

SWAMP FORT

BACKGROUND

The Ebenmoor was once a beautiful, fertile land home to numerous large towns and cities. After the ruin of Elaria, the lands flooded and evil seeped into the air. It became home to nameless monstrosities and most that hadn't been forced out fled, but some sparks of civilisation clung on.

This fort was once a forward watchtower on the region's borders, and so was not as deeply affected by the disasters. However, it was no longer needed, as nothing remained to defend, and so it was abandoned. Over time it was inhabited instead by a variety of humanoid creatures for whom the swamp was a more agreeable domain. As this new community outgrew the fort, additional small huts and cabins were built on stilts attached to the strong stone walls.

Despite the dangers of the 'moor, it exudes a strong draw for adventurers seeking lost treasures and secrets. Communities like these offer a rare respite and opportunity to restock, but the wise would do well to remain wary and keep up their guard nonetheless.

GRID SIZE

GRID 44x34 (300DPI)

VTT 6160x4760 (140DPI)

PRINT A0/ANSI E





Swamp Fort - Ramparts



Swamp Fort - Courtyard

ROOM	NAME	DESCRIPTION
01	Portcullis	
02	Courtyard	The forts inhabitants are seemingly happy and carefree, but the defences are well maintained and weapons always close at hand.
03	Store Room	Fresh supplies are hard to come across in the 'moor, and what little there is is closely guarded.
04	Cell	There are no current living residents of the forts prison, in fact the folk living here seem to steer well clear of it. The remains of whoever was here before are leftovers from before the fall.
05	Entrance Hall	
06	Great Hall	Food is served here for the whole community twice a day, usually some combination of fish, potatoes and fish. The ale kegs are long dry.
07	Dormitory	Those who reside within the fort rather than the huts outside seem to be more suited for combat. This is likely deliberate.
08	Kitchen	
09	Fisherman's Hut	Everyone in the community helps provide, and most of them spend at least some part of the day fishing as that is the only abundant food source.
10	Fishing Pier	
11	Gardener's Hut	The gardener oversees the growing of vegetables to improve the diet of mostly fish. So far, they have only had any real success with potatoes.
12	General Store	The store buys and sells goods, trading with adventuring groups who pass through. There are also loose trade alliances with other small settlements throughout the navigable areas of the 'moor.
13	Dock	
14	Villager's Huts	
15	Apothecary	The apothecary is a shamanic healer, using a combination of potions, salves and rituals to keep the community healthy.
16	Ramparts	
17	Overlook	
18	Lords Quarters	The small community here is ostensibly very equal, with each providing in the way that suits them best, but there is a de facto leader in Trinpod Glour. It is not entirely clear what role he provides as everyone gets on with their own tasks for the most part, but he certainly is the largest inhabitant of the fort and perhaps for that reason alone commands the largest quarters.
19	Tower	