D'Alchimiste

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| 1 | Skinny green tentacles grow from the chin and itch.
Cure: chop off the tentacles, boil and feed to a wolf. |
| 2 | The sufferer wanders around in a dead stupor, blood dripping from their eyes. If touched becomes vicious.
Cure: remove the eyes and replace with polished agate. |
| 3 | The sufferer's ears are slowly being sucked into their head, affecting their ability to hear.
Cure: a swift blow to the back of the head. |
| 4 | Hands glow as if on fire and the sufferer desires to quench them, violently, in the mouths of others.
Cure: chop off the hands, dip in a mix of gold shavings and mushroom powder and bind back on with bandages. |
| 5 | Sufferer scabbles around as if a wild beast. Attacks all nearby in a wild hunger.
Cure: death. |
| 6 | Hair on all parts of the body grows at an alarming rate.
Cure: scorch away the hair with fire in one quick blast. |
| 7 | The sufferer stands in silence, as a stone, but when spoken to grabs a sharp sliver of stone and begins to stab around themselves in a circle.
Cure: mustard powder to the tongue |
| 8 | Sufferer consumed by desire to consume others. Is wild with the smell of human flesh and runs around screaming attempting to catch and eat a human.
Cure: human flesh laced with poison |

Useful table 4: Events that could happen at the quarry today

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| 1 | Before the workers arrive, a lone figure in a blood red cloak is seen examining the rocks at the bottom of the quarry, placing some in a bag. They rush quietly away as footsteps approach. |
| 2 | The delver Petitjehan has fallen from a rock terrace and broken both his legs. A gargantuan man, the workers struggle to bring him up. His hollers echo deafeningly around the quarry. |
| 3 | An entire flock of white birds falls stone dead into the quarry. Everyone is convinced it's a bad omen as they fall in a circle. |
| 4 | The workers will take part in a race around the quarry, carrying stone on their backs, to settle who is the fastest delver. |
| 5 | A band of wandering minstrels have made camp nearby and have set up their instruments here to try and earn some coin. |
| 6 | The cable on one of the cranes snaps, sending a mass of heavy blocks smashing onto a lower level, filling the air with dust and rock fragments. |
| 7 | A man has been tied up by the quarry workers, accused of spying for Rocheval. He insists he was just passing and is innocent. |
| 8 | A delver will find a bright green gem the size of a large egg. The foreman says it belongs to the town, but the man insists it's his. |

Variant map setting ideas

Variant 1 — The Old Flooded Quarry

Long ago, the people of the hills dug stone here. Stone for their churches. Stone for their castles. Stone for their houses. But eventually they would tear all that stone down and use it to build walls against the Terror. It came from the quarry. They knew that they let it out. First, came the sickness. All kinds and all types. Then came the Screech, the noise that screamed through the hills all night long. Finally came the Terror itself and so many were lost.



Nights were the worst and so by day, slowly, slowly, the people filled in just enough of the quarry to hold back the Terror a little. The last of the nobles, grieving for their lost families, paid a wizard to fill the abandoned quarry with water. Anything to hold the Terror at bay. The place is quiet now. People have forgotten. No one remembers what lurks beneath the waters.

Variant 2 — Icepick Quarry

It's far from the town, this place — far from the real world really. If the quarry company take you on, you have to camp up here all winter. It's bleak and the work is long and tough. Most of those that take a job like this are escaping something or someone — their old selves more often than not. By day, the camp is bathed in little more than a halflight and a person can get lost in these deep shadows. The quarry sometimes feels almost like a trap. What if something came while we were down there? How could we escape?



Variant 3 — The Excavation

First, they came looking for treasure in the old kingdoms of the jungle. When they found the small black pyramid sitting on the jungle floor, they couldn't understand what this strange structure could be. They wrote home and more of them came. They came with contraptions to dig up the earth and to take the pyramid away. But they uncovered more than they were expecting. The pyramid went down — an obelisk — larger than any single stone in their own lands. Down they dug and down it continued. Time passed and excavating the obelisk became just a thing that they did. They studied the runes, they worked down a little more, they wrote papers, they took samples. And then the obelisk came alive. The black was alight with a glowing green. They were afraid, but they waited.

I wait too. I watch them and I wait.



Extend your adventure

Stories about the quarry can be extended into the past or the future, as desired, by using the Old Flooded Quarry variant of the map (see left). Perhaps a party might even travel far into the future when the quarry has been excavated so deeply that the bottom cannot be seen and a market winds around its edge (Undergate Market).

To take your adventure out into the wider local area detailed in the regional map, consider using the following maps.

Local towns

If you want your players to spend some time in the local towns mentioned in the supplement, consider these ideas.

For the more prosperous and developing town of Carraville, consider using the St Gerrin series of maps (such as the Cartographer's Guildhall, Blackrose Pit Theatre, the Muckspout Tavern and Riverside Warehouse) or the conjoining Cherbury town maps Market Square and Cherbury Alleys. For the more run-down town of Rocheval, the maps of the Dogs Arms District, Horsefetter Lane and St Bernard's Cathedral make good places to meet with townsfolk.



Goblins and their caves

If you need to visit the camps of the goblin tribe, whether to fight them or to help them, consider the full goblin settlement Garbelgutt's Palace, the multi-storey megadungeon Goblinstair Cavern or Foxtail Hills: Goblin Caves.



The road

If you're keen to add in events out on the roads, you could use:

- Explorer: Forest Paths (various packs)
- Foxtail Hills: Ambush Road
- East Lynton Farm





Rochemont Quarry

Planning Sheet



Notes



Rochemont Quarry

Regional map showing the land around the quarry

