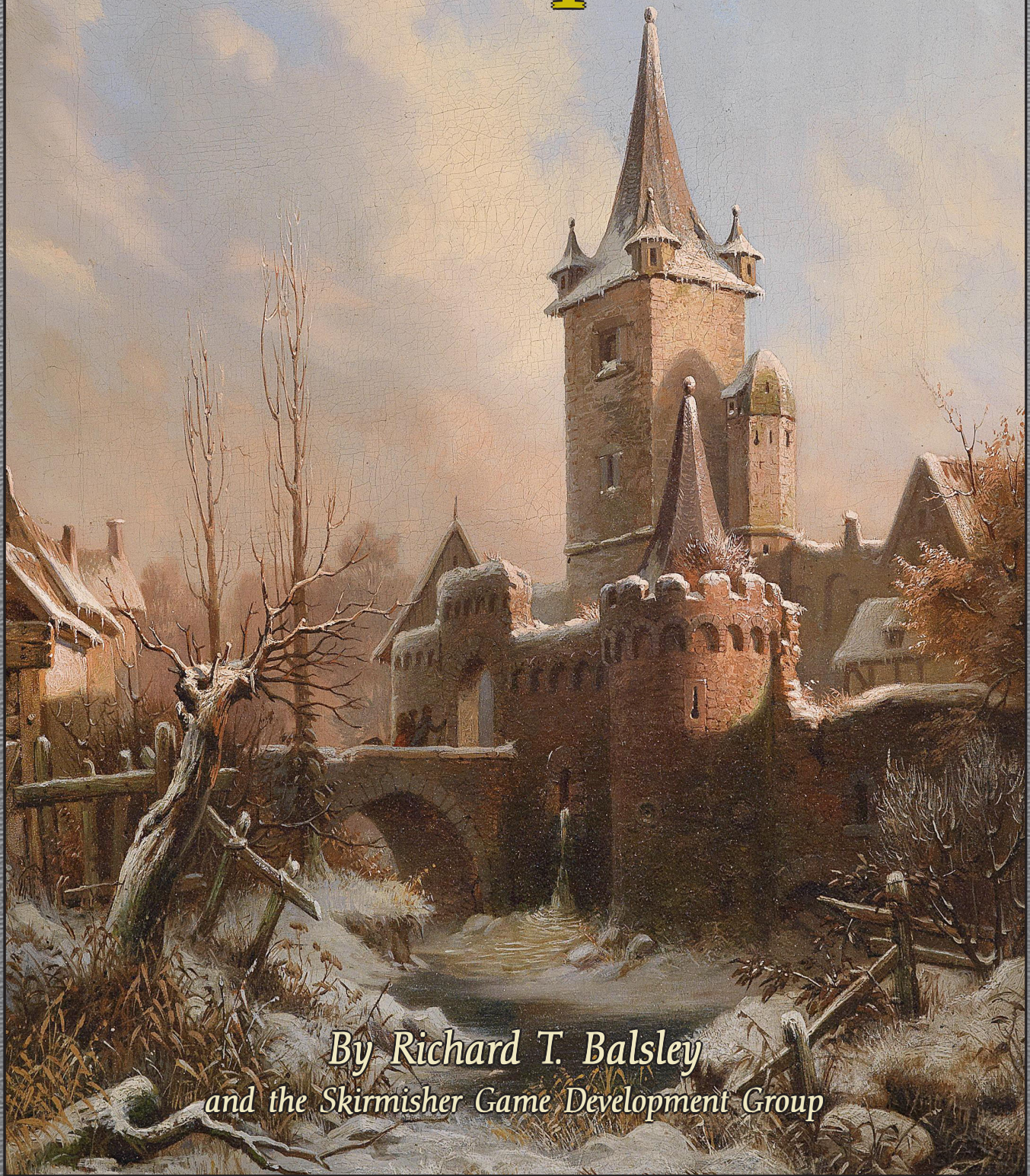


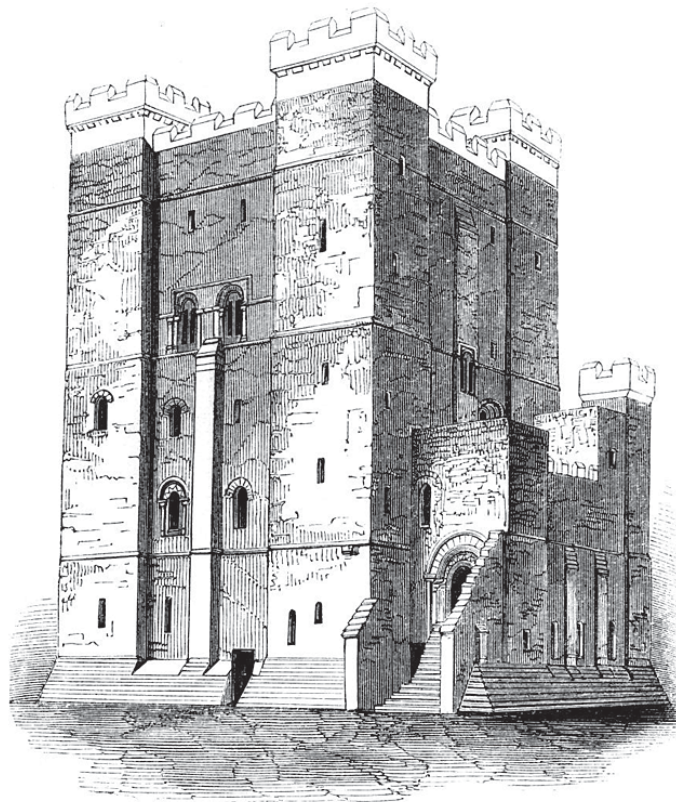
Castle Builder Volume 5:

Keeps



*By Richard T. Balsley
and the Skirmisher Game Development Group*

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Introduction

“It is from their foes, not their friends, that cities learn the lesson of building high walls.”

— Aristophanes

Traveling far and wide, our heroes venture forth to new and exotic locations. Despite where they go, they always have a desire to return to a place where their exploits will be met with fanfare and awe. This place is home. One of the unique features of the roleplaying game is the fulfillment of the rags-to-riches story. The heroes we play usually come from humble beginnings. It is part of the allure of the game to venture forth on extravagant journeys of derring-do and come home to tell the tale. But perhaps more deeply seated is the desire to rise from the ranks of the common man and become a member of the recognized elite. This book is predicated, in part, on this aspect of the fantasy setting.

Castle Builder covers construction of the buildings that serve as the most prominent feature of the genre’s background and both the defense of and seigecraft against these indelible icons of the fantasy landscape. These buildings serve as the homes of the wealthy as well as the infrastructure of a nation’s defenses. Within these pages, you’ll find the tools to give the players a reason to care about buildings, give them a sense of purpose beyond a plot device, and work towards achieving a suspension of disbelief that can take your gaming to a higher level. In a sense, this book is meant to give you the tools to not only lay out and understand these structures but to also do what authors of fiction have done for years to their readers.

The intention is to not only cover the basic types of items typically found in any sort of defensive structure or what comforts the nobility may enjoy, but to provide you with a better foundation of how the buildings are used. From the workhorse of the genre, the manor house, to the massive triple-walled castle, the fortifications this book addresses all have a specific function, feel, and their own unique set of strengths and weaknesses. When you or the players set out to design one of these structures, knowing the hows and whys behind the choices for a building type and location will help enrich the details of the fantasy world.

Is there a reason for the manor house that serves as the town inn to be classified any differently than the local lord’s manor down the street? As the saying goes, “the devil is in the details.” The true separation between any given building is what is inside. You have to know what you want from the outset in order for it to work. To aid you, this book presents a large number of choices in the first chapter with the following seven chapters devoted to an examination of different types

of strongholds.

The stronghold is as much the site of adventure and intrigue as it is the center of the player’s game world. To that end, it must have some meaning vested in it beyond simply being a “home.” This is doubly true when you consider that a character’s enemies may eventually find his home and there attempt to do him harm. To prevent himself from falling victim to his rivals, the hero of an adventure tale must either go homeless or have a defensible position that allows him to protect himself and his loved ones.

The question, then, becomes which type of stronghold is the right one for the character. That is where this book comes in. There are numerous styles of strongholds to choose from. Chances are that by the time you have skimmed through this text, you will find the stronghold that best suits the needs of the character. It is also just as likely that you will find the example strongholds lacking elements you feel are necessary for that character’s situation. Here too, this book will help you design the stronghold the character would need to meet expectations.

This book is not meant to be precise in an architectural sense; however, rather than focus on the details of construction techniques, this work focuses on the importance of the stronghold in all of its forms. The tactical and strategic importance of each type of stronghold is discussed in detail to allow you to choose the structure or elements that most accurately reflect your vision of a stronghold’s function. Thus, you can create a personalized structure by quickly filling in the basic reasons for its existence, costs (to build and maintain), and staffing requirements. This should be especially handy to gamemasters needing to whip up a stronghold on short notice.

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Chapters 2-8 follow an identical format for layout and progress from weakest to strongest fortification. Common features from previous chapters, however, are eliminated to give maximum detail without repetition of material.

The more fantastic elements of the fantasy setting are included, but their role has been limited in the scope of this work. This is not to say that they are of any less importance. However, in the context of strongholds, these elements do not affect the mundane qualities that truly distinguish a stronghold from other buildings in a physical way. Any of the elements described in this work can be strengthened (or weakened) through the use of magic with little difficulty and are best handled via the rules of your favored system.

With that in mind note that the majority of the structures in this book rely chiefly on European strongholds given their prominence in fantasy literature. With a few adjustments, many of the elements described in this book can be used to create anything from a curtain wall the size of the Great Wall of China to the stepped pyramids of Mesoamerica and beyond. While the architectural elements of such structures may differ, the concepts behind the room types are the same. The veneer we dress the walls with has no bearing on the spaces themselves, only on how we look at them.

About This Series

The 10 volumes in this series cover a variety of topics from building a stronghold, benefits and drawbacks of various classifications of fortifications, and how to assault or defend them. A brief description of the volumes appears below.

Volume 1: Strongholds provides the rules for creating buildings of all kinds. Also included are guidelines for fleshing out the reason for the stronghold's existence and placement.

Volume 2: Manor Houses focuses on the iconic building that serves more in the capacity as inns, aristocratic homes, and even farmsteads.

Volume 3: Moat House and Pillboxes adds walls, moats and guard posts to the defensive perimeter of any structure needing protection, especially the manor house.

Volume 4: Towers covers the iconic home of wizards and lookout posts and how they're best used on plains and the highest elevations available.

Volume 5: Keeps looks at the border structure and way station that serves as the first-line defenses of a realm.

Volume 6: Motte-and-Bailey examines the reasons for and against using sculpted and artificial hills as the basis for a stronghold.

Volume 7: Lithic Structures shows how pyramids, ziggurats, and even Vaubaun fortifications can be used in a fantasy setting as last-ditch defenses and shields against some of the largest beings in the milieu.

Volume 8: Castles is the chapter that looks at how the seat of government power can serve not only in the role of ruling, but for controlling the realm as a whole.

Volume 9: Offensive Warfare details the campaign from planning and logistics to the various stages of advancement until the capital itself is placed under siege.

Volume 10: Defensive Warfare works in reverse and examines the tactics available for a nation on the losing side of an offensive advance.

This book and the entire *Castle Builder* series have also been written so as to be fully compatible with the various existing Skirmisher Publishing LLC universal and d20 publications, including *City Builder*, *Experts v.3.5*, *Warriors*, and *Tests of Skill*.

Viewing This Book

This book has been designed to be as user-friendly as possible from both the perspectives of printing out for use in hard copy and viewing on a computer screen. It has been laid out like a traditional print book with the idea that each even-numbered page complements the odd-numbered page that it should face (e.g., the image of the hilltop castle with eagles soaring past it on page 4 is intended to face and illustrate the beginning of the Introduction on page 5).

With the above in mind, the optimal way to view and enjoy this book would be to print it out and organize it in a binder so that the pages are arranged as described above. This is by no means necessary, however, for using and fully benefiting from *Castle Builder Volume 5: Keeps* and its contents.

Keeps

Keeps are to the military what manor houses are to the rest of the fantasy setting. They are the most widely used and versatile hardened stronghold available short of a castle. A keep is not only a hardened structure, it also holds the most ground for the least amount of money. This economic aspect is what makes a keep so common. A small keep can be constructed in less time than a castle and requires less space dedicated to administration.

Because of these practical merits, keeps are generally given over completely to military functions. Keeps increase efficiency and reduce civilian bureaucracy. The keep is the one stronghold that is nearly the exclusive providence of soldiers. No matter who manages the keep, there will be a strong military force present. If not, the trappings of war will be. This makes the stronghold unable to escape its basic premise. Training grounds, an armory, and the staff needed to maintain equipment stored in the stronghold serve as constant reminders of why the keep exists.

The size of the keep determines who is licensed by the state to own or run the stronghold. Generally, a noble residing in a keep will be of a rank between those of count and duke. Exceedingly small keeps may also be granted to non-landowning, non-hereditary nobles such as knights.

Historically speaking, keeps were not separate structures. They were the military attachments of castles. Their primary purpose was to serve as the bastion of last resort in case of an assault. The use of keeps in this work as a separate structure is intended to hold to the original purpose as the center of military affairs in a castle as a step between the fortified manor house and the castle in all of its myriad forms that later volumes cover (motte-and-bailey, certain lithic strongholds, and the castle itself). Keeps thus serve as a way to spread the military about in a fantasy kingdom that takes into account the advanced knowledge of military power that modernity has come to embrace. Where keeps differ from their modern counterpart is that they are firmly rooted in their medieval trappings of power needed to maintain political control. They are not distributed for rapid response as much as they are for the issue of centralized power of the throne.

Keeps can be found on a nation's borders, along trade routes and well-traveled roads, near mines, and many others place. Any location considered strategically important is a good location for a keep. These strongholds usually occupy the high ground or chokepoints in a region. This allows their size to remain compact without compromising offensive or defensive abilities. Think of it this way: if it looks important to a government, and there is no reason for a large administrative body to be there, then a keep belongs somewhere in the neighborhood. This rule of thumb also applies to placing keeps at staging points a nation may traditionally use, such as is the case with an empire that has



spent years trying to defeat a troublesome rival.

Many keeps begin their existence on the outskirts of towns or in the middle of the wilderness. Over time, settlements may build up within their vicinity. There are many reasons for this: soldiers who have been stationed at the keep settle down nearby after leaving the service, merchants set up shop to cater to the needs of soldiers, and many people feel safe living close to a stronghold. After all, if the keep is there to protect a valuable resource, then it is likely this charge will extend to the people who produce or refine the item.

To fill their many roles, keeps come in numerous shapes and sizes. Each must be specifically designed to fit the needs of their nation's military. This may lead to a "cookie-cutter" feel to multiple keeps within the same country, because they

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often have the same basic floor plan. There is nothing wrong with this. In fact, many military installations are built with a core plan in mind that is augmented based on the terrain and the objective of each fortification. As a result, a keep may look like a way station, mountain pass fortress, or a sprawling complex of small buildings behind a large curtain wall (like the Tower of London).

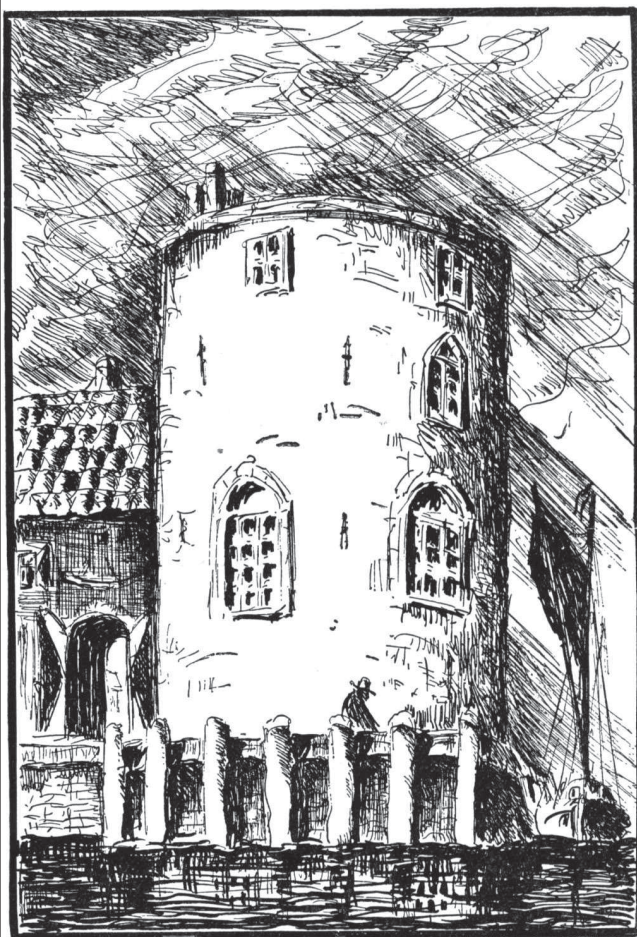
Developing the Personality

As with manor houses, keeps are difficult to define as having one common personality. The difference between keeps and manor houses, however, is that the function of a keep is tied to what is being protected along with location. A great deal of a keep's personality is revealed by the relationship the military has with the keep's reason for being. Thus, you have to include the historical background of a keep to truly flesh

out its personality. This does not undermine the guidelines presented in previous volumes or the effect a keep may have on its residents or outside viewers. Since keeps are military-oriented structures, their focus will revolve around one of the three core branches of an army — infantry, cavalry, or artillery — regardless of the rank of the person ruling the keep. Interspersed with these units are specialists like engineers, sappers, and support staffs (cooks, armourers, and quartermasters). All of these elements affect how the personality should be developed.

By their very nature, keeps are protective structures. This leaves out one detail: whether the strongholds are protecting those within or without. Many keeps built throughout history have been designed to protect the rulers from the ruled as much as they have been used to protect the country. William the Conqueror had the White Tower, a keep, constructed in London after his conquest in order to provide him with protection as well as to serve as his administrative center. While there were other structures in the area that became known as the Tower of London, the White Tower was constructed to provide maximum defense in the same manner as the keeps attached to castles. The original purpose was to let William consolidate his power while minimizing his risk of exposure. The Tower of London complex remained unchanged for about 100 years after William's death; it was then that the outlying buildings were constructed for comfort and the various arms and munitions remained the core function of the White Tower. This shows the versatile concept of a keep and how you can design one around the ruling power's attitude towards its citizens. While someone from outside of the area may not immediately know how the laypeople are treated, it should not take much effort to figure this out based on how the general population acts around the fortification.

Keeps are designed to house soldiers who serve as regulars in a nation's army. As such, it is a repository of the unit's equipment for field duty and supplies for holding out against a siege. Every defensive component discussed in previous volumes applies to the keep. In addition, keeps are predominantly constructed out of stone or other hard materials. It is rare to find any building within the confines of a keep not built to such standards. The exception to this may be a temporary façade for new construction, but when finished, exteriors are always designed to resist siege engines. Keeps mean business and are built to let the public know their function, even if their layout is designed to hide the workings inside.



Developing the Purpose

Each keep has a specific purpose built into its layout. There are multiple ways to achieve this. The most important consideration is which of the three main combat units will be the primary occupant of the keep. This dictates the space necessary and the types of rooms needed. Keeps should not be developed to cater to all three types of combat troops. The result would be a stronghold that fails to meet any purpose intended since it lacks any clear focus.

Infantry keeps require the least amount of space. As a result, the typical way station keep often has an inn and stable attached to attract merchants along the route. This keep is designed to make money and to protect weary travelers looking for a hot meal and warm bed. The rest of the space in this type of keep will be devoted to barracks, a mess hall, a training ground, and a storage area. Other infantry keeps will likewise be small, but even infantry keeps with curtain walls need stables for wagoneers. Who knows, a small cavalry force may be hidden amongst the ranks to serve as messengers and shock troops. Infantry keeps are usually placed in regions where maneuverability is limited, which precludes the use of the other two main unit types. Examples of such locations include mountain passes, swamps, and dense forests.

Cavalry keeps are comparatively larger. A greater size is needed to house the troops and their horses. For this reason, cavalry keeps are generally not as common as the costs can become prohibitive, just like the upkeep for the units themselves. Cavalry posts need space not only for training but also to keep stables away from living quarters. Putting horses through their paces and toughening them up for combat requires a significant amount of space. While open fields are optimal, consider that some maneuvers may be state secrets as much from the technical aspects as the techniques involved. Knowing how a unit operates to gain an advantage in combat is the type of intelligence rivals want. Open space is hidden behind a curtain wall to protect such maneuvers from observation.

The third main combat division is a mixed bag. Artillery comes in two basic types: light and heavy. Light artillery refers to single-man carried, hand-held missile weapons, such as bows and crossbows, while heavy artillery refers to ballistae, catapults, and other crew-operated missile weapons. Keeps designed for artillery will have a lot of ramps with block-and-tackle and pulley accouterments rather than stairs to move equipment. Additionally, features such as allures and battlements are necessarily wide enough for siege engines to be positioned where needed during an assault. Some may



have the impression the walls look frail and aerated from the number of arrow slits, but this is a deception since the keep would need a lot of mass to support the weight of the siege engines as well as the assaults that would target such a structure so heavily armed. Barracks, an armory, a woodshop, and other basic needs to maintain the troops and their equipment are required for an artillery keep.

At most, a keep can cater to two of the three main branches of the army, but it is best to stick with one. They represent, speed (cavalry), strength (infantry), and defense/firepower (artillery). It is possible to perform one function well, two fairly, or all three poorly. As such, you should carefully consider the size of the keep, its purpose, and where it is located before deciding to create a dual unit structure.

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Remember, a key focus does not exclude troops from the other two branches. It means that if stationed in that particular keep, non-primary troops can serve as supporting elements to stiffen the power of the main branch. Thus, even a keep with focus on a single combat arms branch is not exclusively dedicated to that one unit.

Developing the Perception

Keeps can be seen as imposing, passive, mysterious, or many other things. The perception locals have of a keep depends on how the troops within behave. Even in a nation where the people are respected and have considerable amounts of freedom, a keep may treat the general public in a contrary way. No two keeps will develop the same reputation as each will operate on the whims and attitudes of the military commander or local ruler running them.

Another factor that shapes others' perception of a keep is its layout. This includes not only the types of defensive structures incorporated into the keep, but also their veneers. Some ornamentation is designed to confuse attackers while other pieces are meant to instill certain emotions in a viewer, predominantly the local residents. This establishes the keep as an obstacle to opposing forces, but decorative components could be the source of local humor. This is doubly true when you consider some particularly grotesque pieces could stand out as warnings to potential agitators when the locals know

the military is not as abhorrent as their fortress makes them appear.

Use your favorite descriptions of keeps and strongholds to help develop your own if you feel unsure of where to start. The details of castles, towers, and other defensive bulwarks are often a staple of fantasy literature. Other types of fiction also use the stronghold as a backdrop, providing a wealth of sources to develop their purpose. Pay attention to the military strategy behind each keep's layout if present in the story, and the strengths and weaknesses of units in various environments. The keep is versatile enough that yours can be designed to accommodate nearly any situation or location.

Infrastructure and Upkeep Clean-Up

The keep is similar to other structures in regard to clean-up following construction. If soldiers are not involved, the time required is approximately one week per 10,000 gp of the stronghold's total cost. If they are involved, reduce the clean-up time up to one week per 50,000 gp. The number of troops and the size of the keep should be used to determine how long it takes before the keep can be used at its maximum potential. If meant to blend in with its surroundings, add 10% to the final cost and treat the clean-up time as if the fortress has a cost equal to 150% of its final total. This simulates the care used to ensure proper camouflage techniques.

Daily Life

Keeps are maintained by soldiers. Monthly costs are still incurred, but these strongholds do not need a staff of servants unless a specialist is required to provide maintenance beyond what the soldiers can perform. One exception is that if the keep serves as a military installation and as a home for a noble, then there will be a staff of servants that maintain the living quarters of the noble. Use the ratio of one servant per 50,000 gp of the stronghold's cost or up to one per 75,000 gp if the keep has servants' quarters for the portion reserved as a noble's private abode. Again, highly specialized positions must be filled by someone who possesses the necessary abilities. Support units of a military usually contain such specialists, but these individuals usually are not average soldiers.

Daily life in a keep is regimented, regardless of whether or not a noble uses part of it as his residence. The keep's commander may have a family with him akin to what Roman legions in their forts experienced, but the troops are unlikely



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to have the space to do so. Thus, soldiers allowed to marry will have family living outside the keep. This is a great way for a nation to build an infrastructure and ensure the region will be part of its domain for generations to come. The thinking is that when a soldier has a family living close to the keep, he is more likely to invest his heart into defending the area. Additionally, in places with an established town and keep, soldiers can be drawn from the local population to protect their homes, families, and friends.

Though the keep may be staffed predominantly by soldiers, this does not mean the building is without its maintenance costs. Military structures often have a higher maintenance cost than civilian buildings as they see heavier use than the typical residential structure. Even with other strongholds that house troops, many of them do not see the sorts of wear and tear placed upon them that training requires with soldiers who must drill and be put through their paces so they maintain a high state of readiness. This translates into a maintenance cost equal to 3% of the building's total cost. Repair work from an assault can see this cost inflate to as much as 30%.

Security

Keeps are one of the most well secured strongholds you'll find in a fantasy setting short of a government's center of power. Invaders are drawn to them because of the force keeps can bring to bear on the flanks of attackers. Thus, the keep is an annoyance that cannot be ignored. Commanders have to plan how many resources they wish to throw at each keep they come across in their bid for conquest. This is a time-consuming process that leads to delays in the planning of attacks and counterattacks while options are weighed. Thus showing why it is important to know how a keep will be used and subsequently designed.

War-Time Stance

Keeps are always in a war-time stance. Even when not engaged in warfare, troops train and perform general maintenance on their equipment. The level of security along the walls or at the gatehouse may be minimal in peacetime, but this should not be taken as a sign of laxity. Many of the draw downs in troop levels in these times allow the troops to conserve energy as well as hone combat skills.

Offensive Capabilities

Even for the knowledgeable and skilled commander, keeps are difficult to assault. Many are placed in locations that



prevent a comfortable bypass. Invaders will try to avoid keeps because of the number of casualties they are likely to incur attempting to reduce the stronghold to either a pile of ruins or an empty shell they can fall back to. The problem for commanders planning a siege is that they have to determine what the stronghold is designed to house. Many keeps are straightforward and formulaic. Despite the nation that builds them or cultural bias towards weaponry, one should keep this firmly in mind as it diminishes the effectiveness of the structure if several identical ones have already been defeated by the attacker.

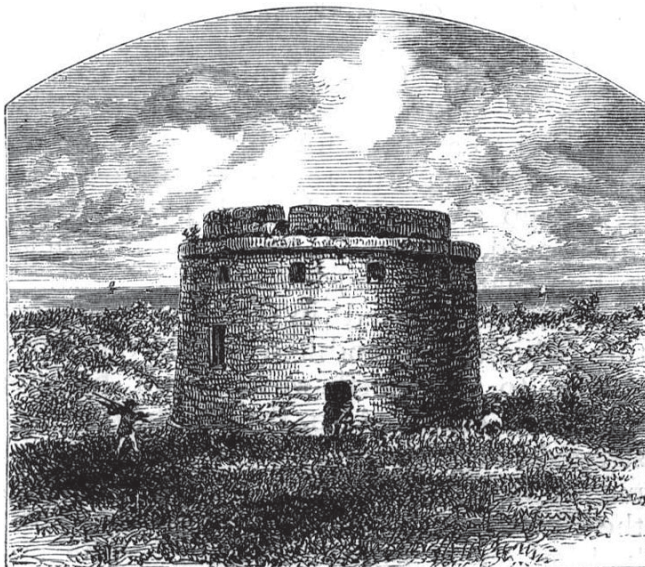
The keep is thus a ruthlessly designed structure. Using towers, pillboxes, moats, and a whole host of defensive structures, the soldiers in a keep can inflict heavy damage on a besieging force. Until starvation sets in or siege equipment can breach the walls, those defending the keep from within can work to break the morale of the attackers.

Defensive Capabilities

Keeps are formidable defensive works. With perhaps the exception of the way station keep, these structures are the best places to stage both offensive and defensive attacks. Their strong, thick walls give a reprieve from the missile weapons of an opponent. At the same time, soldiers can be rested, mustered, regrouped, and ready to return the fight to their adversary. The genius of such a strategy is that it is done in secrecy, giving newly formed battle lines a chance to surprise the enemy.

The ability to hold strategic points, regardless of size, is more important than the cover keeps provide. Since military

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commanders take this into account, you should too. Some defenses are so formidable that it is best to meet the enemy on open ground. Thus, there are situations where it is best to let an enemy come at one's flanks. The casualties lost will be less than a direct assault of the stronghold. Also, military commanders know the value of a building. Fighting against a structure is difficult on a good day and the terrain can be used in configuring a fortification to make it appear smaller or larger. After all, deception in warfare is one of the best weapons a strategist has.

Advantages and Disadvantages

Keeps have a simple advantage in being flexible for military needs. This allows a nation to tailor the defense of its territory as it pleases. Additionally, the structure maximizes the utility of garrisoned troops that lesser armored strongholds may be restricted from because of room choices and size. If not planned correctly, this advantage turns into a liability. It is important to ensure that a keep's design works with the types of troops you want to inhabit the stronghold along with their accoutrements to allow the soldiers to properly defend the structure and the surrounding territory. You do not need to be a military expert to understand that a scattershot approach to where rooms are placed is not a good plan. For example, one would not place a maze between the cavalry's stable yards and the main gate if charging into an enemy's ranks is part of the defensive strategy. One would instead use a maze to benefit infantry troops since the blind spots allow a smaller force to oppose a larger one.

A Sample Keep

All keeps have barracks, an armory, and the rooms necessary for support units to see to the needs of combat troops. Examples include a large kitchen and storage areas that only cooks and quartermasters have access to, respectively. Additional features are bonuses for the troops and not necessary to carry out basic military functions. The specialty of this stronghold is its ability to have multiple military uses. Such flexibility and pure military function allow for all but the most basic components for sustaining life to be stripped from the fortification. Soldiers live hard lives, and keeps show how hard they can be. That said, these buildings can also contain lavish comforts. This is generally reserved for the noble or commander of the keep. The sample keep presented below is based on the combat branch nearly all nations possess: infantry.

Anatolian Square Keep

With the rise of the Tetrarchy of Anatolia in the decades following the Great Cataclysm, there was a need for quick and easy fortifications that could secure the state's power while also spreading its forces out enough that military control of the region was absolute. The Anatolian square keep was the answer. It has the added benefit of allowing a large number of structures to exist and have troops be within a handful of miles from reinforcements. These structures generally measure 190' x 130' and are dominated by the two-story structure that serves as the keep's political and military nerve center. The two 60' x 60' wings serve to enclose a central courtyard that doubles as a training/exercise ground for the soldiers. The design is simple and the original buildings were built of wood and earth and subsequently rebuilt with stone to create a more formidable defensive structure. Despite this standardized square formation, the square keep comes in several varieties designed to meet the needs of infantry, cavalry, or artillery units. Note that cavalry and artillery units are usually smaller, meaning there will be less space needed for housing troops.

Map Key First Floor

1. Curtain Wall: The exterior wall of the keep is 5' thick and is designed to provide the keep with just enough defense to keep the troops in the fight until troops from nearby keeps can come to their aid. *Room Type:* N/A; *Floor:* Stone (930 gp) *Extras:* 264.04 casement walls (5' x 10' x 1' thick stone sections, 6,991.2 gp, 17,448 cu. ft. of soil 8,724 gp),

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crenels for outer wall (4,050 gp), 2 reinforced, 9' x 5' iron-bound doors (30 gp, ad hoc adjustment), 2 5' x 10' stone staircases (125 gp each, 250 gp total), (6" splayed base (96 gp); *Total:* 21,071.2 gp.

2. Hay/Feed Storage: This room is used to store the fodder used to keep the small group of horses in the keep fed. Some of the straw is also used to line the bottom of the horses' stalls. *Room Type:* Utility Space, *Size:* 25' x 20' (1,406.25 gp), *Floor:* Wood (225 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,634.25 gp.

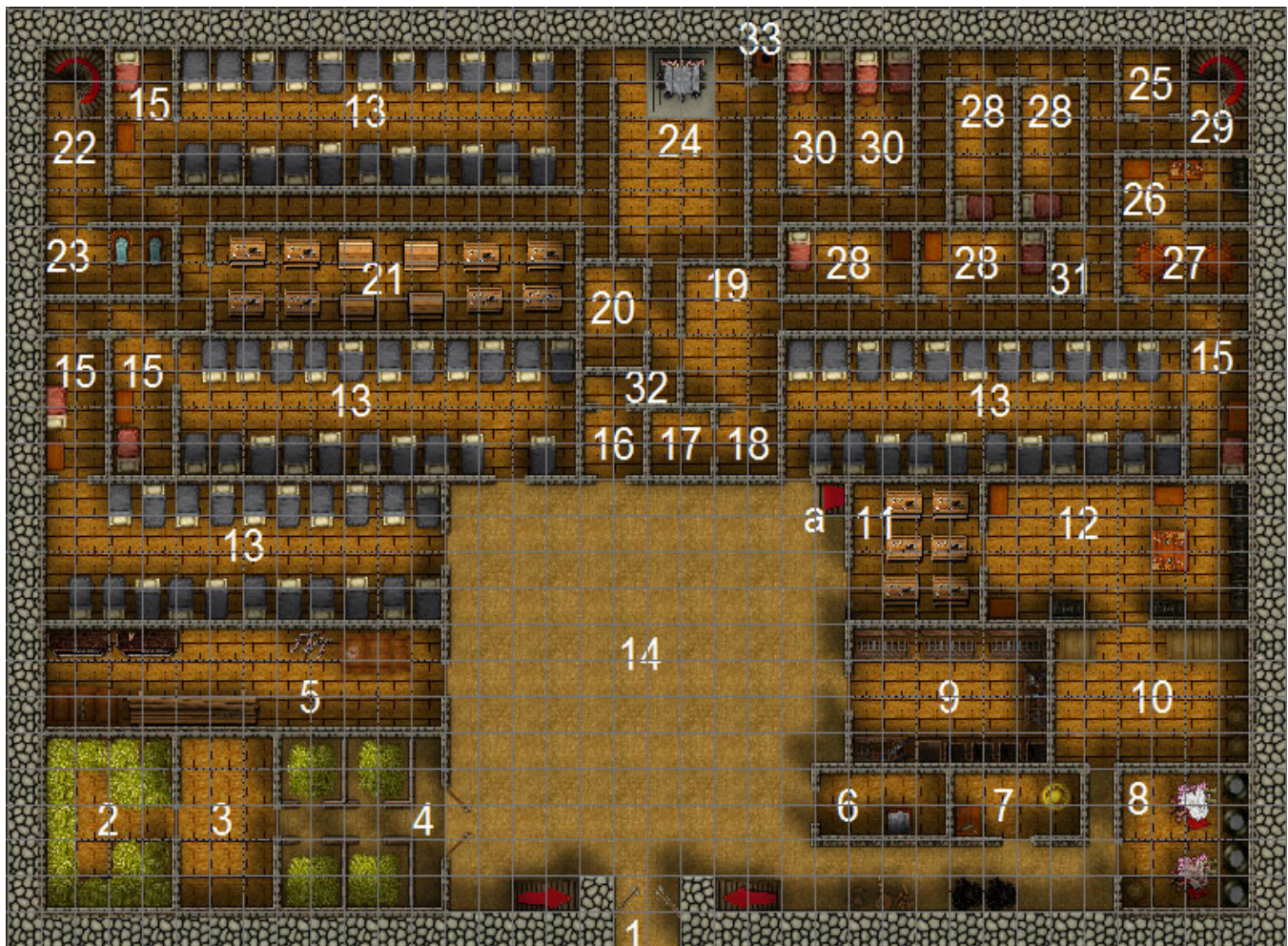
3. Tack Room: This space is used to house the equipment necessary for saddling and caring for the horses. *Room Type:* Shelving Storage, *Size:* 25 x 15' (703.125 gp), *Floor:* Wood (168.75 gp), *Extras:* 1 wooden door (3 gp), *Total:* 874.875 gp.

4. Stable: Given that the keep is not designed for cavalry use, there are only a few horses kept here. Most are used by

the commander or by messengers to relay important information from keep to keep. *Room Type:* Animal Storage, *Size:* 25 x 25' (2,875 gp), *Floor:* N/A, *Extras:* 2 wooden doors (6 gp), *Total:* 2,881 gp.

5. Storage Room: This space is used to store some of the equipment needed for the soldiers to perform maintenance on the keep. There are any number of odds and ends that can be found in this room from a stockpile of lumber, ropes, chains, and pulleys, to shovels, trowels, and carpentry tools. *Room Type:* Utility Space, *Size:* 25' x 20' (1,406.25 gp), *Floor:* Wood (225 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,634.25 gp.

6. Tailor Shop: Though this is technically a shop, there are few to no services that denote it as a shop akin to what one would find in a town. The tailor here is paid a monthly income for standard maintenance work on the soldiers'



One square = 5 feet

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clothing as well as the keep's commander, but he does take side orders that the soldiers are charged for should they request them. *Room Type:* Tailor, *Size:* 10' x 20' (4,000 gp), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 4,093 gp.

7. Forge: Given the amount of punishment that soldiers' equipment takes during training, a forge is necessary to keep the troops in the keep battle ready. The blacksmith also spends time working on other metalworking projects needed for the maintenance of the keep. Given the amount of wear and tear on the numerous metals used in everyday items, the blacksmith stays busy just churning out nails, pots, pans, and the like alongside weapon and armor repair that he has little time for anything else. *Room Type:* Forge, *Size:* 10' x 20' (5,000 gp), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 5,093 gp.

8. Laundry: There are a lot of dirty and soiled pieces of clothing generated by soldiers. As such, there is a constant need to keep the grime to a minimum for sanitation reasons as much as for appearance and discipline needs. This is also one of the worst duties that the soldiers can expect to do during peacetime. Fortunately, they do receive some assistance from the servants that assist in the daily chores that keep the fort functioning. *Room Type:* Utility Space, *Size:* 20' x 20' (2,000 gp), *Floor:* Wood (180 gp), *Extras:* 1 wooden door (3 gp), *Total:* 2,183 gp.

9. Arms Room: All of the keep's weapons are stored in this room. When soldiers are not practicing or on guard duty, they store their weapons here. Most infantry soldiers wear leather armor, which is stowed in with the soldier's personal gear. The weapons here are an assortment of pole arms, swords, axes, crossbows, and a smattering of other weapons that round out the keep's arsenal. *Room Type:* Utility Space, *Size:* 25' x 20' (1,406.25 gp), *Floor:* Wood (270 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,679.25 gp.

10. Storage Room: This space is utilized by the tailor, blacksmith and the kitchen for various odds and ends, chiefly for the storage of cloth, ore, and wood for the fires needed to fuel the stoves and smithy. *Room Type:* Utility Space, *Size:* 25' x 20' (1,406.25 gp), *Floor:* Wood (270 gp), *Extras:* 2 wooden doors (6 gp), *Total:* 1,682.25 gp.

11. NCO Lounge: This area is where the sergeants and corporals of the troops take their rest and meals. Though the lower ranking soldiers access the kitchen by passing through this space, they do not eat here unless they are specifically asked to dine with their noncommissioned officers. *Room Type:* Common Area, *Size:* 20' x 20' (800 gp), *Floor:* Wood (180 gp), *Quality:* Good (+20%), *Extras:* 1 wooden door (3 gp),

Total: 1,179 gp.

12. Kitchen: This kitchen services all of the troops except the officer cadre. As such, it is busy from before sunrise until after sunset. The soldiers assist the cook and his staff as part of their duties, but this is usually working to clean dishes or hauling goods from the cellar or storage area to the kitchen. *Room Type:* Kitchen, *Size:* 20' x 40' (4,750 gp), *Floor:* Wood (360 gp), *Quality:* Excellent (+60%), *Extras:* 1 wooden door (3 gp), *Total:* 8,179 gp.

13. Barracks: The four barracks house the soldiers that man the keep. In total, there are 24 troops in each bay. There is enough space for some personal effects, but with the NCOs bunking with the rest of the enlisted soldiers, there is not a lot of room for personal effects for the lower echelons as rank has its privileges. *Room Type:* Barracks, *Size:* 20' x 60' (1,875 gp), *Floor:* Wood (540 gp), *Extras:* 1 wooden door (3 gp), *Total:* 9,672 gp (2,418 gp each).

14. Courtyard: This open area is unadorned and is used for military drills as much as it is anything else. The soldiers also use the area for some recreation activities as well as a workspace preparing materials for repairs made to the keep. The lowercase "a" marks the entry to the cellar marked as room 68. *Room Type:* Courtyard, *Size:* 4,00 sq. ft (0 gp), *Floor:* None, *Total:* 0 gp.

15. Officers' Quarters: These four rooms mark the sleeping quarters of the lieutenants that oversee the four platoons of infantry stationed in the keep. By most military standards these accommodations are quite luxurious. The officers have enough space to keep their clothes in a wardrobe as well as space for carrying out paperwork needed to keep their troops supplied and reports on their condition, and so forth. *Room Type:* Bedroom, *Size:* 10' x 20' (300 gp), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,572 gp (393 gp each).

16. Foyer: This small room stands as the main entrance into the keep proper. The small space aids in the keep's defense. *Room Type:* Utility Space, *Size:* 10' x 10' (250 gp), *Floor:* Wood (45 gp), *Extras:* 1 reinforced door (10 gp), 1 wooden door (3 gp), *Total:* 308 gp.

17. Murder Room: Despite its name, this room is not used to murder people. Rather it is a guard post where the soldiers can make ranged attacks against foes in the foyer with little to no exposure. The holes are carefully hidden so that they are virtually invisible when viewed from the foyer. *Room Type:* Utility Space, *Size:* 10' x 10' (250 gp), *Floor:* Wood (450 gp), *Extras:* 1 wooden door (3 gp), camouflaged arrow loops (modified murder holes, ad hoc +10% adjustment), *Total:* 327.5 gp.

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18. Closet: This small room is nominally used for the storage of linens and other odds and ends, some of which are used in the sitting room. However, this room is mostly used to access the murder room. *Room Type:* Utility Space, *Size:* 10' x 10' (250 gp), *Floor:* Wood (45 gp), *Extras:* 1 wooden door (3 gp), *Total:* 298 gp.

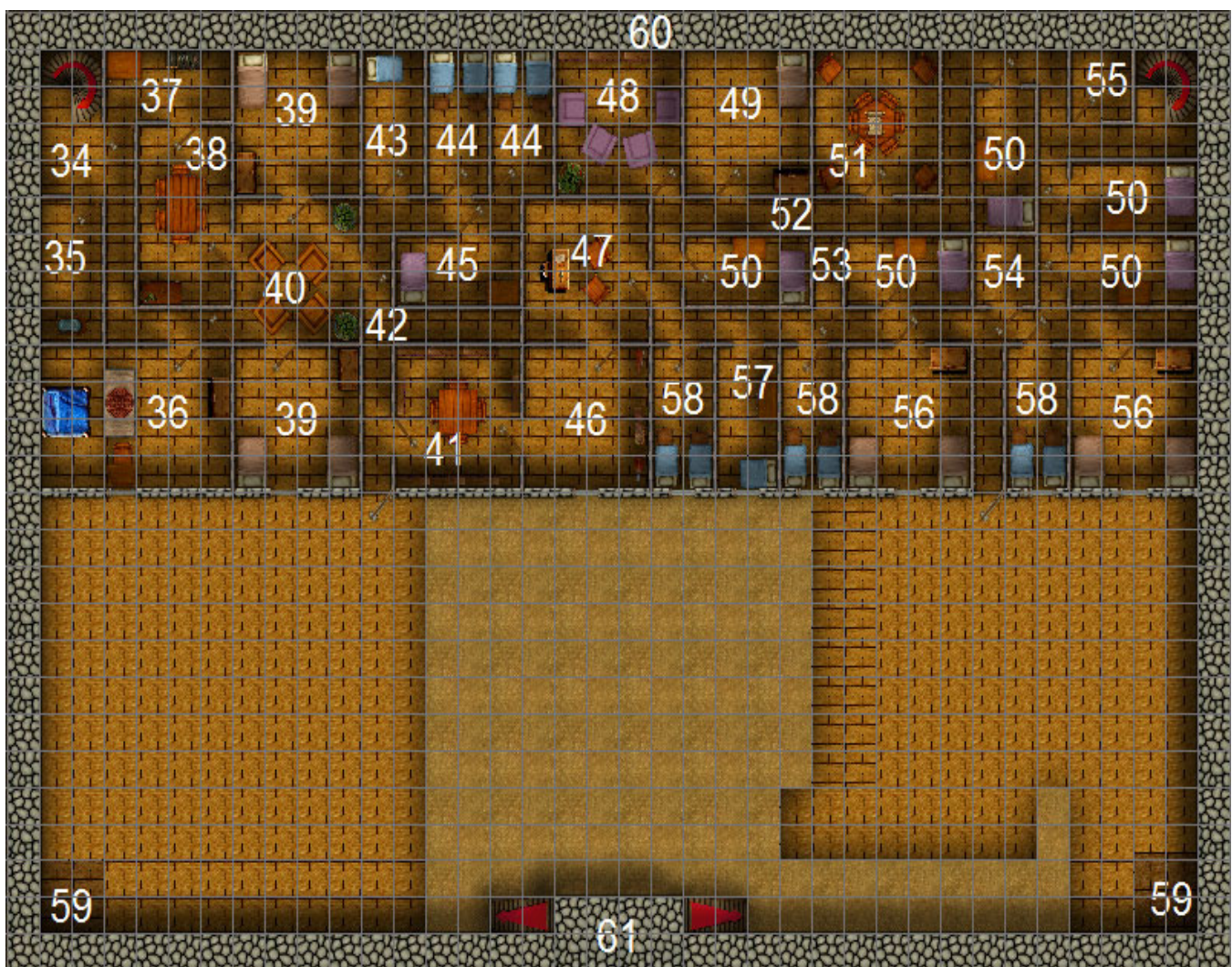
19. Sitting Room: Not all visitors to the keep have their business conducted at the gate. Some are directed to this spacious room to await the commander's leisure for an audience with him. *Room Type:* Common Area, *Size:* 15' x 20' (600 gp), *Floor:* Wood (135 gp), *Quality:* Good (+20%), *Extras:* 1 wooden door (3 gp), *Total:* 885 gp.

20. Coat Room: While far larger than a coat room needs

to be, this space is used to check weaponry and apparel that guests of the keep do not need while they are visiting. *Room Type:* Utility Space, *Size:* 10' x 15' (375 gp), *Floor:* Wood (67.5 gp), *Extras:* 1 wooden door (3 gp), *Total:* 442.5 gp.

21. Enlisted Common Room: This room is where the enlisted soldiers take their meals. While not all of the troops can eat in this space at the same time, there is enough room for anyone not manning a post on the wall. *Room Type:* Common Area, *Size:* 15' x 55' (2,062.5 gp), *Floor:* Wood (371.25 gp), *Extras:* 1 wooden door (3 gp), *Total:* 2,436.75 gp.

22. Left Hallway: This twisty stretch of hallway services the left half of the first floor. *Room Type:* Utility Space; *Size:* 10' x 25' (625 gp), 5' x 30' (375 gp), 5' x 35' (437.5 gp), 5'



One square = 5 feet

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x 70' (875 gp); *Floor:* Wood (425.5 gp); *Extras:* 1 wooden door (3 gp), 10' x 10' wooden spiral staircase (93.8 gp); *Total:* 2,834.8 gp.

23. Bathing Area: Hygiene is important, especially with so many bodies in such a confined area. Here is where the soldiers take care of more detailed bathing needs. *Room Type:* Bath, *Size:* 10' x 20' (1,500 gp), *Floor:* Wood (90 gp), *Quality:* (+30%), *Extras:* 1 wooden door (3 gp), *Total:* 2,070 gp.

24. Throne Room: While the commander of the keep is not always a member of the ruling class, they often are the only official government representative in the area. As such, each Anatolian keep of this type has an auditorium where the common people can come to air their grievances or seek a ruling for some legal issue or other. *Room Type:* Auditorium, *Size:* 20' x 30' (2,531.25 gp), *Floor:* Wood (270 gp), *Quality:* Good (+25%), *Extras:* 1 reinforced door (10 gp), *Total:* 3,511.5625 gp.

25. Storage Room: This space is used for odds and ends needed by the various wait staff to keep the logistical aspects of the keep's military operations running. *Room Type:* Utility Space, *Size:* 10' x 10' (250 gp), *Floor:* Wood (45 gp), *Extras:* 1 wooden door (3 gp), *Total:* 298 gp.

26. Officer's Mess: A private kitchen for the keep's officers is just one of the perks the upper echelons of the military enjoys. *Room Type:* Kitchen, *Size:* 10' x 20' (1,000 gp), *Floor:* Wood (90 gp), *Quality:* Good (+30%), *Extras:* 1 wooden door (3 gp), *Total:* 1,420 gp.

27. Officer's Lounge: This room is where the officers enjoy their meals and relax away from their perspective units. *Room Type:* Dining Area, *Size:* 10' x 20' (1,000 gp), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,093 gp.

28. Specialists' Quarters: A few of the bedrooms on the first floor are reserved for the cooks, tailor, and blacksmith. These four rooms are part of their compensation given the premium on space in the keep. *Room Type:* Bedroom, *Size:* 10' x 20' (300 gp), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,572 gp (393 gp each).

29. Right Hallway: The right hallway allows access to the right half of the first floor. *Room Type:* Utility Space; *Size:* 10' x 15' (375 gp), 5' x 10' (125 gp), 5' x 35' (437.5 gp), 5' x 25' (312.5 gp), 5' x 20' (250 gp), 5' x 25' (312.5 gp), 5' x 70' (875 gp); *Floor:* Wood (483.75 gp); *Extras:* 1 wooden door (3 gp), 10' x 10' wooden spiral staircase (93.8 gp); *Total:* 3,265.05 gp.

30. Servants' Quarters: These two rooms are reserved for some of the servants who assist the cooks and perform daily chores mainly on the ground floor of the keep. *Room*

Type: Bedroom, *Size:* 10' x 20' (300 gp), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 786 gp (393 gp each).

31. Linen Closet: This small storage space is used to store linens and cleaning supplies used by the servants to maintain the cleanliness of the keep. The soldiers also make use of this room to clean their barracks bays. *Room Type:* Utility Space, *Size:* 5' x 10' (125 gp), *Floor:* Wood (22.5 gp), *Extras:* 1 wooden door (3 gp), *Total:* 150.5 gp.

32. Entrance Hallway: After entering through the foyer, guests pass through this hallway before entering the throne room or sitting room. *Room Type:* Utility Space, *Size:* 5' x 30' (375 gp), *Floor:* Wood (67.5 gp), *Extras:* 1 wooden door (3 gp), *Total:* 445.5 gp.

33. Privy: When the head of the keep needs to relieve himself, this is where he does it. Most everyone else have to rely on chamber pots. In fact, in some keeps where a suitable sewage system cannot be built, this room will consist of a box a servant will have to empty. *Room Type:* Latrine, *Size:* 5' x 5' (100 gp), *Floor:* Wood (11.25 gp), *Quality:* Good (+25%), *Extras:* 1 wooden door (3 gp), *Total:* 1,679.25 gp.

First Floor Total: 87,248.4875 gp.

Second Floor

34. Left Hallway: This hallway grants access to the majority of the living quarters for the keep's commanding officer and his family. As a result, it is rarely used in comparison to the other hallways in the keep with the exception of the stairs which allow access to the roof as well as the first floor. *Room Type:* Utility Space; *Size:* 10' x 10' (250 gp), 10' x 15' (375 gp), 5' x 35' (437.5 gp); *Walls:* Wood (-25%); *Floor:* Wood (191.25 gp); *Extras:* 10' x 10' wooden spiral staircase (93.8 gp); *Total:* 1,081.925 gp.

35. Bathing Room: For the most part, this is the private bathing quarters of the keep's ruler and his family. Depending on his generosity and disposition towards guests, he may offer to let others access to this accommodation. *Room Type:* Bath, *Size:* 10' x 20' (1,500 gp), *Walls:* Wood (-25%), *Floor:* Wood (90 gp), *Quality:* Good (+30%), *Extras:* 1 wooden door (3 gp), *Total:* 1,582.5 gp.

36. Commander's Quarters: The vast space that comprises the commander's sleeping quarters also doubles as one of the rooms where his family, chiefly his wife, enjoys a larger measure of privacy when household management and obligations of state do not require them to be in the public eye. *Room Type:* Bedroom, *Size:* 20' x 30' (1,125 gp), *Walls:* Wood (-25%), *Floor:* Wood (270 gp), *Quality:* Good

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(+40%), *Extras*: 1 wooden door (3 gp), *Total*: 1,562.25 gp.

37. Commander's Kitchen: The commander has his own private kitchen that serves him and his family as well as the occasional guests of state. *Room Type*: Kitchen, *Size*: 10' x 20' (1,000 gp), *Walls*: Wood (-25%), *Floor*: Wood (90 gp), *Quality*: Good (+30%), *Extras*: 2 wooden doors (6 gp), *Total*: 1,098 gp.

38. Dining Room: This room is where the commander and his family dine. Sometimes guests partake of meals here as well, but that is as likely to happen in the rooms located in the central portion of the second floor. *Room Type*: Dining Area, *Size*: 15' x 25' (2,343.75 gp), *Walls*: Wood (-25%), *Floor*: Wood (168.75 gp), *Quality*: Good (+30%), *Extras*: 1 wooden door (3 gp), *Total*: 2,507.53125 gp.

39. Family Quarters: These spacious rooms are reserved for the commander's family that he has chosen to have reside with him in the keep. By military standards, these rooms are spacious living arrangements, but for nobility, it may come across as cramped if shared with up to three other occupants. *Room Type*: Bedroom, *Size*: 20' x 20' (750 gp), *Walls*: Wood (-25%), *Floor*: Wood (180 gp), *Quality*: Good (+40%), *Extras*: 1 wooden door (3 gp), *Total*: 2,085 gp (1,042.5 gp each).

40. Sitting Room: The commander's family spends a lot of their recreational time in this room. It is also the place where the commander's family plays domestic hosting duties to visitors. *Room Type*: Bedroom, *Size*: 20' x 20' (3,000 gp), *Walls*: Wood (-25%), *Floor*: Wood (180 gp), *Extras*: 2 wooden doors (6 gp), *Total*: 2,436 gp.

41. Library: The library does not just see to the educational needs of the commander's family, it is also used to keep copies of important military documents, maps, and

the like on hand for strategic review. *Room Type*: Library, *Size*: 20' x 20' (1,000 gp), *Walls*: Wood (-25%), *Floor*: Wood (180 gp), *Extras*: 2 wooden door (6 gp), *Total*: 936 gp.

42. Central Hallway: This hall is used by the commander, his family, and the servants that see to their needs. However, in the case of a breach into the courtyard, there is a door that leads on to the roof of the left wing. *Room Type*: Utility Space; *Size*: 5' x 60' (750 gp), 5' x 20' (250 gp); *Walls*: Wood (-25%); *Floor*: Wood (180 gp); *Extras*: 1 reinforced door (10 gp); *Total*: 940 gp.

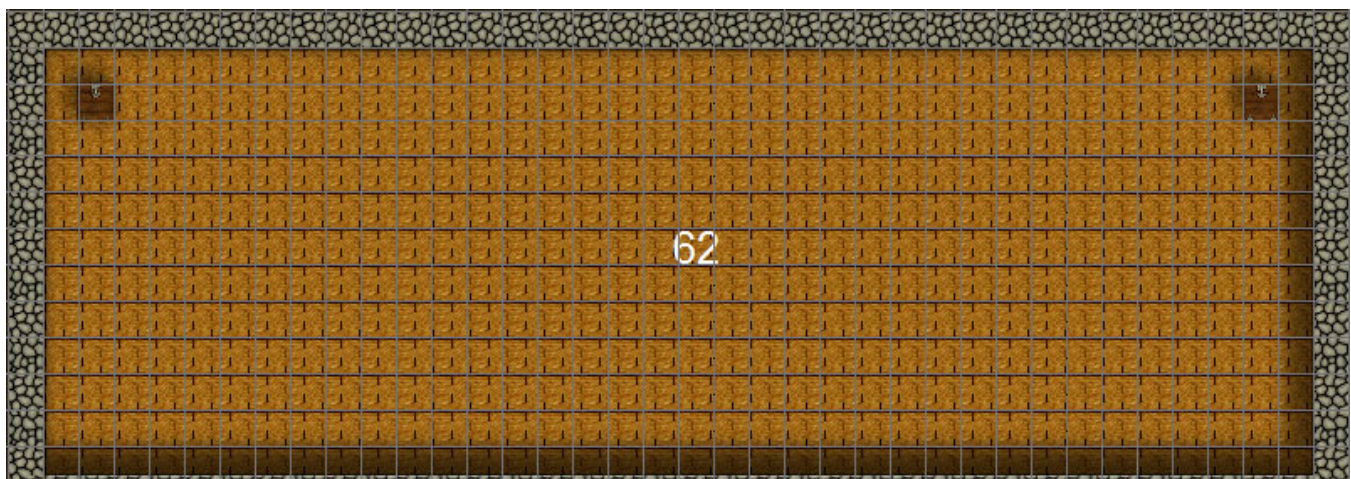
43. Cook's Quarters: This bedroom is reserved for the commander's personal cook. *Room Type*: Bedroom, *Size*: 10' x 20' (300 gp), *Walls*: Wood (-25%), *Floor*: Wood (90 gp), *Extras*: 1 wooden door (3 gp), *Total*: 318 gp.

44. Servant's Quarters: These two rooms house the four servants that personally see to the needs of the commander and his family. *Room Type*: Bedroom, *Size*: 10' x 20' (300 gp), *Walls*: Wood (-25%), *Floor*: Wood (90 gp), *Extras*: 1 wooden door (3 gp), *Total*: 636 gp (318 gp each).

45. Maid's Quarters: The maid is the assistant for the commander's wife in all domestic activities and is much more than a domestic servant as her title might suggest. *Room Type*: Bedroom, *Size*: 10' x 20' (300 gp), *Walls*: Wood (-25%), *Floor*: Wood (90 gp), *Quality*: Good (+40%), *Extras*: 1 wooden door (3 gp), *Total*: 444 gp.

46. Music Room: This room contains various musical instruments as a diversionally space for the commander's family. *Room Type*: Music Room, *Size*: 20' x 20' (2,500 gp), *Walls*: Wood (-25%), *Floor*: Wood (180 gp), *Extras*: 1 wooden door (3 gp), *Total*: 2,058 gp.

47. Office: This space is where the commander conducts most of the day-to-day affairs of administering the keep and



One square = 5 feet

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the surrounding territory under his control. He also uses this room as a way to hold private one-on-one meetings with his soldiers, predominantly the officer and noncommissioned officer corps. *Room Type:* Office, *Size:* 20' x 20' (1,000 gp), *Walls:* Wood (-25%), *Floor:* Wood (180 gp), *Extras:* 1 wooden door (3 gp), *Total:* 933 gp.

48. Study: While the family does have access to this space, it is often used by the commander and his officers to study and discuss various military treatises and doctrines and ways that they can be used to improve the fighting quality of the troops. It does hold other diversions as well, but they are not as prominently displayed. *Room Type:* Study, *Size:* 20' x 20' (1,000 gp), *Walls:* Wood (-25%), *Floor:* Wood (180 gp), *Quality:* Good (+45%), *Extras:* 1 wooden door (3 gp), *Total:* 1,348.5 gp.

49. Special Guest Quarters: This bedroom is reserved for the highest ranking visitor to the keep during any inspection tours or other visits that might be undertaken by the Tetrarchy to insure things are running as they should be. *Room Type:* Bedroom, *Size:* 20' x 20' (750 gp), *Walls:* Wood (-25%), *Floor:* Wood (90 gp), *Quality:* Good (+40%), *Extras:* 1 wooden door (3 gp), *Total:* 1,079.625 gp.

50. Junior Grade Visitor Quarters: These four rooms are used for the noncommissioned officers, personal guard or lowest ranking officers part of a visitor's retinue to the keep. *Room Type:* Bedroom, *Size:* 10' x 20' (300 gp), *Walls:* Wood (-25%), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,590 gp (318 gp each).

51. War Room: This room is used by the commander and his staff to plan military maneuvers for both training and wartime activities. It is also used when a higher ranking member of the Tetrarchy visits as both an office and military planning center. *Room Type:* Study, *Size:* 20' x 20' (1,000 gp), *Walls:* Wood (-25%), *Floor:* Wood (180 gp), *Quality:* Good (+45%), *Extras:* 1 wooden door (3 gp), *Total:* 1,348.5 gp.

52. Right Hallway: This hallway services the guest portion of the second floor. It arguably sees less traffic than the hallway servicing the family quarters section with the exception of breaches in which case the reinforced door leading to the roof of the keep's right wing. *Room Type:* Utility Space; *Size:* 10' x 10' (250 gp), 5' x 20' (250 gp), 5' x 20' (250 gp), 5' x 260' (3,250 gp); *Walls:* Wood (-25%); *Floor:* Wood (720 gp); *Extras:* 1, reinforced door (10 gp), 10' x 10' wooden spiral staircase (93.8 gp); *Total:* 3,823.8 gp.

53. Linen Closet: This storage space is used to keep extra bedclothes and the like on hand for the various guest rooms. *Room Type:* Utility Space, *Size:* 5' x 10' (125 gp), *Walls:* Wood (-25%), *Floor:* Wood (22.5 gp), *Extras:* 1

wooden door (3 gp), *Total:* 1,348.5 gp.

54. Storage Room: This room is used to store odds and ends for the rooms, such as braziers used in the winter, room for guests to keep possessions that will not fit in their rooms, etc. *Room Type:* Utility Space, *Size:* 10' x 10' (250 gp), *Walls:* Wood (-25%), *Floor:* Wood (45 gp), *Total:* 232.5 gp.

55. Storage Room: While this room does contain some cleaning supplies, it is used to store anything that cannot be kept anywhere else. At times, it is also used to store weapons for the soldiers who man the roof. *Room Type:* Utility Space, *Size:* 10' x 10' (250 gp), *Walls:* Wood (-25%), *Floor:* Wood (45 gp), *Total:* 232.5 gp.

56. Guest Quarters: For guests who are not of notable rank but deserving of generous quarters, the keep has two rooms for this purpose. In case the visiting dignitary occupying the special guest quarters have a retinue of high-ranking individuals, these rooms are used to house them. *Room Type:* Bedroom, *Size:* 20' x 20' (750 gp), *Walls:* Wood (-25%), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 1,311 gp (655.5 gp each).

57. Special Guest's Servant Quarters: This room is often used for the personal valet or other servant employed by a visitor who would room in the special guest quarters. *Room Type:* Bedroom, *Size:* 10' x 20' (300 gp), *Walls:* Wood (-25%), *Floor:* Wood (90 gp), *Quality:* Good (+40%), *Extras:* 1 wooden door (3 gp), *Total:* 444 gp.

58. Servants' Quarters: These rooms are used for the lowest ranking members of a visiting party whose job is to cater to the visitors that would likely be housed in either the junior grade visitor or the larger guest quarters. The three rooms provide space for six servants, which is often all the visiting party needs for their personal issues for which the keep cannot provide. *Room Type:* Bedroom, *Size:* 10' x 20' (300 gp), *Walls:* Wood (-25%), *Floor:* Wood (90 gp), *Extras:* 1 wooden door (3 gp), *Total:* 954 gp (318 gp each).

59. First Floor Roof: While not a room, the roof of the first floor is designed to support the weight of troops and it serves as a platform of last resort should the gate be breached by an opposing force. The corners where the numbers are located mark artillery platforms where heavy weaponry used to defend the keep reside. *Room Type:* N/A, *Floor:* 6,600 sq. ft. Wood (2,970 gp), *Extras:* 2 10' x 10' reinforced artillery platforms (wood, 45 gp, +25% ad hoc adjustment 56.25 gp each), *Total:* 3,082.5 gp.

60. Second Floor Curtain Wall: This is a continuation of the curtain wall that wraps around most of the building. The exterior wall of the keep is 5' thick and is designed to provide the keep with just enough defense to keep the troops

Keeps

in the fight until reinforcements from nearby allied keeps can come to their aid. *Room Type:* N/A; *Floor:* Stone (930 gp) *Extras:* 136.26 casement walls (5' x 10' x 1' thick stone sections, 4,087.8 gp, 6,588 cu. ft. of soil 3,294 gp); *Total:* 8,311.8 gp.

61. Gate Platform: The front gate offers the defenders enough room to defend the courtyard and the walls without sacrificing defense of either. *Room Type:* N/A; *Size:* 10' x 10', *Floor:* Stone (60 gp), *Extras:* reinforced bracing (+25% ad hoc adjustment), *Total:* 75 gp.

Second Floor Total: 43,674.43125 gp

Third Floor

62. Central Building's Roof: With the exception of the two trap door coverings for the stairwell, there is little up here save the crenellated walls used to defend the rear and the courtyard of the keep. *Room Type:* Courtyard; *Size:* 60' x 180', *Walls:* 510' x 10' x 1' crenellated stone (5,737.5 gp) with drainage channes for inclement weather (+20%), *Floor:* Wood (4,860 gp), *Extras:* 2 wooden hatches (4gp) *Total:* 11,749 gp.

Third Floor Total: 12,923.9 (includes 10% height modifier 1,174.9 gp).

Sublevel One

63. Dungeon Corridor: This corridor leads from the stairwell in the left hallway of the first floor to all of the dungeon cells and torture chamber located under the left wing of the keep. *Room Type:* Utility Space; *Size:* 10' x 10' (125 gp), 5' x 25' (156.25 gp), 5 x 10' (62.5 gp), 5' x 45' (281.25 gp), 5' x 110' (687.5 gp); *Walls:* Stone (N/A); *Floor:* Stone (N/A gp); *Extras:* air ventillation (+10%), 10' x 10' stone spiral staircase (125 gp), 10,500 cu. ft. of excavated space (5,250 gp); *Total:* 6,818.75 gp.

64. Torture Chamber: Prisoners unfortunate enough to make it into the bowels of one of these keeps are likely to find themselves in this room to extract from them whatever information they might possess. The armies of the Tetrarchy are efficient in their methods, but they can be quite brutal and some of the soldiers relish the role of torturer. *Room Type:* Torture Chamber; *Size:* 10' x 20' (1,000 gp); *Walls:* Stone (N/A); *Floor:* Stone (N/A gp); *Extras:* 1 reinforced door (10 gp), 2,000 cu. ft. of excavated space (1,000 gp); *Total:* 2,010 gp.

65. Luxury Cell: These two cells are slightly better accomodations for prisoners of rank, but they are far from comfortable. They also double to house larger populations of prisoners when the eighteen smaller cells are full. *Room Type:*



One square = 5 feet

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Prison Cell; *Size*: 10' x 10' (400 gp); *Walls*: Stone (N/A); *Floor*: Stone (N/A gp); *Extras*: air ventilation (+10%), 1 reinforced door (10 gp), 1,000 cu. ft. of excavated space (500 gp); *Total*: 1,900 gp (950 gp each).

66. Prison Cell: The eighteen prison cells under the keep are miserably cramped affairs. No one wants to see the inside of these horrid cells where straw is used and replaced as a way to “sanitize” the cells. Those who have seen the inside do whatever they can to never do so again. *Room Type*: Prison Cell; *Size*: 5' x 5' (100 gp); *Walls*: Stone (N/A); *Floor*: Stone (N/A gp); *Extras*: 1 reinforced door (10 gp), 250 cu. ft. of excavated space (125 gp), *Total*: 4,230 gp (235 gp each).

67. Wine Cellar: Just because the keep is relatively isolated does not mean it is not well stocked with wine and other liquors for the soldiers and the commanders. *Room Type*: Wine Storage, *Size*: 10' x 20' (6,000 gp), *Walls*: Stone (N/A), *Floor*: Stone (N/A gp), *Extras*: 2,000 cu. ft. of excavated space (1,000 gp), *Total*: 7,000 gp.

68. Cellar: The cellar consists of two rooms and two short halls, one of which leads to the wine cellar, the others connects the two sections of the cellar. The smaller section has a recess that leads to the keep's cistern. The lowercase “b” is the second half of a staircase that leads to the courtyard marked by the lowercase “a” on the first floor map. *Room Type*: Shelving Storage; *Size*: 5' x 10' (37.5 gp.), 25' x 25' (703.125 gp), 5 x 10' (37.5 gp), 5' x 10' (37.5 gp), 15' x 20' (281.25 gp), 5' x 5' (18.75 gp); *Walls*: Stone (N/A); *Floor*: Stone (N/A gp); *Extras*: drainage system (+20%), 1 reinforced door (10 gp), 5' x 10' stone staircase (125 gp), 11,000 cu. ft. of excavated space (5,500 gp); *Total*: 6,973.75 gp.

69. Cistern: This room leads to a well disguised reservoir that supplies the keep with a secure water source in case of a

seige. It holds enough water (4,488.31 gallons) to supply the keep with about a month's worth (33 days) of water with an estimated total population of 135 occupants in the keep. Given how many keeps there are, this is considered more than adequate for the neighboring strongholds to respond and challenge the attackers. *Room Type*: Utility Space; *Size*: 5' x 5' (18.75 gp); *Walls*: Stone (N/A); *Floor*: Stone (N/A gp); *Extras*: 1 reinforced door (10 gp), 1 hatch (2 gp), 250 cu. ft. of excavated space (125 gp); *Subfloor Room Type*: Water Storage (20' x 30' x 10' costing 330 gp with a +10% adjustment for second sub level), *Quality*: Good (+30%), *Total*: 584.75 gp.

Sub Level Total: 29,517.25 gp

Synopsis

Building Total: 173,365 gp (rounded up from 173,364.07 gp).

Foundation: 24,700 cubic feet (12,350 gp).

Construction Time: 25 (rounded up from 24.7) weeks for foundation, 47 weeks using soldiers to perform construction activities, reducing time by one-third (70 weeks for keep, rounded up from 69.3).

Building Crew: One Architect, seven Carpenters, five laborer foremen, three ironsmiths, one engineer, six engineer assistants, four master masons, seven journeyman masons, 35 unskilled laborers (all filled by military personnel unless circumstances prevent).

Clean-up Phase: 4 weeks.

Maintenance/Upkeep: 5,200.95 gp.

Staffing Requirements: All staffing requirements are met by the the civilians present in the keep as indicated in the room descriptions (cooks, blacksmith, general servants, etc.).

Common Room Types

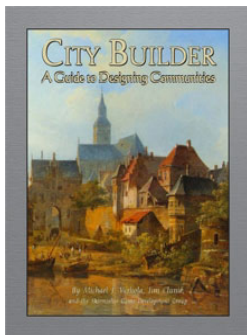
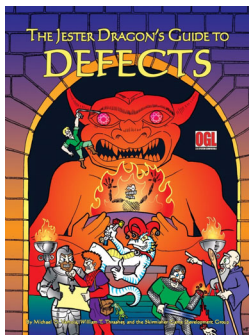
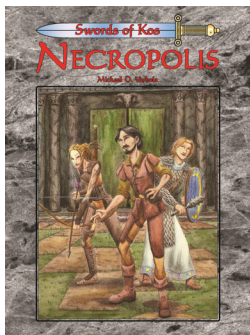
Below are lists of rooms commonly associated with the two most iconic uses of the keep.

Animal Storage
Barracks
Bath
Bedroom
Chapel/Shrine
Common Area
Courtyard
Dining Area
Forge/Armory
Kitchen

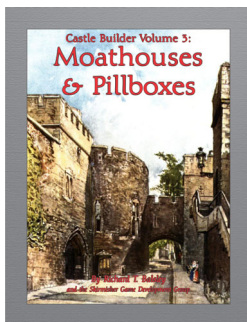
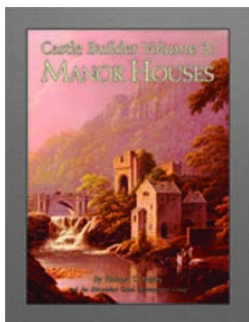
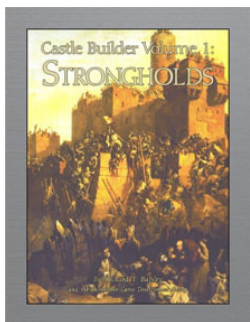
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Latrine/Privy
Laundry
Prison Cell
Office
Tailor
Torture/Punishment Chamber
Water Storage
Wine Storage

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