

# Swamp Fort by Tom Cartos

## 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 Information

**GRID SIZE – 44x34 (300DPI)**

**VTT SIZE – 6160x4760 (140DPI)**

**RECOMMENDED PRINT SIZE – A0/ANSI D**

## Design Notes

### **Courtyard**

- **01 – Portcullis**
- **02 – Courtyard** – The fort's 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 fort's 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.

## **Ramparts**

- **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**