Dandoran: Abandoned Cartel Mountain Base

Deep within the small, temperate Yelykos mountain range on one of Dandora’s central continents, a local cartel had maintained a crude, poorly constructed base used to store contraband and hide from prying eyes.

There are two modes of access to this outback hideout: hiking on a grown over trail through beginning in the nearby Hurin forests and winding up the side of the mountain. This first option is certainly scenic, but a lack of maintenance on the steep slopes means constructed guard rails, bridges or paths may break at any moment. The second option, the easier of the two, is landing a craft on the shoddy landing pad in front of the rectangular entrance hangar cut into the mountain.

The hangar itself is only partially visible. Thick, rusting durasteel doors were left halfway open. Small, mountain-growing shrubs decorate the exterior of the door, adding to the sense of abandonment about this base. The hangar within is a small feat of engineering. The interior is perhaps a hundred metres across, fifty metres deep and a hundred metres tall, it is solid rock on all sides, with walls crawling with haphazard webs of unused electrical wiring and ventilation tubes. Throughout the hangar, heaps of forgotten cargo containers, scattered refuse, and abandoned equipment meant for vehicle maintenance and repair provide numerous hiding places, vantage points for sly intruders to this forgotten base. A small, windowed platform of durasteel and plasteel is located at the back of the hangar, occupied only by a few dead control panels. It had once been a command and security platform for the hangar, which means if power were restored, the base’s security systems could be activated.

Along the back wall, opposite the entrance and under the security platform, three doors large enough to accommodate two individuals abreast stand open and dark. They each lead deeper into the labyrinthine cave network. While there are various intersections within the network, it was generally understood that the left-hand door led toward the base’s power generator. The generator room was small, housing only the equipment, a durasteel railed walking path which surrounded the generator and provided access to its hardware, and lines of electrical wiring which led throughout the base. The central door led to personnel related facilities, including personnel quarters comprised of twenty barely furnished rooms, a small eating area, a kitchen, and various storage lockers which still may hold some abandoned contents. The right-hand door led to additional storage areas deeper in the base, the weapon’s locker – likely looted – a communications room, and a few other miscellaneous rooms with thick durasteel doors often used for the transportation of more sentient cargo. The remainder of the winding cave network is a patchwork of long, narrow pathways or small alcoves that eventually connects to an emergency entrance at the base of the mountain’s opposite face.