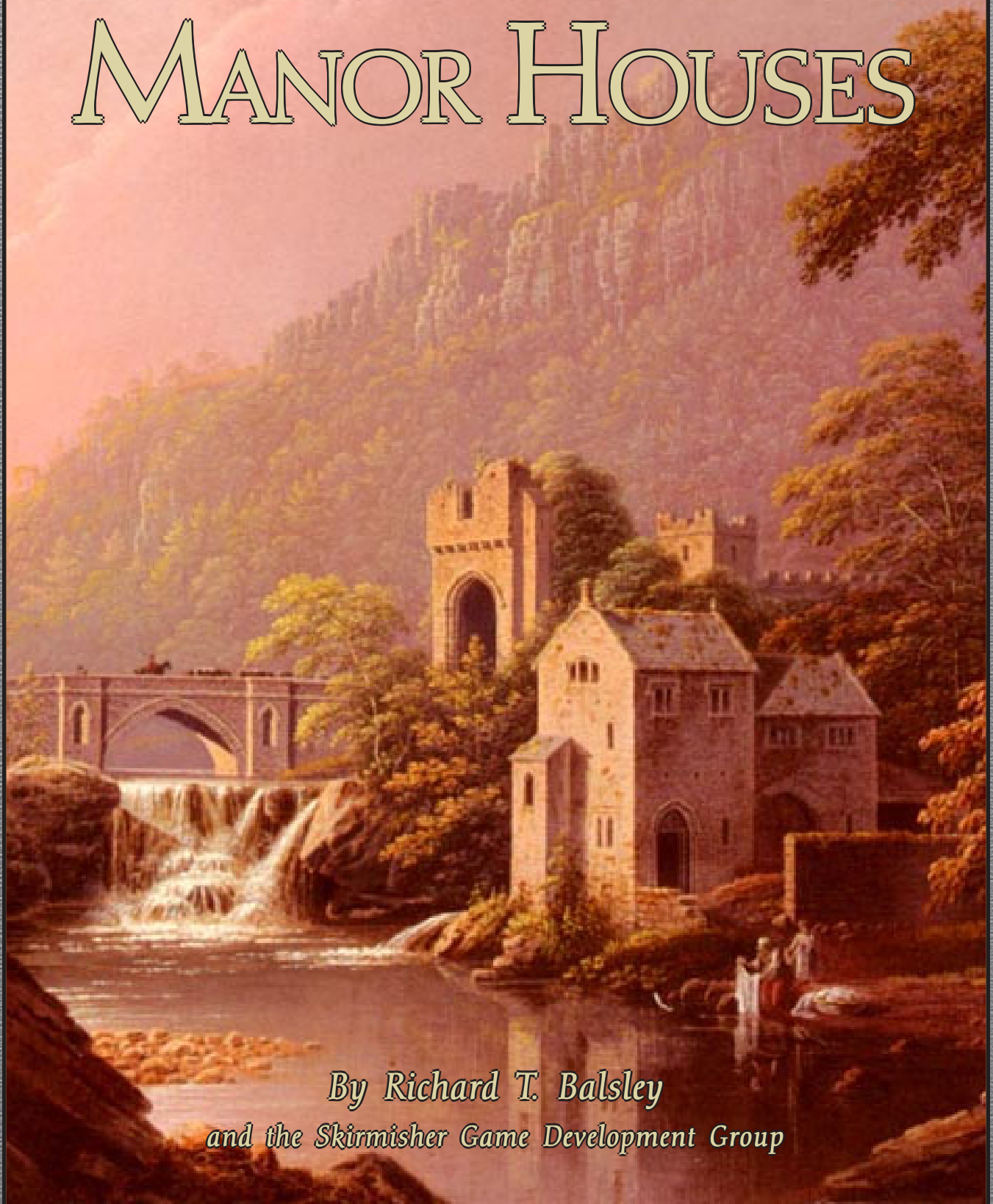


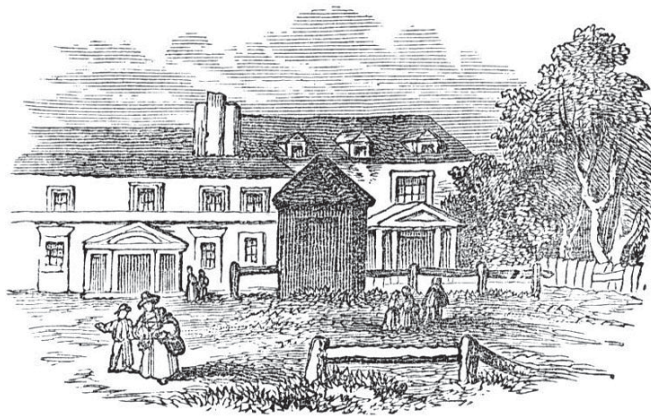
Castle Builder Volume 2: MANOR HOUSES



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

Castle Builder Volume 2:

MANOR HOUSES



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

Castle Builder Volume 2: **MANOR HOUSES**

By Richard T. Balsley and the Skirmisher Game Development Group

Skirmisher Publishing LLC
499 Mystic Parkway
Spring Branch, TX 78070



Website: *skirmisher.com*
Email: *d20@skirmisher.com*

Publishers: Robert “Mac” McLaughlin, Michael O. Varhola, Geoff Weber, Oliver Cass

Editor-in-Chief/Layout and Design: Michael O. Varhola

PDF Publications Manager: Robert Gruver

Technical Editor: William Thrasher

For more information about this book or to ask questions or post comments about it, go to the page dedicated to it at:
<http://skirmisher.com/forum/90>

All contents of this book, regardless of other designation, are Copyright 2012 Skirmisher Publishing. All rights reserved. Reproduction of non-Open Game Content contained in this work by any means without written permission from the publisher is expressly forbidden, except for purposes of review. This book is protected under international treaties and the copyright laws of the United States of America. Mention or reference to any company, product, or other copyrighted or trademarked material in no way constitutes a challenge

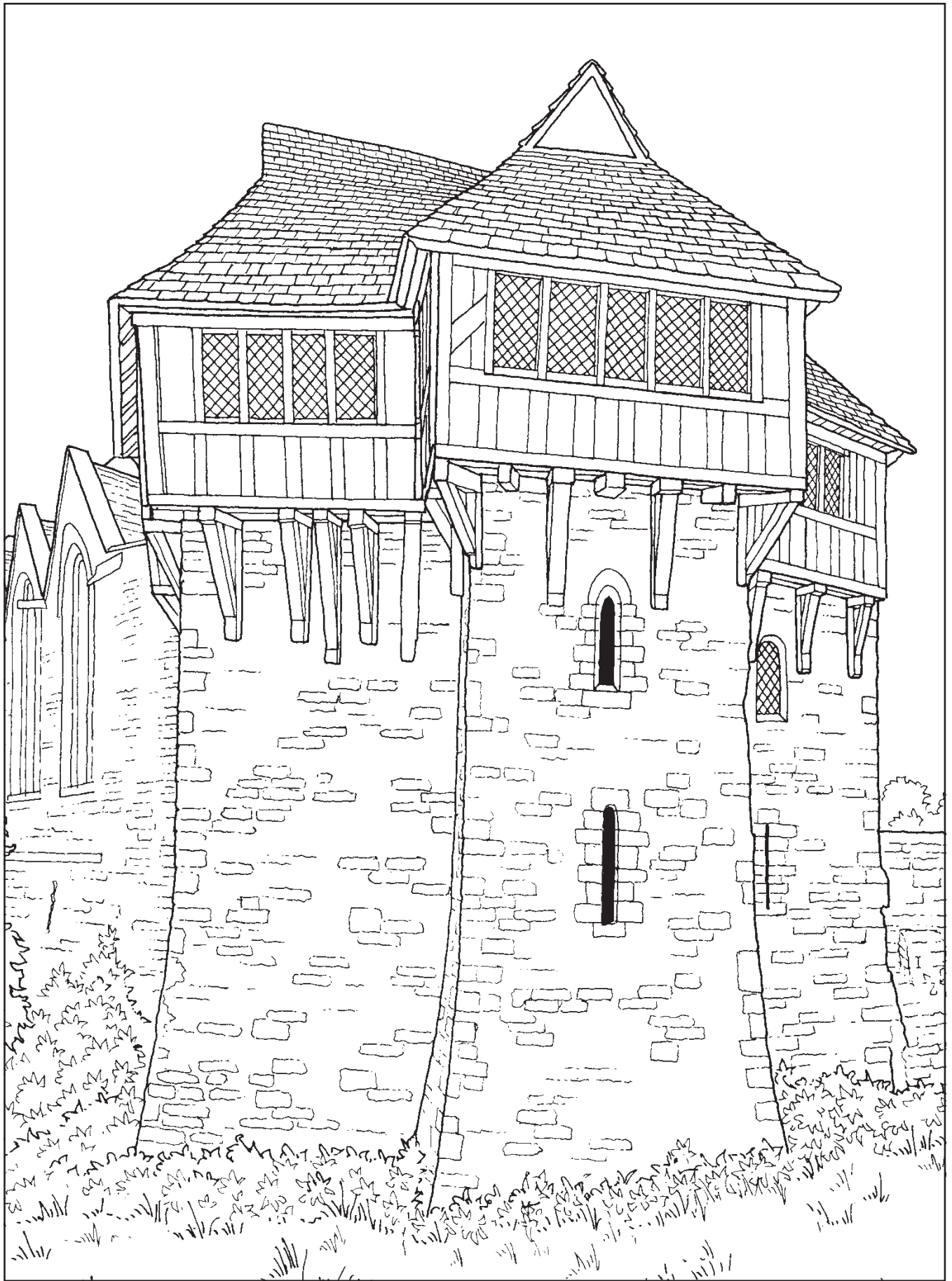
to the respective copyright or trademark concerned. This book is a work of fiction and any resemblance of its contents to actual people, organizations, places, or events is purely coincidental. All images in this book are either in the public domain or from various clip art collections and used with permission.

First publication: January 2012; SKP E 1203.

Table of Contents

Introduction	5
Developing the Personality	7
Developing the Purpose	8
Developing the Perception	8
Infrastructure and Upkeep	9
Cleanup	9
Daily Life	9
Security	10
War-Time Stance	10
Offensive Capabilities	10
Defensive Capabilities	11
Advantages and Disadvantages	11
A Sample Manor House	12
Floorplans	13





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 seigeecraft 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.

Castle Builder Volume 2

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 a fortified manor house 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 2: Manor Houses* and its contents.

Manor Houses

The manor house should be thought of as the workhorse of fantasy structures. It can serve equally as the local tavern or inn as well as the home of a prominent family. This stronghold's design is the cheapest to build and easiest licensed for private use. This makes the manor house the most common home for the wealthy. An innumerable collection of manor houses — fortified or otherwise — may exist in a campaign.

The *unfortified* manor house is the stronghold that is the least subject to restrictions. For private homes, an unfortified manor house does not require licensure from the ruling powers. Most licensing in a fantasy setting is created through land grants. If the territory where the character wishes to build his home is outside of any governing body's control, then he can own the land outright. In other words, defend it from intrusion.

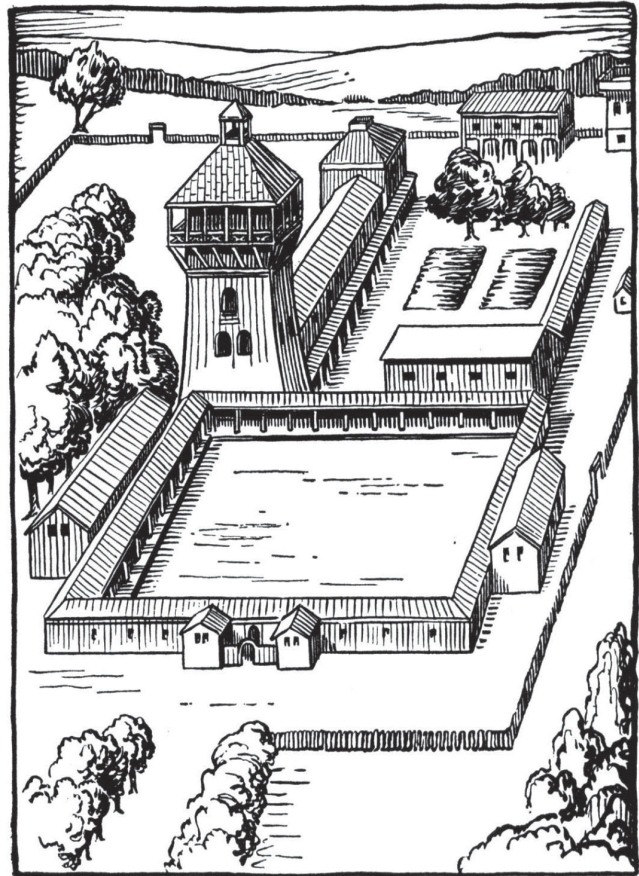
Manor houses are so versatile that they can essentially be built anywhere. There is a caveat that can not be overlooked: these strongholds are best suited for flat terrains. Most noticeably, they are found in arable regions as the center of a farm, orchard, or other large agrarian estate. Manor houses can be idyllic rustic homes or mountain lodges. Such an appearance is beneficial to a fortified manor house, as it adds to the level of security this unassuming stronghold grants.

The size of a manor house is unrestricted. However, a few guidelines help to determine how large one should be. Manor houses are usually no more than two or three stories in height. If you examine most modern mansions, how many are taller than three stories? Anything above this height, with reinforced walls, treads awfully close on the division line between a house and a fortress. Since the point is to rely less on outward security, fortified manor houses avoid a conspicuous look.

The layout of a manor house is infinitely mutable. The only guiding principles in laying out a manor house are those presented in chapter one in the section describing room types and the aesthetic value of organization.

Developing the Personality

Being so versatile, the manor house can be designed with any personality in mind. The arrangement of the rooms establishes how friendly the stronghold is. This approach will create anything from a friendly inn to a farm house to a hardened stronghold. Lacking an obvious military posture, the manor house is not limited to the general martial appearance other fortifications assume. Clandestine groups such as a thieves' guilds use



manor houses as unassuming fronts for their dealings. Bystanders rarely consider the number of weapons and armed thugs that can be hidden in a house of this nature.

The most important factor when developing the personality of a manor house is who will inhabit it. You can tailor the contents of each room to illustrate how the owner perceives the world and his status within it. A good example of this is the contrast between manor houses owned by an innkeeper and the Lord Mayor of a town. The former would stock his rooms with furnishings for the use of others rather than for himself. By doing so, this character has shown that his intent is

Castle Builder Volume 2

to serve those who stay under his roof even if it is for a profit. The Lord Mayor's manor house, on the other hand, would contain few items that show that he is at the mercy or service of the people and would boast furnishings that show his elevated status unless he has an electable position.

The cost of each room represents the quality of the contents therein, but it is up to you to determine what these contents are. This allows you to use the rooms as a way to show the moral character of the stronghold's inhabitant. If the Lord Mayor furnishes all of the guest quarters with shoddy furniture while his private rooms are the ultimate in luxury, it paints a clear picture of how he views other people and provides insight about his moral disposition. The layout of the rooms has a similar effect. For instance, if the Lord Mayor has his guest quarters clustered together but places them in an inconvenient location compared to his private quarters and the rest of the house, guests will not feel truly welcomed no matter how fancy their rooms.

Developing the Purpose

The rooms hidden behind the exterior walls of a manor house will give the clearest indication of the building's purpose. While all manor houses need living areas for the occupants, the manor house can possess almost any type of room. This is an advantage manor houses have over other types of fortifications. For example, you are highly unlikely to find a laboratory in a keep. Likewise, you would rarely see an auditorium inside of a tower (barring the use of magic, of course). Both, however, are easily placed in a manor house.

The layout of a manor house gives a better understanding of its purpose. For instance, if a manor house is used mainly for housing travelers, as is the case of an inn, nearly all of the rooms will be bedrooms. In such a manor house there is little need for a dining room or foyer, but there is need for a hall that serves as a public space. The standard layout of this sort of manor house centers on the common room, which is also the main entrance to the building. For a private manor house, the entrance point will generally be through a small foyer. This allows for a handful of guards to keep intruders at bay. A semi-public building would have a central public gathering area with other areas secured by locks and perhaps a guard or two.

The manor house of an aristocrat or noble focuses

on preserving privacy. A foyer, along with strong stone walls, and an elevated ground floor state the point that the residents do not wish to be disturbed. All rooms within the manor house, no matter what size they may be, are built for the comfort of the inhabitants. Most of the rooms will be filled with quality furniture, tapestries, and other accoutrements designed to please the eye. Thus, where an inn would serve the purpose of making its owner money by promising travelers a place to rest, a noble's manor house serves its occupants by satisfying their every desire along with providing a place to conduct business.

Developing the Perception

The mere presence and shape of a building has a subtle effect on the viewer. Dulling the mind's attention to what is viewed is the ultimate form of camouflage. A lightly armored exterior is enough to keep out would-be thieves and undesirables, but it will not protect anyone inside from a siege engine or a small army. A good way to trick potential enemies is to mask a military purpose using windows. There is a general assumption, for example, that a large window implies a room with a domestic or religious purpose, depending on the glass. Imagine the surprise of a burglar who pries open a large window on an upper floor only to find much to his chagrin that the room serves as a barracks! Likewise, ornamentation (or lack thereof) is key. Mystery is created from a lack of information about the inhabitants, the rooms, and the way the locals know how the manor house is used.

In fiction, the best descriptions of houses include not only the surroundings of a structure, but also how the people in the neighborhood feel about the place and what they think or know about what goes on behind the walls. Adventurers who have never heard of or seen the occupants of a building receive first impressions about its purpose and personality based only on its outward appearance and reputation. Whether or not these descriptions are true or a distortion is up to the gamemaster and is a great way to draw players into the mystery surrounding a house. After all, there is no shortage of books that use this tactic to build tension in a story.

Manor Houses

Infrastructure and Upkeep Cleanup

After a manor house has been built, the debris from construction have to be cleared away and foliage be planted. This clean-up phase should take roughly one month per 1,000gp of a manor house's total cost. If the stronghold includes gardens, a hedge maze, or other similar ornate landscaping, these costs are separate. The planting of such shrubbery takes place during this phase, but the cost of installation is not included up front because the length of time needed to complete such a project varies. The gamemaster may, however,

include this cost with the building and is encouraged to do so if the expenses equal at least 15% of the manor house.

Daily Life

Once the building and its grounds have been finished, the infrastructure and upkeep of a manor house come next. It is one thing for a structure to exist, but another to maintain its pristine condition. The upkeep expenses listed in Chapter One provide the base costs for maintenance. Prices given do not include public use. For public or semi-public rooms, costs should be increased. A semi-public space increases maintenance



Castle Builder Volume 2

costs by 1-10% depending on frequency of use and volume of traffic. Public spaces have a much higher cost due to maintenance requirements. This expense should not be more than five times the fees for an equivalent semi-public room. Such costs illustrate why innkeepers, who do make a decent profit, are still not as affluent as the local nobility.

Servants are necessary for basic upkeep and maintenance of a manor house or tavern. (Rooms that require staffing also fall under this category.) The general rule for staffing a manor house should be equal to 1 servant per 500gp of the stronghold. You may allow the ratio to increase to 1 per 750gp if there are servant quarters on the premises. These are basic requirements. When you combine the number of servants for the manor house, the jobs of the various servants, and the arrangement of servant quarters (if present), the daily life of the staff of the house should suggest itself. The amount of interaction between the residents and the servants should also become apparent based on building layout.

Using the arrangement, types of rooms, and exterior of the building, you can suggest how the family or owner of a manor house goes about daily life. Knowing whether the business conducted is related to personal affairs, maintaining an inn, or furthering a guild's influence allows the gamemaster to determine what effects the house will have on game play and what plots can be tied to the establishment. Generally, information about how the inhabitants of the building live day-to-day is not important except for determining upkeep costs. Does anyone in your gaming group wish to know what sorts of meals are served at the private estate down the lane outside of the village the characters are passing through on their search for adventure? Chances are, the answer to this question is "no." But if they own such places, they should know that the upkeep of the building is 1% of its cost.

Security

What sort of garrison do you suppose the innkeeper or the Lord Mayor employs? The answer to this question has as much of an impact on outsiders' perception of a building as it does on the neighborhood where it is located. An innkeeper might employ a bodyguard to toss out patrons who are too rowdy or refuse to pay their bills. Keeping an obviously armed garrison, on the other hand, seems too drastic for ensuring the inn's customers behave themselves. Other manor houses are

more likely to have a garrison on the premises. Some may possess more than a squad of guards. The level of security and how apparent it is do not necessarily correspond to the difficulty of breaking into a stronghold. If a thief turns up dead after trying to enter a house that appears to lack security, word will spread fast. In some cases, such invaders may have their heads prominently displayed on a pike outside the premises. This presents an enticing challenge to some.

War-Time Stance

A manor house is not meant to stave off an invasion. These buildings are considered strongholds solely because they can have stone exteriors. Wooden buildings in the center of town provide good cover from arrows and other small missile weaponry, but against siege engines, that is another story. If a manor house becomes the scene of a military conflict, it should be viewed as a refuge of last resort. A reflection of that reality is the common escape tunnel or sanctuary hidden within or under, or which is only magically accessible from inside, the manor house.

Offensive Capabilities

For a well-armed, disciplined, and trained military, a manor house poses no real threat. It only gives ample protection against rivals comparable to the manor house's inhabitants. Firing a crossbow at someone on the grounds of the estate gives enough protection to minimize the attacker's exposure. The fluttering of curtains, tapestries, and other hanging objects can also confuse the victim and leave him searching the wrong window for his attacker. In many cases, rivals of the owner of a manor house will not possess magical powers. Measures can be taken to magically strengthen the stronghold so that damage caused to the building is minimized.

An armed resistance can use manor houses as staging points. However, for this to be effective, the force attacked cannot be privy to the houses being used thusly. Conquerors will spend as much as they can afford on intelligence in order to root out any resistance. Thus, that innocent and rustic-looking estate may be attacked on the principle that it cannot be used as a way to strike at the flanks and heels of an army. Wooden manor houses are most likely to be ignored by a military since their use as a base of operations can be quickly destroyed without siege equipment.

Manor Houses

Defensive Capabilities

In military terminology, a manor house, regardless of whether its exterior is wood or stone, is a soft target. The house can be breached in short order with light siege equipment. The term thus refers not to the material used in construction, but what type of equipment is needed and the duration it takes before the defensive use of a structure is no longer viable. This makes the manor house the defensive structure of last resort.

Due to these limitations, deception is the best form of defense for a manor house. The less the manor house looks like a stronghold, the more likely it will be ignored. Of course, ignoring one is a potentially deadly mistake. Imagine if the manor house resembles a farm house, but is an assassins' guild or a hidden resistance camp. There are enough examples from history to show

how easily military commanders have been fooled by a building's exterior. Anyone wishing to use a manor house for this purpose should take note of this and use it to his advantage.

Advantages and Disadvantages

Manor houses have one great advantage: their versatility. Their lightly armored exterior and ability to fill numerous roles is also the greatest disadvantage these strongholds have when used martially. There is a balance point that these structures have to maintain based on the main type of threat the building needs to combat: either military forces or criminals/rivals. This one choice single-handedly determines how a manor house should be designed.



Castle Builder Volume 2

A Sample Manor House

All manor houses share common features, explained in the above sections. These strongholds are low security structures with the goal of either providing personal security to the wealthy or as a place of business. Practically any type of room can be part of a manor house that serves as a home. Nothing precludes this stronghold from being converted wholly to the process of industrial works.

For example, at the beginning of the Industrial Rev-

olution, most production was done piecemeal by families on behalf of merchants. Such production was known as “cottage industry” because a lot of this work was done out of private dwellings in this manner before machinery took over the process. The sample manor houses presented in this chapter are not dedicated to this use, however.



Manor Houses

The Hart and Vine

The Hart and Vine is a relatively upscale inn that caters to a specific type of crowd. The owner, Terwyn Gribblebix (human and not keen to discuss his name's origins), keeps it that way by virtue of having built the establishment near a keep along a major trade route a day's ride out from the city. Travelers are left with two options: stay in the drab and inhospitable-looking keep, or drink and sleep the night away in relative comfort. Of course, that level of comfort is decidedly based on how much patrons are willing to part with their coinage.

The inn itself boasts more than 40 rooms, ranging from narrow 10' x 20' chambers to a spacious 40' x 50' suite that can only be seen as a godsend by those not expecting such a luxurious affair in so remote of a location. To preserve the security of the inn, Terwyn also employs a few guards who keep the second floor free of anyone who has not rented a room for the evening. The open balcony to the tavern below also gives the guards a clear eye on most potential problems before they get out of hand.

Two things are missing from the description of the Hart and Vine: a cellar and the stable. These have intentionally been left out so that game masters can add these elements and be able to customize them and any outbuildings they wish to add (e.g., servants quarters and barracks if a more permanent staff is desired). Any additions would have to be added into the costs above. Also absent is the use of the

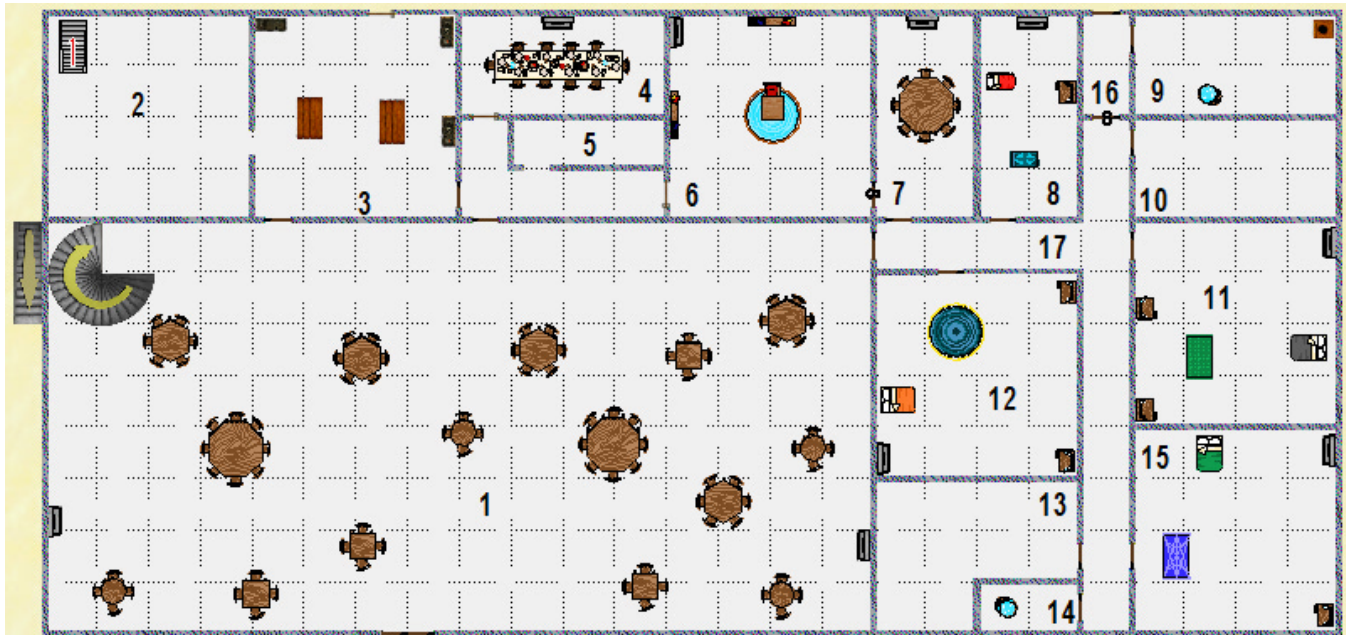
transportation costs; costs listed for the inn assume it is 31-40 miles outside of the nearest village.

Map Key

1. Tavern Hall: This is the main gathering area for the inn. It is open to the public and anyone seeking a meal or a drink is as welcome as those seeking a bed for a night's rest. None of the decorations here bespeak of any elegance. In fact, some pieces of furniture look as if they have exceeded their usage. All of it blends to give weary travelers a sense of homeliness. *Room Type:* Common Area; *Size:* 80' x 160' (31,800 gp); *Floor:* wood (5,760 gp); *Extras:* five reinforced doors (50 gp), 20' x 20' wooden spiral staircase (240 gp), two fireplaces (*ad hoc* cost, 50 gp); *Total:* 37,900 gp.

2. Pantry: This space holds most of the dry goods for running the kitchen. In the northwestern corner is a staircase that descends into the cellar (not described). *Room Type:* Shelving; *Size:* 40' x 40' (2,925 gp); *Floor:* wood (720 gp); *Extras:* 20' x 10' x 5' wooden staircase (45 gp), archway (1 gp); *Total:* 3,691 gp.

3. Kitchen: Despite the size of the inn, Terwyn went to the trouble of installing a surprisingly high quality kitchen capable of preparing exquisite meals. A guard often sits in the vicinity of the threshold to the exterior door. *Room Type:* Kitchen; *Size:* 40' x 40' (9,750 gp); *Floor:* wood (720 gp); *Quality:* Excellent (+60%); *Extras:* two reinforced doors (20 gp); *Total:* 16,772 gp.



One square = 10 feet

Castle Builder Volume 2

4. Dining Room: One of two private dining rooms in the Hart and Vine, this is the one most commonly used by visitors seeking a quieter venue to enjoy their victuals. It not only offers privacy in regards to conversation and the meal consumed, the room is of a higher quality than the common area. *Room Type:* Dining Room; *Size:* 20' x 40' (4,750 gp); *Floor:* wood (360 gp); *Quality:* Good (+30%); *Extras:* one door (3 gp), one fireplace (25 gp); *Total:* 6,671 gp.

5. Buttery & Hallway: In effect, this location is a set of two "hallways." The smaller of the two is used as a buttery for storage of goods. *Room Type:* Utility Space; *Size:* 10' x 50' (312.5 gp) and 10' x 30' (187.5 gp); *Floor:* wood (360 gp); *Extras:* one archway (1 gp); *Total:* 861 gp.

6. Terwyn's Office/Study: This room is both the financial and intellectual hub of Terwyn and his family's life. Depending on the quality of the client, Terwyn may give them access to the place. The remote location is by no means a barrier to culture as the family's library is quite extensive. The secret door leading into what is effectively the family's dining room can also serve as a point for eavesdropping on an erstwhile private discussion in a "private" space. *Room Type:* Office/Study; *Size:* 40' x 40' (4,750 gp); *Floor:* wood (720 gp); *Quality:* Good (+45%); *Extras:* one door (3 gp), one secret wooden door (15 gp), one fireplace (25 gp); *Total:* 7,974.5 gp.

7. Dining Room: By far one of the most impressive locations within Terwyn's establishment, this room not only offers security, but it sits in the family quarters' section of the inn. This dining room is used only by the family and those with enough coin to afford the privilege. *Room Type:* Dining Room; *Size:* 20' x 40' (4,750 gp); *Floor:* wood (360 gp); *Quality:* Good (+60%); *Extras:* one door (3 gp), one fireplace (25 gp); *Total:* 8,204 gp.

8. Bedroom: Terwyn's youngest daughter sleeps in this room. *Room Type:* Bedroom; *Size:* 20' x 40' (1,425 gp); *Floor:* wood (360 gp); *Extras:* one door (3 gp), one fireplace (25 gp); *Total:* 1,813 gp.

9. Bath/Water Closet: The facilities for patrons to relieve themselves and freshen up. *Room Type:* Bath/Lavatory; *Size:* 25' x 20' (3,450 gp)/15' x 20' (1,300 gp); *Floor:* wood (360 gp); *Extras:* one door (3 gp); *Total:* 5,113 gp.

10. Storage Room: Terwyn uses this space to store the good of his patrons, at a price. *Room Type:* Utility Space; *Size:* 20' x 40' (2,375 gp); *Floor:* wood (360 gp); *Quality:* Good (+30%); *Extras:* one reinforced door (10 gp) Privacy screens (50 gp); *Total:* 3,615.5 gp.

11. Bedroom: This is one of three other family spaces that house the rest of Terwyn's family. *Room Type:* Bedroom;

Size: 40' x 40' (2,925 gp); *Floor:* wood (720 gp); *Quality:* Good (+30%); *Extras:* one door (3 gp), one fireplace (25 gp); *Total:* 14,299.5 gp (4,766.5 gp each).

12. Master Bedroom: Terwyn and his wife share this room. *Room Type:* Bedroom; *Size:* 40' x 40' (2,925 gp); *Floor:* wood (720 gp); *Quality:* Good (+30%); *Extras:* one door (3 gp), one fireplace (25 gp); *Total:* 14,299.5 gp (4,766.5 gp each).

13. Storage Room: The Gribblebixes use this room to store personal items as well as linens and other materials to keep the rooms ready for patrons. *Room Type:* Storage Room; *Size:* 20' x 50' (2,500 gp); *Floor:* wood (450 gp); *Extras:* one door (3 gp); *Total:* 2,953 gp.

14. Bath: Private bathing facilities for the Gribblebixes. *Room Type:* Bath; *Size:* 10' x 20' (1,200 gp); *Floor:* wood (90 gp); *Extras:* one door (3 gp); *Total:* 1,293 gp.

15. Bedroom: This is another of the family spaces that house the rest of Terwyn's family. *Room Type:* Bedroom; *Size:* 40' x 40' (2,925 gp); *Floor:* wood (720 gp); *Quality:* Good (+30%); *Extras:* one door (3 gp), one fireplace (25 gp); *Total:* 14,299.5 gp (4,766.5 gp each).

16. Hallway: This short hallway allows patrons access to the bathing and lavatory facilities. *Room Type:* Utility Space; *Size:* 10' x 20' (500 gp); *Floor:* wood (90 gp); *Extras:* one reinforced door (10 gp), one secret wooden door (15 gp); *Total:* 615 gp.

17. Hallway: Main hallway for the private quarters of the Gribblebixes. *Room Type:* Utility Space; *Size:* 10' x 140' (3,500 gp); *Floor:* wood (630 gp); *Total:* 4,130 gp.

(Ground Floor Total: 115,905.5 gp)

Second Floor

18. Bedrooms: These rooms are the cheapest accommodations Terwyn has to offer his guests. The northwestern most rooms are a bit colder in the winter as the pantry lacks any heating. Hence, they're often offered at a cheaper price. Braziers are available on request – for a nominal, of course. *Room Type:* Bedroom; *Size:* 10' x 20' (300 gp); *Walls:* wood (-25%); *Floor:* wood (90 gp); *Ceiling:* wood (90 gp); *Extras:* one wooden door (3 gp); *Total:* 12,240 gp (408 gp each).

19. Hallway: Though the shortest hall of the second floor, it, like the others, offers security and quiet from the tavern hall below. *Room Type:* Utility Space; *Size:* 10' x 40' (1,000 gp); *Walls:* wood (-25%); *Floor:* wood (180 gp); *Ceiling:* wood (180 gp); *Extras:* one reinforced door (10 gp); *Total:* 1,120 gp.

20. Hallway: *Room Type:* Utility Space; *Size:* 10' x 50'

Manor Houses

(1,250 gp); *Walls:* wood (-25%); *Floor:* wood (225 gp); *Ceiling:* wood (225 gp); *Extras:* one reinforced door (10 gp); *Total:* 1,397.5 gp.

21. Hallway: *Room Type:* Utility Space; *Size:* 10' x 60' (1,500 gp); *Walls:* wood (-25%); *Floor:* wood (270 gp); *Ceiling:* wood (270 gp); *Extras:* one reinforced door (10 gp); *Total:* 1,675 gp.

22. Bedrooms: These ten rooms offer better accommodations and are often used by merchants who wish to have less cramped sleeping quarters than their employees. One feature of this room that it shares with its larger counterparts is that each is equipped with a brazier or two to provide adequate heating and light at no extra charge for the customer. *Room Type:* Bedroom; *Size:* 20' x 20' (675 gp); *Walls:* wood (-25%); *Floor:* wood (180 gp); *Ceiling:* wood (180 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp); *Total:* 12,127.5 gp (1,212.75 gp each).

23. Hallway: *Room Type:* Utility Space; *Size:* 10' x 200' (1,500 gp); *Walls:* wood (-25%); *Floor:* wood (900 gp); *Ceiling:* wood (900 gp); *Extras:* one reinforced door (10 gp); *Total:* 2,935 gp.

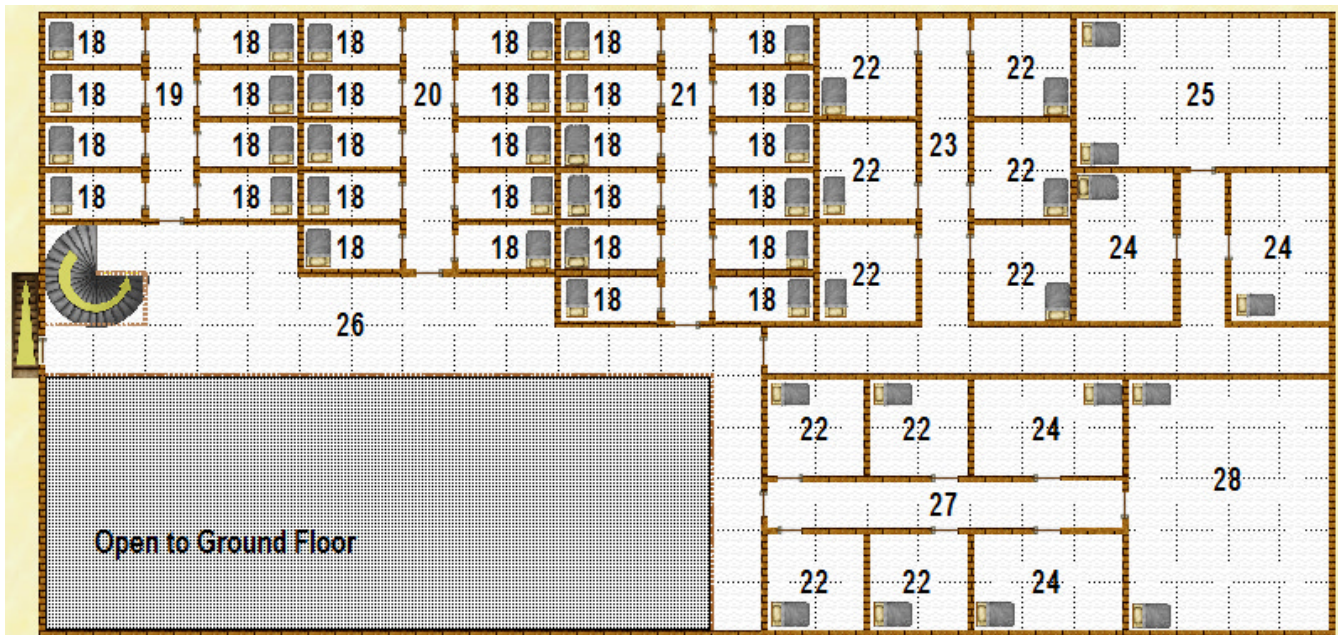
24. Bedrooms: These four large rooms are often used by aristocrats traveling with minimal staff. There is ample space for such an affluent individual to also quarter his/her valet/maid in the same place. *Room Type:* Bedroom; *Size:* 20' x 30' (1,050 gp); *Walls:* wood (-25%); *Floor:* wood (270 gp); *Ceiling:* wood (270 gp); *Quality:* Good (+40%); *Extras:*

one wooden door (3 gp); *Total:* 7,446 gp (1,861.5 gp each).

25. Bedroom: This is the second largest suite Terwyn has to offer patrons. It is spacious enough for nobility (those inclined not to stay at the keep, that is). Indeed, there have been instances when a noble has stayed and rented out this room and all rooms connected to the hallway labeled 23. *Room Type:* Bedroom; *Size:* 30' x 50' (2,737.5 gp); *Walls:* wood (-25%); *Floor:* wood (675 gp); *Ceiling:* wood (675 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp); *Total:* 4,767.375 gp.

26. Main Hall/Balcony: The only area of the second floor visible from the tavern hall below, the balcony serves as the main hall leading to the rooms. Terwyn has guards stationed here to not only prevent access by nonpaying customers, but to guard the one-way door that lets patrons access the bathing and lavatory facilities on the first floor. *Room Type:* Utility Space; *Size:* 30' x 50' (4,375 gp)/ 20' x 50' (2,812.5 gp)/ 10' x 90' (2,250 gp); *Walls:* wood (-25%); *Floor:* wood (1,530 gp); *Ceiling:* wood (4,455 gp); *Extras:* one reinforced door (10 gp), one exterior wooden staircase 20' x 10' x 2.5' (22.5 gp), 80' banister in place of wall (-769.5 gp) 40' banister around stairwell (+162 gp); *Total:* 12,488.625 gp.

27. Hallway: This hall leads to the largest suite Terwyn has to offer. Given its size and the rooms lining the hall, it is often rented by nobles and extremely wealthy aristocrats looking for shelter for themselves, their retinue, and a



One square = 10 feet

Castle Builder Volume 2

contingent of bodyguards. *Room Type:* Utility Space; *Size:* 10' x 70' (1,750 gp); *Walls:* wood (-25%); *Floor:* wood (315 gp); *Ceiling:* wood (315 gp); *Extras:* one reinforced door (10 gp); *Total:* 1,952.5 gp.

28. The Grand Suite: Terwyn's best offering. This room is of an extraordinarily high quality, despite being made of wood. Terwyn works to ensure that the room stays as stately as possible, including frequent "checks" and "maintenance" when there are no patrons to rent it for the night. At 2,000 sq. ft., this room is virtually a cottage. There is enough size to accommodate several people and Terwyn keeps portable screens handy for just this purpose so that the occupant can maintain privacy while quartering his servants in the same room. *Room Type:* Bedroom; *Size:* 40' x 50' (3,675 gp); *Walls:* wood (-25%); *Floor:* wood (900 gp); *Ceiling:* wood (900 gp); *Quality:* Excellent (+80%); *Extras:* one wooden door (3 gp); *Total:* 8,204.25 gp.

(**Second Floor Total:** 66,353.75 gp)

Common Room Types

Following are a couple of lists for the types of rooms most commonly associated with an inn or tavern and a manor house for an aristocratic or noble family.

Inn/Tavern

- Utility Space
- Bath
- Bedroom
- Common Area
- Dining Area
- Kitchen
- Study/Office
- Lavatory
- Animal Storage
- Wine Cellar

Aristocratic/Noble

- Utility Space
- Chapel
- Shrine
- Barracks
- Bath
- Bedroom
- Courtyard/Forecourt
- Dining Room
- Kitchen
- Lavatory
- Lounge, Drawing Room, etc.
- Music Room
- Nursery/Playroom
- Study/Office/Library
- Animal Storage
- Display
- Botanical
- Wine Cellar

Synopsis

Building Total: 182,260 gp (182,259.25 gp, rounded up).

Foundation: 30,000 cubic feet (15,000 gp)

Construction Time: 30 weeks for foundation, 73 weeks for the inn (72.9 rounded up), 103 weeks total.

Building Crew: One Architect, six Carpenters, six Laborer Formen, four Ironsmiths, one Engineer, seven Engineer Assistants, three Master Masons (1st floor only), six Journeyman Masons (ground floor only), 37 unskilled laborers.

Clean-up Phase: 19 weeks (rounded up from 18.2).

Maintenance/Upkeep: 1,822.6 gp a year.

Staffing Requirements: None. The Gribblebix family serves in all roles to keep the inn running efficiently and it only needs three people to serve patrons and an additional three to maintain the building. During the peak trading periods, Terwyn will hire additional cooks, guards, and maids as needed, which amounts to approximately no more than a dozen additional people to help the family.



Manor Houses

The Estate of Ellingsworth

The manor house of the Islington family serves as the heart of the Duchy of Ellingsworth. The house itself sits atop of an expanse of land that serves not only as the estate's grounds, but also as a functioning farm, orchard, and pasture for livestock. It is well known that the Islington family bought its way into the ranks of nobility through its vast trading network and farms. Ellingsworth Duchy entered the family's hands after its former family fell into disgrace and was stripped of title. As a result, many questions abound as to the integrity of the Islingtons.

The house is fairly typical of a manor house with regard to the types of rooms one expects to find in a home of this stature. Some of the rooms have been repurposed to account for rumors and fears of repercussions to come. With 52,000 sq. ft. of land for just the house, the rearrangement of some of the rooms' purposes makes for an interesting challenge for anyone attempting to infiltrate or attack the house. The Estate of Ellingsworth is a veritable fortress with a contingent of loyal troops always in the house. Most would-be burglars and spies keep their distance for a reason.

Map Key

1. Barracks: The Islingtons have kept this room as is and the 3,600 sq. ft. barracks allows for a substantial guard force to ensure the safety of the ducal seat of power. The stairs gives quick and unobtrusive access to the upper levels,

including balconies that overlook the entrance to the house and the crenellated roof. In order to provide protection not only to the family, but the region's governmental seat, this room holds 72 soldiers. *Room Type:* Barracks; *Size:* 60' x 60' (5,500 gp); *Floor:* stone (2,160 gp); *Quality:* Good (+20%); *Extras:* one wooden door (3 gp), 10' x 20' x 10' stone staircase (250 gp), one fireplace (25 gp); *Total:* 9,470 gp.

2. Pantry: The pantry is smaller than what one would expect, but the stairs that lead down to the cellar hides the majority of the Islington household's food stores, or so the rumors claim. *Room Type:* Shelving; *Size:* 30' x 40' (2,175 gp); *Floor:* stone (720 gp); *Extras:* 10' x 20' x 10' stone staircase (250 gp), one wooden door (3 gp); *Total:* 3,148 gp.

3. Kitchen: Despite the number of people that live in and around the estate, the kitchen is only 800 sq. ft. Despite this seemingly small size, it is able to feed the entire house through rotating shifts and a more simplified diet for the servants in comparison to the owners and their troops. *Room Type:* Kitchen; *Size:* 20' x 40' (4,750 gp); *Floor:* stone (480 gp); *Quality:* Excellent (+60%); *Extras:* one wooden door (3 gp); *Total:* 8,371 gp.

4. Dining Room: This 1,600 sq. ft. space is the main dining area used by the family to entertain and take their daily meals. Its location between the foyer and the kitchen makes it easier to keep most guests confined to a relatively small region of the house. *Room Type:* Dining Room; *Size:*



One square = 10 feet

Castle Builder Volume 2

20' x 40' (4,750 gp); *Floor*: wood (360 gp); *Quality*: Good (+60%); *Extras*: one door (3 gp), one fireplace (25 gp); *Total*: 8,204 gp.

5. Foyer: When visitors enter the Estate of Ellingsworth, they are confronted by the 40' x 40' x 20' interior behind the double doors. The balcony against the far wall makes it clear that intrusions will not be easy or tolerated. The scale itself is imposing and sets the authoritative tone that this is truly the heart of the Duchy's power. It also helps that a rather large ducal crest decorates the wall behind the balcony. *Room Type*: Utility Space; *Size*: 40' x 40' (4,750 gp); *Floor*: stone (960 gp); *Quality*: Good (+25%); *Extras*: seven reinforced doors (70 gp); *Total*: 7,207.5 gp.

6. Coat Room: Guests entering the residence are relieved of the coats and arms before being allowed to enter deeper than foyer. Those items are kept in here. *Room Type*: Utility Space; *Size*: 10' x 30' (750 gp); *Floor*: stone (180 gp); *Total*: 930 gp.

7. Vestibule: Anyone with official business with the Islington's or the Duchy of Ellingsworth passes through this small room before being admitted into the office where the Duke holds court. *Room Type*: Utility Space; *Size*: 10' x 10' (250 gp); *Floor*: stone (60 gp); *Quality*: Good (+25%); *Extras*: one door (3 gp); *Total*: 387.5 gp.

8. Study/Office: During the day, this room is effectively the Duke's office. The 1,600 sq. ft. space is far larger than it needs to be and has either been repurposed by the Islington's to impress upon people the family's power, or it is meant to be a throne room in miniature. *Room Type*: Study/Office; *Size*: 40' x 40' (4,750 gp); *Floor*: stone (960 gp); *Quality*: Excellent (+90%); *Extras*: one door (3 gp), one fireplace (25 gp); *Total*: 10,877 gp.

9. Library: The family is nothing if not thorough in displaying their wealth and power. Despite any flaws the Islington's may possess, they are passionate about education – at least for their family. This library is the best in the duchy as far as anyone knows. *Room Type*: Library; *Size*: 40' x 40' (4,750 gp); *Floor*: stone (960 gp); *Quality*: Excellent (+90%); *Extras*: one door (3 gp), one fireplace (25 gp); *Total*: 10,877 gp.

10. Drawing Room: Another example of a room taken to extreme size, this space is the same size as the house's great hall. The Islington's use this room as a place to entertain guests who are staying over for the night. Chances are quite good that this was once a trophy room as evinced from the lack of a door to the library, but refurbishing has made it virtually impossible to tell. The staircase thus allows for easy access to rooms on the upper floor. *Room Type*: Drawing

Room; *Size*: 60' x 60' (33,000 gp); *Floor*: stone (2,160 gp); *Quality*: Good (+40%); *Extras*: one door (3 gp), one fireplace (25 gp) 10' x 20' x 10' stone staircase (250 gp); *Total*: 49,502 gp.

11. Hallway: This brief passageway gives the soldiers access to bathing and lavatory facilities as well as the rest of the house. *Room Type*: Utility Space; *Size*: 10' x 40' (1,000 gp); *Floor*: stone (240 gp); *Total*: 1,240 gp.

12. Hallway: This small stretch of hallway gives access to a hidden staircase to the second floor as well as the storage space next to it. *Room Type*: Utility Space; *Size*: 10' x 40' (1,000 gp); *Floor*: stone (240 gp); *Extras*: two wooden doors (6 gp) *Total*: 1,246 gp.

13. Hallway: This portion of the hall connects the dining room, sitting room, and great hall together. *Room Type*: Utility Space; *Size*: 10' x 40' (1,000 gp); *Floor*: stone (240 gp); *Total*: 1,240 gp.

14. Great Hall: Once a visitor makes it past the foyer and into the heart of the manor house, they are confronted by a 3,600 sq. ft. hall with two large staircases that meet a balcony at the back of the room that overlooks the majority of the hall. The room is used less for state business than it is for ceremonies, festivities, and other public displays of the Islington's power. *Room Type*: Common Area; *Size*: 60' x 60' (8,800 gp); *Floor*: stone (2,160 gp); *Quality*: Excellent (+40%); *Extras*: six reinforced doors (60 gp), two 10' x 20' x 10' stone staircases (500 gp); *Total*: 15,964 gp.

15. Hallway: This stretch of hallway is the most common visitors would see if they are spending the evening at the manor. *Room Type*: Utility Space; *Size*: 10' x 80' (2,000 gp); *Floor*: stone (480 gp); *Extras*: one wooden door (3 gp) *Total*: 2,483 gp.

16. Hallway: Few people will see this hall. It is effectively reserved for the Islington's to reach their private quarters. *Room Type*: Utility Space; *Size*: 10' x 160' (8,000 gp); *Floor*: stone (960 gp); *Total*: 8,960 gp.

17. Bedrooms: Identical in size, these two rooms are the private domains of the Islington's daughters. *Room Type*: Bedroom; *Size*: 30' x 30' (1,612.5 gp); *Floor*: stone (540 gp); *Quality*: Good (+40%); *Extras*: one wooden door (3 gp), one fireplace (25 gp); *Total*: 6,083 gp (3,041.5 gp each).

18. Parlor: The Islington's use this room to entertain guests with more items of diversion than conversation and books. In effect, it is the Islington's social game room. *Room Type*: Parlor; *Size*: 40' x 40' (14,250 gp); *Floor*: stone (960 gp); *Quality*: Good(+40%); *Extras*: two wooden doors (6 gp); *Total*: 21,300 gp.

19. Billiards Room: Connected to the parlor, this space

Manor Houses

holds indoor ball-and-stick games (e.g. a pool table). The Islington's use this space to entertain themselves and guests with what amount to indoor versions of lawn games. *Room Type:* Lounge; *Size:* 40' x 40' (14,250 gp); *Floor:* stone (960 gp); *Quality:* Good(+40%); *Extras:* two wooden doors (6 gp); *Total:* 21,300 gp.

20. Master Bedroom: Lord and Lady Ellingsworth's bedroom. *Room Type:* Bedroom; *Size:* 40' x 40' (2,925 gp); *Floor:* stone (960 gp); *Quality:* Excellent (+80%); *Extras:* one wooden door (3 gp), one fireplace (25 gp); *Total:* 7,021 gp.

21. Bedroom: This is the bedroom of the Islington's eldest child, a son. *Room Type:* Bedroom; *Size:* 30' x 40' (2,175 gp); *Floor:* stone (720 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp), one fireplace (25 gp); *Total:* 4,081 gp.

22. Bath: The Islington's private bathing quarters. *Room Type:* Bath; *Size:* 30' x 30' (3,300 gp); *Floor:* stone (540 gp); *Quality:* Good (+30%); *Extras:* one wooden door (3 gp), one fireplace (25 gp); *Total:* 5,020 gp.

23. Conservatory: Accessible through the short hall behind the great hall, this room is used by the Islington's to relax and enjoy the view of the garden both inside and outside the windows as if it were a garden tea room. To this end, the room has substantial windows to pull off the illusion of being outdoors. *Room Type:* Botanical Storage; *Size:* 30' x 50' (4,562.5 gp); *Floor:* stone (900 gp); *Quality:* Good (+30%);

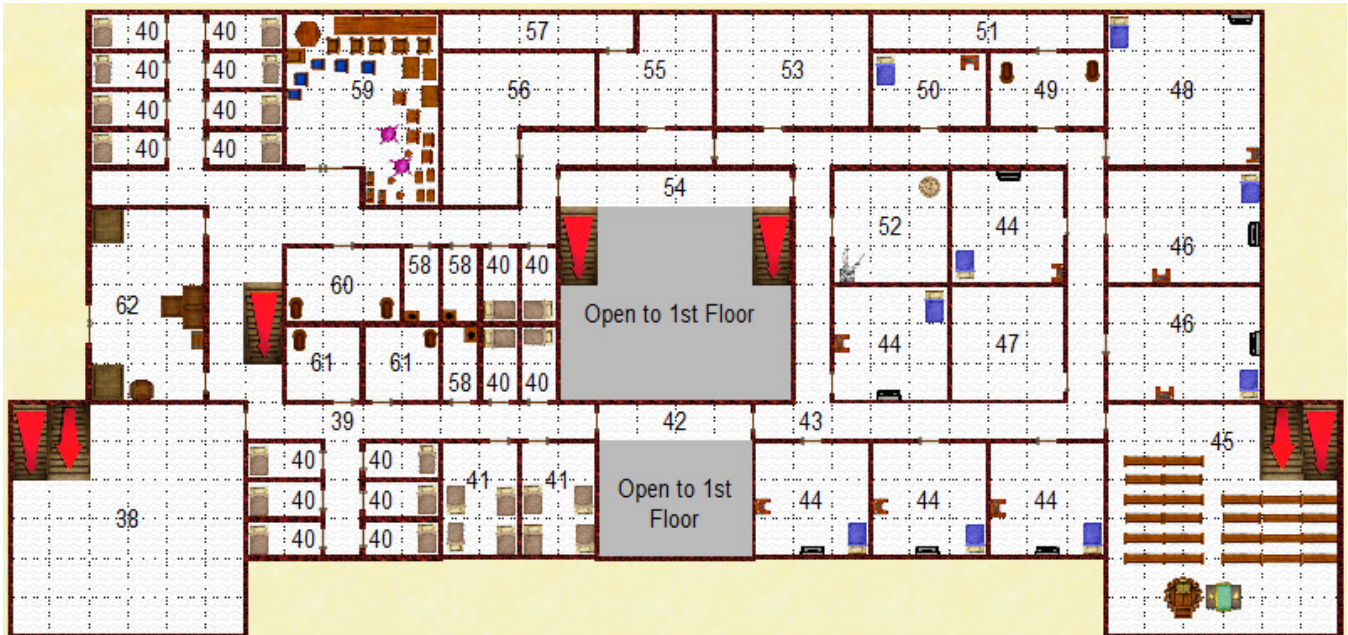
Extras: one wooden door (3 gp), one fireplace (25 gp), four bay windows (5' x 10' stone wall: 30 gp x 5 = 150 gp per window, 600 gp); *Total:* 7,729.25 gp.

24. Lavatory: Each of the four lavatories serves the family and the servants as well as guests to the estate. Those in the west wing see the most use due to the number of servants. *Room Type:* Lavatory; *Size:* 10' x 20' (800 gp); *Floor:* stone (120 gp); *Quality:* Good (+25%); *Extras:* gravity fed plumbing (+20%), one wooden door (3 gp), 250' of 1' x 6" pipe (1,250 gp); *Total:* 10,532 gp (2,633 gp each).

25. Hallway: This short hall grants access to the conservatory and tea room without visitors having access to the servant and family quarters. *Room Type:* Utility Space; *Size:* 10' x 40' (1,000 gp); *Floor:* stone (240 gp); *Extras:* two reinforced doors (20 gp); *Total:* 1,260 gp.

26. Tea Room: Other than furniture, there is little difference between this room and the conservatory. The Islington's use the rooms depending on the function/entertainment they wish to host. *Room Type:* Lounge; *Size:* 30' x 50' (13,312.5 gp); *Floor:* stone (900 gp); *Quality:* Good (+30%); *Extras:* one wooden door (3 gp), one fireplace (25 gp), three bay windows (5' x 10' stone wall: 30 gp x 5 = 150 gp per window, 450 gp); *Total:* 18,954.25 gp.

27. Servants' Quarters: This room holds several servants so that there are always some close at hand to meet the needs of the Islington's no matter the hour. *Room Type:* Barracks; *Size:* 20' x 30' (812.5 gp); *Floor:* stone (360 gp);



One square = 10 feet

Castle Builder Volume 2

Quality: Good (+20%); *Extras:* one wooden door (3 gp); *Total:* 1,410 gp.

28. Hallway: This is the main hall for the servants' wing of the first floor. *Room Type:* Utility Space; *Size:* 10' x 210' (5,250 gp); *Floor:* stone (1,260 gp); *Total:* 6,510 gp.

29. Sitting Room: When the Islington's wish to entertain guests who are visiting for conversation and the latest news from around the duchy and the kingdom of a non-business capacity, this is the room in which they conduct such activities. There is little difference to the parlor, excluding the lack of distractions the parlor offers. *Room Type:* Sitting Room; *Size:* 40' x 40' (14,250 gp); *Floor:* stone (960 gp); *Quality:* Good(+40%); *Extras:* one wooden door (3 gp); *Total:* 21,297 gp.

30. Storage: Various sundries needed to keep the daily activities for the house running are generally stored here. Depending on the activities or posture of the house, this room can serve as an armory, pantry, and so on. *Room Type:* Shelving Storage; *Size:* 40' x 20' (1,425 gp), 30' x 20' (+25% =1,125 gp); *Floor:* stone (840 gp); *Extras:* one wooden door (3 gp); *Total:* 3,393 gp.

31. Servants' Quarters: These two rooms are used by the heads of the staff (e.g. butler, cook, valet, and maid). One is used for the men and the other for the women. There are usually two to each room. *Room Type:* Bedroom; *Size:* 20' x 20' (675 gp); *Floor:* stone (240 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp); *Total:* 2,568 gp (1,284 gp each).

32. Officers' Quarters: The troops garrisoned in the estate do not share quarters with their officers. The captain and his lieutenants occupy these rooms. *Room Type:* Bedroom; *Size:* 20' x 20' (675 gp); *Floor:* stone (240 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp); *Total:* 5,136 gp (1,284 gp each).

33. Bath: This bathing space is shared by the officers and a good portion of the serving staff. *Room Type:* Bath; *Size:* 30' x 20' (2,175 gp); *Floor:* stone (360 gp); *Quality:* Good (+30%); *Extras:* one wooden door (3 gp); *Total:* 3,298.5 gp.

34. Bath: This bathing space is used by the soldiers quartered in the manor house. *Room Type:* Bath; *Size:* 20' x 20' (1,425 gp); *Floor:* stone (240 gp); *Extras:* one wooden door (3 gp); *Total:* 1,668 gp.

35. Lavatory: Connected to the bathing facility, this room is used by the soldiers to relieve themselves. *Room Type:* Lavatory; *Size:* 10' x 20' (800 gp); *Floor:* stone (120 gp); *Extras:* gravity fed plumbing (+20%), one archway (1 gp), 220' of 1' x 6" pipe (1,100 gp); *Total:* 10,532 gp (2,205

gp each).

36. Hallway: This section of hall allows the servants and officers to move from the back to the front of the house without being seen. *Room Type:* Utility Space; *Size:* 10' x 40' (1,000 gp); *Floor:* stone (240 gp); *Extras:* two wooden doors (6 gp) *Total:* 1,246 gp.

37. Hidden Stairwell: While not truly hidden in the sense of a secret, this staircase is rarely seen by anyone outside the family, the servants, and the soldiers quartered here. *Room Type:* Utility Space; *Size:* 10' x 20' (500 gp); *Floor:* stone (120 gp); *Extras:* 10' x 20' x 10' stone staircase (250 gp), one wooden door (3 gp); *Total:* 873 gp.

(First Floor Total: 301,319 gp)

Second Floor

38. Training Hall/Armory: Despite the room's massive size, it has been given over to the troops who live within the manor house to store their weapons, conduct physical training, and hone their melee skills. *Room Type:* Common Room/Shelving Storage; *Size:* 50' x 60' (2,100 gp)/10' x 60' (900 gp); *Floor:* stone (1,800 gp/360 gp); *Quality:* Good (+20%/+30%); *Extras:* 10' x 20' x 10' wooden staircase (125 gp), one wooden door (3 gp); *Total:* 6,446 gp.

39. Western Hallway: This hallway services the western half of the second floor. *Room Type:* Utility Space; *Size:* 10' x 410' (10,250 gp), 10' x 50' (+25% = 1,251.25 gp); *Floor:* stone (2,760 gp); *Ceiling:* stone (2,760 gp) *Extras:* two wooden doors (6 gp); *Total:* 7,802.25 gp.

40. Servants' Quarters: These rooms represent the majority of the rooms reserved for the housing for the staff and space for visiting guests to quarter their personal servants. *Room Type:* Bedroom; *Size:* 10' x 20' (300 gp); *Floor:* stone (120 gp); *Ceiling:* stone (120 gp); *Extras:* one wooden door (3 gp); *Total:* 9,774 gp (543 gp each).

41. Servants' Barracks: These two rooms are usually vacant unless visitors (usually dignitaries) require more space to house their servants. The Islington's often place their staff in these quarters so the smaller rooms are at the disposal of the guests; this also keeps any political tensions to a minimum by separating any rivals. *Room Type:* Bedroom; *Size:* 20' x 30' (1,050 gp); *Floor:* stone (360 gp); *Ceiling:* stone (360 gp); *Extras:* one wooden door (3 gp); *Total:* 3,546 gp (1,773 gp each).

42. Foyer Balcony: From here, the Islington's or their guard can address would-be visitors from a position of relative safety, from the other side of projectile weaponry. *Room Type:* Utility Space; *Size:* 40' x 40' (10,250 gp); *Floor:* stone (240 gp); *Ceiling:* stone (960 gp) *Extras:* balcony railing (4.5 gp),

Manor Houses

two wooden doors (6 gp); *Total:* 11,460.5 gp.

43. Eastern Hallway: This room services the eastern half of the second floor. *Room Type:* Utility Space; *Size:* 10' x 310' (7,750 gp); *Floor:* stone (1,860 gp); *Ceiling:* stone (1,860 gp); *Total:* 11,470 gp.

44. Bedroom: These rooms are often used by the Islington's guests. The one closest to the chapel is reserved for the clergy member and his or her attendant who serve in the adjacent chapel. *Room Type:* Bedroom; *Size:* 30' x 30' (1,612.5 gp); *Floor:* stone (540 gp); *Ceiling:* stone (540 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp), one fireplace (25 gp); *Total:* 18,987.5 gp (3,797.5 gp each).

45. Chapel: The chapel serves the whole house, though the Islingtons sit in the first row of pews. Separate services are conducted during the course of holy days to ensure all who live in the manor house may partake of basic religious needs. The chapel is pantheistic, but most of the iconography favors the Islingtons' chief deity. *Room Type:* Chapel; *Size:* 60' x 60' (24,750 gp); *Floor:* stone (2,160 gp); *Ceiling:* stone (2,160 gp); *Quality:* Good (+25%); *Extras:* one wooden door (3 gp), 10' x 20' x 10' wooden staircase (125 gp); *Total:* 36,465 gp.

46. Guest Quarters: Slightly larger spaces, these two rooms are often reserved for guests of note. *Room Type:* Bedroom; *Size:* 30' x 40' (2,175 gp); *Floor:* stone (720 gp); *Ceiling:* stone (720 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp), one fireplace (25 gp); *Total:* 10,178 gp (5,089 gp each).

47. Nursery/Playroom: This space has been given over to the Islingtons' children. Given the size of the room and varying ages of the children, the family decided to contain the transitioning chaos of childhood in one space. *Room Type:*

Nursery/Playroom; Size: 30' x 30' (2,687.5 gp); *Floor:* stone (540 gp); *Ceiling:* stone (540 gp); *Quality:* Good (+30%); *Extras:* one wooden door (3 gp); *Total:* 4,900.75 gp.

48. Guest Suite: The largest room the Islingtons reserve for guests. The space is often used by visiting nobility. *Room Type:* Bedroom; *Size:* 40' x 40' (2,925 gp); *Floor:* stone (960 gp); *Ceiling:* stone (960 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp), one fireplace (25 gp); *Total:* 6,811 gp.

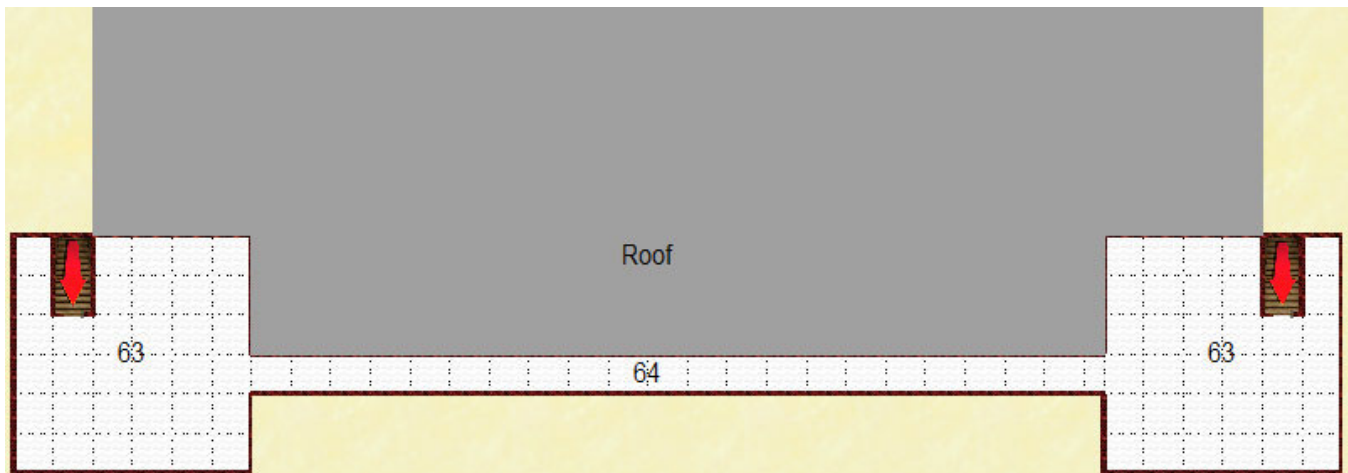
49. Bathing Suite: Guests and the clergy use this space for their bathing needs. *Room Type:* Bath; *Size:* 20' x 30' (4,200 gp); *Floor:* stone (360 gp); *Ceiling:* stone (360 gp); *Quality:* Good (+30%); *Extras:* one wooden door (3 gp); *Total:* 6,399 gp.

50. Bedroom: This suite is used for attending staff for any nobleman or guest who is conducting business with the Islingtons. *Room Type:* Bedroom; *Size:* 20' x 30' (1,050 gp); *Floor:* stone (360 gp); *Ceiling:* stone (360 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp); *Total:* 2,481 gp.

51. Linen Closet: Effectively a towel room of sorts, this space is used to store bedclothes, towels, and other rugged fabrics. *Room Type:* Utility Space; *Size:* 10' x 60' (1,500 gp); *Floor:* stone (360 gp); *Ceiling:* stone (360 gp); *Extras:* one wooden door (3 gp); *Total:* 2,223 gp.

52. Trophy Room: Despite their recent acquisition of the estate and some people's feelings towards that act, the Islingtons display not only familial, but also those awarded to the Duchy. *Room Type:* Display Room; *Size:* 30' x 30' (26,000 gp); *Floor:* stone (540 gp); *Ceiling:* stone (540 gp); *Quality:* Good (+30%); *Extras:* one wooden door (3 gp); *Total:* 35,207 gp.

53. Music Room: Here, the Islingtons or musicians



One square = 10 feet

Castle Builder Volume 2

practice their musical talents for a small audience. *Room Type:* Bedroom; *Size:* 30' x 40' (14,250 gp); *Floor:* stone (720 gp); *Ceiling:* stone (720 gp); *Quality:* Good (+40%); *Extras:* one wooden door (3 gp); *Total:* 21,969 gp.

54. Great Hall Balcony: Mounted atop the twin staircases of the great hall, this 10' wide balcony makes an excellent platform for addressing the hall. *Room Type:* Common Area; *Size:* 60' x 60' (8,800 gp); *Floor:* stone (360 gp); *Ceiling:* stone (2,160 gp); *Quality:* Excellent (+40%); *Extras:* two reinforced doors (20 gp), wooden banister (6.75 gp); *Total:* 15,874.75 gp.

55. Storage: Miscellaneous storage space, mostly used for storing seasonal items, but access to the small space just behind it is never blocked. *Room Type:* Utility Space; *Size:* 10' x 20' (562.5 gp)/20' x 30' (1,875 gp); *Floor:* stone (480 gp); *Ceiling:* stone (480 gp); *Extras:* one wooden door (3 gp); *Total:* 3,400.5 gp.

56. Storage: Anything that might be used for the Great Hall is stored here. Other items may be kept here for the short term. *Room Type:* Utility Space; *Size:* 20' x 20' (1,125 gp)/20' x 40' (2,500 gp); *Floor:* stone (720 gp); *Ceiling:* stone (720 gp); *Extras:* one wooden door (3 gp); *Total:* 5,068 gp.

57. Musicians' Ledge: While not really a ledge, this narrow room is designed so that anyone in the garden below can relax and enjoy the fragrance of the flowers and some melodies. *Room Type:* Utility Space; *Size:* 10' x 50' (1,250 gp); *Floor:* stone (300 gp); *Ceiling:* stone (300 gp); *Extras:* one wooden door (3 gp), four bay windows (5' x 10' stone wall: 30 gp x 5 = 150 gp per window, 600 gp); *Total:* 2,453 gp.

58. Lavatory: These three lavatories are often used by the servants and guards in the training room. *Lavatory; Size:* 10' x 20' (800 gp); *Floor:* stone (120 gp); *Quality:* Good (+25%); *Extras:* gravity fed plumbing (+20%), one wooden door (3 gp), 250' of 1' x 6" pipe (1,250 gp); *Total:* 7,899 gp (2,633 gp each).

60. Bath: Designed mainly for the use of the servants, but it also handles the overflow for when the Islington have guests. *Room Type:* Bath; *Size:* 20' x 30' (4,200 gp); *Floor:* stone (360 gp); *Ceiling:* stone (360 gp); *Quality:* Good (+30%); *Extras:* one wooden door (3 gp); *Total:* 6,399 gp.

61. Bath: These smaller bathing facilities are less ornate than any of the others in the manor house as they are designed to be used almost exclusively by the staff. *Room Type:* Bath; *Size:* 20' x 20' (1,350 gp); *Floor:* stone (240 gp); *Ceiling:* stone (240 gp); *Extras:* one wooden door (3 gp); *Total:* 1,833 gp.

62. Storage: This room not only serves as the primary storage area of the manor, it also has a hoist mechanism inside so that all goods can be lifted into this room before being parceled out to their proper locations. *Room Type:* Utility Space; *Size:* 30' x 50' (4,500 gp), simple mechanical clockwork (+300%); *Floor:* stone (900 gp); *Ceiling:* stone (90 gp); *Extras:* two reinforced doors (20 gp), one wooden door (3 gp); *Total:* 15,323 gp.

(Second Floor Total: 254,370.25)

Roof

63. Tower Crown: The roofs of the two towers serve as defensive platforms. They have crenellated walls and are spacious enough for defenders to move out of invaders' lines of sight. *Room Type:* Utility Space; *Size:* 60' x 60' (9,000 gp), drizzle channels for drainage (+20%); *Floor:* stone (720 gp); *Extras:* non-existent portion of walls (-480 gp), crenellated walls (-240 gp), covered stairwell (+480 gp), one reinforced door (10 gp); *Total:* 22,580 gp (11,290 gp each).

64. Soldier's Walk: As narrow as it may be, this stretch along the roof gives enough protection for defender's to travel between the two towers. *Room Type:* Utility Space; *Size:* 10' x 220' (5,500 gp), drizzle channels for drainage (+20%); *Extras:* non-existent portion of walls (-1,320 gp), crenellated walls (-330 gp); *Total:* 4,950 gp.

Synopsis

Building Total: 583,220 gp (583,219.25 gp, rounded up).

Foundation: 52,000 cubic feet (26,000 gp)

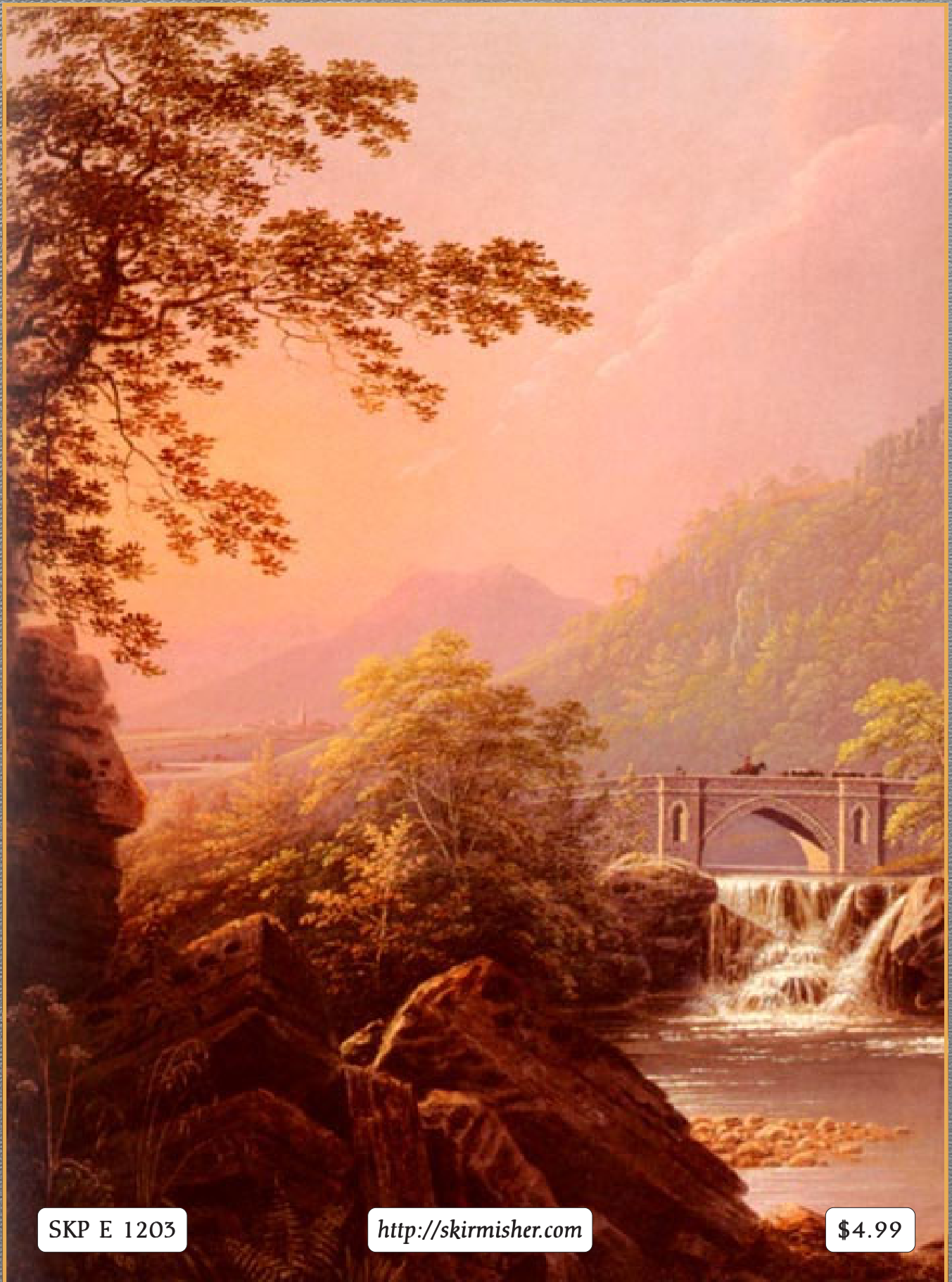
Construction Time: 104 weeks for foundation, 234 weeks for the inn (233.3 rounded up), 338 weeks in total.

Building Crew: one Architect, eight Plumbers, 24 Carpenters, 17 Laborer Formen, 10 Ironsmiths, one Engineer, 20 Engineer Assistants, 12 Master Masons, 24 Journeyman Masons, 117 unskilled laborers.

Clean-up Phase: 59 weeks (rounded up from 58.3).

Maintenance/Upkeep: 5,832.2 gp a year.

Staffing Requirements: one cook, one cook's assistant, one scullery maid, five gardeners, seven general servants, six bath attendants, one nurse, one nanny, one doctor, one clergy member and assistant, and three educators serve as the minimum staff the Islington need, but they generally employ more than that for their own comfort.



SKP E 1203

<http://skirmisher.com>

\$4.99