

Restored Keep by Tom Cartos

Background

After cleansing the Keep of the Haunting and spending a little time and gold on refurbishment, its ready to move in! New guards have been hired; new staff taken on. The storms seem to have abated, the trees and plants sprung back surprisingly quickly, even the paintings on the walls appear to have more colour and life in them. It would be the perfect home if the nightmares would just stop.

Grid Information

GRID SIZE – 34x44 (300DPI)

VTT SIZE – 4760x6160 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Dungeon

- **01 – Dock**
- **02 – Workshop & Lab**
- **03 – Storeroom**
- **04 – Armoury & Forge**
- **05 – Sparring Pit**
- **06 - Vault**
- **07 – Cells**
- **08 – Ritual Chamber**

Courtyard

- **09 – Gatehouse**
- **10 – Outer Bailey**
- **11 – Servants Quarters**
- **12 – Guards Dormitory**
- **13 – Stewards Quarters**
- **14 – Courtyard**
- **15 – Stable**
- **16 – Great Hall**
- **17 – Conservatory**
- **18 – Chapel**
- **19 – Graveyard**

Quarters

- **20 – Bedrooms**
- **21 – Ramparts**
- **22 – Library**
- **23 – Bathroom**
- **24 – War Room**
- **25 – Chapel Gallery**