

Castle Builder Volume 3:
**Moathouses
& Pillboxes**



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

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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 seigecraft 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.

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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 an Ettin assaulting a moathouse 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 3: Moathouses & Pillboxes* and its contents.

Moathouses

Take a manor house, put it behind a moat and a wall at least ten feet high, and you have a moathouse. Many of these fortifications also employ a pillbox to guard the crossing point over the moat. Moat houses are not the homes of the commoner and rarely will be found in the hands of untitled aristocracy. In a well-established kingdom, these homes will be chartered or licensed predominately to nobles carrying at least the rank of Viscount. More commonly, the noble inhabiting one of these fortifications will be a Count. These strongholds serve no purpose other than that of protecting and housing the administration of the domain. While many such realms may exist in a kingdom, these structures are not as common as the manor house.

A character needs permission from a controlling authority to build a moathouse. The honors conferred on a well-traveled adventurer who has done great deeds in the service of the kingdom may have the clout to gain such a title, but the gamemaster should consider the effects that granting titles may have, especially at lower levels of play. This issue can be further complicated when a pillbox is added to the structure. Building on to an existing manor house in this way will gain the attention of ruling nobility. If the area is outside the control of any authority, the inhabitant must be able to defend the land to own it outright, just as if the stronghold was a manor house. Pillboxes, being single rooms with extremely thick walls, are meant to guard crossings over a gap (such as a river or crevasse) require permission from the local authority to build, even if they are not part of a moathouse.

Moathouses have one requirement in addition to those for manor houses. They need a ditch or other barrier (typically with effluence from the house) to be effective. Pillboxes, on the contrary, can be placed anywhere. However, not placing a pillbox next to a gap or other inaccessible feature in the terrain renders it less effective. As such, it is best if the pillbox is placed near an object such as a moat. Both moathouse and pillbox work in tandem and have similar requirements. Their complementary aspects increase the effectiveness of both: the moathouse is strengthened through the added offensive structure and the pillbox has additional leverage through its access to reinforcements from the moathouse.

As with manor houses, moathouses are unrestricted in size. The practical limits of a moathouse, however, keep most of them from being more than three stories high. As moathouses are stronger fortifications than manor houses, reinforced walls fit well with the purpose of these strongholds. The need for a more covert appearance still holds sway, making the likelihood of staying within the guidelines of a manor house the general rule of thumb.

The layout of the moathouse is also infinitely mutable. So long as the building is safely tucked behind its barrier wall, there is nothing preventing the stronghold from having any layout or organization desired.



Developing the Personality

Moathouses and pillboxes are designed for protection. What they protect, however, greatly affects how much of a threat or decoration they appear to be. Artistic detail used to cover a moathouse (or a pillbox) and its curtain wall softens the building's martial stance. Such decoration makes the structure no less capable of defense, but the fortification will appear less militaristic and built more for privacy. The house behind the wall is unmistakably a manor house, meaning that the versatility discussed in Volume Two truly applies.

A moathouse's curtain wall and moat must be considered when developing the personality of the structure. Moathouses are owned by the wealthiest of the aristocracy as well as ruling nobles. Thus, the fortification will protect either the interests of the affluent or the state (sometimes both). These rooms will still serve to illustrate how the inhabitants view the world and their place in it.

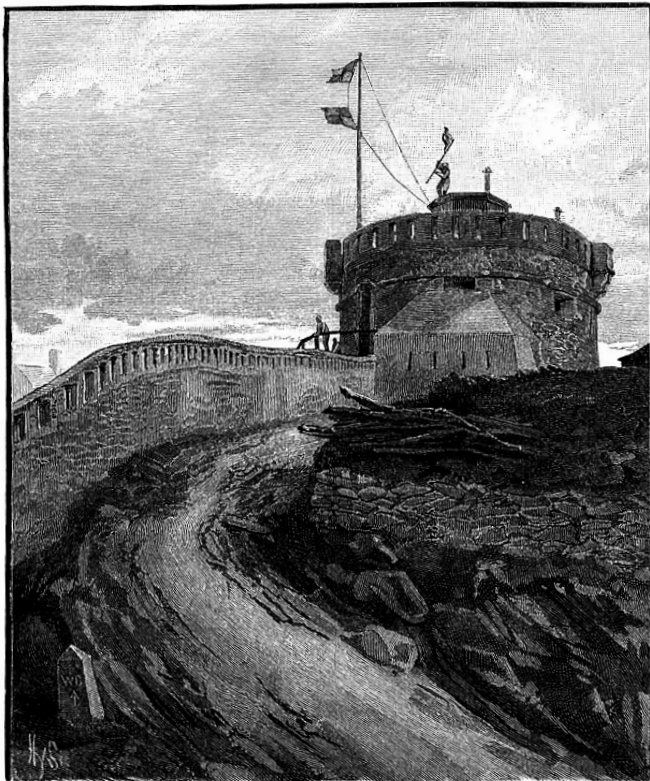
For the most part, all pillboxes are essentially the same. Thick walls and multiple arrow slits are trademarks of the

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pillbox. However, by adding sculpturing to the basic architecture, the imposing qualities of the structure or even its martial nature can be softened or wholly disguised. This is the easiest way to give a pillbox a personality. Adding the trappings of the government to a pillbox, for example, gives a distinct impression based on the symbols that represent a culture such as a heraldic crest or flag.

Developing the Purpose

The moathouse is a form of personal protection, more sophisticated than the manor house. The combinations of moats, pillboxes, and curtain walls allows for numerous levels of defense to prevent unwanted intruders from entering the house proper. While such structures are not meant to present a labyrinthine puzzle, mental gymnastics may be required to figure out a strategy to circumvent a moathouse's defenses without a small army. Is that sculpture a giant stone lantern or a pillbox? The level of sophistication of the pillbox's appearance, the number of people it can hold (generally no more than a few), and the number of pillboxes within and surrounding the moathouse will also suggest how high a level



of deterrence the stronghold has. But not every moathouse must possess these challenges. A moathouse can simply be an improved version of the manor house for the exclusive purpose of ensuring a greater level of privacy.

Why go through so much trouble to hide a manor house or its defenses? The reason for altering the appearance of the walls, moats, and pillboxes is tied to aesthetics. Imagine owning a home and seeing every nuance of its security features whenever you looked outside. Would you rather have pillboxes that look as if they belong in a statue garden, or ones that stand out? Thus, the “deception” of the design in these features is meant to be pleasing to the eye, lulling the senses of both intruders and welcome visitors. Nobody wants to feel that visiting a friend's home is akin to being in prison.

How many walls, moats, and pillboxes does a moathouse require? In truth, there is no limit. The number of pillboxes and moats are kept to a minimum for practicality if nothing else. At minimum, a moathouse needs one curtain wall and one moat. Pillboxes are only included if the owner wants to fend off intruders. In this case, the thick walls of a pillbox allow for a small number of defenders to deal sufficient damage to attackers, making an assault by anything less powerful than a military force costly.

The last issue to consider is the purpose of each defensive element. Moats and curtain walls are physical barriers. Moats must be spanned and walls need to be scaled. If a moat is filled with water, a person can simply swim across. When combined, however, the wall and moat are formidable barriers. It is difficult to span a gap and then immediately climb a wall if you do not have a bridge to cross and cannot carry a ladder at the same time.

Pillboxes produce a different type of obstacle. The problem with confronting pillboxes comes in the form of invisible barriers. Pillboxes are designed to have multiple firing lines or firing arcs. These paths allow an archer to track an intruder and snipe him at leisure while remaining virtually invulnerable. Pillboxes can be arranged so their firing arcs overlap, but do not allow for friendly fire. These areas are known militarily as kill zones. If the pillboxes are laid out correctly, an intruder will not know he has walked into a kill zone until it is too late.

Developing the Perception

It would be extremely difficult to hide the perception of a moathouse from the public. Imagine how difficult it would be to make a wall seem like it is not one. The height of the wall, its length, and its regularity usually gives it away. What

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other view is a person supposed to have of a free-standing wall other than it is meant to keep people out, in, or to keep people from seeing what is on the other side? The same question can be asked of a moat, regardless if it is dry or not. A gap between the viewer and whatever is beyond is arguably an even greater message of “you are not welcome here” when one can see that the gap was deliberately constructed.

In order to reduce the impact these security measures have on visitors and residents alike, walls, moats, and pillboxes are decorated or landscaped to give a less threatening appearance. It makes sense considering how often people look out windows. The last thing most people want to do is live in a house that looks like a prison. Security is important, but not to the point of menacing the owner. After all, knowing that the protection is there is more comforting than being reminded of what surrounds you.

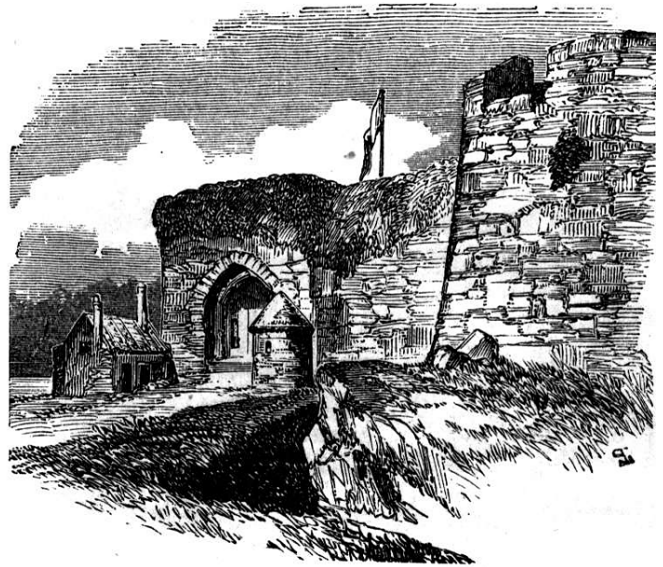
The veneer of the pillbox and wall, along with the landscaping effects of a moat, can give the moathouse and its grounds an aesthetic look. The better these items give the impression of being natural or decorative, the less likely they will be detected. This is provided that whoever looks at the moathouse is untrained and fooled by decorations used to dress up defenses. Ornamentation can deflect a trained eye, though. If the blending of these elements is done right (assuming an increase of costs by 25-50% or more), an expert would be hard pressed to spot how the defenses work.

Infrastructure and Upkeep

Since the majority of the moathouse is essentially the manor house, the elements discussed in Volume Two still apply to the central feature of this fortification. As a result, the material covered in this section only deal with the new elements introduced above.

Cleanup

Moathouses, unlike manor houses, do not blend in with their surroundings. The clean-up time follows the same scale, however. The removal of equipment and debris, along with basic landscaping, is one month per 10,000 gp of the stronghold’s total cost. Should the fortification be required to blend in with its surroundings, the final cost of the building is increased by an additional 10%. This cost is added to the entire structure, including ornamentation. This increase improves the camouflage of the moathouse’s security elements.



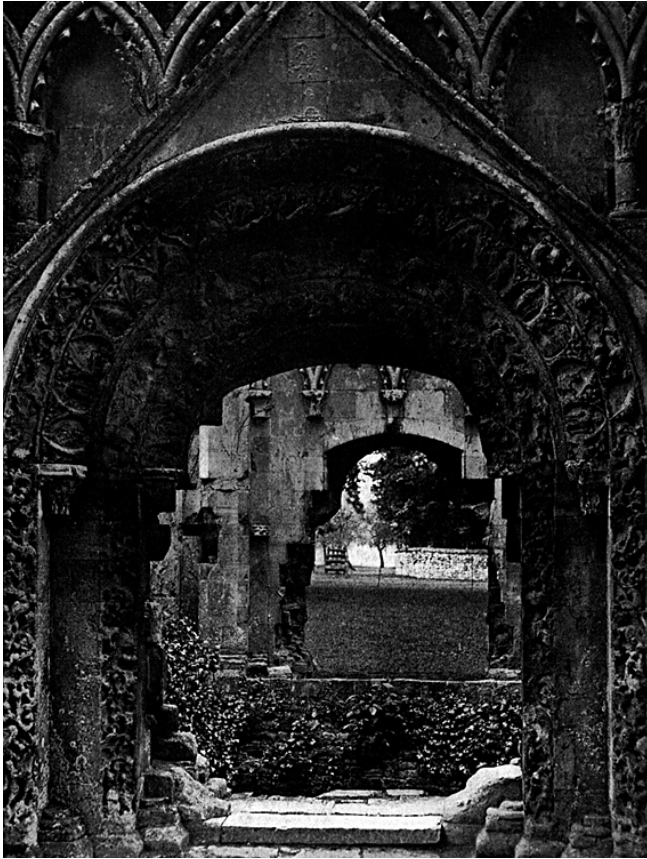
Daily Life

The upkeep on moats and pillboxes is generally minimal. Unless attacked directly, these structures do not suffer much wear and tear. Maintenance on these structures should be 1-2% of their construction costs. Curtain walls, on the other hand, are much more exposed to damage. Thus, their maintenance cost should be increased by 5-10% based on terrain and weather. If directly attacked, the upkeep on a curtain wall jumps to 40-100% for a section’s repair cost. This assumes that the wall has not been breached. If breached (or a portion collapses), the rubble has to be cleared away, increasing the cost of rebuilding the section by about 20%.

Pillboxes, walls, and moats normally do not require servants. Pillboxes and walls require soldiers armed with missile weapons, however. The presence of soldiers in or on these structures negates the need for servants to maintain them. The work is done by the soldiers and is part of their daily duties. Mercenaries, on the other hand, might not perform these tasks and necessitate servants to maintain the structures. In this instance, you can use the ratio of 1 servant per 7,500 gp spent constructing these structures.

Sadly, there is not much to say on the daily life of a pillbox or a curtain wall. It is basically endless amounts of guard duty at defensive posts. (Ask any modern-day soldier what this feels like if you do not believe it to be incredibly mind-numbing.) Since there are normally no facilities attached to the defensive points on the curtain wall or near a pillbox, there is nothing to add to how these buildings are used. The posts can be unmanned if there are no impending threats. That said, there is usually at least a skeleton crew on duty.

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Security

The three items detailed in this volume that turn a manor house into a moathouse are security features. Unless the curtain wall has components built into it, such as bartizans, turrets, or a gatehouse, there is little to discuss. Moats only need an occasional inspection to check that they are still functional. Pillboxes, as great as they may be for defense, can only hold a few soldiers at most before their use becomes impaired. After all, it is difficult to aim a missile weapon at an opponent if you have allies pressed tightly against you.

War-Time Stance

Moathouses, while not the greatest strongholds to use against an attacking military, are better than manor houses. The hardened defensive points, albeit small in size, are some of the safest places to hold out during a battle. Moathouses offer the flexibility of a manor house while providing the added protection of a wall. The difficulty in conquering a moathouse in combination with the lack of tactical or strategic advantage in taking it often results in an odd situation in which the

moathouse remains a defensive point against an invader long after the kingdom itself has fallen. A moathouse can serve as a staging point for soldiers, a housing area for cavalry or a storage facility for arms or foodstuffs. The imagination of players and gamemasters can generate any number of other uses around which a moathouse can be designed that do not follow the rules of conventional warfare.

Offensive Capabilities

The moathouse is more of a challenge to a trained military force than a manor house, but it still ranks as a low threat in comparison to strongholds presented in later volumes. The security features of the moathouse, however, stand out as a force that needs to be crushed. The pillbox by itself is one feature most militaries dislike assaulting. The hardened structure requires siege engines for it to be dealt with effectively. The cost in lives in a direct attack makes the pillbox, with its single entry point and extraordinarily thick walls, a serious threat.

Moats and walls can be bridged and climbed, respectively. Even when combined as a barrier with complexities that many militaries cannot overcome quickly, they are easier to handle than the pillbox. Magic is often used to prevent an easy defeat of curtain walls and moats. Diverting your enemy into an area that gives you a greater advantage allows you to attack them at a time and place of your choosing. Throw in a few hidden pillboxes, and many opponents will have their numbers thinned considerably before a counterattack can be implemented. Thus, walls and moats direct traffic while pillboxes bring it to a halt.

Defensive Capabilities

Defending a location with a pillbox or a similarly hardened structure is a great opportunity for soldiers. With that much protection surrounding them, they have the ability to time attacks so that they are well placed. The pillbox gives a small number of soldiers the chance to cause a devastating amount of damage against an overwhelmingly superior force. Even though moathouses, with the exclusion of the pillbox, are still considered soft targets, militaries try to avoid confronting them without having the equipment to bring the moathouse's pillboxes to ruin. Sappers, artillery, and magic are the mainstays of assault against the pillbox. All the while, the soldiers inside can make steady and consistent attacks against a besieging force.

Like all defensive structures, there are drawbacks to the manor house as a stronghold. The lightly armored aspects make it difficult to use in a stand against a military force.

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This does not mean the moathouse cannot be used to hold out until reinforcements arrive, only that chances of success will be slim. The thick walls of pillboxes are a great way to provide a small force with extraordinary protection. Unfortunately, they are expensive when compared to the limited number of troops that can occupy them and are effective only as long as those inside do not run out of ammunition.

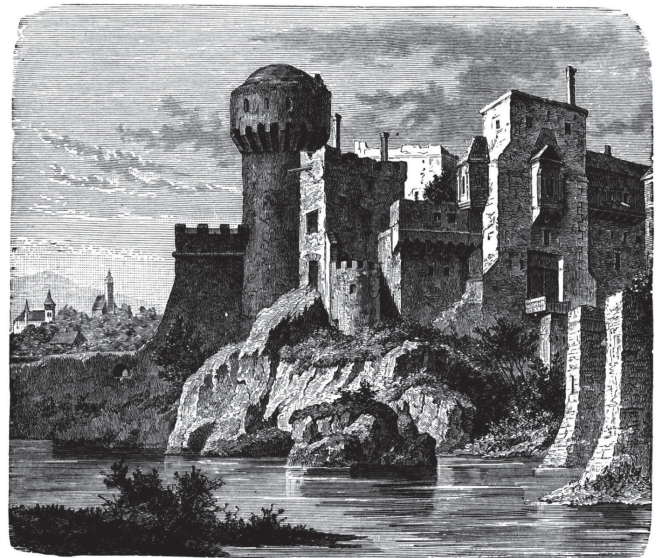
Advantages and Disadvantages

Moathouses have as much versatility as manor houses, limited only by the defensive structures which separate them from the manor houses and the attention these devices draw. When not used in tandem with moats or walls (preferably both, or other impassable terrain features), pillboxes strategic capabilities are reduced to inefficient, and at worst, ineffective levels. But together, these structures work great and provide excellent security and deterrence values compared to their costs. The main element that makes the moathouse work as a viable stronghold is the ornamentation that disguises the accoutrements that turn it into a moathouse. Though an initial extravagance, the long-term benefits pay for these expenses later.

A Sample Moathouse

Moathouses share common features. These strongholds are low security structures with the goal of providing protection for the wealthy. With the exception of rooms dedicated to heavier industrial pursuits, there are few rooms that can not be contained in a moathouse compound. Moathouses are rarely used or converted to the purpose of industry. The value of privacy for the owner makes conversion unthinkable. The act of housing industry in a moathouse defeats the purpose of privacy unless the point is to keep an industry private. The sample moathouse presented in this volume is representative of the typical home of a minor noble by building off of the Estate of Ellingsworth presented previously.

The grounds of the Estate of Ellingsworth are as grandiose as the grotesquery that is the manor house at its heart. The manicured landscape is as artificial as it is artful in the aesthetics of the grounds. Casual observers may miss the gradual slope of the grounds from the walls up towards the estate. This has two purposes: it not only increases the perceived magnificence of the house, but also hides some of the soil excavated to create the moat. By no means does this



account for all of the soil, but it is enough to create the desired effect the original builders had for the estate's central building. If the imposition of the building was not enough to impress visitors, the approximately 264,700 square feet area enclosed by the wall should.

As all of these elements are ancillary to the manor house, each has its own summary block for construction time, clean-up costs, upkeep, and so forth. They can be built at the same time as the manor house, but each project would need the required staff with the possible exception of the architect and engineer.

Map Key

1. Moat: The moat was excavated in conjunction with the building of the curtain wall. In part, this is due to the nature of the wall as well as the splayed base sunk into the ground that provides the wall with greater stability. Though it is only 40 feet across, the moat has a parabolic shape and is 50' deep. This makes crossing it all the more difficult given that there is no gentle slope on either bank. *Room Type:* Excavation; *Size:* 4,604,265cu. ft. (2,302,132.5 gp).

Synopsis

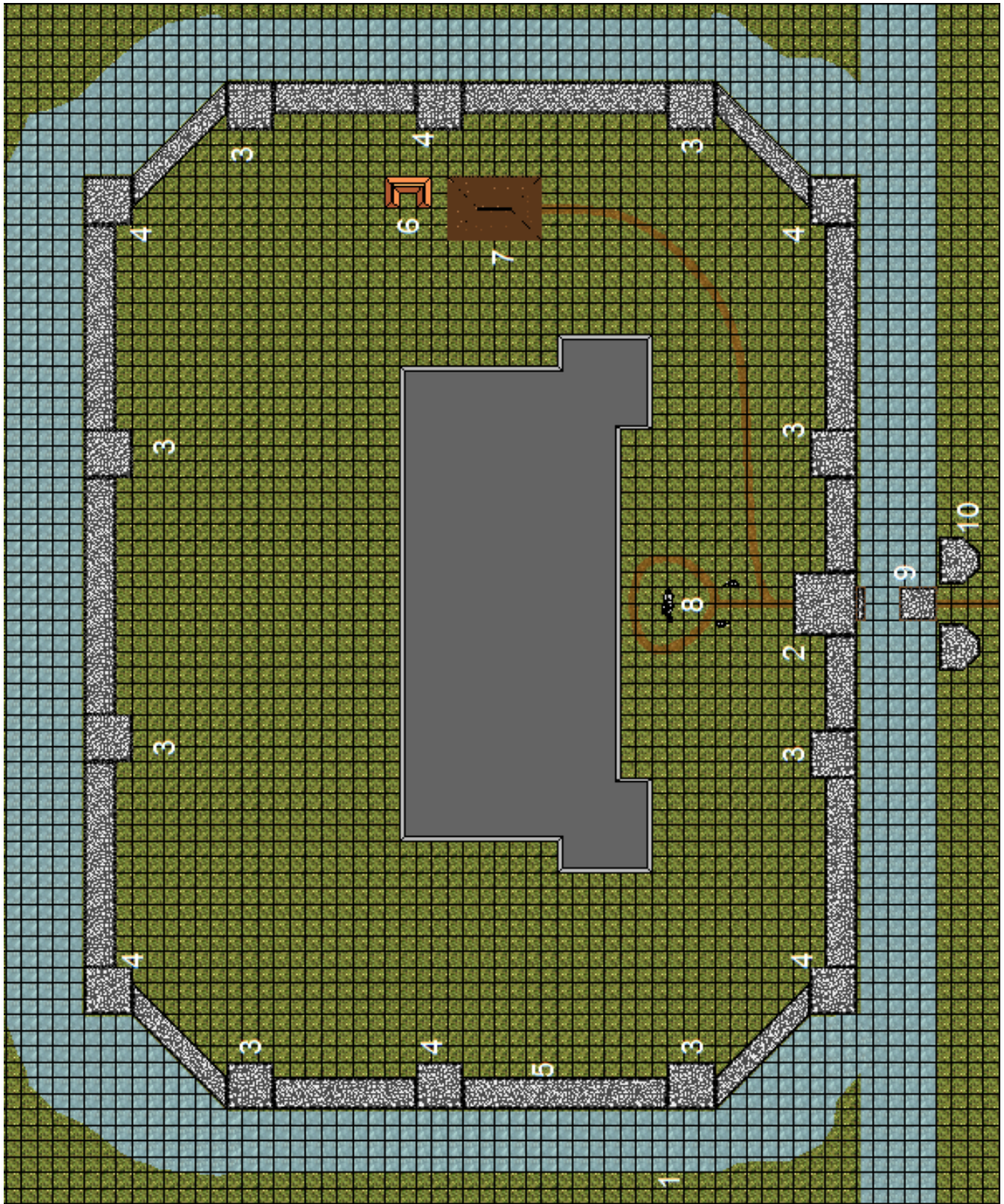
Building Total: 2,302,132.5 gp

Construction Time: 102 weeks

Building Crew: One Architect, 66 Labor Foremen, one Engineer, 77 Assistant Engineers, 461 Unskilled Laborers

Clean-up Phase: 46 weeks

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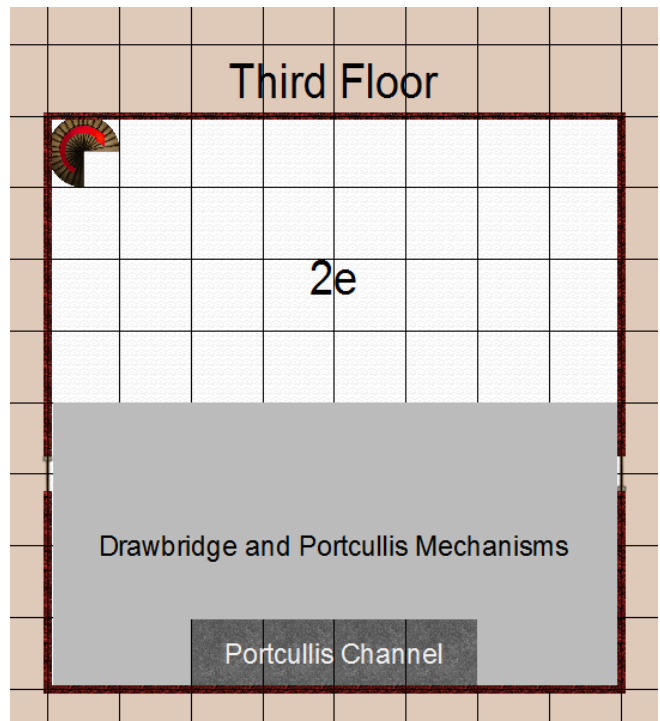
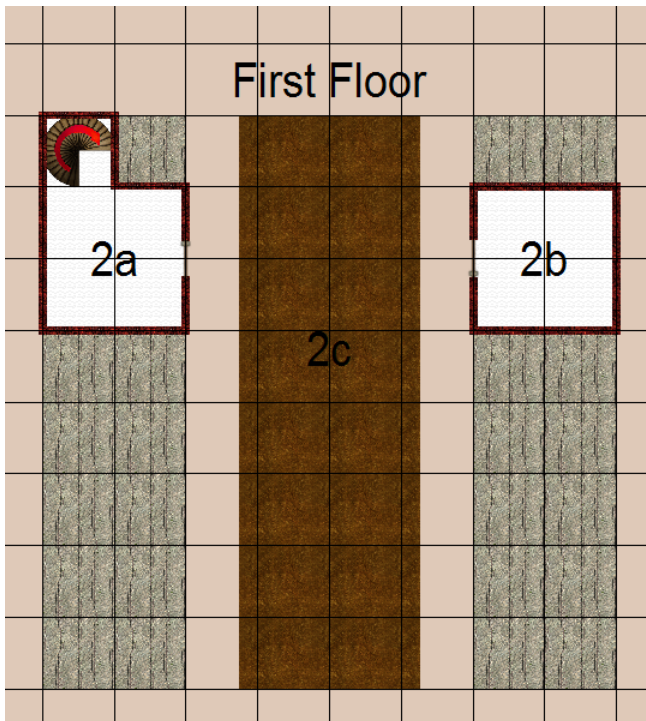
Moathouses

2a, b, & c. Gatehouse Entryway and guard posts: The ground level of the gatehouse resembles a 20' x 40' hallway with a 15' wide crushed gravel road running through it and out towards the manor house. Other than the 10' x 10' guard posts, the remainder of the ground floor is comprised of 2' thick stone casement walls. The fill material was provided by the excavated moat. **2a:** *Room Type:* Utility space; *Size:* 10' x 10' and 5' x 5' (312.5 gp); *Extras:* 1 reinforced doors (10 gp), 5' x 5' stone spiral staircase (45 gp), 2 casement walls (18 5' x 10' x 2' thick stone sections, 1,080 gp, 1,930 cu. ft of soil, 965 gp). **2b:** *Room Type:* Utility space; *Size:* 10' x 10' (250 gp); *Extras:* 1 reinforced doors (10 gp), 2 casement walls (20 5' x 10' x 2' thick stone sections, 1,200 gp, 2,080 cu. ft of soil, 1,040 gp). **2c:** *Room Type:* Utility space; *Size:* 20' x 40' (2,250 gp); *Extras:* 15' x 40' crushed stone road section (6" foundation, 300 cu. ft., 150 gp; gravel fill, +25% ad hoc adjustment for crushed granite, 450 gp); *Total:* 7,762.5 gp.

2d. Oil Room: The second floor of the gatehouse is effectively a utility space filled with a few defensive measures for raining a scalding death down upon trespassers. Other than the two large vats in this room and the spiral stairs that lead to the ground and upper floors, the only other feature is the 5' x 20' open space where the portcullis is stored when the manor house is open to the outside world. *Room Type:*

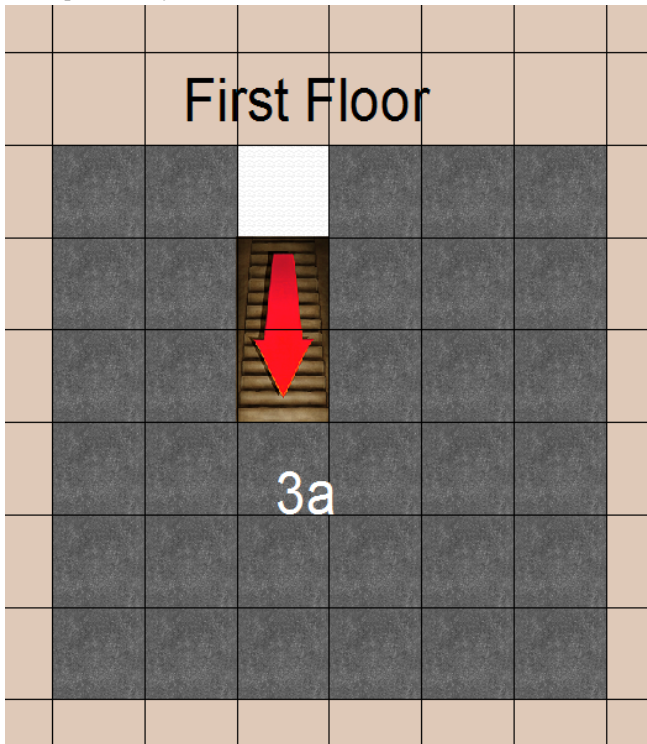


One square = 5 feet on all gatehouse floorplans



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One square = 5 feet



Utility Space; *Size:* 40' x 40' (4,750 gp); *Floor:* stone (960 gp); *Extras:* 5' x 5' stone spiral staircase (45 gp), 2 10' x 10' vats (2 heating/cooling spaces, 300 gp [150 gp each]), 35' x 40' drizzle channels (+ 20%, 168 gp); *Total:* 6,223 gp.

2e. Gatehouse Winch Room: The upper floor of the gatehouse houses not only the mechanism to raise and lower the drawbridge, but also the portcullis as well. *Room Type:* Utility Space; *Size:* 40' x 40' (4,750 gp); *Floor:* stone (960 gp); *Ceiling:* stone (960 gp); *Extras:* 2 reinforced wooden doors (20 gp), 20' x 40' simple mechanical accouterments (+300%, 6,000 gp), height modifier (+10%); *Total:* 13,959 gp.

3a. Guard Tower Entry: Part of the casement wall system, the eight guard towers have ground floors that have one sole feature: a staircase. *Room Type:* Utility space; *Size:* 5' x 15' (187.5 gp); *Extras:* 5' x 10' stone staircase (62.5 gp), 30 casement walls (5' x 10' x 2' thick stone sections, 1,800 gp, 6,860 cu. ft of soil, 3,430 gp). *Total:* 43,840 gp (5,480 gp each).

3b. Guard Tower Barracks: For those who are stuck manning the walls in times when the estate is threatened, there are barracks to keep the troops on the front line of defense. Due to the size of the tower, the normal room size is divided in two. *Room Type:* Barracks; *Size:* 10' x 20' (250

gp); *Floor:* stone (120 gp); *Extras:* 2 wooden doors (6 gp); *Total:* 6,016 gp (376 gp each).

3c. Guard Tower Armory: Little more than a closet for the soldiers' weapons, this space makes life on the walls that much more bearable. *Room Type:* Utility Space; *Size:* 5' x 10' (125 gp); *Floor:* stone (30 gp); *Extras:* 2 wooden doors (6 gp); *Total:* 1,288 gp (161 gp each).

3d. Guard Tower Common Area: Little more than the remaining space along with the stairs leading up to the top of the wall and out to the enclosed estate grounds, this area provides some breathing space outside of the sleeping quarters of the soldiers stationed here as well as a garderobe for relieving bodily functions. *Room Type:* Utility Space; *Size:* 10' x 30' (750 gp), 10' x 15' (375 gp), 5' x 5' (62.5 gp); *Floor:* stone (285 gp); *Extras:* 1 wooden doors (3 gp); *Total:* 11,804 gp (1,475.5 gp each).

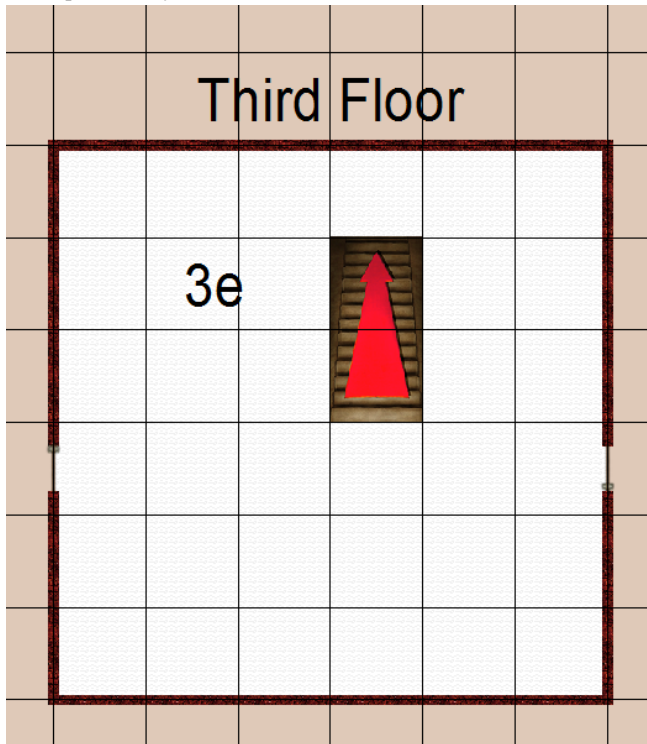
3e. Wall Shelter: All of the towers on the wall have this feature. While it is little more than a 30' x 30' enclosure, it has slits through which arrows can be fired.. *Room Type:* Utility Space; *Size:* 30' x 30' (2,625 gp); *Floor:* stone (540 gp); *Ceiling:* stone (540 gp); *Extras:* 2 reinforced wooden



One square = 5 feet

Moathouses

One square = 5 feet



doors (20 gp), 2 arrow slits (90 gp), height modifier (+10%); *Total*: 58,751 gp (4,196.5 gp each).

4. False Wall Tower: These “towers” are actually support columns that help give the wall extra stability. Like other areas of the wall, the solid portions are casement systems using 2’ thick stone walls and filled with material excavated to form the moat. *Room Type*: N/A; *Extras*: 48 casement walls (5’ x 10’ x 2’ thick stone sections, 2,880 gp, 14,896 cu. ft of soil, 7,448 gp). *Total*: 61,968 gp (10,328 gp each).

5. Casement Wall: The wall surrounding the Ellingsworth estate is 20’ high and 20’ thick. It is a casement wall system where the sections between the towers and the gatehouse are dressed with 2’ thick stone exteriors and filled with soil excavated to create the moat. None of these features account for all the missing earth and the rest was dispersed over a vast area. *Room Type*: N/A; *Floor*: stone (231,600 gp); *Extras*: 1,256 casement walls (5’ x 10’ x 2’ thick stone sections, 75,360 gp, 671,574 cu. ft of soil, 335,787 gp), crenels for outer wall (71,100 gp), 6” splayed base (3,792 gp). *Total*: 717,639 gp.

Synopsis

Building Total: 929,251 gp (929,250.5 gp, rounded up).

Foundation: 52,800 cubic feet (26,400 gp).

Construction Time: 53 weeks for foundation (rounded up from 52.8), 70 weeks for packing casement walls (rounded up from 69.8), 233 weeks for walls and towers (rounded up from 232.05).

Building Crew: One Architect, 38 Carpenters, 28 Labor Foremen, 16 Ironsmiths, one Engineer, 32 Assistant Engineers, 20 Master Masons, 40 Journeyman Masons, 192 Unskilled Laborers.

Clean-up Phase: 93 weeks (rounded up from 92.9).

Maintenance/Upkeep: 9292.6 gp a year.

Staffing Requirements: None, generally the wall is staffed by soldiers.

6. Forge/Metal Shop: The estate boasts of an on-site forge and metal shop. While it is used mainly for routine maintenance of the estate’s grounds and domestic equipment, it provides a ready source of weapons and armor if the estate is besieged. *Room Type*: Forge/Metal Shop; *Size*: 10’ x 30’/ 10’ x 20 (7,500/5,000 gp); *Floor*: none; *Ceiling*: wood (225 gp); *Extras*: 2 reinforced wooden doors (20 gp); *Total*: 12,745 gp.

Synopsis

Building Total: 12,745 gp.

Foundation: 500 cubic feet (250 gp).

Construction Time: One week for foundation, six weeks for the building (5.09, rounded up).

Building Crew: One Architect, one Carpenter, one Foreman Laborer, one Ironsmith, one Engineer, one Engineer Assistant, one Master Mason, one Journeyman Mason, three Laborers.

Clean-up Phase: Two weeks (rounded up from 1.27).

Maintenance/Upkeep: 132.5 gp a year.

Staffing Requirements: One blacksmith, one metalsmith.

7. Stable: The stable houses not only the horses used by the Islington family, but also the carriage that bears their coat of arms. *Room Type*: Animal Storage; *Size*: 40’ x 60’ (11,400 gp); *Floor*: none; *Ceiling*: wood (1,080 gp); *Extras*: 2 oversized wooden doors (80 gp, ad hoc cost); *Quality*: Excellent (+50%); *Total*: 18,840 gp.

Synopsis

Building Total: 18,840 gp.

Foundation: 2,400 cubic feet (1,200 gp).

Construction Time: Three weeks for foundation (2.4,

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rounded up), nine weeks for the building (8.02, rounded up).

Building Crew: One Architect, one Carpenter, one Foreman Laborer, one Ironsmith, one Engineer, one Engineer Assistant, one Master Mason, one Journeyman Mason, four Laborers.

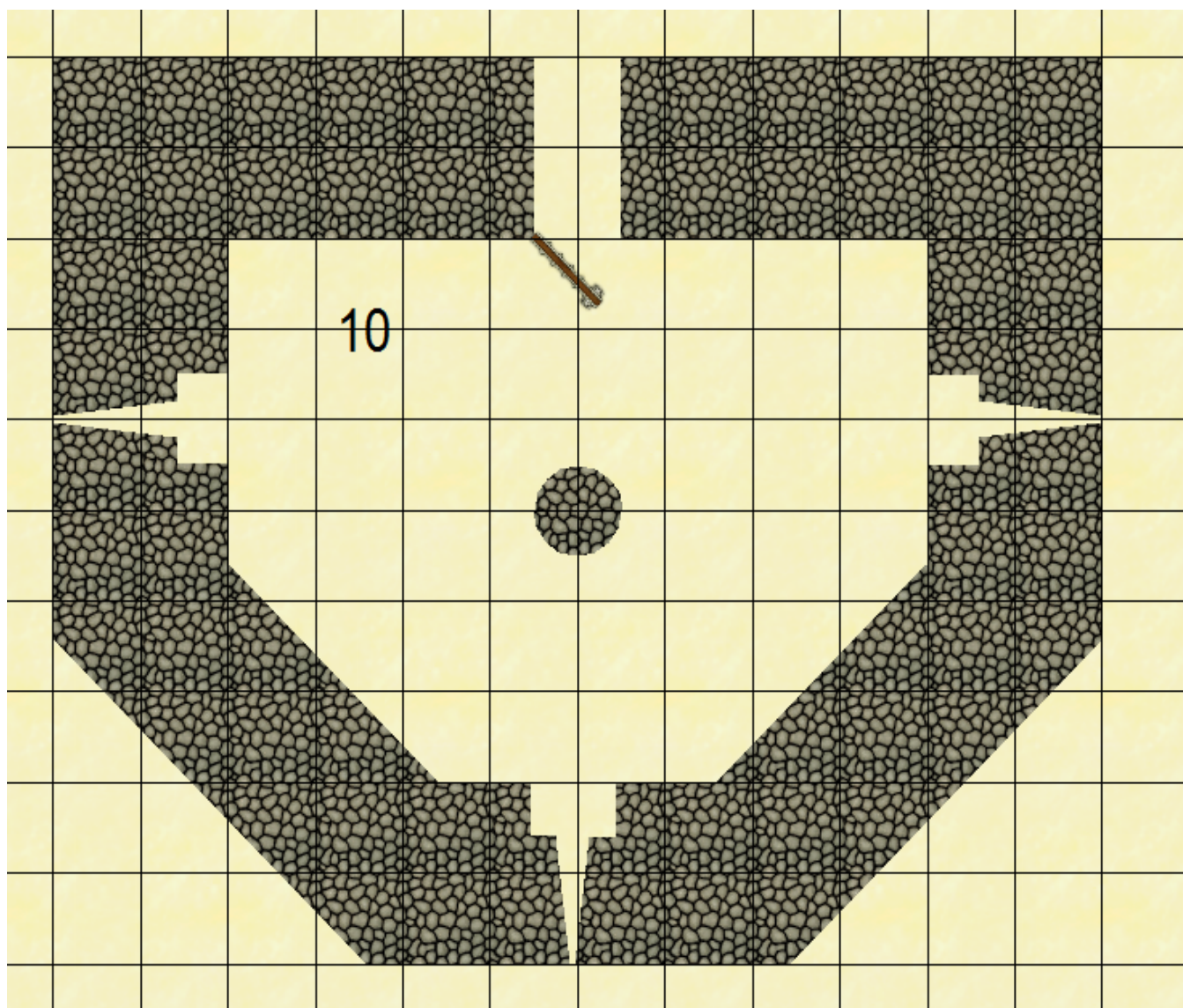
Clean-up Phase: Two weeks.

Maintenance/Upkeep: 200.4 gp a year.

Staffing Requirements: One stable master, two stable hand.

8. Landscaping: There is little landscaping on the map.

The details are kept to a minimum for you to add details should you choose to use the moat house in your campaign. There are three pieces of statuary included, however. Two are of knights resembling two heroes of the realm and one presumably of the family patron on horseback. If the Islington adopted the story from the previous residents or had the statue altered is unclear. *Room Type:* N/A; *Size:* N/A; *Extras:* 3 marble statues, one 5' x 20' x 10' (3,000 gp) and two 5' x 5' x 10' (2,000 gp), 15' x 50' crushed stone road section (6" foundation, 375 cu. ft., 187.5 gp; gravel fill, +25% ad hoc adjustment for crushed granite, 562.5 gp) 491' x 15'



One square = 5 feet

Moathouses

circular crushed stone road section (6" foundation, 3,682.5 cu. ft., 1,841.25 gp; gravel fill, +25% ad hoc adjustment for crushed granite, 5,523.75 gp), 275' x 15' crushed stone road section (6" foundation, 2,062.5 cu. ft., 1,031.25 gp; gravel fill, +25% ad hoc adjustment for crushed granite, 3,093.75 gp); *Total*: 17,240 gp.

Synopsis

Building Total: 14,180 gp.

Foundation: 6,270 cubic feet (3,135 gp).

Construction Time: Six weeks for foundation (6.27, rounded up), four weeks for the building (3.64, rounded up) Five weeks for the smaller statues and 10 for the larger one.

Building Crew: One Architect, one Carpenter, one Foreman Laborer, one Sculptor, one Engineer, one Engineer Assistant, one Master Mason, one Journeyman Mason, three Laborers.

Clean-up Phase: Two weeks (rounded up from 1.4).

Maintenance/Upkeep: 141.8 gp a year.

Staffing Requirements: One groundskeeper and numerous assistants.

9. Drawbridge: The entryway into the manor house requires crossing the drawbridge. While the mechanism and cables are housed in the gatehouse, the platforms that both ends of the bridge rest upon as well as the bridge are not covered by that entry. *Room Type:* N/A; *Size:* N/A; *Extras:* 2 stone bridge platforms, one 20' x 20' (5' thick platform, 1,200 gp, with arches and columns, 1,750 gp, ad hoc cost, 2,950 gp total) and one 20' x 5' (5' thick platform, 300 gp, with columns, 500 gp, ad hoc cost, 800 gp total), one 20' x 30' x 1' drawbridge (54,000 gp) with hinge system (250 gp, ad hoc cost); *Total*: 58,000 gp.

Synopsis

Building Total: 58,000 gp.

Foundation: 500 cubic feet (250 gp).

Construction Time: One week for foundation, 24 weeks for the building (23.1, rounded up).

Building Crew: One Architect, three Carpenters, two Foreman Laborers, one Ironsmith, one Engineer, two Engineer Assistants, two Master Masons, three Journeyman Masons, 12 Laborers.

Clean-up Phase: Six weeks (5.78, rounded up).

Maintenance/Upkeep: 577.5 gp a year.

Staffing Requirements: None, handled by the gatehouse crew.

10. Pillboxes: The last entry is also the other component for the moat house security to work effectively. The pillboxes are heavily fortified guard posts. They have 10' thick walls and a 5' thick roof and are designed to hold several archers and accompanying infantry who serve to feed the archers arrows as well as to protect from rear attacks. Both are decorated with bas relief murals for aesthetic reasons with no other attempt made to hide the structures for what they are. If the pillboxes have been marred from attacks they show no signs of it. Suspicions are that sculptors have repaired damaged portions. *Room Type:* Utility Space; *Size:* 20' x 40' (2,250 gp), 10' x 30' (+25%, 937.5 gp), 10' x 10' (entryway 250 gp), *Floor:* None; *Ceiling:* 5' thick stone (3,600 gp); *Extras:* 1 reinforced wooden door (10 gp), 13 9' thick reinforced wall sections (7,020 gp), 10' x 80' x 1' bas relief art (2,000 gp, ad hoc cost) 3 arrow slits 5' x 5' wedge narrowing to 5' x 4" (1,500 gp, x5 ad hoc multiplier, 300 gp each), 2' x 2' x 10' support column (120 gp); *Total*: 35,375 gp (17, 687.5 gp each).

Synopsis

Building Total: 35,375 gp.

Foundation: 5,600 cubic feet (2,800 gp).

Construction Time: Six weeks for foundation (5.6, rounded up), 15 weeks for both pillboxes (14.15, rounded up).

Building Crew: One Architect, two Carpenters, two Foreman Laborers, one Ironsmith, one Sculptor, one Engineer, two Engineer Assistants, one Master Mason, two Journeyman Masons, eight Laborers.

Clean-up Phase: Four weeks (3.54, rounded up).

Maintenance/Upkeep: 354 gp a year.

Staffing Requirements: None, handled by guards.

