

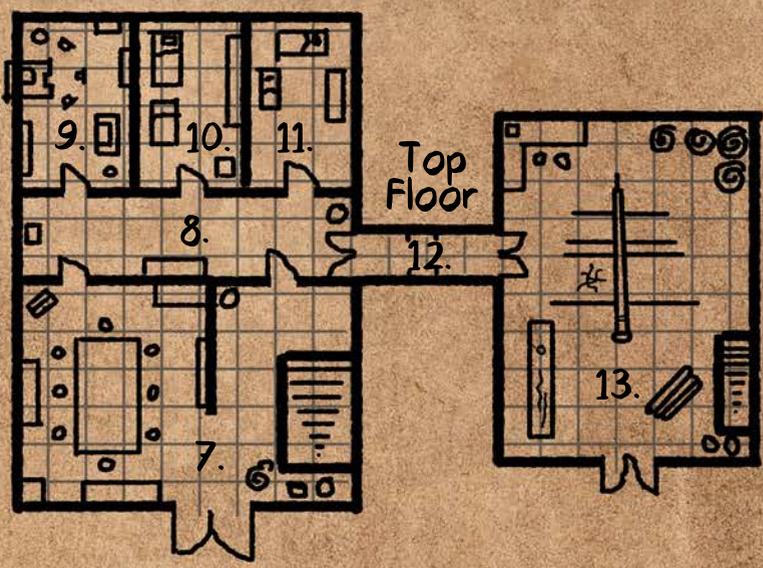


# Harboring Criminals

A Quickphix One Page Adventure



The local law enforcement has hired me to investigate the dry dock dodgers. Our informant has told us that they are behind the stolen goods flooding the local market. Both the coast and the harbor are under high surveillance - which must mean they are hiding something somewhere within their dry dock and I intend to find it!

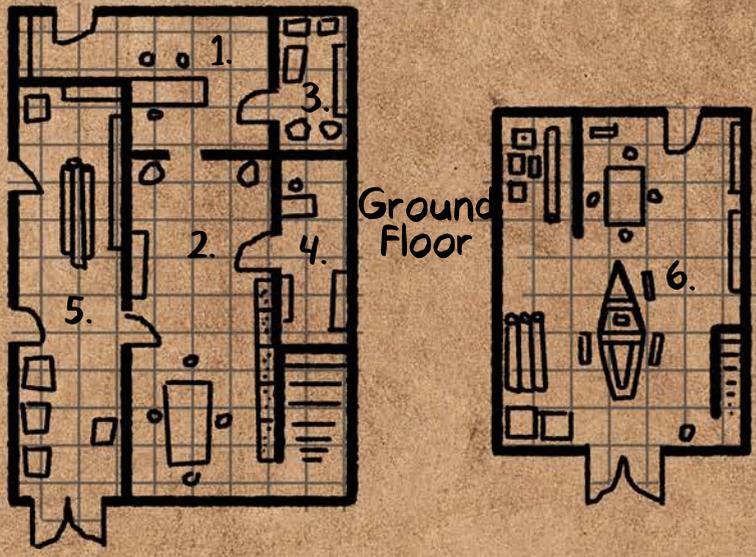


### Daytime observations

The gang consists of 12 members, which are pretending to work as boatmakers during the day. I don't think I'll get far questioning them. They have been shockingly accomodating - I have surveyed the entire building and haven't found anything out of the ordinary. Then again, daylight might be used to blind me to the truth... They were always following me around - trying to find out who hired me. Suspicious.

### Nighttime observations

I've snuck in. At night, all the doors leading into the buildings are locked. The workshops are especially hard to crack open, which is why I went in through the main building. There are three guys on guard duty at night. One is moving up and down in the workshop, one is sleeping near the entrance and one is moving freely through all rooms in a circle (1-13). Thank God there are enough hiding spots. I don't need them raising the alarm.



### Things I've found

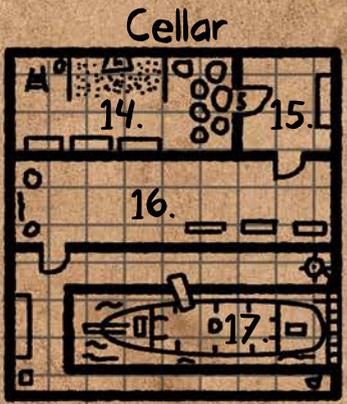
The keys to the workshop were hidden in a pot in the kitchen. Even weirder was the almost naked man I found tied to the bed in the main bedroom. He said he wants to join me to get revenge. At least he's very stealthy. Other than that: there was some cash in the administration office and some weapons in the archive.

### Hidden Cellar with secret doors

They think themselves so clever - there's a cellar entrance hidden under crate with a false bottom in the top left corner of the workshop! At first glance it just looks like an old coal cellar, but there's a door hidden within a barrel of wine. Crafty woodworkers! Their secret to success is down here - a hidden harbor right under our noses this entire time! Clever!

### The Room's I've found:

- 1. Workshop Entrance
- 2. Tools & Metalwork
- 3. Archive
- 4. Administration
- 5. Storage Shed
- 6. Boat Workshop
- 7. Communal Hall
- 8. Hallway
- 9. Kitchen & Lounge
- 10. Main Bedroom
- 11. Worker Bedroom
- 12. Outdoor Walkway
- 13. Rigging Workshop
- 14. Coal Cellar
- 15. Weapon Cache
- 16. Hall of Glory
- 17. Secret Shipyard



### Betrayal!

The half-naked man was a decoy! He was supposed to lead me down here. He and six of his men jumped me as soon as I got on the boat. I showed them though. I lit the ship's cargo on fire and escaped by opening their heavy sliding door (the crank was next to it). I can finally put this investigation to rest and claim my bounty.