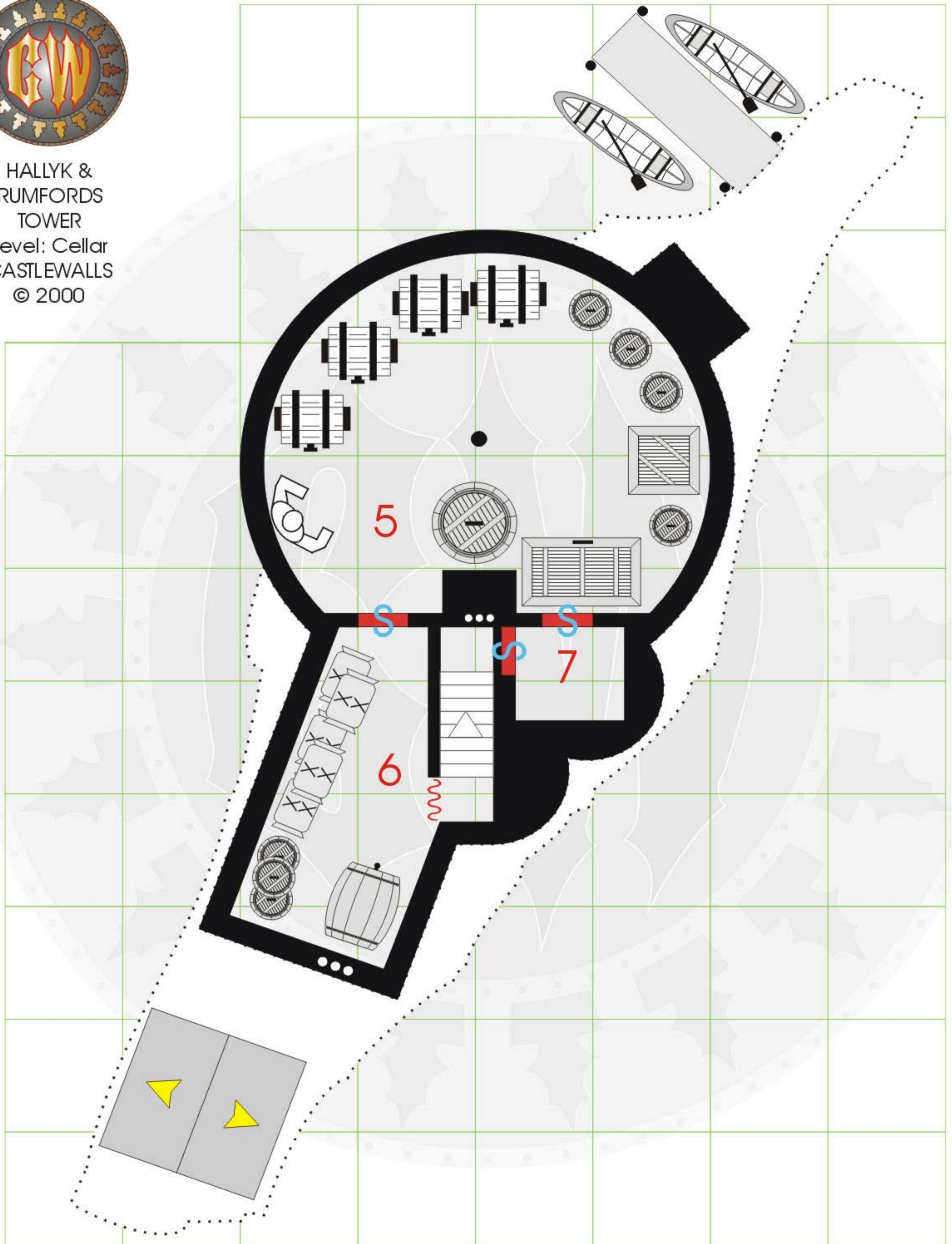




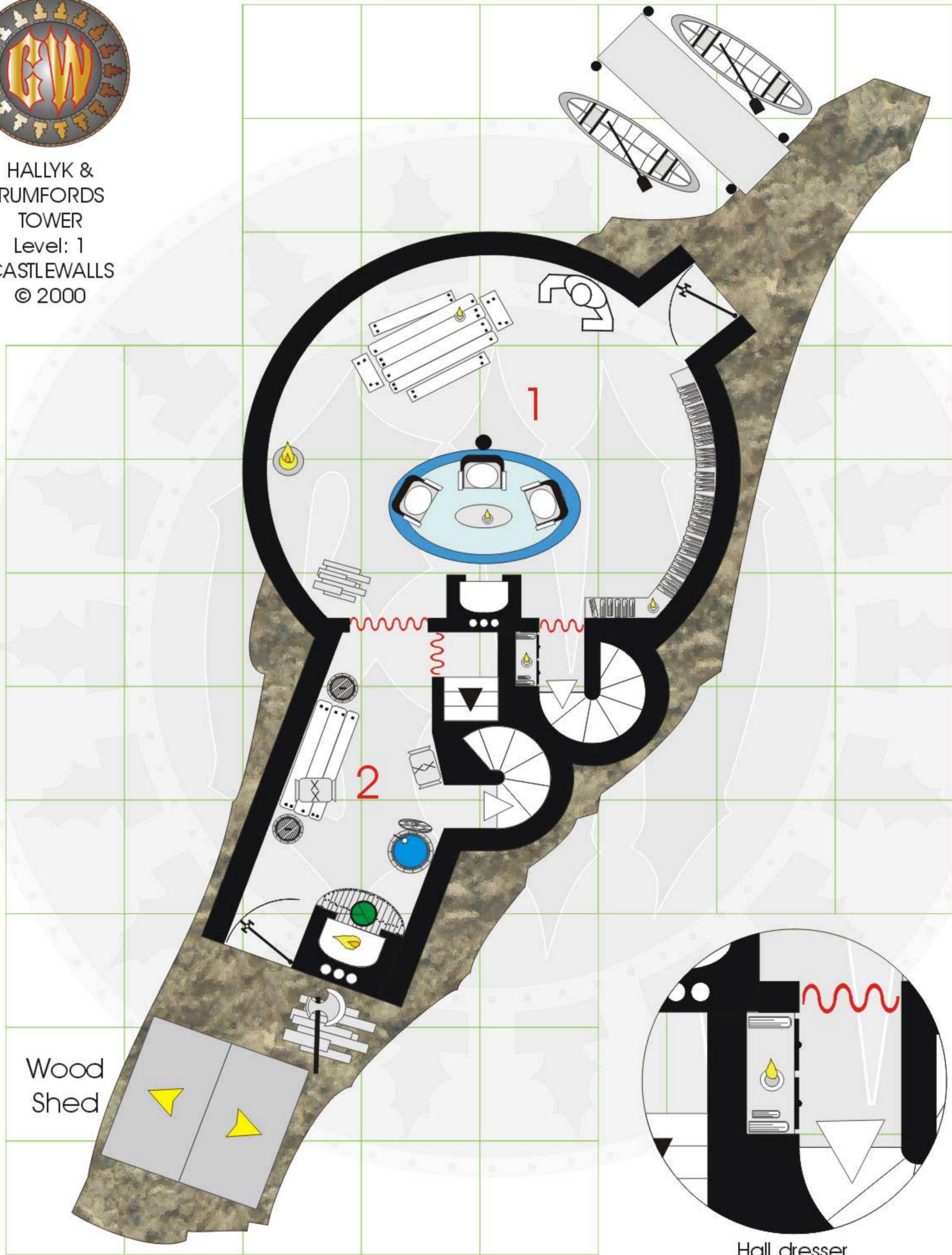
HALLYK &
RUMFORDS
TOWER
Level: Cellar
CASTLEWALLS
© 2000



1 square = 5'-0"



HALLYK &
RUMFORDS
TOWER
Level: 1
CASTLEWALLS
© 2000

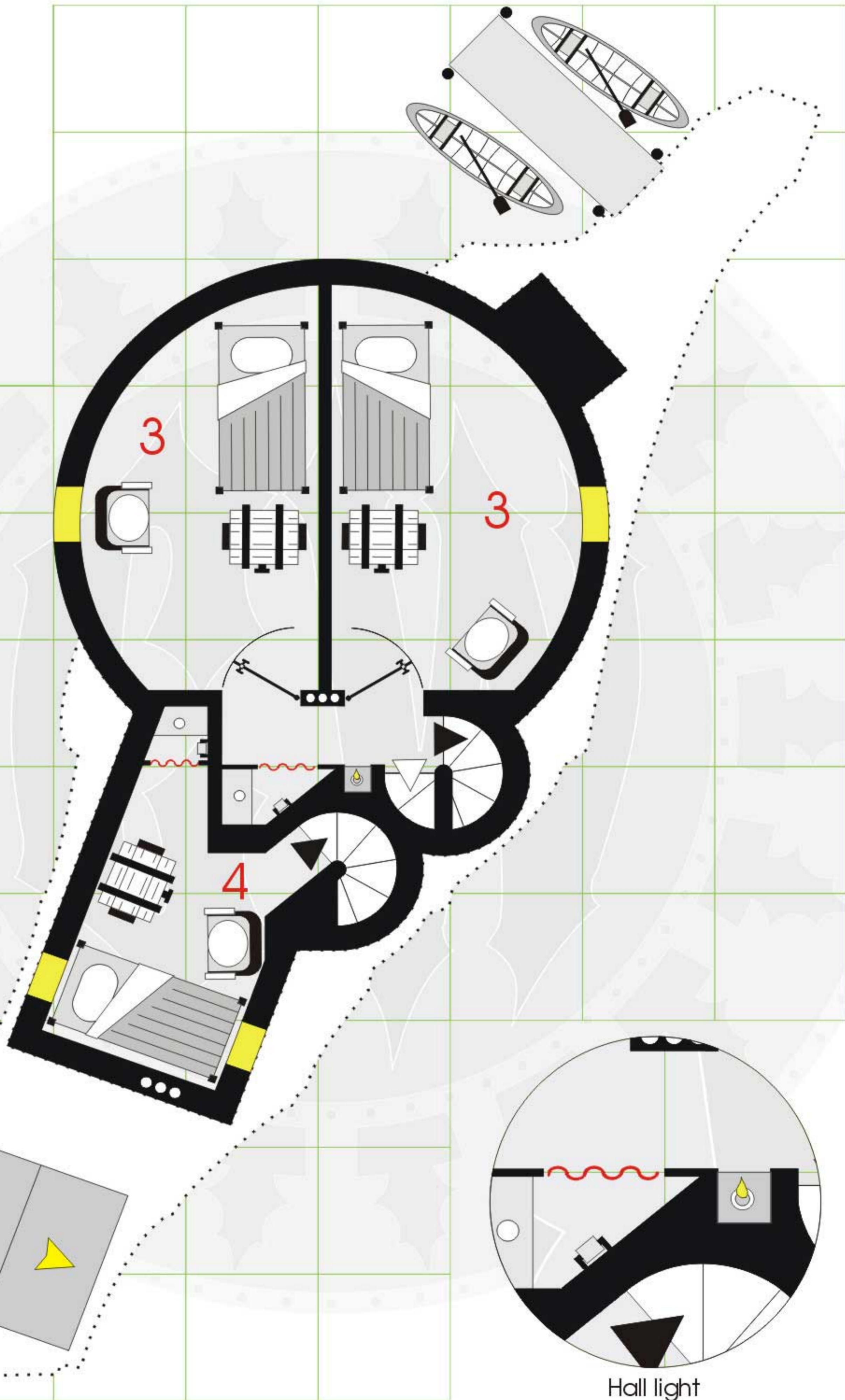


1 square = 5'- 0"

Hall dresser
detail



HALLYK &
RUMFORDS
TOWER
Level: 2
CASTLEWALLS
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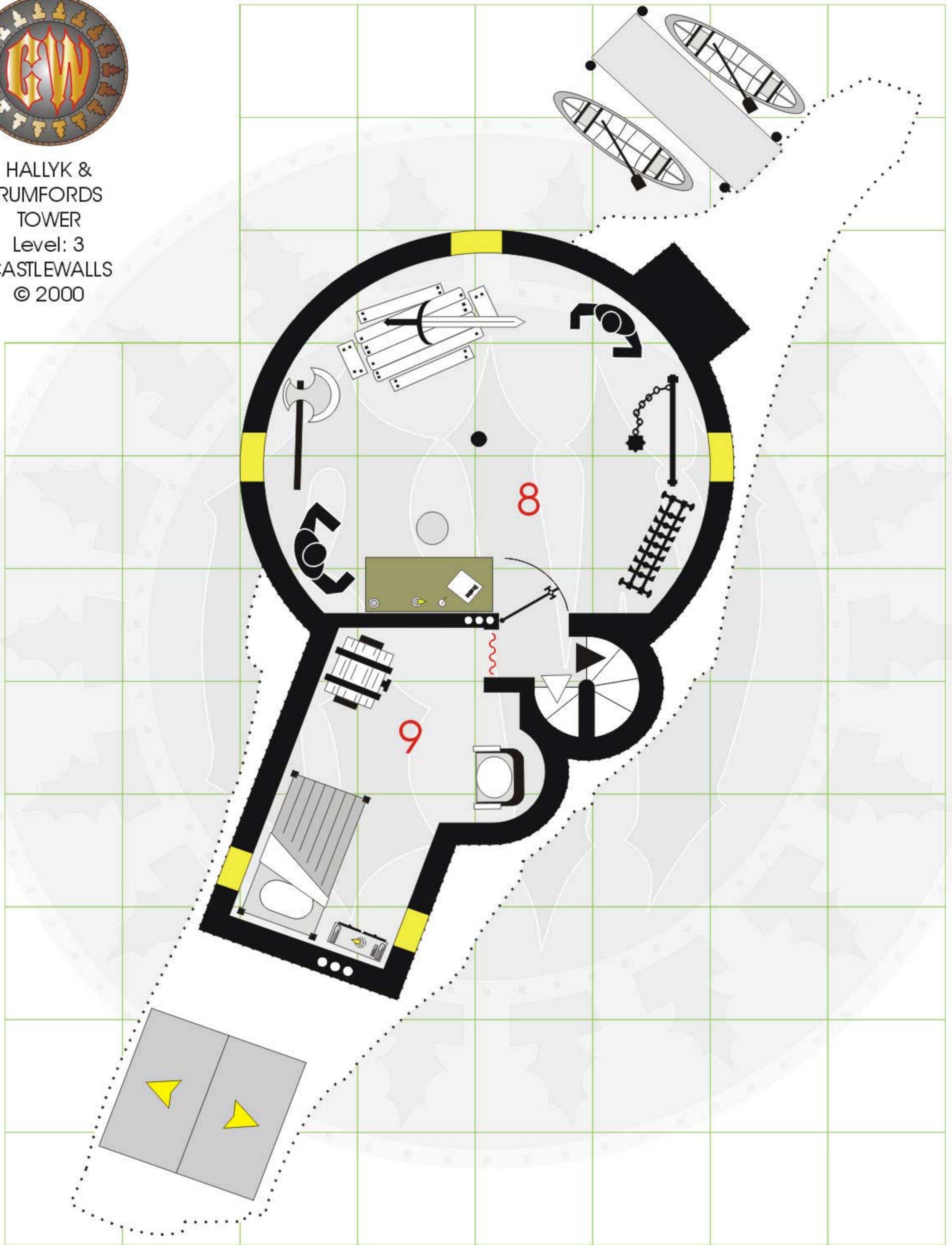


1 square = 5'- 0"

Hall light
alcove detail



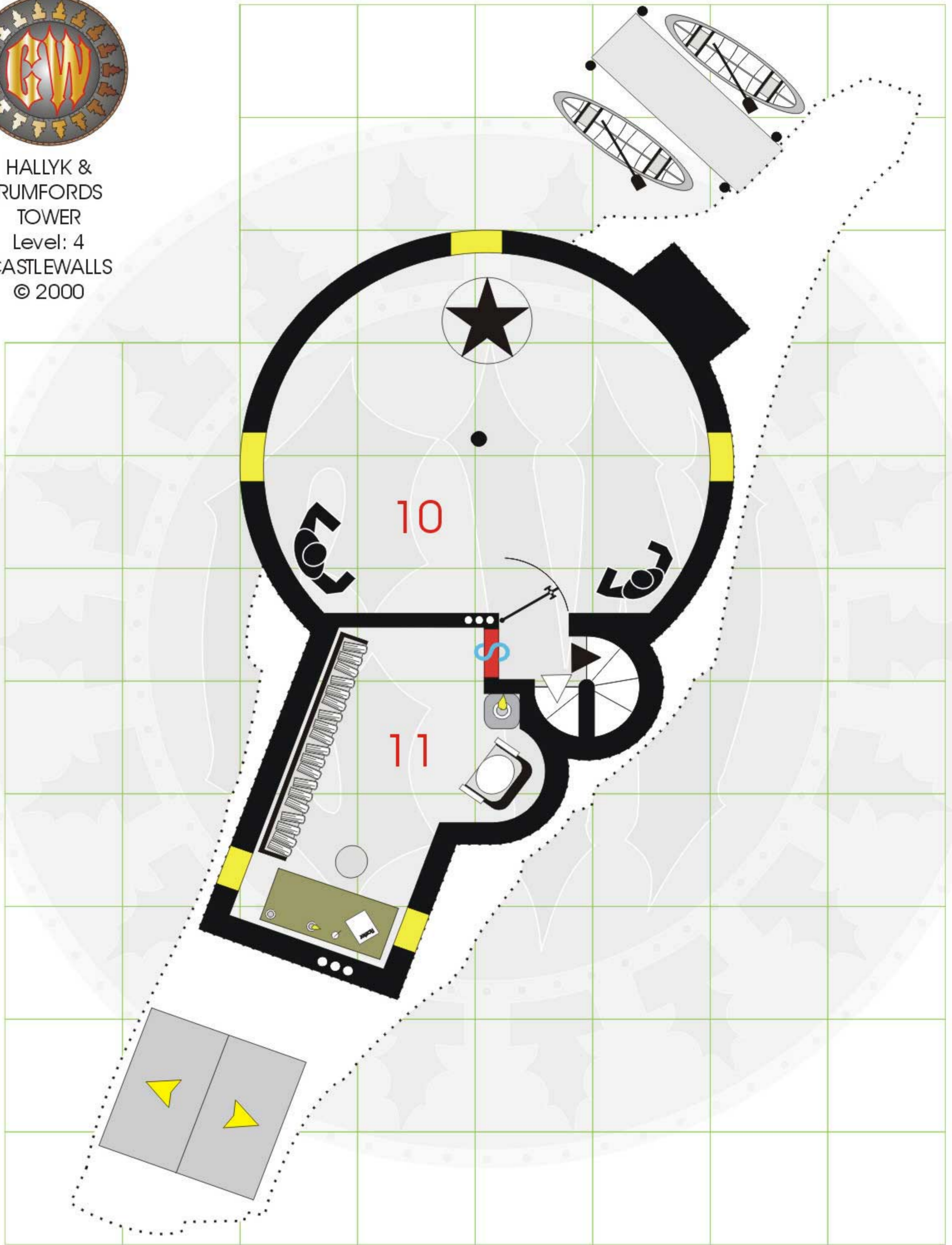
HALLYK &
RUMFORDS
TOWER
Level: 3
CASTLEWALLS
© 2000



1 square = 5' - 0"



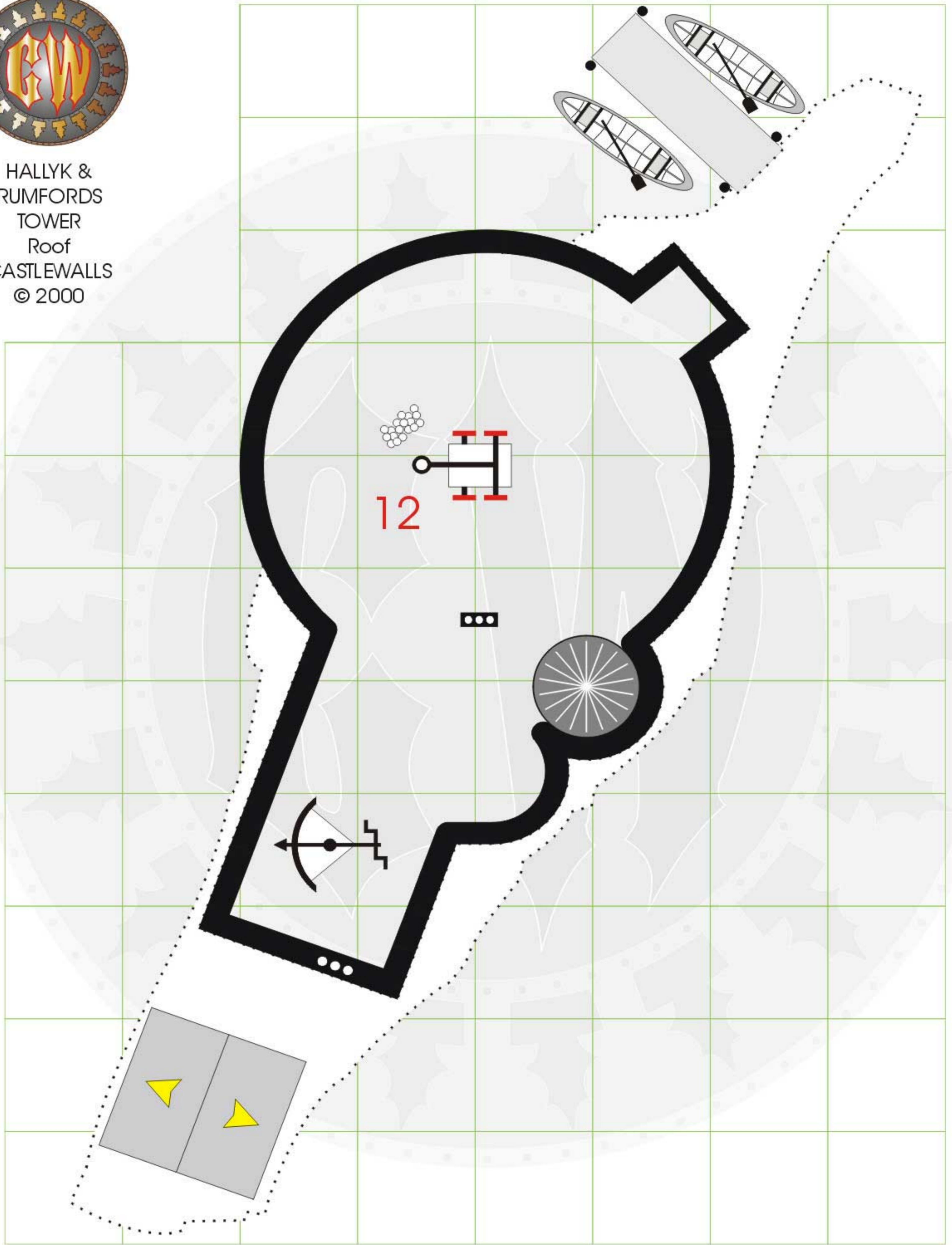
HALLYK &
RUMFORDS
TOWER
Level: 4
CASTLEWALLS
© 2000



1 square = 5' - 0"



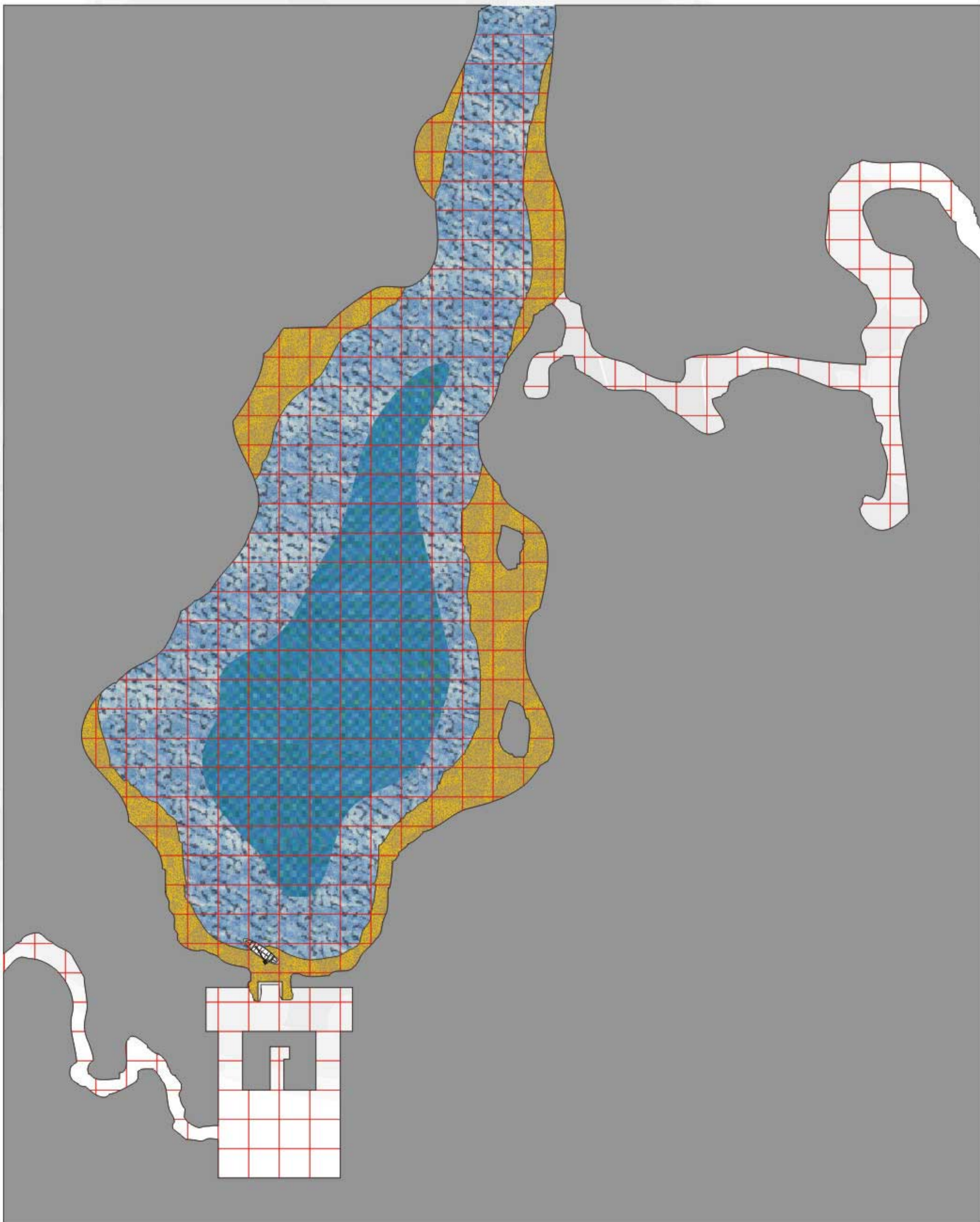
HALLYK &
RUMFORDS
TOWER
Roof
CASTLEWALLS
© 2000



1 square = 5' - 0"

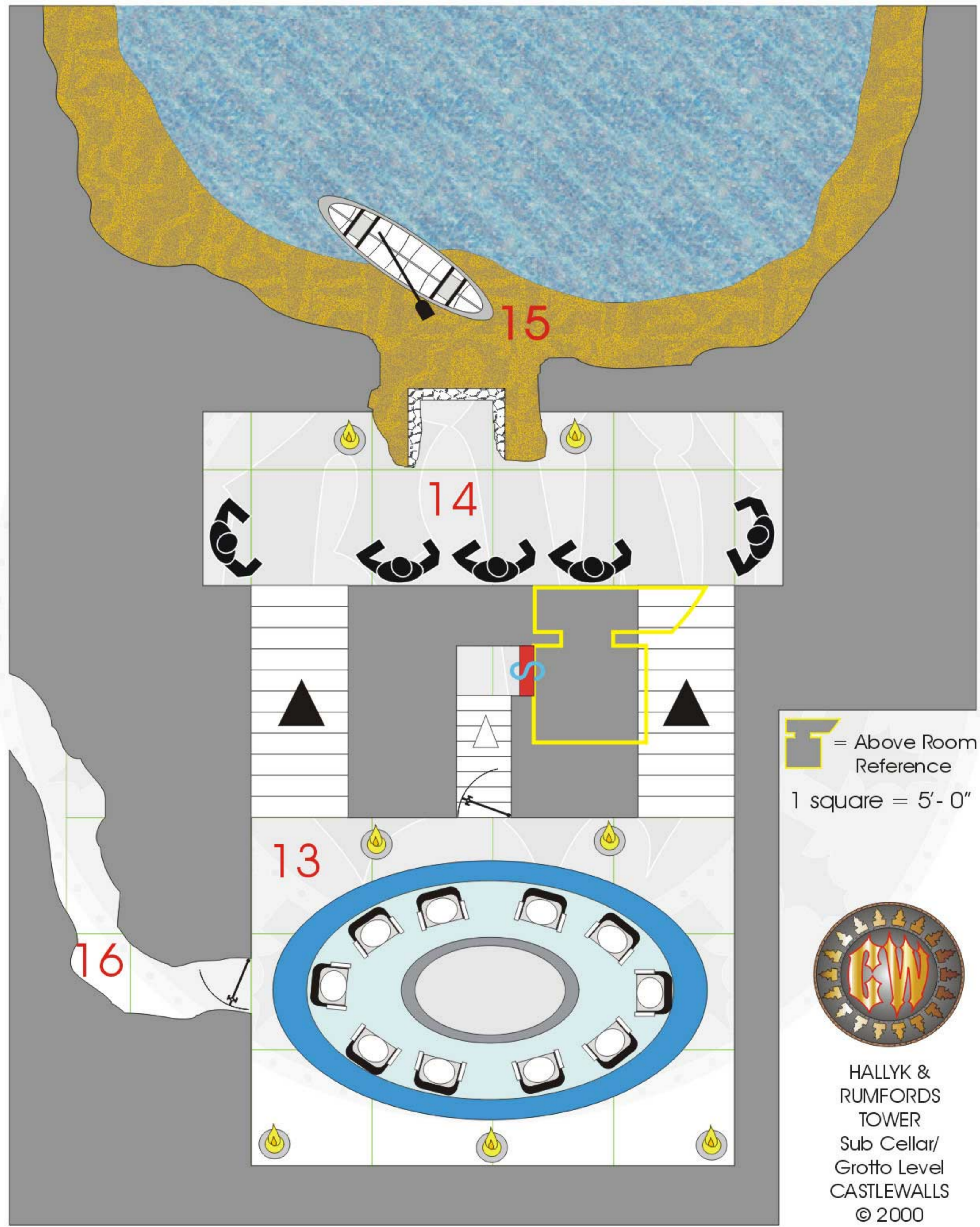


HALLYK &
RUMFORDS
TOWER
Grotto Overview
CASTLEWALLS
© 2000



Water
Depth





 = Above Room Reference
 1 square = 5'-0"



HALLYK &
 RUMFORDS
 TOWER
 Sub Cellar/
 Grotto Level
 CASTLEWALLS
 © 2000



Hallyk & Rumford's Tower is part of my own ongoing campaign that started with the Red Brotherhood Citadel and will eventually move to Mystytown Isle (MTI). The first design for MTI began with Indell Keep and I needed a place to put it. MTI was born. Mystytown is already laid out and various detailed plans (such as this one) are floating around on my computer. Do with them as you see fit, but the overall scheme is based on my own notes and ideas. All the plans are purposely left "open" for you to change and "stock". When necessary, I will give basic guidelines showing who these buildings were built for. You take it from there.

Now to H&R's Tower...

Located on a small jut of rock in the Blood River on MystyIsle. The Tower is small but highly defensible due to it's location. Access is available both inland and to the sea due to the outflow from the interior swamp lands and the inflowing tides from the sea. Up close, the Tower appears of average stone construction with sheets of thinly beaten copper on the exterior. The copper seems to be newly applied as no signs of oxidation have occurred.

Blood River is fed from smaller inland estuaries that riddle the great swamps of the isle. It eventually encircles the small escarpment that has become known as Mystytown to it's inhabitants before it flows out to the sea.

Hallyk and Rumford are high level adventurer's that met many years ago. Hallyk, a mage and scholar of history and Rumford, a ranger and herbalist. Their reasons for eventually finding their way and settling in this tower have yet to be given to those who deal with them, but it is speculated that they have just grown tired of adventuring and seek to spend their remaining years in peace and comfort. Others say that they may be hiding from those who would seek revenge on them for past deeds and MystyIsle is a good a place as any to become "lost" in.

The locals don't mind as they know that the Tower provides a bastion against the fell creatures that occasionally come from the swamp lands to raid and pillage the "town". Rumford, also barter's herbalistic medicines and other concoctions to the townspeople in trade for news and provisions that he and Hallyk cannot provide for themselves.

Rumford likes to go into the swamps to hunt and explore, occasionally finding the odd plant or creature, both keeping him well busied and his skills sharpened. He even boasts that he has created (with Hallyk's help) new spell components, weapons, armour, love potions, better ales... the ale is the only thing that the townspeople have seen, and they try to maintain a smile while choking down his "free" samples in the town tavern. While not fishing along the coast of the isle or exploring the swamps, Rumford, comes into town about once a week for news and provisions and to try his latest "ale" on the townsfolk.



Hallyk, on the other hand, seeks only study of his tomes and research of knowledge. The newly found plants and animals by Rumford over the years has prompted him to believe there is some un-natural source in the swamp that is altering the natural forms therein, but he has been unable to locate it with his powers. "There's something fell blanketing the swamps", he's prone to say. His urging of Rumford to go further into the swamps is met with a nod and a smile, "You first...", comes his usual reply.

Hallyk has invested the Tower (and canoes) with gramaryes that provide protection from the local insects (some that have gotten bigger over the years, he's noted) and detection of intruders on the jut of rock and Tower. He has even extended his spells to the edge of the swamp lands nearby to detect intruders and other un-naturals. He does have to go out and "renew my spells", when they begin to wane and Rumford always accompanies him for "added" protection. Anyone of a magical bent will know that they approach the Tower from the disturbance it creates, albeit small, in the aether. Hallyk knows when his protections are breached and usually by whom, or what. The Tower is very rarely approached unawares..

- Room 1: Main entrance to Tower provided by a steel re-enforced door with a magical lock. This is the "living room". Comfy chairs sit on a plush carpet in front of a fireplace with a stack of wood nearby. Bookshelves line one wall. A large standing brazier whose smoke disappears when it reaches the ceiling lights most of the room. A large candelabra sits on the eating table. An invisible Iron Golem stands guard by the door ready to serve or defend as needed. Curtained doorways to the kitchen and a stairwell leading upstairs.
- Room 2: Kitchen with rear doorway (same as main entrance above) leading outside to the woodshed. Large cooking fireplace, food preparation bench and a stairway leading up to ROOM 4 and a staircase leading down to ROOM 6.
- Room 3 (X2): Hallyk and Rumford's bedrooms with midden in hallway.
- Room 4: Sevim's Bedroom. Sevim was a young teen when brought to the Isle by a raiding party as a slave. Sevim was bitten by one of the more poisonous insects when he tried to escape through the swamps. Rumford, while exploring, found him in time to bring him back to the Tower and heal him (with Hallyk's help). They gave him the option to return to the town, let him go back to the swamp or stay and help around the Tower. He stayed and does chores and acts as a servant. From time to time Hallyk tries to teach him some magic but due to the boys abilities, cannot get past basic cantrips.
- Room 5: Secret storage room and additional supplies. Invisible Iron Golem guardian.
- Room 6: Basic cellar area/food storage. Hallyk's gramaryes keep this area cold and the food fresh.
- Room 7: Secret alcove/storage, leading by another secret doorway, down to lower levels.
- Room 8: Rumford's workroom/study. Various weapons and a suit of armor are arranged along the wall and papers detailing designs of new ones and discourses on hand to hand combat are strewn across the table. A rack of swords he has collected over the years is against one wall and a cloth stuffed dummy detailing hand to hand combat contact points stands beaten along another.
- Room 9: Guest/spare bedroom.



- Room 10: Hallyk's workshop. Standard mages materials/guarding spells apply. Summoning pentagram. Two Iron Golems stand guard.
- Room 11: Hallyk's study. Powerful spells guard entrance to this room where Hallyk's tomes are kept.
- Area 12: Roof with small arbalest and catapult. Supply of rock ammo. Roofed stairwell with lockable door leads down.
- Room 13: Secret meeting room of Mystylsle Thieves Guild. Two steps lead down from the main doorway to a large unassuming room whose floor is covered in a plush rug. Standing braziers surround the room and cast a glow about the comfy chairs in the room. Two ramps lead down to Room 14. A magically locked door leads to Passage 16 towards the town.
- Room 14: Guard area. The floor leading to the Grotto (area 15) is collapsed from the underground river tides and has been shored up with stone "steps". Two standing braziers cast light upon the five Iron Golems that stand guard against intruders.
- Room 15: An underground river grotto fades into the distance leading to the unknown. A canoe stands ready for hauling items and goods or for escape.
- Area 16: Secret passage to Mystytown. Used by Thieves Guild members.
- Area 17: Side cavern to unknown. Trolls have been seen coming out from time to time but have learned the hard way not to bother coming near Room 14...