Desert Battlement Ruins of the Great Maw

Adventure Prompt

While visiting a tavern a group of rowdy dwarves cajoled you, betting that you couldn't succeed at killing a giant sand worm, which is what they are off on an expedition to do. After all, everyone knows only dwarves have the prowess to kill such mighty beasts, not mere want-to-be adventurer's like you.

Your anger riled, you agreed to their bet—if you win, you'll show them up, accept a rather generous sum of cash, plus you'll get to keep the highly valuable hides from the worms that you kill. If you lose… we'll, let's not consider how much money you'll be put out by.

After accompanying the dwarves to the ruined fort they have traditionally used for hunting, you set up camp with them. They return to this hunting ground each year as it has the best tactical advantage to survive and encounter with these huge monsters. But, eh—maybe that won't help you so much, laddy.

Once everyone's ready, a couple of dwarves lift a heavy object off the back of one of their ponies, and carry it out to a patch of sand beyond old, ruined bridge. Once it's set down, they press something and it begins thumping the earth.

The two dwarves run back to the fortress, grinning from ear to ear. As they do, you begin to feel the ground shaking beneath your feet—a rumbling sensation that vibrates down into your very bones.

WHAT'S HAPPENING? The giant worms bury themselves, traveling beneath the sand and following vibrations so they can locate and eat their prey. The tool the dwarves have used will

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call them here.

The thing that makes these sand worm hides valuable are their ability to make incredibly strong and light armor, due to their unique properties.