

Ruined Gaol by Tom Cartos

Background

This fort has stood for decades, possibly centuries and has had many masters in that time. After lying abandoned for years in a state of disrepair, it was recently reinhabited and expanded below ground to serve as a prison for the detained head of a powerful cult, along with several of his more senior followers.

The fort was chosen for its remote location and difficult approach, as those in charge believed that what little remained of the fanatical group after their leader was captured would be incapable of mounting any real attempt at liberation here.

They were swiftly proven wrong though. Within weeks of the leader's imprisonment, the fort was besieged and largely destroyed. The leader and his lieutenants were restored to their former positions and a contingent were left behind to hold the fort, locking the surviving guards in the cells they had been charged with defending, so as to interrogate them about any further plans to destabilise the cult.

The council have decided that no further resources should be wasted in trying to retake the fort or track down the cultists, but one member feels strongly that the mission should not be abandoned. They are quietly seeking a group of adventurers to clear out the remaining cultists and investigate the fort for any clues of the cult leader's new whereabouts or intentions.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Courtyard

- **01 – Stairs** – Leads up to the Mess Hall (**16**) above
- **02 – Security** – Anyone entering or leaving the prison and attached barracks are logged in and out.
- **03 – Cells** – Regular cells where the cultist lieutenants were imprisoned.
- **04 - Kitchen** – Food is served to the guards in shifts, while gruel is prepared for the prisoners.
- **05 – Water Storage** – The water is laced with a strong sedative to keep the prisoners calm and submissive.

- **06 – Guards Quarters** – The location of the fort means all guards live and sleep here, only leaving every few weeks when the watch changes.
- **07 – Guards Bathrooms**
- **08 – Captains Quarters**
- **09 – Arcane Suppressor** – The runes that suppress magical abilities in the isolation chamber (**11**) are maintained and controlled here.
- **10 – Armoury** – The guards wear light armour and carry simple weapons, but in case of a riot or attack, more substantial gear is stored here.
- **11 – Isolation Chamber** – The cult leader is a powerful magician, so this chamber was designed to suppress any arcane abilities.

Bailey

- **12 – Gatehouse** – The front gates and roof were destroyed during the attack.
- **13 – Outer Courtyard** – Parts of the fort had collapsed or been destroyed prior to the recent attack, but until then the courtyards were at least still fully enclosed. Now the walls have been knocked down, the cultists have setup some basic outer defences using the rubble and spiked palisades.
- **14 – Storehouse** – The tower base was being used as a storeroom. This was ransacked during the siege, and what food and valuable remained were taken.
- **15 – Inner Courtyard**
- **16 – Mess Hall** – Before the underground expansion this space would have been the primary sleeping, dining and general living space for the soldiers stationed here. Stairs lead down to **01** below

Ramparts

- **17 – Ramparts** – Large parts of the ramparts and walls were destroyed by siege weaponry and magic. The cultists have made what remains functional, but little else.
- **18 – Tower** – The tower served as a lookout post. Although the roof, along with part of the upper floor and walls have been destroyed, it still provides a good view of the surrounding area.
- **19 – Emplacement** – A large area designed as a platform for siege weaponry. None now remains.