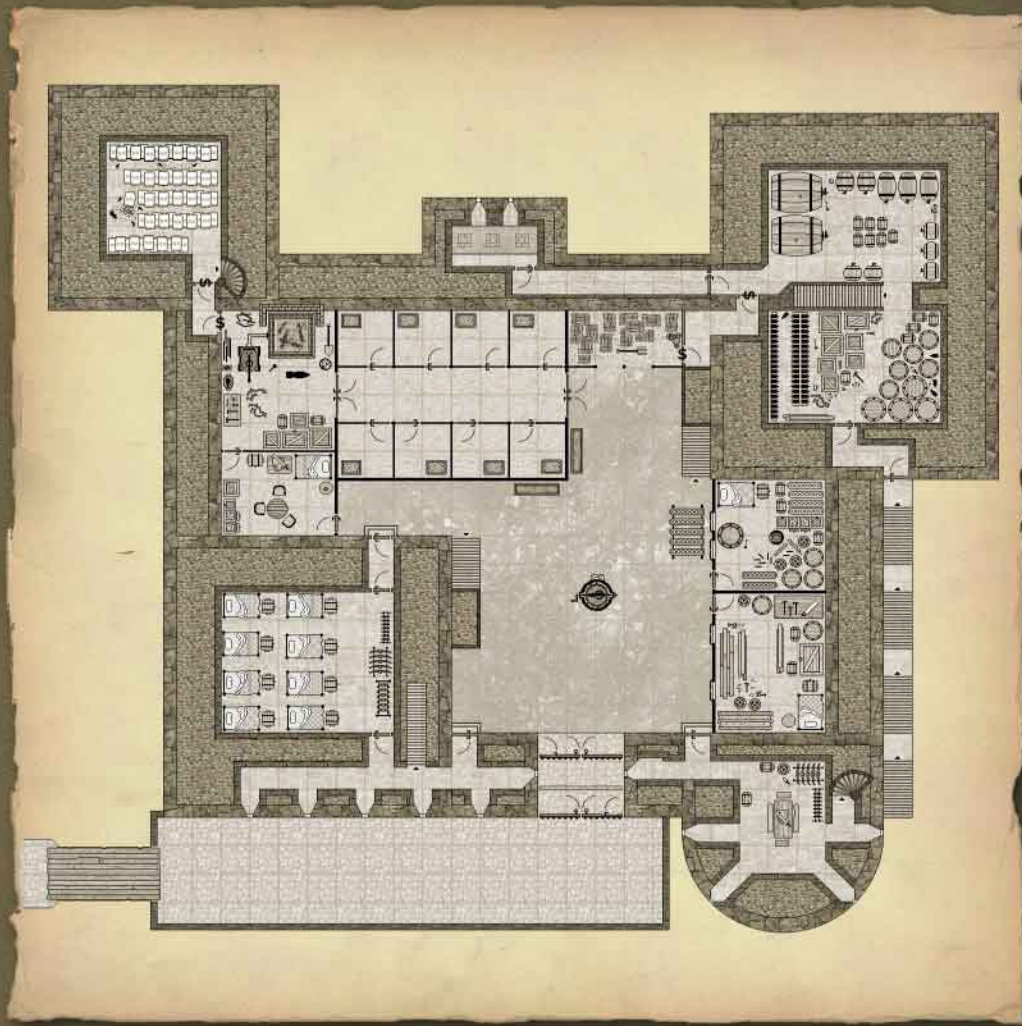


MASTERWORK MAPS

FANTASTIC FORTRESSES

CASTLES AND KEEPS







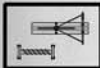



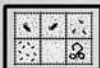






















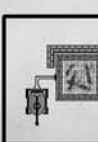
BRIAN MOSELEY

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Don't forget to look for lost treasures! Each fortress has a room that has been sealed either intentionally or by reconstruction. You won't find them mentioned anywhere, but they do exist. They may be empty corridors, dank crevices, or dusty chambers filled with priceless artifacts. It's all up to you!

MAP SYMBOLS

	WINE CASKS & BEER BARRELS		ALTAR
	PORTCULLIS & MURDER SLOT		GREAT HEARTH
	SPINNING WHEEL & TAILOR'S LOOM		STORAGE RACK FOR SHIELDS & WEAPONS
	STAIRCASE & LADDER		TAPESTRY & CURTAIN
	ANIMAL PENS		DOORS & IRON-BOUND GATES
	LARGE WEAPONS		TABLES & CHAIRS
	CUT GRANITE STONE BLOCKS		CATAPULT
	STORAGE BINS		WINCH
	ARMOIRE, WRITING DESKS & DRESSER		CRATES
	FIREWOOD		BEDS
	FLOUR, GRAIN BINS & VERMIN		CANDLE RACKS & CHANDLER TOOLS
	RAIN BARREL & WATER TROUGH		BOOKCASES
	WELL		COFFINS
	TOOLS		HAY BALES
	BARRELS (UPRIGHT)		ARCHERY BUTT, FLETCHER TOOLS
	CIRCULAR STAIRCASE		FURNACE & BELLOWS

ALL FLOOR PLAN SCALES = 5 FEET PER SQUARE

GRIMBARITH KEEP

From the private diary of Aerst Cerron

I despise being here. I have nothing but contempt for my master. I loathe serving another being, but it will soon end. I am Aerst Cerron, Castellan of Grimbarith's Keep and Seneschal of Theodocian Trave. Within these walls you will find yourself immersed in apparent trivialities. Be assured, these trivial matters give servants fear and masters omnipotence. If you stay, watch your purse and watch your back. Welcome to Grimbarith's Keep.

Theodocian has ruled for years now. I rode with him in the Eastgate Wars for profit, not loyalty or belief. When war was done, we turned our plunder and pillage to villages and towns. We traveled the Rebo Road, taking what we wanted. We were lawless and feared no one. Then we found the keep.

When we first stumbled across the ruins, several scores of human families had used fallen stones to make simple shelters from the crumbling walls. They had chosen as their mayor an ambitious man who dreamt of taking the land as his own, ruling from the keep he would one day rebuild. He was felled with a single strike of Theodocian's sword.

We set the mayor's head on a pike near Rebo Road, where it enters the southern side of the villages. The few who openly mourned the death gave his name as Meks Grimbarith. They called the fortress Grimbarith's Keep. Our company jokingly called it Grimbarith's Cairn.

Still, as we began our residence, the name remained. In time, even our company became known as Grimbarith's Men. Theodocian was intent upon rebuilding the stronghold, and cared nothing for names. This troubled me somewhat. My mentioning of this to him brought me an award I should have foreseen; I was charged to learn the keep's history.

Armed only with the laymen knowledge of mercenaries, rebuilding the fortress was beyond us. Workers we could get with ease, but Theodocian was soon obliged to seek engineers to oversee the reconstruction. Those we could not hire with coin were persuaded by other means, and our numbers swelled. Once the foundation was refortified, the keep began to take shape. For fifteen years we stacked stone upon stone, and the life blood of commerce began to flow into the small community that prospered about Grimbarith Keep.

The hillside huts slowly became permanent homes, and

increasing wealth gave rise to more elaborate housing. In time, the townsfolk began aligning themselves with Theodocian. From them, we learned the history of this desolate place. The others who refused our plans taught us as well: We learned to leave their bodies beyond the town so the stench would not reach us.

HISTORY

Grimbarith's Keep was once called the Breel Citadel, named for the Breelvani Hills that flank it. My search of the keep yielded records that support several of the stories related to me by the townsfolk. The fragments of history that I have pieced together are layered with strife and loss.

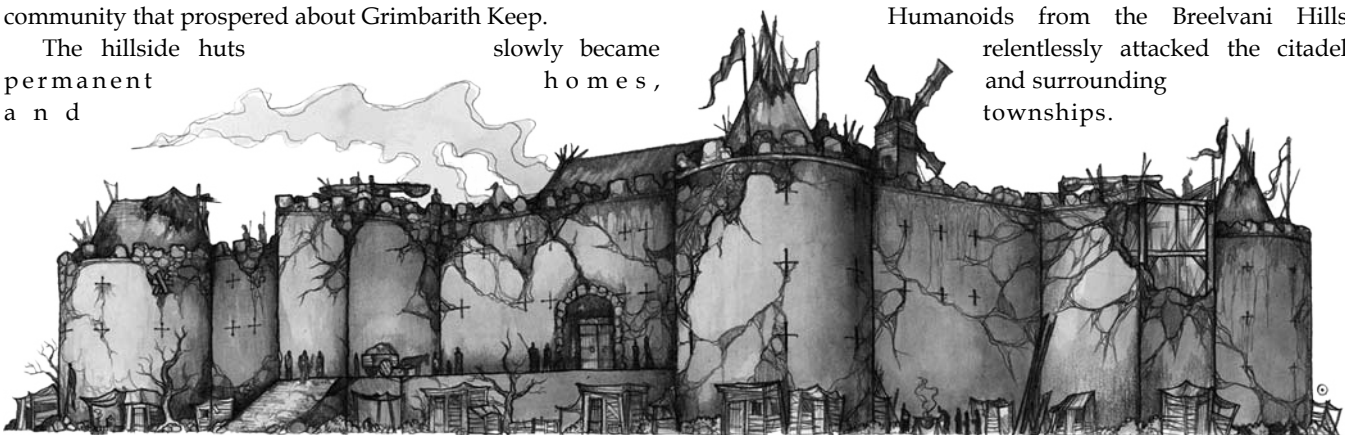
The citadel was built some two hundred years ago as the seat of power for the would-be king of a tiny and dangerous domain. At this time, the Breelvani Hills were plagued by swarms of giants, ogres, trolls, and orcs. Given the immediate need for strong defense against these dangers, the site for the citadel was hastily chosen. Still, the location had merit: the hilltop provides a good view of the southern valley, and the northern cliff is an excellent natural defense.

Breel Citadel was constructed in stages, the first being the southern rectangular tower. Upon its completion, the king immediately sought refuge within the tower, and never strayed from the grounds throughout the remainder of the citadel's construction. There are conflicting accounts regarding the king during this period. Some indicate he spent much of his time overseeing the fortress while others state he rarely left the tower. But all agree that nearly one third of the laborers perished during the two decades of construction. Despite rumors of plague and supernatural evildoing, the casualties were attributed to accidents and inexperience. But I know what dwells here. It is a wonder that the fortress was ever finished.

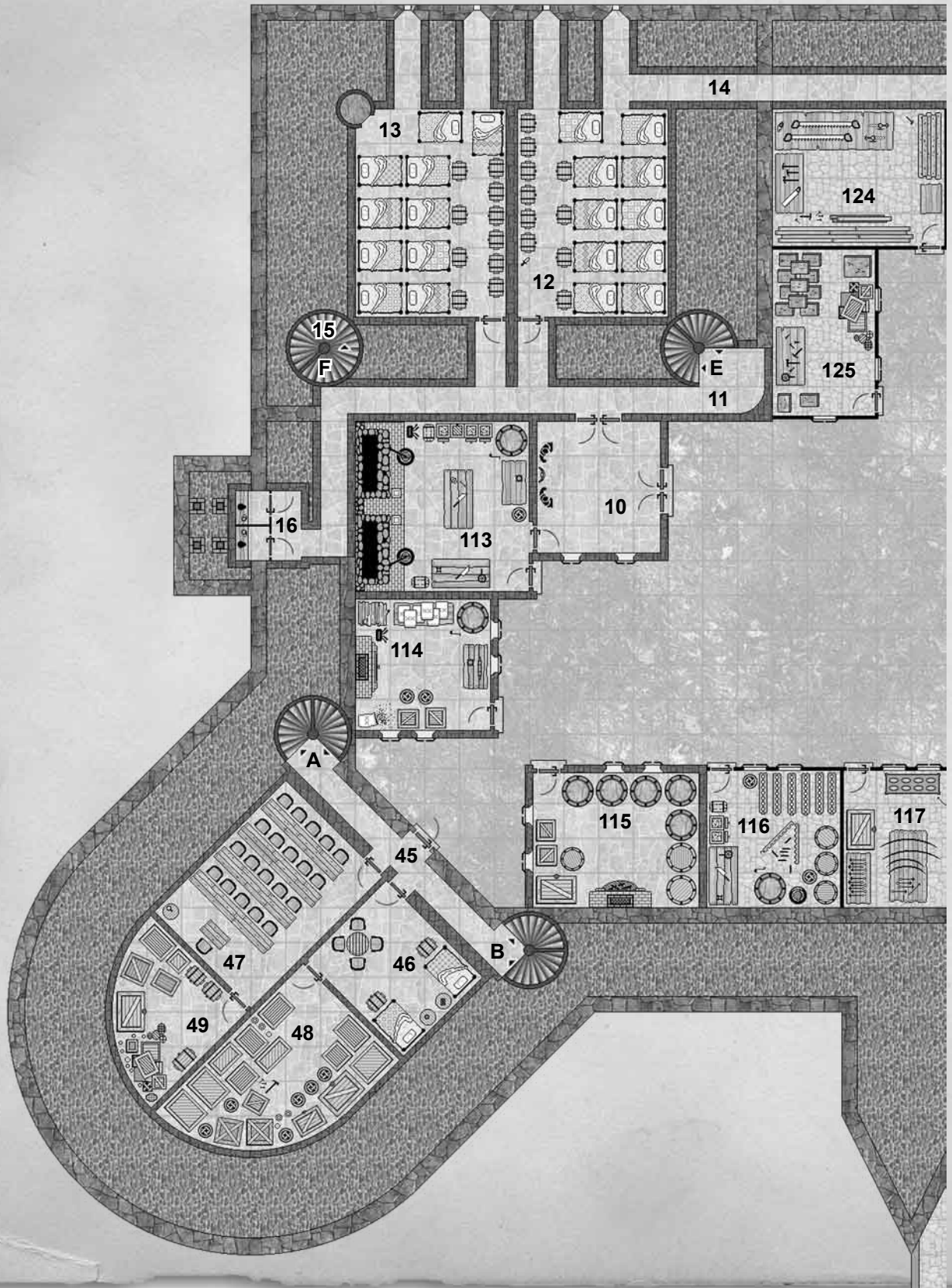
Suspicion, speculation, and idle gossip can wreak destruction as effectively as the strongest army. It was widely whispered that Breel Citadel was cursed, and the township's hopes of prosperity slowly faded. In due course, word spread that the king was dead, and his son had ascended the throne.

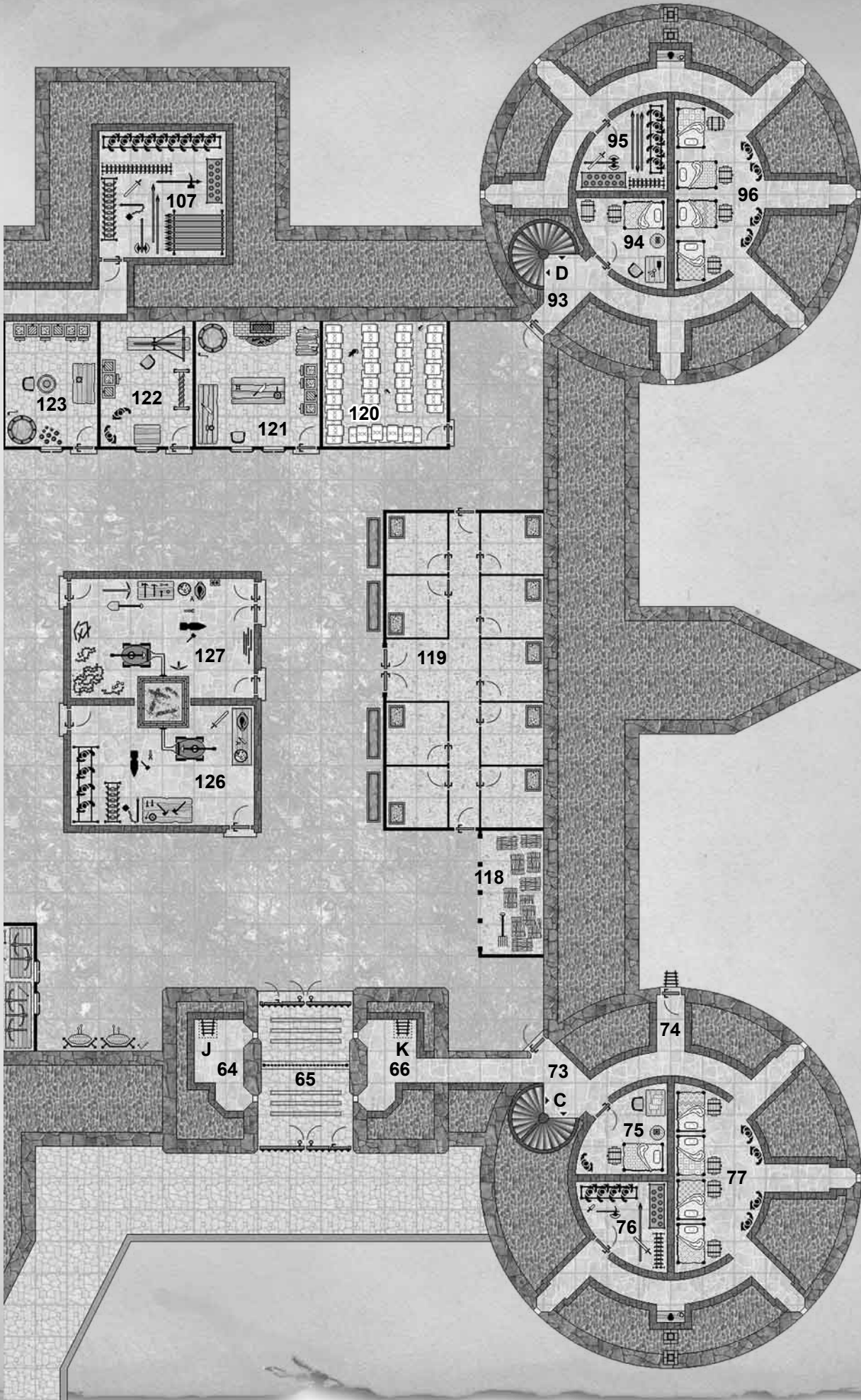
Soon after, the attacks began.

Humanoids from the Breelvani Hills relentlessly attacked the citadel and surrounding townships.



GRIMBARITH KEEP • GROUND LEVEL ONE





known to one another.

Guards are tasked with mopping, heavy lifting, and the cleaning of the barracks, mess hall, and armory. The clerics maintain the chapel and their quarters. The wizard is responsible for his own quarters, the library and the laboratory. The clerics and wizard both employ magical cleaning techniques and trade favors or coin to clean other areas of the castle.

Heating: In such a large, stone structure, heating is a daunting problem. Halestrom stocks about one winter-month's supply of firewood that is burned in the many fireplaces throughout the castle. It is the responsibility of most persons to stock their own fireplace but the servants tend to the firewood for guests, senior officers, and the Sturvael family.

My first initiative was to reduce cold drafts. Doors were modified to fit as tightly as possible with any holes between the wood filled in with cotton batting or thin wooden inserts. A number of glass panes and shutters were added. A team repaired all leaking roofs. About two hundred new tapestries, rugs and other wall hangings found their way into the castle. My next step was insulation of sorts. I rearranged crates so they were packed against the walls and I suggested hardwood flooring, which is only likely to find its way into the more luxurious rooms.

Moisture: Besides leaking roofs, the castle gets a lot of moisture from rain and the moat, so I introduced a number of techniques to seal the castle that I learned on wooden sailing ships. Besides wood and cotton batting and tar, mortar is an excellent sealing agent (one that is not available on ships). We experimented with some wood sealants, varnishes and glues. All of these efforts extend the life of the wooden components in the castle, preserving them against rot and helping to ensure the roof lasts longer under a barrage of catapult stones.

Storage: Halestrom Castle is full of junk. There are all manners of old things that may or may not have value and some that have not seen the light of day in decades. It is a large, old structure and a vast number of collections have found their way into the castle over the years. I would very much have

liked to explore these collections as some may be magical in nature, but I did not have the time. The real benefit is that if something is needed in a pinch, it is probably available, if it can be found. For example I found a stash of silvered weapons, preserved belladonna and so forth in the armory (another indication that adventurers frequent this region).

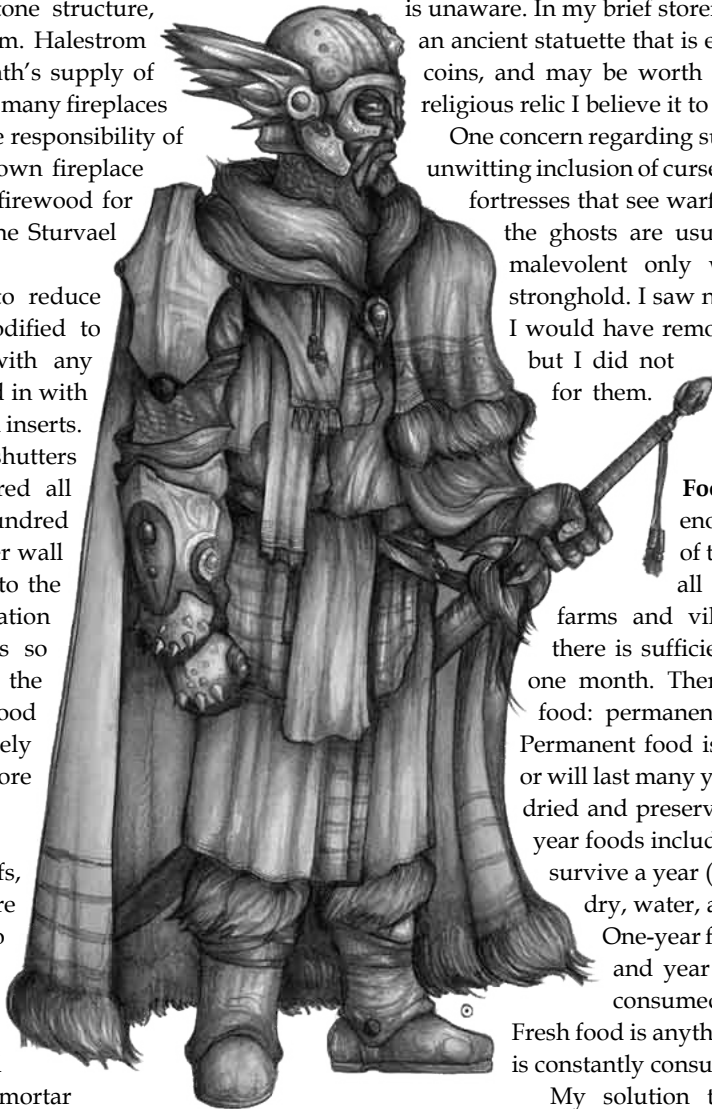
There is an incomplete accounting system in place that has not been diligently maintained for years. I encouraged Lord Sturvael to bring it to date, for he has resources of which he is unaware. In my brief storeroom excursions, I discovered an ancient statuette that is easily worth hundreds of gold coins, and may be worth many times more if it is the religious relic I believe it to be.

One concern regarding such an extensive storage is the unwitting inclusion of cursed or haunted materials. Many fortresses that see warfare may become haunted but the ghosts are usually benevolent and become malevolent only when an enemy seizes the stronghold. I saw no signs of curses or haunting. I would have removed any ghosts I discovered, but I did not spend a lot of time looking for them. I came to conduct a military evaluation, not an exorcism.

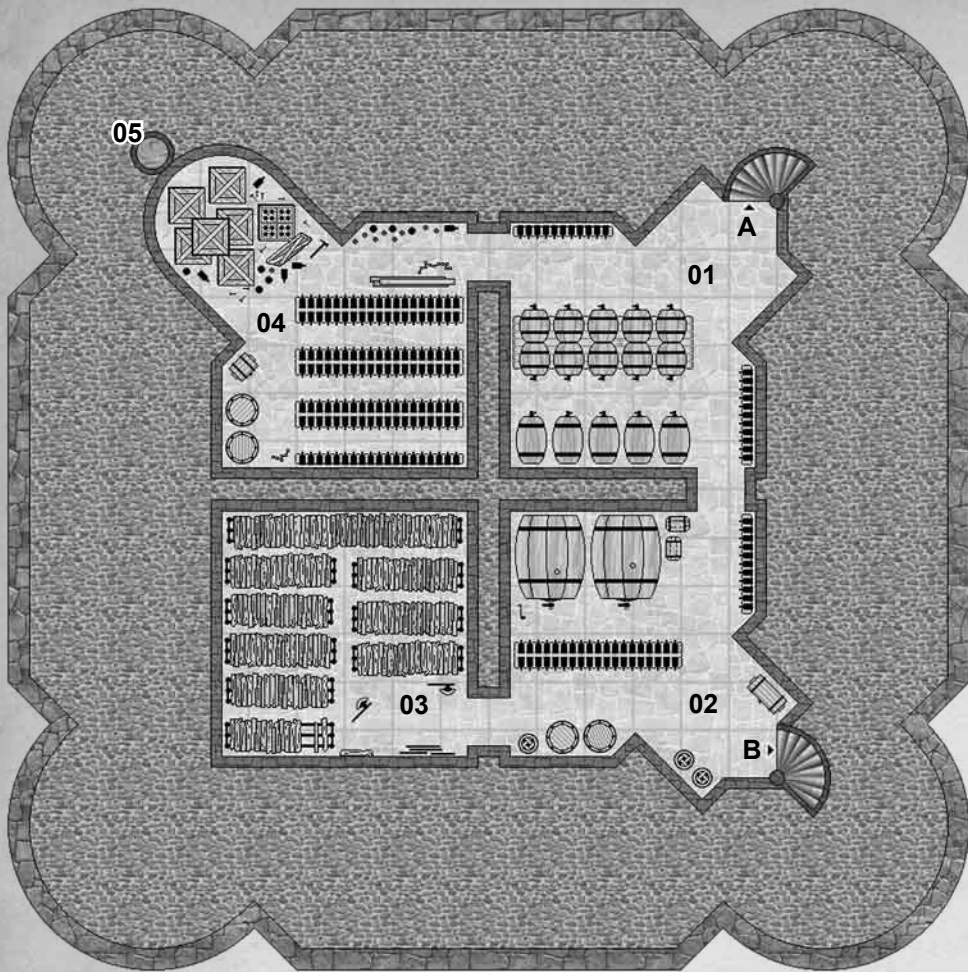
Food Storage: Halestrom stores enough food to feed the residents of the castle for twelve months. If all the people from the outlying farms and villages move into the castle, there is sufficient food to feed everyone for one month. There are three forms of stored food: permanent, one year, and fresh food. Permanent food is anything that will not spoil or will last many years (wine, spices, oils, certain dried and preserved foods, and so forth). One-year foods include anything that will probably survive a year (dried meats, fruit, grains kept dry, water, and pickled and salted foods). One-year food is marked with the month and year it was stored and is sold or consumed if not used within a year. Fresh food is anything that will spoil quickly and is constantly consumed and replaced.

My solution to rats was a natural one. First, I encouraged the introduction of more cats into the castle. I then had a dozen nesting boxes placed around the castle's rooftops for hawks and owls. Lord Sturvael also decreed that anyone harming these animals will be punished by jail time.

Finances: Lord Sturvael's taxes seem fair, but he is certain to collect. His chief source of success is the trading he does with his neighbors and his tournaments. He imports raw metal and exports wagon parts, hinges and occasionally weapons and armor. His fields are fertile because of an intelligent waste disposal system and bad crops are left in the field to rot. He

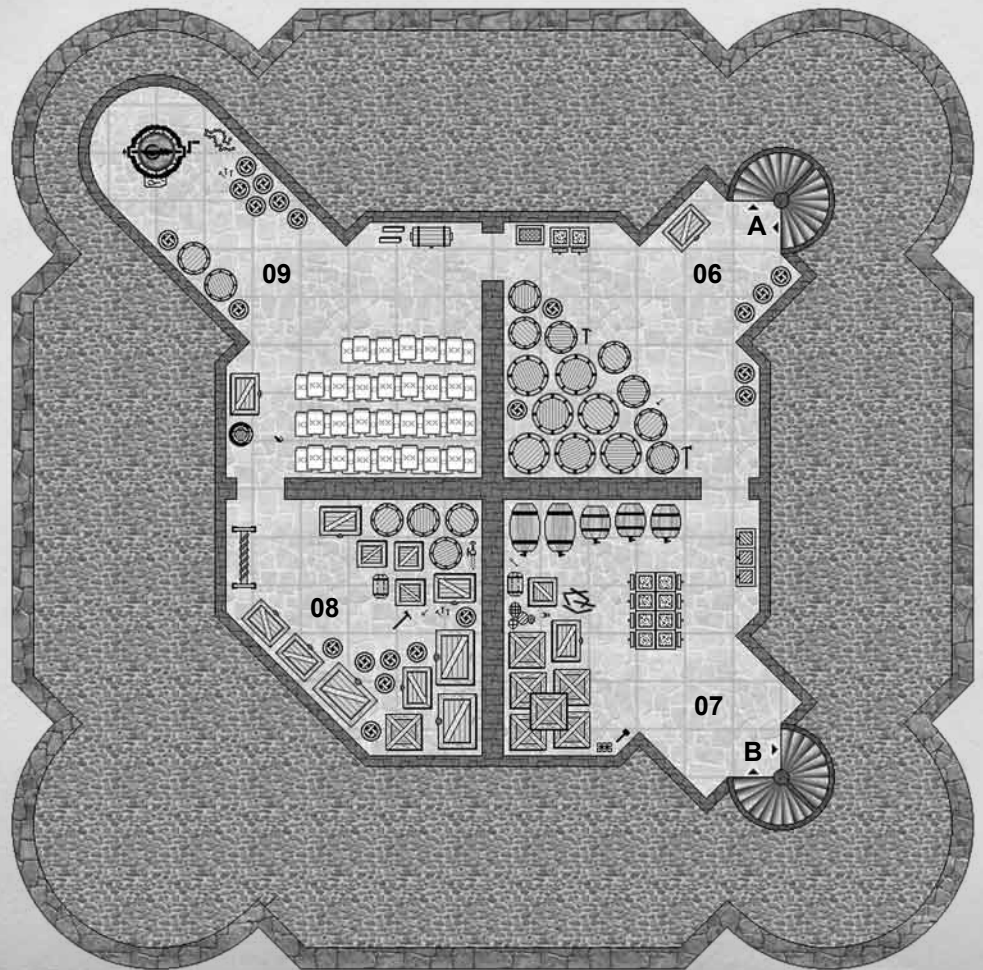


Byron Sturvael

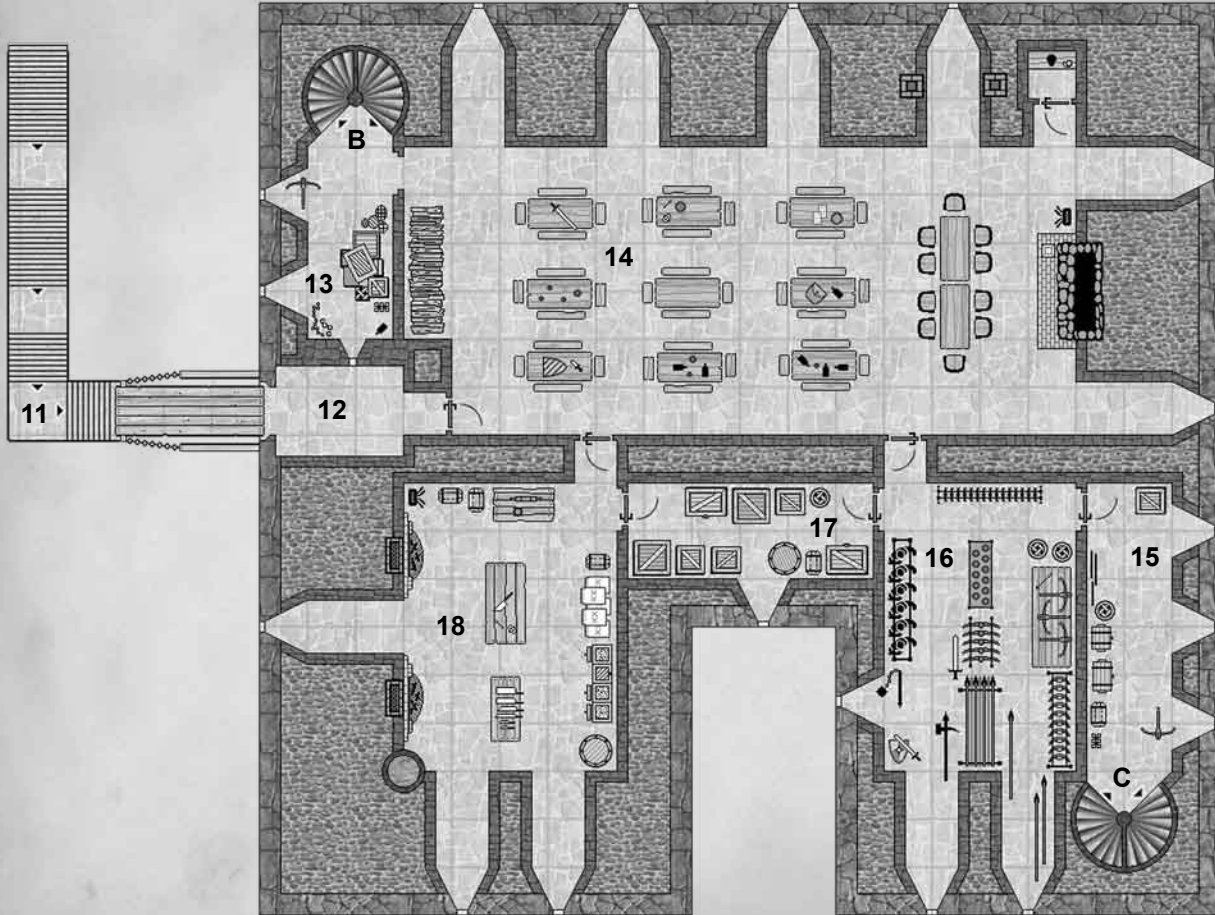


LURFELL TOWER
UNDERGROUND LEVEL TWO

LURFELL TOWER
UNDERGROUND LEVEL ONE



PELGURN TOWER • GROUND LEVEL TWO



14.

Skills and Feats: Diplomacy +8 (6), Handle Animal +8 (6), Profession (fisher) +9 (6), Swim +6 (6), Use Rope +8 (6); Iron Will, Point Blank Shot, Skill Focus (profession: fisher).

Possessions: light crossbow, crossbow bolts (20), dagger; leather armor; *potions:* blur, cure light wounds, invisibility; gold wedding ring (20gp), silver and sapphire necklace (120gp), 28gp.

Mayla Kite was not shaped in the mold of propriety, and many of the garrison would prefer that she not be at the tower. Born to humble beginnings, Mayla is an independent woman who retains her earthy roots but insists upon a leadership role in the tower. She is demanding, inflexible, and charming, with a tendency to irritate the old soldiers. The completely love-stricken Jasop likens his wife to a stormy ocean: calm in affairs regarding the tower, passionate when speaking of

what or whom she loves, and unpredictable when matters are displeasing to her.

Jasop and Mayla have been married for nearly a year. Mayla is now pregnant, and has asked Baza Revesby to be her child's godmother. Mayla silently fears that Illean Galbuc intends harm to her child. She is reluctant to expel him from the tower based upon unfounded suspicions, and has not revealed her concerns to anyone.

Baza Revesby, Female Human Ftr7: CR 7; Medium-size Humanoid (human); HD 7d10+21; HP 56; Init +5 (Improved Initiative, Dex); Spd 20 ft.; AC 23 (+9 full plate armor, +3 large steel shield, +1 Dex); Atks +12/+7 melee (1d8+6/19-20 crit x2 +1 longsword), +8/+3 ranged (1d8/19-20 crit x2 light crossbow); SA -; SQ -; AL NG; SV Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 13, WIS 12, CHA 8.

Skills and Feats: Climb +13 (10), Jump +13 (10), Ride +11 (10); Blind-fight, Cleave, Dodge, Expertise, Improved

ROSHEFAIN KEEP

By Caravus the Enlightened

Of all the places that I have had the opportunity to explore, by legitimate means or not, Roshefain Keep remains true and dear to my heart. I admit that I had not received a formal invitation to visit the fortress, but the stir created by my presence was unwarranted. The initial confusion led to accusations of trespassing and minor larceny that were almost completely unfounded. Once I managed to employ diplomacy and my harp to soothe matters and dismiss these infractions, I found my stay within the fortress to be quite cozy indeed. Much can be said for Roshefain Keep and its ruler, Lord Thargund, thus I must be brief with introductions and plunge into the meat of the matter.

The meat, in this case, is most certainly wondrous. I speak of roast boar and venison, smoked wild pig, and the rare luxury of grain-fed cattle. The blackened fowl, while not overly appealing to my tastes, is also worth mentioning. But now, on to the heart of the matter.

HISTORY

Lord Thargund Roshefain regaled me with glorious accounts of his keep, from its humble beginnings to the fortress it is today. The northeast tower, called the donjon, was the first structure to be built. It was a remote region then, claimed by a distant king but considerably beyond the realm or influence of any real civilization. The tower was commissioned by Thargund's great-grandfather Drestor, though he did not seek royal permission before undertaking construction.

Drestor was apparently a hunter and trapper of some skill, and the building of the tower was obviously a prelude to his claiming a sizeable chunk of the region. The elder Roshefain also had a partner knowledgeable in earthen minerals and gemstones, and the pair had discovered veins of rock crystal and amethysts, along with a smattering

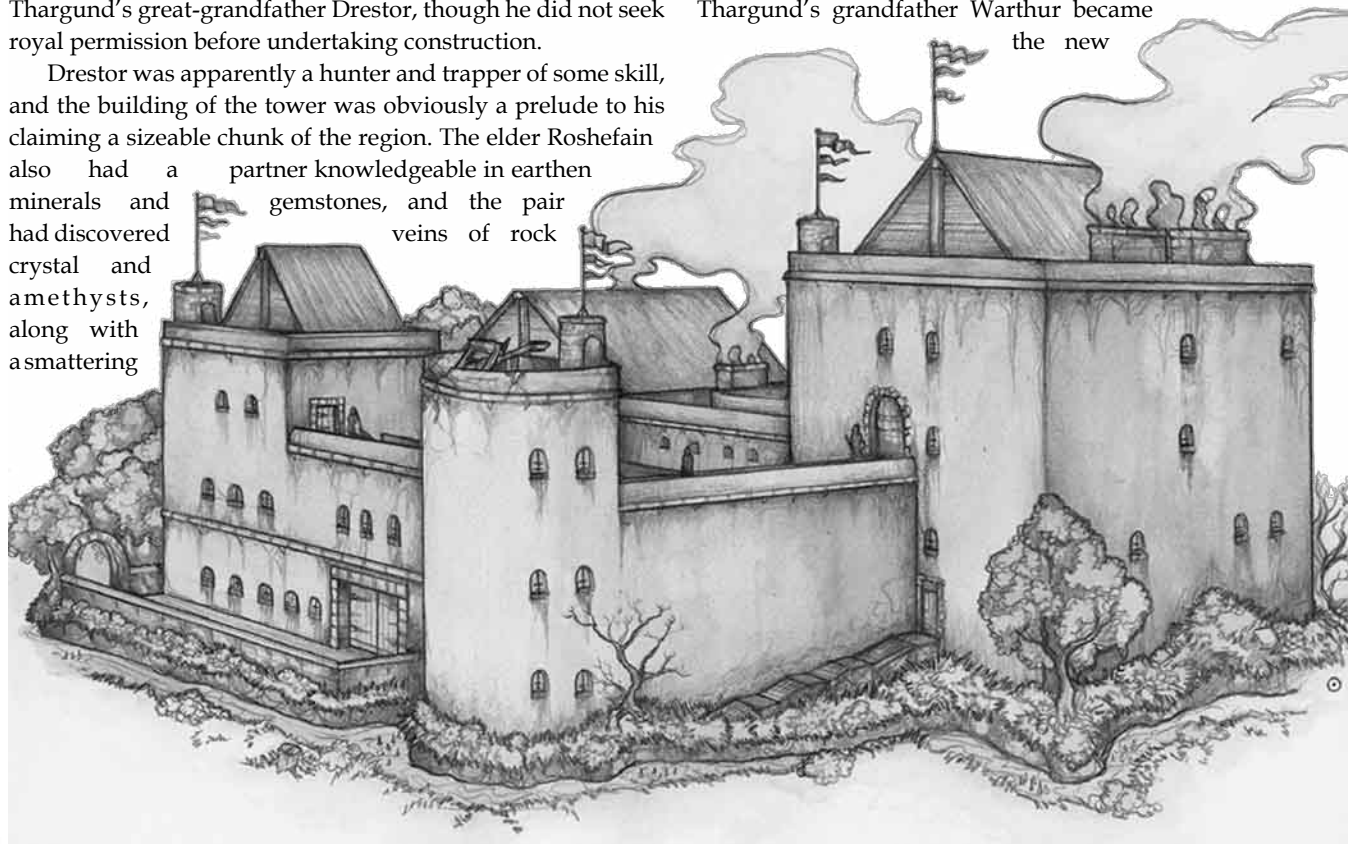
of garnet and gold. I learned little else of this elusive partner, as he disappeared from Thargund's story soon after the tower was finished.

The surrounding wilderness yielded great resources of fur, meat, and antler. The attention of Drestor's workers was soon tempted from their mining endeavors to the more sporting arts of hunting wild game. Though it seemed that such distractions would prove themselves idle, Roshefain Keep matured into a provisioning station for hunters. With the dangers of wild beasts and humanoid attacks, Roshefain's success was a tribute to Drestor's skill, leadership, and luck. Two rival duchies had argued over the area for centuries, but neither had aggressively claimed the region as it seemed too costly for the worth it offered.

As more persons ventured into the area, Drestor finally secured able miners, and his wealth began to grow. The elder Roshefain proved to be a capable and insightful ruler, and was particularly shrewd in avoiding the annexation of his lands. Thargund's own recount was unknowingly embellished and filled with inaccuracies, but I had already learned the truth of it.

Drestor knew that the land he claimed would be seized if its true value were realized. Caught between two rival duchies, Roshefain was a cunning political diplomat who paid fees to the tax assessors of both duchies and to the distant royal assessor. It took nearly thirty years, but Drestor won the king's decree of his lawful claim of the region. By the time Thargund's grandfather Warthur became

the new



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