

Masterwork Maps Chasbin Keep

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This Masterwork Maps sourcebook showcases a fantasy medieval fortress and estate. It includes extensive floor plans, a detailed description of the fortress and its workings, inhabitants, and story plots. Chasbin Keep is a “modular” accessory ready for use in new or existing games. The fortress may be fully utilized without including any of the Campaign Summary background content.

CAMPAIGN SUMMARY

Chasbin Keep is set in the backdrop of a feudal system. It is the hereditary seat for the Baron of Chasbin, and is widely acknowledged as the strongest barony of the County of Husechad, in the Duchy of Welgredd. The Barony supports a population in excess of 12,600 and controls an area of approximately 480 square miles. It includes the fiefdoms of Kessing, Onfell, Tennex, and Yenshur. The fiefs are roughly equal in size and resources, and are further parceled into estates and holdings for minor nobility.

The keep overlooks the township of Chasbin, a modest settlement of 946 persons. The Barony’s demographics are 87% human, 3% dwarf, 1% elf, 2% gnome, 2% half-elf, 3% half-orc, and 2% halfling.

As the northernmost barony of Husechad, Chasbin has the misfortune to border the hostile neighboring province of Grellusk. Grellusk and the Duchy of Welgredd have never entertained good relations, and the two nations have often warred against one another. Even in peacetime, tensions remain strained.

HISTORY

The greatest threat to the Duchy’s sovereignty came 78 years ago. In a stunning surprise attack, Grellusk forces swept into northern Welgredd and seized Chasbin Keep in a single night. When news of the attack arrived in the capitol, the outnumbered Legions of Welgredd immediately began a forced march northward to counter Grellusk.

In the ensuing week, the Army of Grellusk pressed its advantage in a race south toward the heart of the Duchy as the Legions of Welgredd began a forced march to counter Grellusk. In their wake, nothing survived unscathed. With Husechad Castle besieged, its defenses crumbling, the poorly-fortified town of Husechad was razed and all captured citizens were slain. With their countrymen’s lives in the balance, the Legions of Welgredd could not afford to lie in wait for Grellusk’s forces.

The two armies clashed south of Husechad, in the open midlands west of the Chadene River. As the fighting began, the green dragon Virgrantok flew invisibly onto the battlefield. None had survived to report the dragon’s alliance with Grellusk, and Virgrantok appeared as his deadly breath decimated the core of the Welgredd Legions. The result was an utter rout. The Legions shattered into chaos and fled blindly before Virgrantok. Nearly three thousand Welgredd troops were slaughtered.

Duke Herrence, Lord of Welgredd, had already pleaded for aid from his neighboring states. With half of Welgredd’s Legions destroyed in the Battle of Husechad, it seemed unlikely that the Duchy could survive until help arrived. Six days’ march north of Shilgir, capitol of the Duchy, the remaining Welgredd Legions braced for the onslaught. The Army of Grellusk rushed to the attack.

As Virgrantok flew brazenly toward the entrenched Legions, the bronze dragon Gromulthrax erupted from the nearby Chadene River. Realizing instantly that it was no match for the great bronze, Virgrantok fled without hesitation. Though badly injured by Gromulthrax, Virgrantok escaped as magical barrages by Grellusk wizards hindered Gromulthrax’s attack.

Though severely wounded in the battle, Gromulthrax helped destroy the Grellusk war machine. Cydirian, the Duchy’s most powerful wizardess, led the Wizards of Welgredd in magical attacks

To the First Captain of the Ring of Thorns, Order of the Black Scorpion

Most Respected First Captain,

I have encountered no blatant suspicion during my extended insertion into Chasbin Keep. By your demand, herein is my account of the magical and mundane defenses of the keep as I have ascertained them.

As you are aware, Chasbin Keep is erected upon a low, wide hill that slopes upward from the south to end abruptly in a steep northern bluff. It is divided into an inner and outer bailey, and the floor of the inner bailey is fifteen feet higher than that of the outer bailey. While it has indisputable strengths, the fortress makes inefficient use of the natural terrain. It is the product of evolution and staged construction, and the overall design has serious deficiencies that are easily exploited.

The keep has been fully rebuilt and refortified since the end of the war. While outwardly the baileys display significant visible contrasts, structurally, the curtain and tower walls of both baileys are quite similar. The inner bailey comprises the original fortress, and bears the greatest signs of reconstruction. The outer bailey demonstrates less evidence of repair, and undue attention has been given to ornately carved stonework and other unnecessary frivolousness.

The curtain walls unilaterally rise forty-five feet above their respective bailey floor. The exterior plinths and uneven terrain increase the wall height to as much as seventy-five feet on the northern face. The keep is built against the bluff, with the township to the south. To the north, the fortress overlooks a wide valley of cultivated farmland. The fields are clear of brush and obstruction, and offer no concealment or protection to an aggressor. Furthermore, the northern base of the keep can only be reached by scaling the short, steep bluff. For these reasons, I classify this as the least advisable avenue of approach.

Much as the northern face, the keep's western side utilizes the sharply sloping terrain to thwart enemy attack. Three light catapults, one atop each west tower, are trained toward the open fields. To the south, the potential battlefield is obstructed by the township and the low curtain wall that surrounds it. The structures, however, provide substantial defensive cover.

Strategically, Chasbin Keep's eastern face is the weakest. The adjacent landscape is lightly wooded with scattered brush, providing a sheltered yet expedient line of approach. One light catapult atop the main gatehouse faces the east, but it cannot fire upon targets at close range. As an exposed "killing field", the barbican is an obvious deterrent to attackers. However, it inadvertently affords cover against defenders' missile fire as the terrain slopes downward from the barbican wall. Coupled with the easily navigable terrain, the defenders' tactical advantages are easily outweighed.

A shallow, dry moat provides a marginal first line of defense for the outer gatehouse but it does not extend around the barbican. A simple counter-balance drawbridge can be lowered across the ditch, and neither it nor the gatehouse portcullis poses a significant obstacle.

In addition to the visible postern that opens onto the barbican, I discovered a secret exit at the base of the main keep's northwest tower. The exterior doorway is well crafted and virtually indistinguishable from the tower stonework. There is no mundane means of entry from the outside, and I discerned both a glyph of warding and magic mouth are cast upon the doorway interior. It was necessary that I maintain distance to avoid triggering the magic mouth, which prevented me from deciphering the glyph's spell effect.

I summoned small earth elementals to survey the ground floor of the curtain and tower walls. The creatures repeatedly reported that walls of iron or laced copper rods embedded within the stonework prevented them from passing through the walls. The bailey floor and keep foundation are similarly protected, and the elementals could find no clear passage through to the interior. This is based upon my summoning an elemental thirty-six times, which does not represent a fully conclusive assessment. Given these results, it is likely that a passwall spell cast at the bases of the curtain and tower walls will prove ineffective. It is noteworthy that the barbican floor is not afforded these protections.

I found no magical auras emanating from the exterior fortress walls, so it is unlikely that they are warded against disintegrate or other spells. With noted exception, the chimneys, window alcoves, latrine chutes, and doors are all designed to minimize access to an intruder. They are otherwise unprotected. Anyone utilizing gaseous form, polymorph, or possibly reduce person can readily gain entrance through these openings.

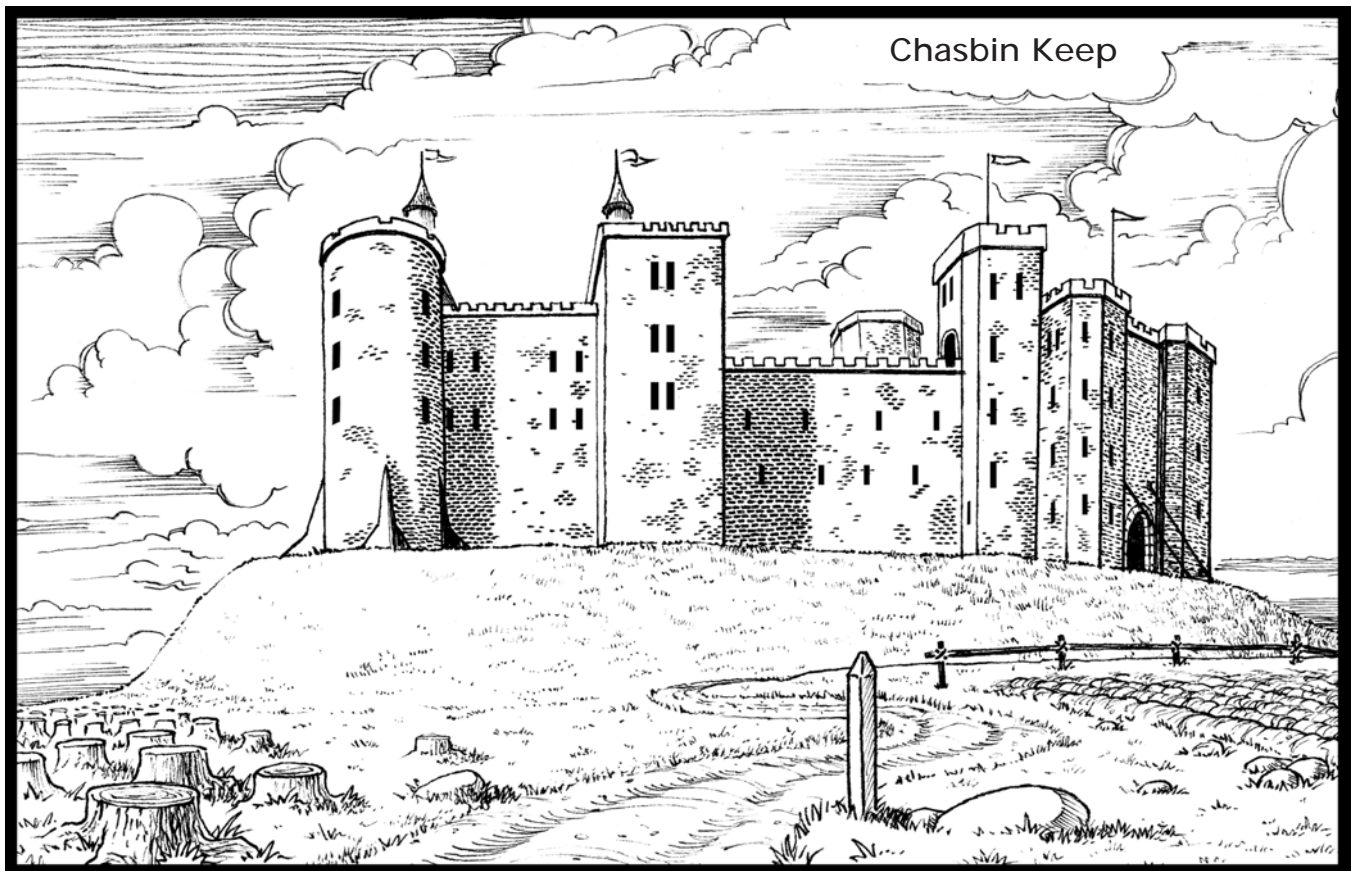
The defensive magic spells are cast and maintained by the senior priest and court wizard. The arsenal of magical items is stored in the baroness' private study. The door is guarded by two garrison troops and protected by a glyph of warding and alarm spell. Only the baroness, castellan, court wizard, and senior priest have unrestricted access. I was unable to ascertain other measures in place within the study.

In summation, an invasion should be preceded by a small compliment of elite troops. Such a force can infiltrate the main keep during nighttime hours with a high probability of success. The simple-minded garrison soldiers are irrelevant and can be easily avoided or overcome. The court wizard's random placement of alarm spells cannot be predicted with absolute accuracy. He must, therefore, be lured from his sanctuary and eliminated immediately prior to the attack. The baroness and castellan must be dispatched before issuing a call to arms. The force can then move unseen to confront the senior priest, garrison captains, and officers in rapid succession.

Dutifully Submitted,

Larn Kreeel,

Initiate of the Ring of Thorns, Order of the Black Scorpion



that wrought devastation upon Grellusk's fleeing troops. The surviving Legions of Welgredd waged a relentless attack upon the retreating army and ultimately forced Grellusk's forces to completely withdraw from the Duchy.

A year later, Cydirian gave birth to a daughter, Kinsorah. As she grew into adulthood, it became obvious that the blood of Gromulthrax flowed in Kinsorah. In her twenty-fifth year, Kinsorah wed Baron Draynen Chasbin, grandfather of Lady Visandra Chasbin.

After the fall and subsequent recapture of Chasbin Keep, the fortress was expanded and its defenses strengthened. The garrison was increased, the outer bailey was added, and the cellar of Draynen's Tower was altered into a teleportation chamber.

ECONOMICS

Last year's tax collection recorded the Barony's average population as 12,633. They were comprised of 65% lower class common laborers, 8% middle class professionals (expert craftsmen, merchants, and soldiers), 2% upper class landed gentry and adventuring elites, 2% itinerants, and 23% infants, elderly, and infirm. Common laborers earned an average of 821gp per day and professionals averaged 404gp daily wages. With its 8% taxation rate, the Barony collected an average of 2,940gp per month in taxes from its laborers and professionals.

Citizens and businesses also pay property taxes to the landed gentry who control the land where they live and work. 85% of the Barony's territory is held by these landed gentry. The upper class collects taxes from their local citizenry, but must pay an annual land tax of 1sp per acre to the Baroness. Last year's property taxes totaled a monthly average of 2,144gp. Independent and guild craftsmen paid 363gp in annual business taxes.

Last year's taxes totaled 61,374gp, not including taxation of adventuring elites (an often lucrative but notoriously unreliable source of income) or merchandise tariffs. 25% remained with individual fiefdoms and 25% was forwarded to the Count of Husechad. This provided the Barony with an average monthly income of 2,557gp, with nearly two-thirds being spent to pay the garrison wages at Chasbin Keep.

The Baroness of Chasbin can muster a total of 10,000gp value of goods or coinage in one month. If the need is great, she can raise an additional 30,000gp, at the rate of 10,000gp per month over the course of three more months. This constitutes the bulk of the Barony's available wealth and will be a hefty burden to its citizens. The 40,000 limit is achievable once per year. If the need is dire, Lady Chasbin can request the aid of other baronies or the Count of Husechad.

CHASBIN KEEP

The ground floor of the inner bailey is 15 feet higher than the ground floor of the outer bailey. The ground floor of the inner bailey is actually at the same height as the second floor of the outer bailey. For this reason, the term "second floor" is omitted from inner bailey context. The following construction is standard throughout the keep, with exceptions listed in individual descriptions:

Floors and walls are constructed of cut stone. Each story is 15 feet high, with vaulted ceilings 12 feet above the floor, allowing 3 feet of supporting stonework between stories. Walls are of superior masonry (Climb DC 20). Exterior wood doors (barred and locked): 2 in. thickness, 5 hardness, 20 hp, Break DC 27, Open Lock DC 25. Interior wood doors: 1 in. thickness, 5 hardness, 10 hp, Break DC 15 (barred).

Iron doors: 2 in. thickness, 10 hardness, 60 hp, Break DC 28 (locked), Open Lock DC 30. Secret doors are of average quality (Search DC 20). The baroness, castellan, and court wizard have keys to all doors.

Interior lighting is from candles, oil lamps, and hearths. Windows facing the bailey are either rectangular or arched. Rectangular windows are 3 feet in height and width, and have wooden shutters. Arched windows are 4 feet in height, 3 feet in width, and paned with stained glass. Arrow loops are 6 inches wide and have no glass panes or shutters. Arrow loops facing the baileys are 3 feet in height, exterior arrow loops are 4 feet in height. The inner and outer baileys are sparsely illuminated at night by *continual flame* spells, as indicated on the ground floor map.

GROUND FLOOR

01: Causeway. A stone roadway 15 feet wide is constructed partway across the dry moat.

02: Barbican. This is surrounded by a stone wall 4 feet high and has rounded projections that provide cover for defending archers.

03: Main Keep - Postern. A door in the northeast tower of the main keep opens onto the barbican staircase.

04: Main Gatehouse - Entryway. The gatehouse is comprised of two adjoined towers. A wooden drawbridge 30 feet long pivots on a recessed center beam. The inner half of the bridge is weighted, and the bridge will raise fully in one round when the wench brake is released. The bridge can be lowered in one minute by two persons or two minutes by one person. When raised, the outer half of the drawbridge blocks the gateway and the inner half descends into an inner pit. When lowered, the outer half extends to the stone causeway, and the inner half covers the entryway pit. The pit is 15 feet deep and spans the width of the entryway. An iron portcullis can be lowered at the interior edge of the pit. Three machicolations (murder slots) are spaced in the ceiling between the portcullis and inner doors. A *continual flame* spell cast upon the arch keystone above the exterior entrance illuminates the moat. Ceiling: 25 feet, vaulted.

05: Main Gatehouse - Outer Guardroom. Arrow loops face the exterior and gatehouse entryway. This room is kept clear of clutter. A door opens onto the exterior barbican.

06: Main Gatehouse - Outer Guardroom. Arrow loops face the exterior and gatehouse entryway. This room is kept clear of clutter.

07, 08: Main Gatehouse - Inner Guardrooms. Arrow loops face the gatehouse entryway. Stairs (A, B) ascend to the gatehouse second floor. A *continual flame* spell is cast upon the exterior carved stonework above each door opening to the outer bailey.

09: Outer Bailey. This is an open courtyard with a central well. Four *continual flames* illuminate the gatehouses and main keep entrance. Two flights of stairs (C, E) access second floor curtain wall passages. Floor: dirt.

10: Main Keep Entrance Staircase. Stone stairs (D) ascend to the main keep's second floor entrance. The stairs are illuminated by a *continual flame* spell cast upon the arch keystone above the keep doorway.

11: Formal Garden. An 8 feet high wooden wall separates the garden from the rest of the bailey.

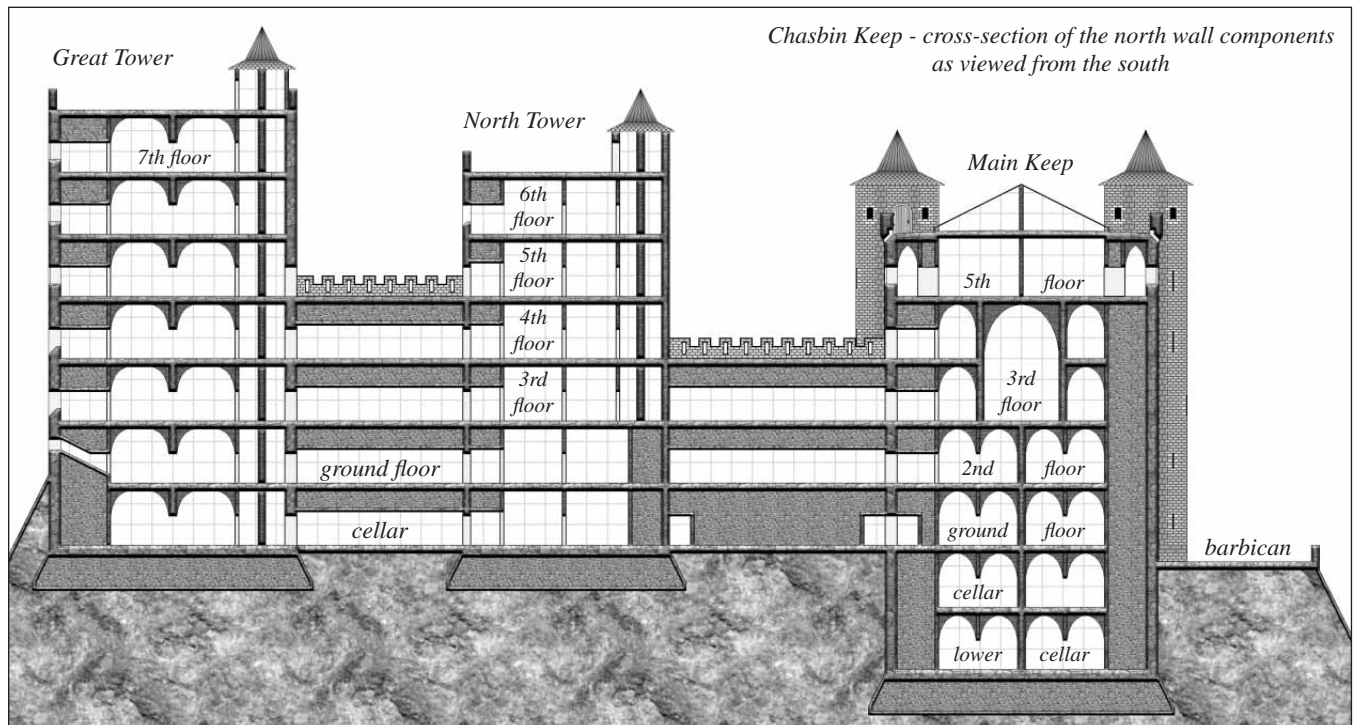
12: Brewery. Three brew wives work here. Split planks on timber rafters form a loft for storage. Ceiling: 7 feet, flat wood and 7 feet, flat stone.

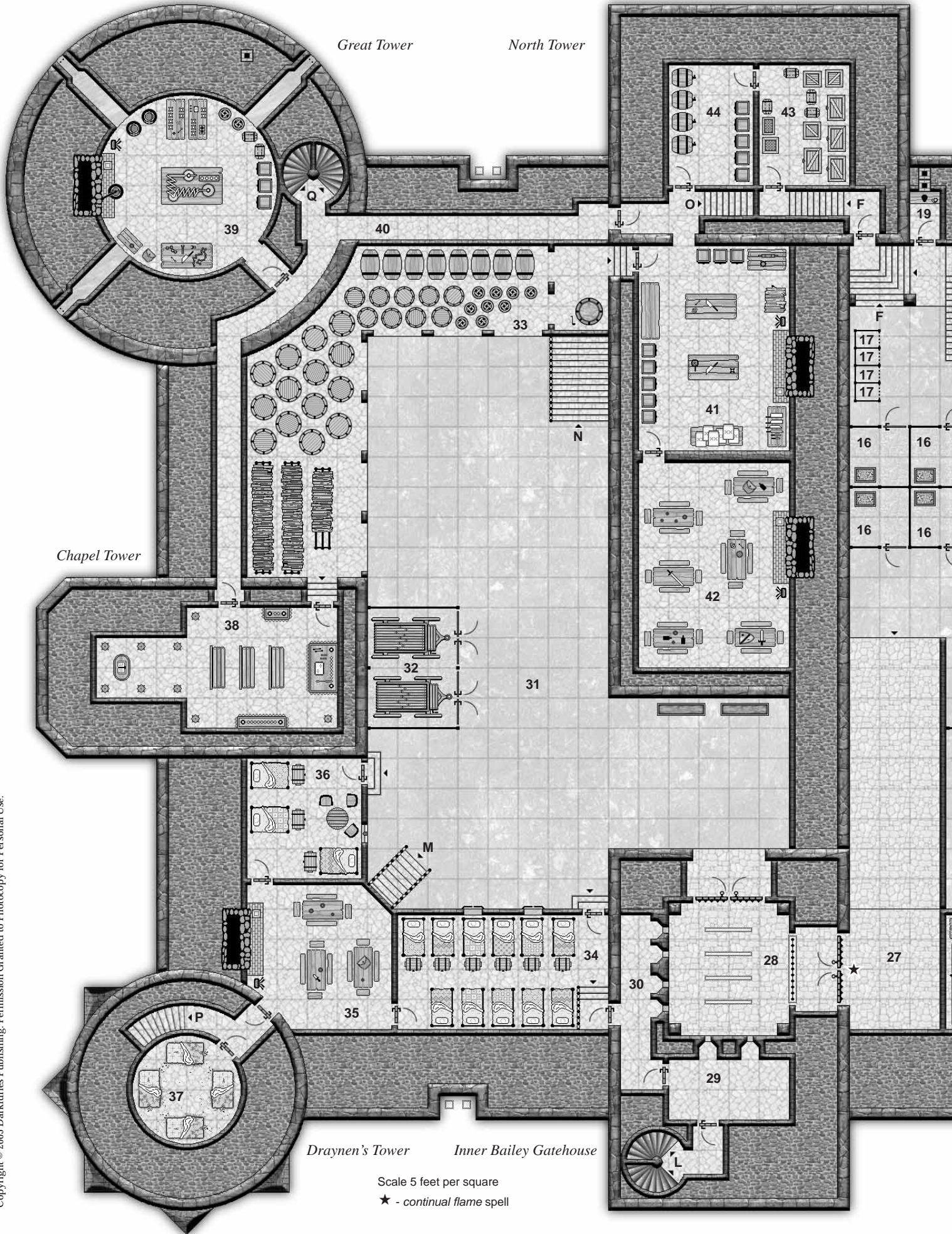
13: Carpenter. One carpenter and his two sons work here. Split planks on timber rafters form a loft for storage. Ceiling: 7 feet, flat wood and 7 feet, flat stone.

14: Wagon Shed. This thin, wood-walled building houses two wagons, hitches, and harnesses. Ceiling: 9 feet A-frame wood shingle roof.

15: Herb Garden. This is enclosed by a wooden wall six feet high to keep out children and animals.

16: Stables. Two light warhorses, three heavy warhorses, and two draft horses are stabled here. These warhorses are mounts for the Baroness, court wizard, senior priestess, and garrison captains. Other mounts for garrison troops are stabled in the township. Floor: dirt. Walls: wood. Ceiling: 9 feet, A-frame wood shingle roof.





Great Tower

North Tower

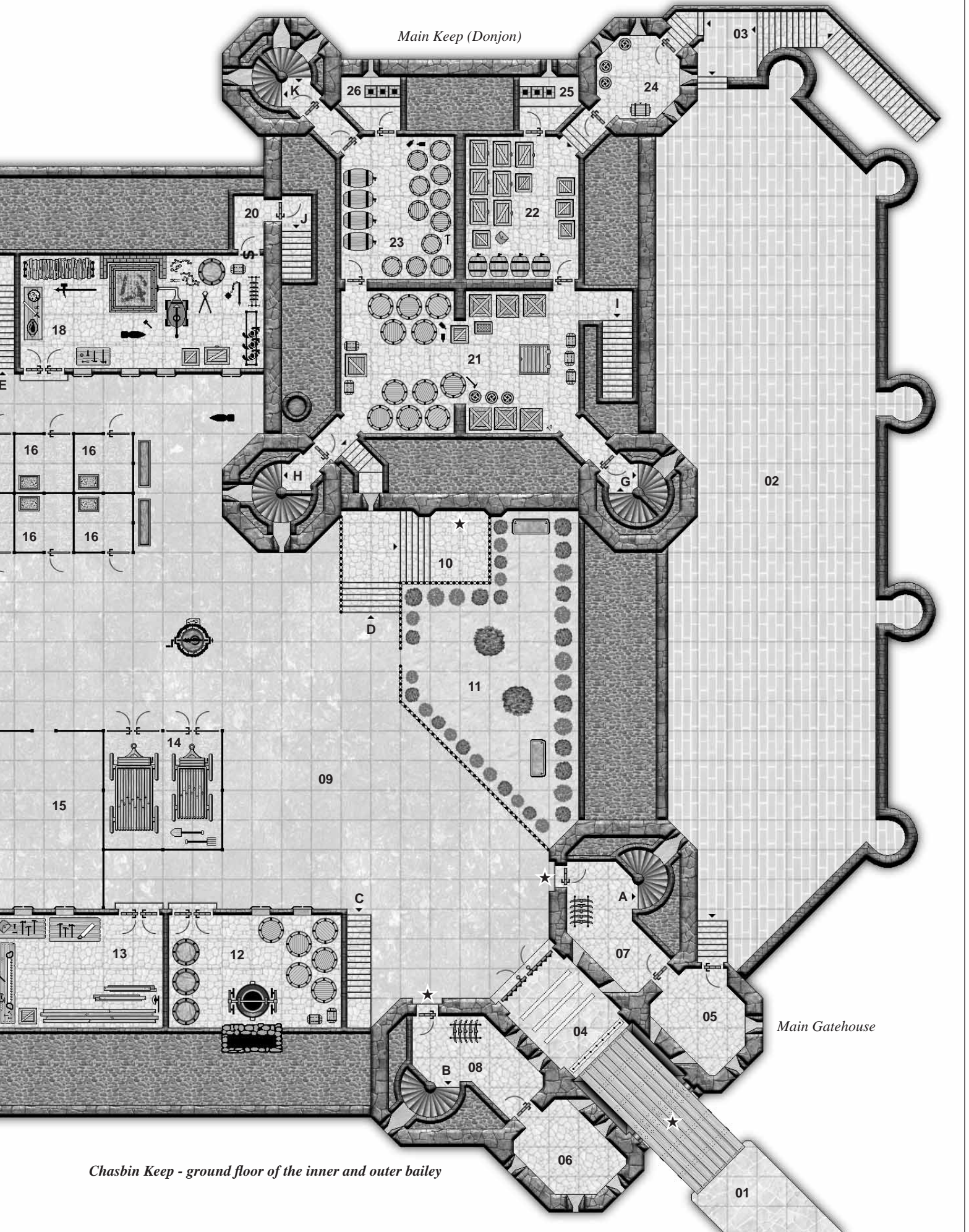
Chapel Tower

Draynen's Tower

Inner Bailey Gatehouse

Scale 5 feet per square

★ - continual flame spell



Main Keep (Donjon)

02

Main Gatehouse

Chasbin Keep - ground floor of the inner and outer bailey



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