

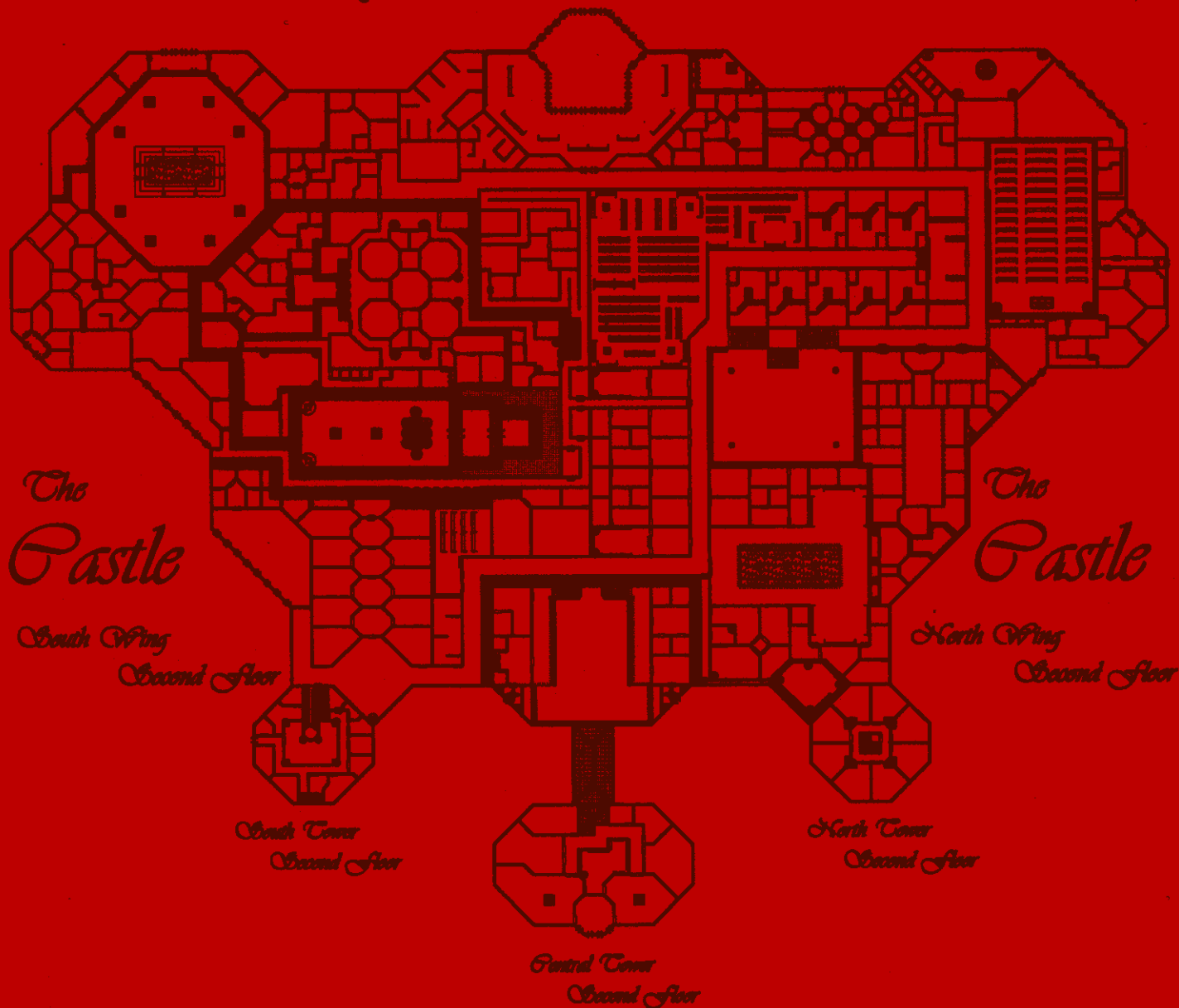
Alizaren's

Gaming Maps

By

WyrmWorks

Castle



ALIZAREN'S CASTLE

Welcome to the worlds of WyrnWorks! WyrnWorks' Maps have been created in such a way as to give the game master as much flexibility as possible. Our maps can be used with any role-playing system. The twenty maps contained within Alizaren's Castle can be used all together to make a castle with thousands of rooms or they can be used separately, or in groups, to form smaller structures. The Gatehouse and Towers can be used as separate structures representing, respectively, an inn/manor or a keep. Likewise, depending on the type of campaign the castle itself might be used without either sets of walls or might only have a floor or two. Sections of the outer wall can be conveniently used to represent remnants of a destroyed structure.

The following points should be noted:

- 1. Make Copies of the Original Maps** Because the maps are laser-printed they copy well. Since they are designed to be flexible (a game master might use the same map in several different ways during the same campaign), game masters are encouraged to write/draw on the maps. We recommend that game master make working copies of the maps storing the originals as master copies.
- 2. Alter the Maps to Fit Your World** Alizaren's Castle can be as complete a structure as a game master needs, all it needs are occupants! Some game masters may want to modify certain areas to fit into their mythos. There are places where a game master might: want a door (or might like to take one out), like to place a trap, want to remove/add an icon (see icon sheet for a complete list), or even cave-in whole sections of a map. A single wall placed in a strategic spot can alter an entire lair.
- 3. The Background Grid** All of the maps have been superimposed on a lightly shaded grid. Grid scale is typically 10 feet per square. Likewise typical room/hall heights are 10 feet. For structures such as Alizaren's Castle 5 feet per square (with a corresponding 5 foot ceiling height) is another favorite. Of course a game master might designate any scale. 20 feet per square would make a normal lair into one for giants, while 50 feet per square might be used to denote a lair large enough for crafts or vehicles to maneuver through. Areas with heights other than standard are represented by an asterisk (*) followed by the height in feet. Ledge heights are listed similarly but have a plus-sign (+) followed by the ledge height in feet. These heights are based on the standard 10 feet per square scale. Game masters using another scale should consider changing these heights accordingly (ie; if a game master is using a 20 feet per square scale then a room with a listed ceiling height of 35 feet should actually be listed as 70 feet). Experience has shown that well defined maps used along with miniatures and large overlays make for great gaming. Fairly regularly shaped rooms also make the game master's job easier. The game master can define a set area that a creature may occupy as well as how much distance they can travel. For example, a game master might designate that a man-sized being occupies a 5 foot by 5 foot square. This combined with travel, weapon, and vision distances allows a game master to visually represent any number of situations.
- 4. Stairs** Stairs are considered to have a change in height equal to its length (ie; a stair that is 30 feet long will have a change in elevation equal to 30 total feet). This gives the stairs a slope of 45 degrees. All stairs are marked with an arrow. Arrows always point *up*.
- 5. Walls/Floors/Ceilings** Shadings and varying line widths are used to denote various types of walls, floors, and ceilings. Typically the darker and thicker a wall, the denser the material it is made of. For example: if a game master decides that the castle is made of stone then the darker areas could represent metal. Likewise if the castle is made of wood the darker areas might denote stone. Game masters will note that there are three primary areas where this type of shading is used. The outer wall is more fortified than a standard wall. Vaults are placed throughout the castle (see icon sheet for a sample of a vault door). There are also specially fortified areas within the castle that encompass many rooms. Note that the walls and ceilings of these areas are likewise fortified. Most of these areas are typically very secretive as well. They are excellent locations for the more powerful residents of the castle.
- 6. Maps 6-01 & 6-01A** These maps represent an overview of the entire fortress as well as the surrounding terrain. The scale on these maps is one to four (ie; one square on these maps equals four squares on the other maps).

Drawbridges The drawbridges and their housings are fairly simple structures. The housings themselves do not have any rooms in them other than a small storage area or two. Primarily they contain the workings of the drawbridges as well as offering support when the bridges are raised.

River One of the keys to the castle defence is its placement along the great river. Water depth has been purposely left off of the map. Gamemasters may want to make this a deep river that plunges down two great waterfalls, a shallow tributary, or a barren trench leftover from some ancient, dead river.

Roofs The shadings used on the buildings denote angled sections of the roof.

Shield Wall This is the fortress's second line of defence (the river is the first). It is a solid wall that can be made of any number of types of material (dirt rampart, wooden palisade, stone/metal wall, or a force field are some of the options). The height of the wall is also variable.

*Questions or comments may be directed to:

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P.O. Box 6221
Bloomington IN 47401-6221

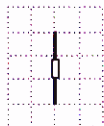
Or,

Email: MPITTS@UCS.indiana.edu

Key to Map Symbols

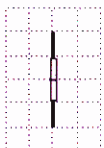
Alizaren's Castle

Regular Door



This represents many possible door types, i.e. wooden, iron reinforced, solid iron, sliding, revolving etc..

Double Door



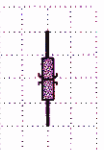
Same as above except these doors are very large. (to accomodate really large monsters)

Secret Door



Secret doors are difficult to see and they are not all equal. The GM might consider the chances of perceiving a specific door based on who built the door, its environment etc.

Vault Door



Very heavy doors usually heavily locked and trapped. These doors should also prevent extra-dimensional travel as a means of bypassing them.

Trap Door



Trap doors are not really "traps" at all. They are just doors that are flush to a floor or ceiling which allow access to another floor/level. Arrows indicate whether the door is on the floor (arrow pointing down) or on the ceiling (arrow pointing up).

Iron Door



Unlike regular doors, iron doors offer greater security. They are generally air-tight and can be made of any type of metal (steel, platinum, gold, magic, or ?). Balancing systems that allow one man to operate as well as excellent locks are other features of the iron door.

Barbican/
Prison Bars



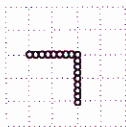
This icon is self-explanatory. On the ground floor of the Gatehouse they represent barbicans able to withstand great force. Within the castle they represent the iron bars of a jail cell or holding pen.

Statue



Statues can add color, give clues, or threaten the players. Their uses are endless.

Curtain



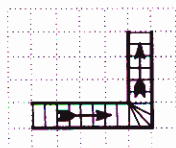
Sometimes the only seeming barrier to the player's progress is a hanging piece of cloth but these can be insidious traps. This symbol, when seen up against a wall usually denotes a tapestry

Fountain



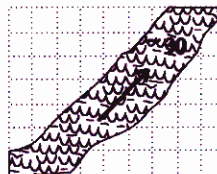
Fountains vary in size and function. Players will enjoy trying to figure out if one conceals hidden treasure or simply bubbles brine.

Stairs



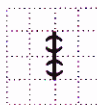
Stairs are assumed to have a 45' slope. Arrows always point up the staircase.

Water



The direction of the current (if any) is indicated by an arrow. Water depth is indicated by a number preceded by a tilde '~'.

Windows



This represents many possible window types, i.e. french, barred, shuttered, one way vision, etc.

Cabinet Doors



These can denote furniture, such as armoirs or dressers, or fixed structures, such as closets or kitchen cabinets.

Cliff Ledge



The height of a cliff is indicated by a number preceded by a plus sign. The hash marks are always on the top of the ledge.

French Door



This icon is self-explanatory. It is typically found in ground level rooms with a need for light as well as a convenient entrance for deliveries (see Bannon Manor Kitchens).

Secret Window



These windows are virtually invisible from either side. They are reinforced and are often used to fire weapons from. They can be quickly closed and secured.

Ceiling Height



Ceiling height is indicated by a number preceded by an asterisk '*'.

Pew/
Bench



This icon is self-explanatory. They are typically made of wood. However, stone, metal, and wicker are known variants.

Shelves



This icon is self-explanatory. Shelves set against walls are typically anchored to those walls while shelves set in the center of a room are typically free standing.

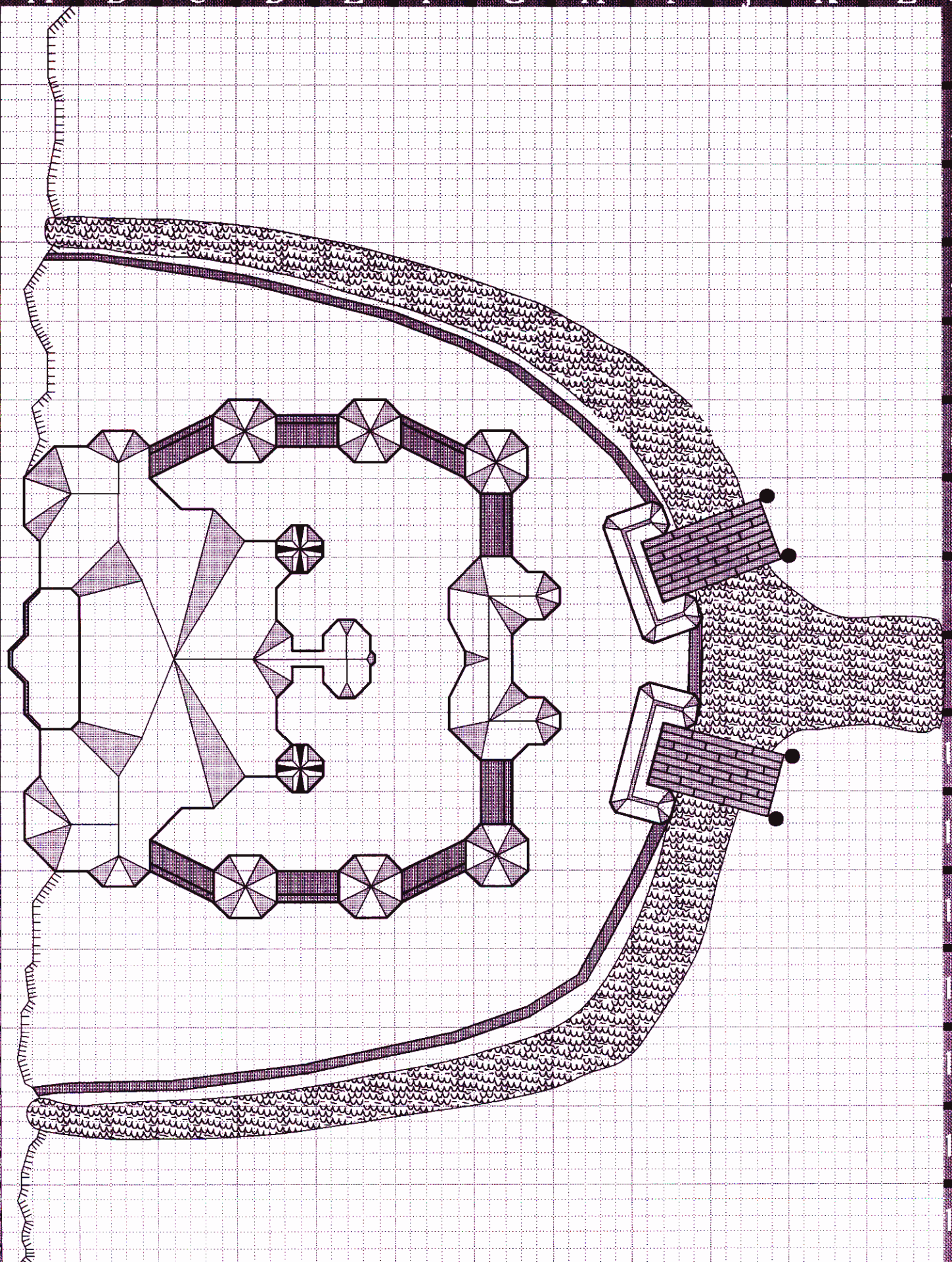
Power Crystals

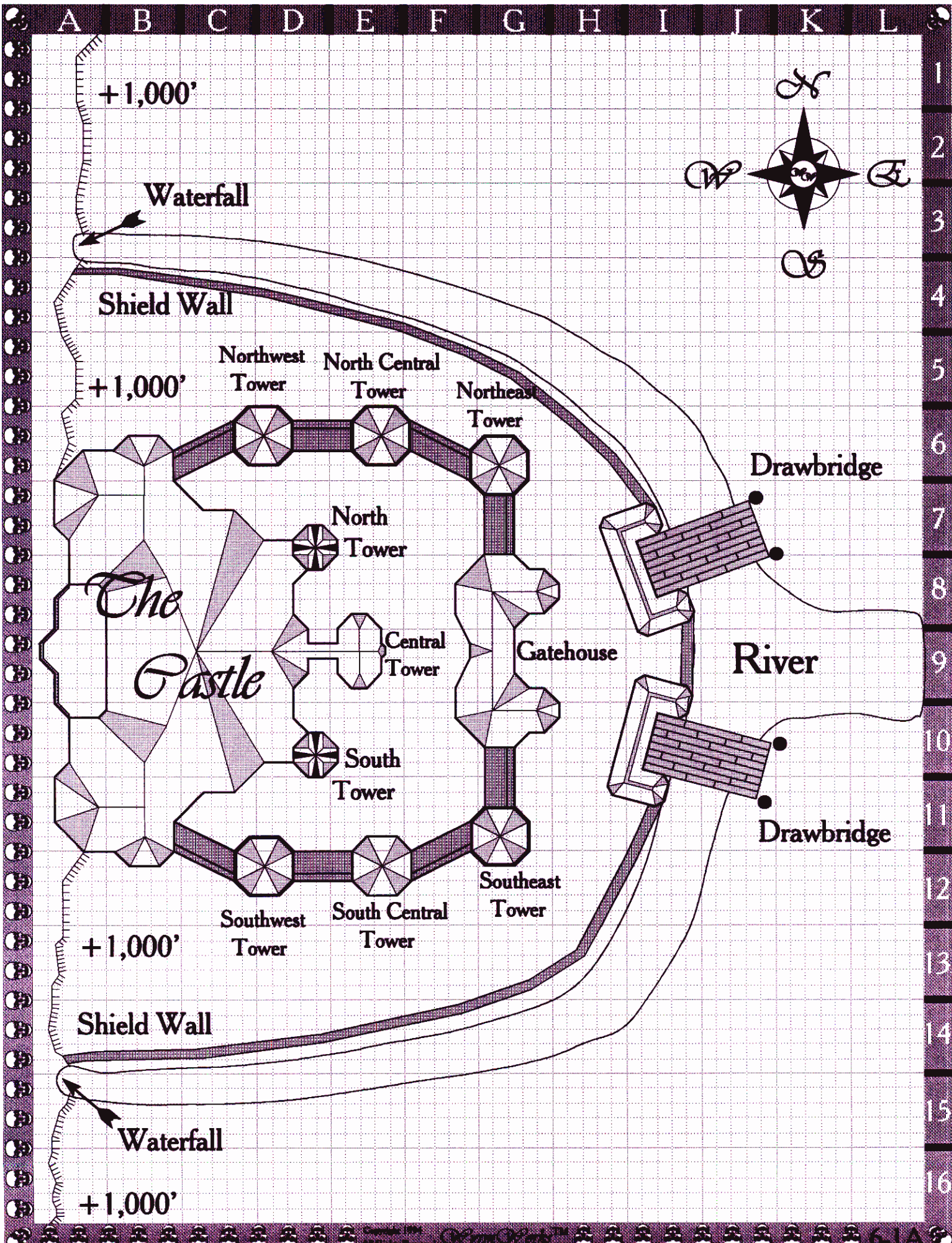


Huge crystals of varying size. They can be mere adornment but are more likely are used to harness great powers. Examples of this may be: storing magic, generating force fields summoning monsters, sky, or as a focus for technological emanations

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+1,000'

Waterfall

Shield Wall

Northwest Tower

North Central Tower

Northeast Tower

+1,000'

Drawbridge

North Tower

The Castle

Central Tower

Gatehouse

River

South Tower

Drawbridge

Southeast Tower

Southwest Tower

South Central Tower

+1,000'

Shield Wall

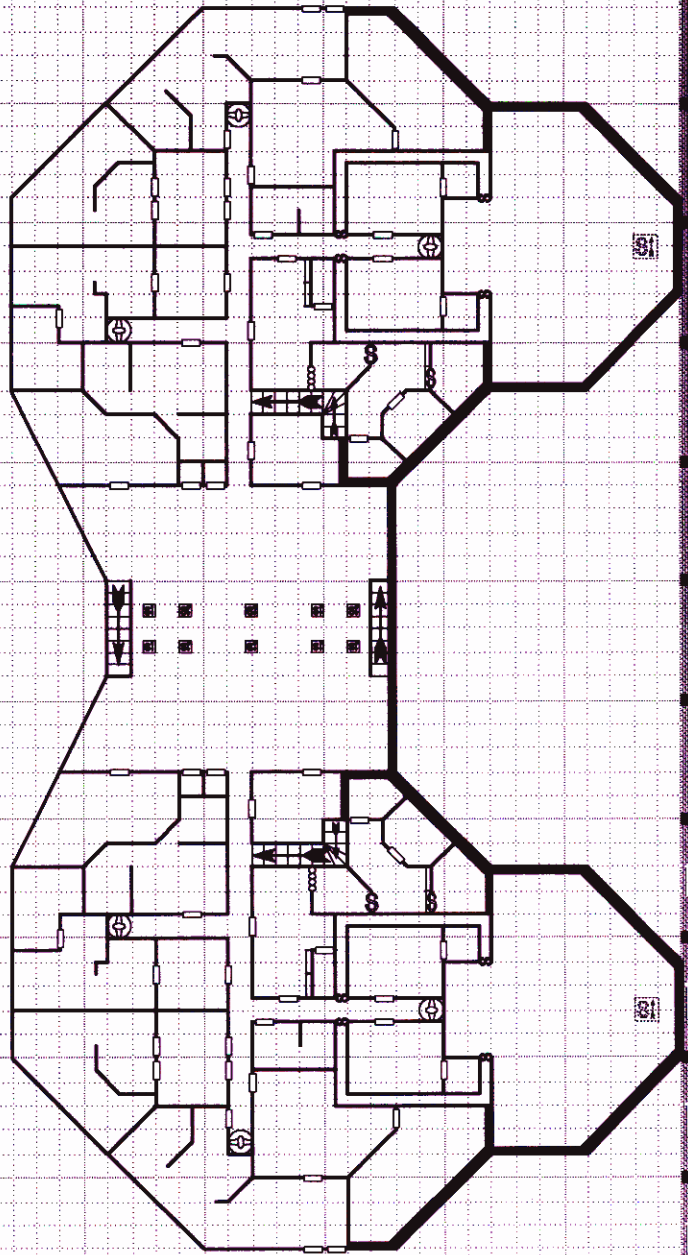
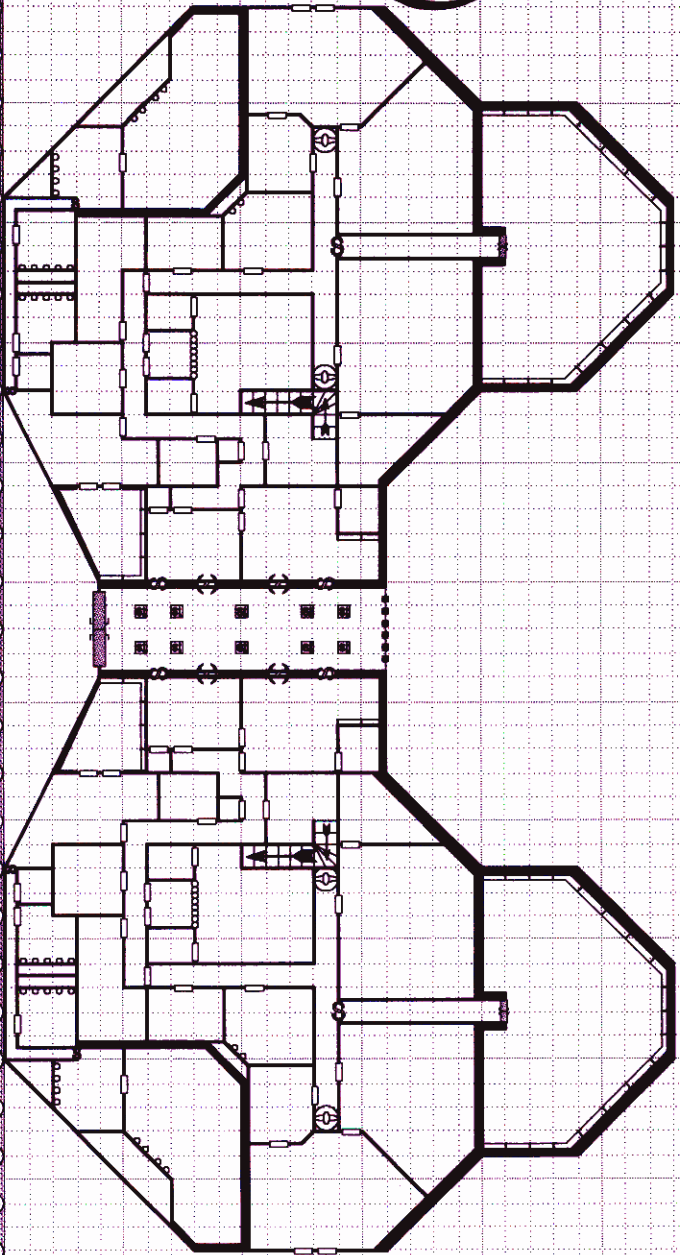
Waterfall

+1,000'

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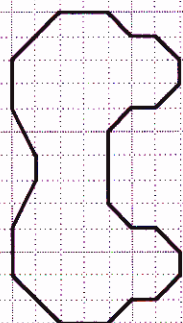
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Gatehouse (Map 1)



Ground floor

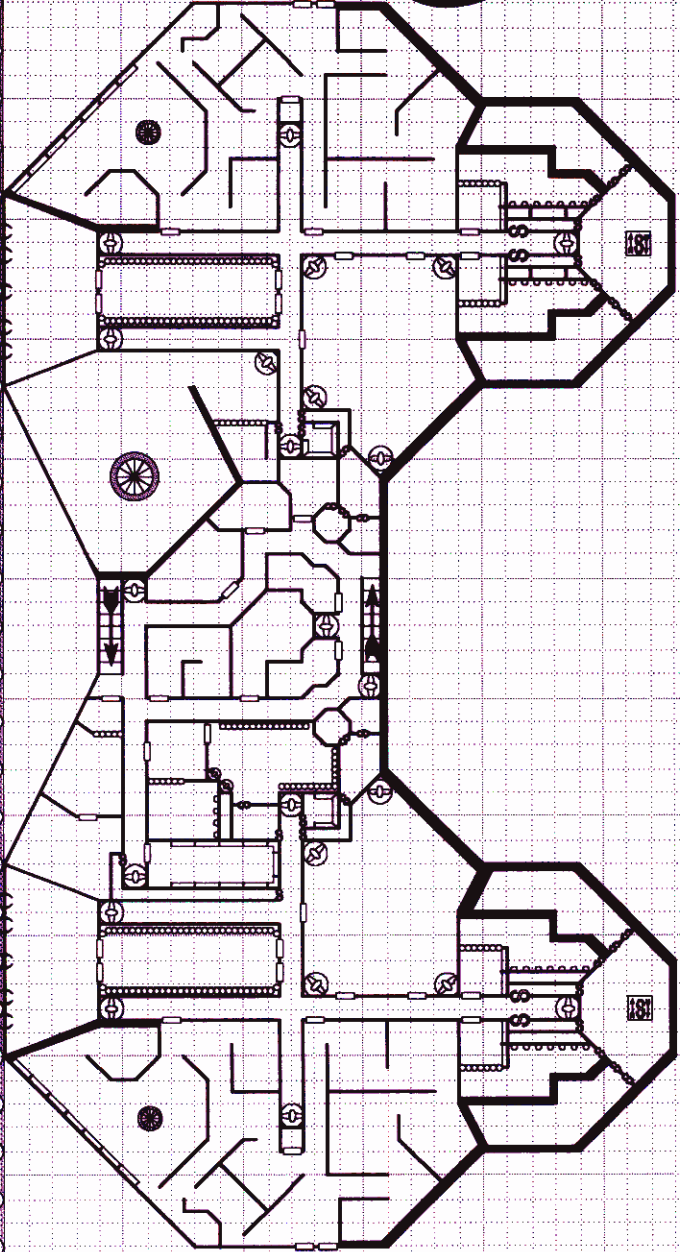
First floor



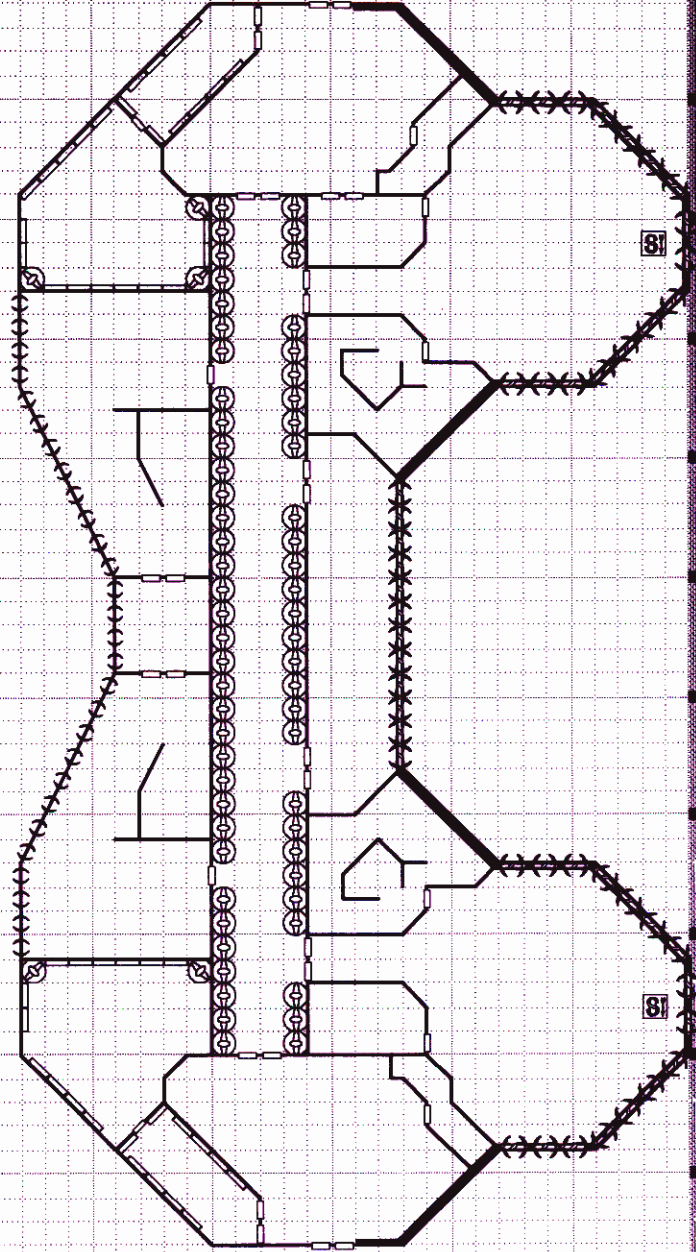
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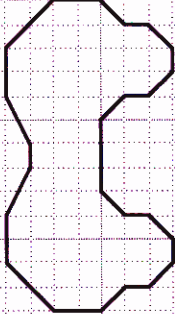
Gatehouse (Map 2)



Second floor

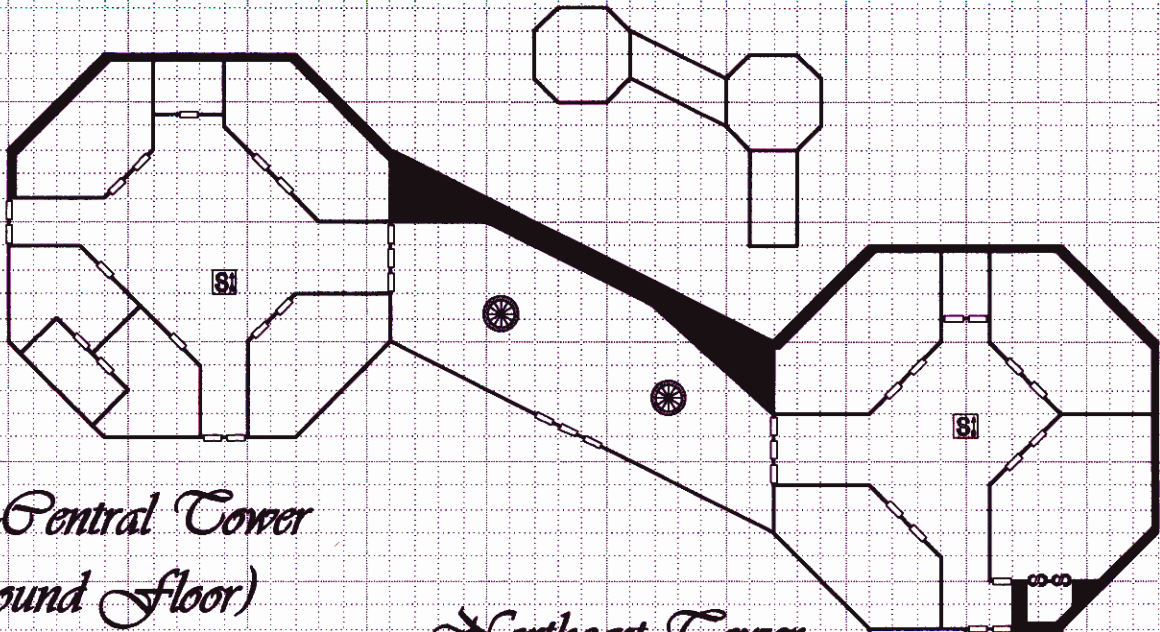


Third floor



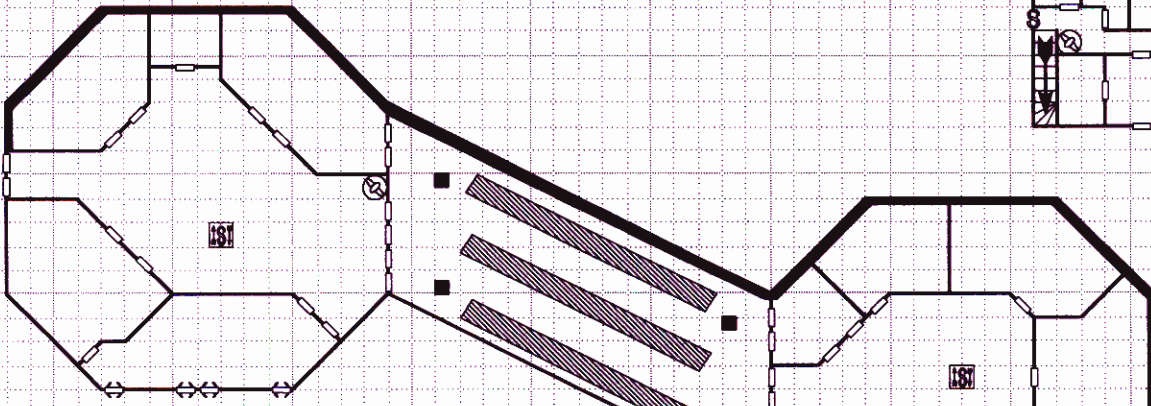
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*North-Central Tower
(Ground Floor)*

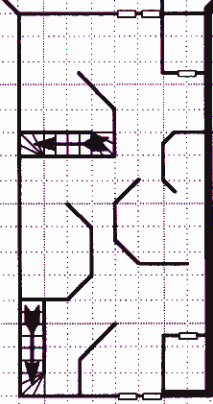
*Northeast Tower
(Ground Floor)*



*North-Central Tower
(First Floor)*

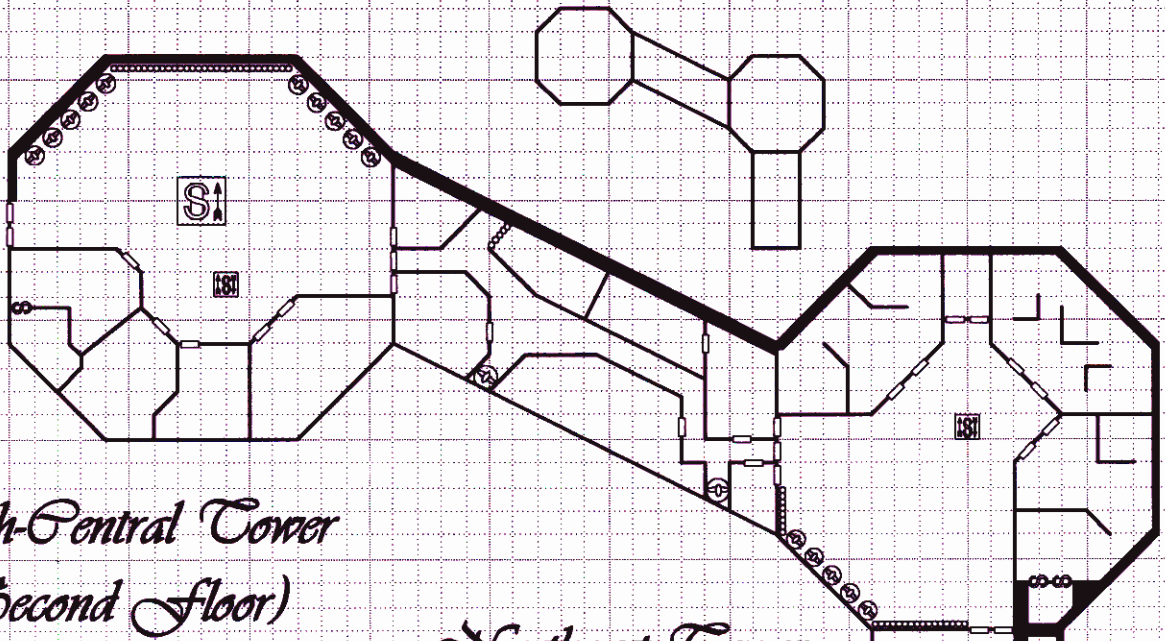
*Northeast Tower
(First Floor)*

*Outer
Wall*



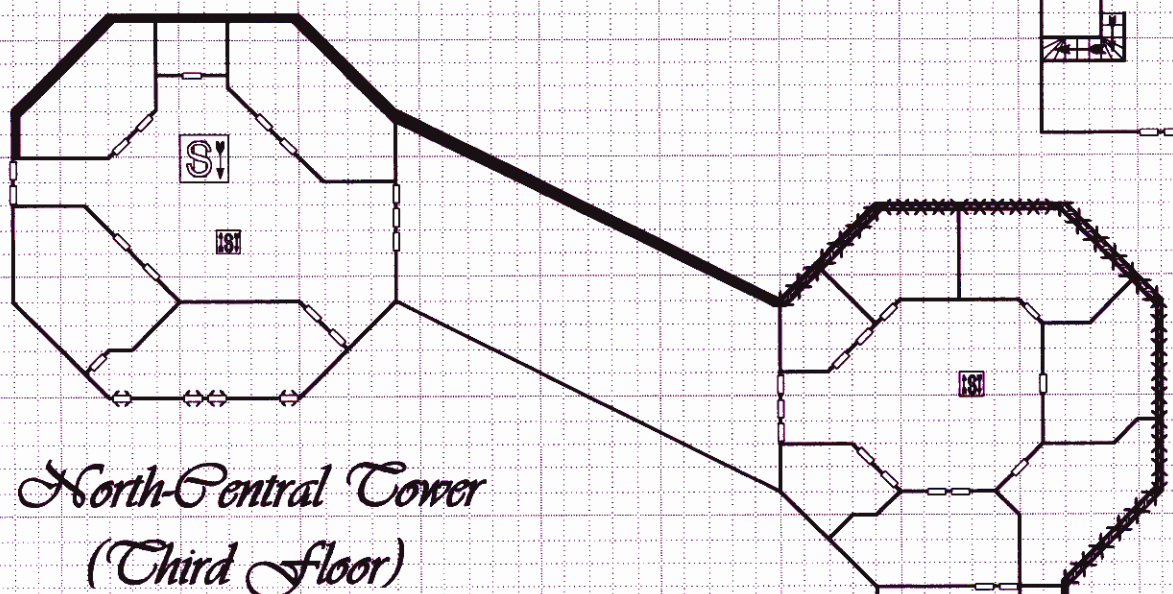
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*North-Central Tower
(Second Floor)*

*Northeast Tower
(Second Floor)*



*North-Central Tower
(Third Floor)*

*Northeast Tower
(Third Floor)*

*Outer
Wall*

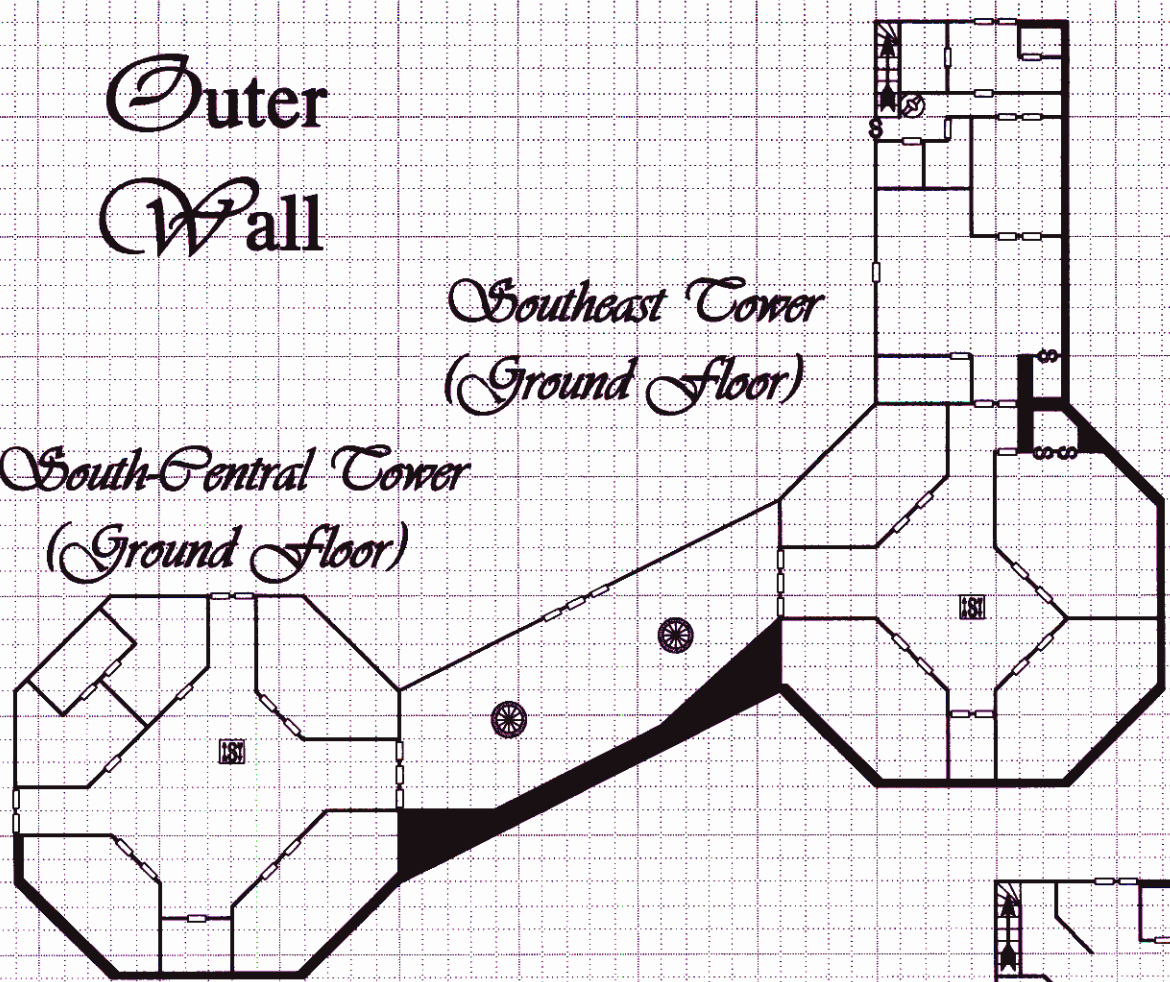
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Outer Wall

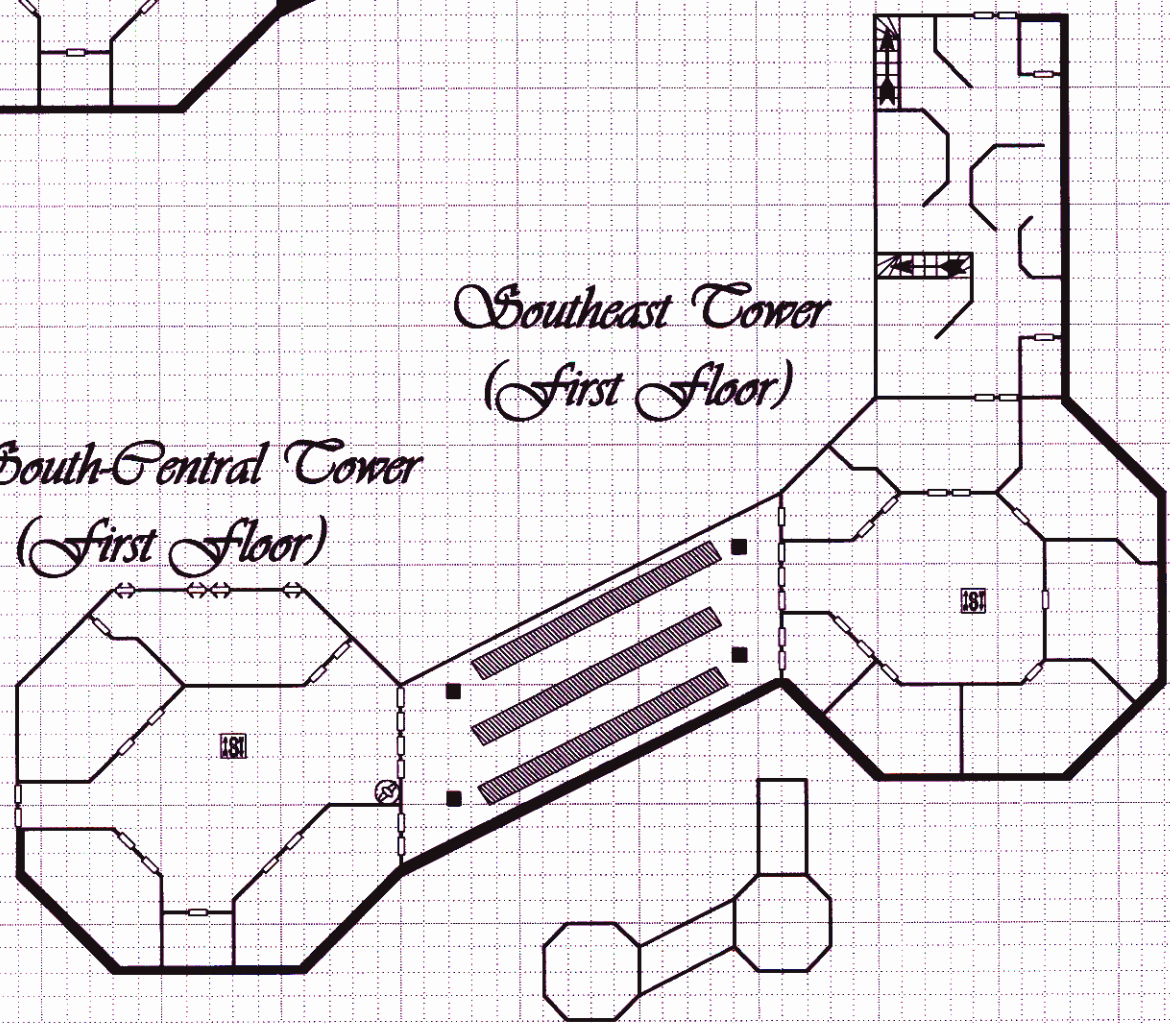
*Southeast Tower
(Ground floor)*

*South-Central Tower
(Ground floor)*



*Southeast Tower
(First floor)*

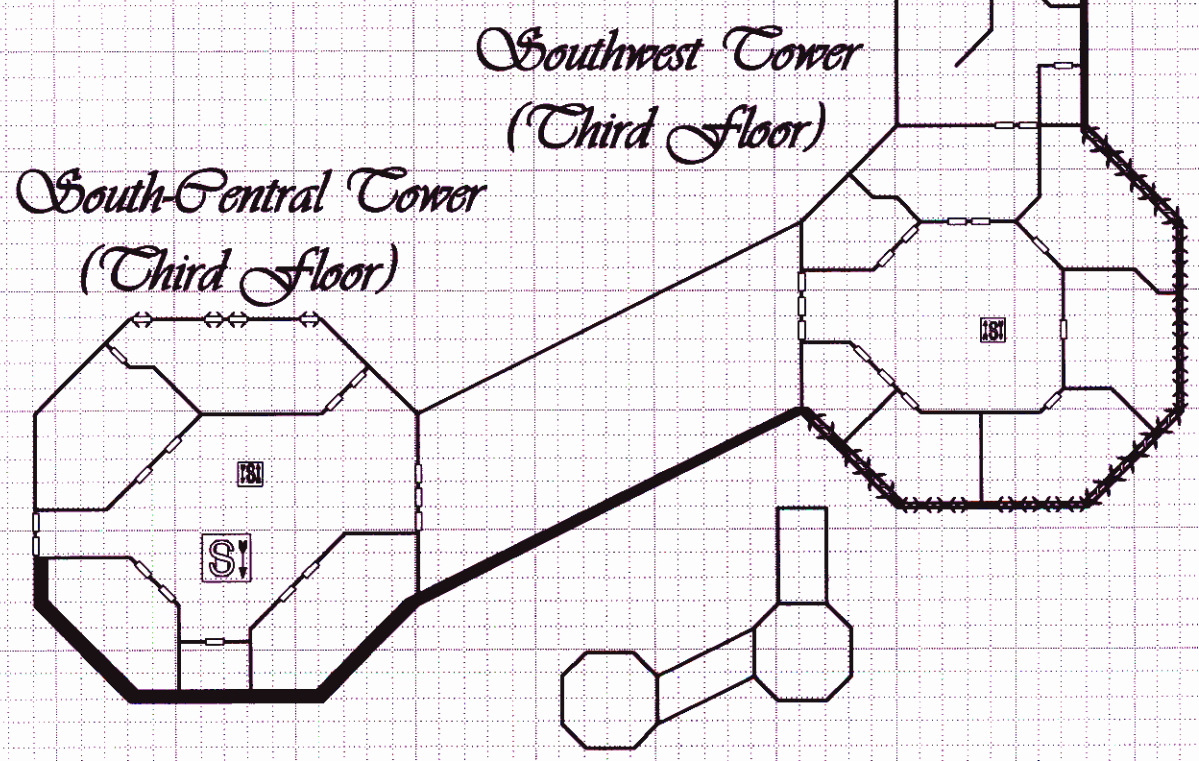
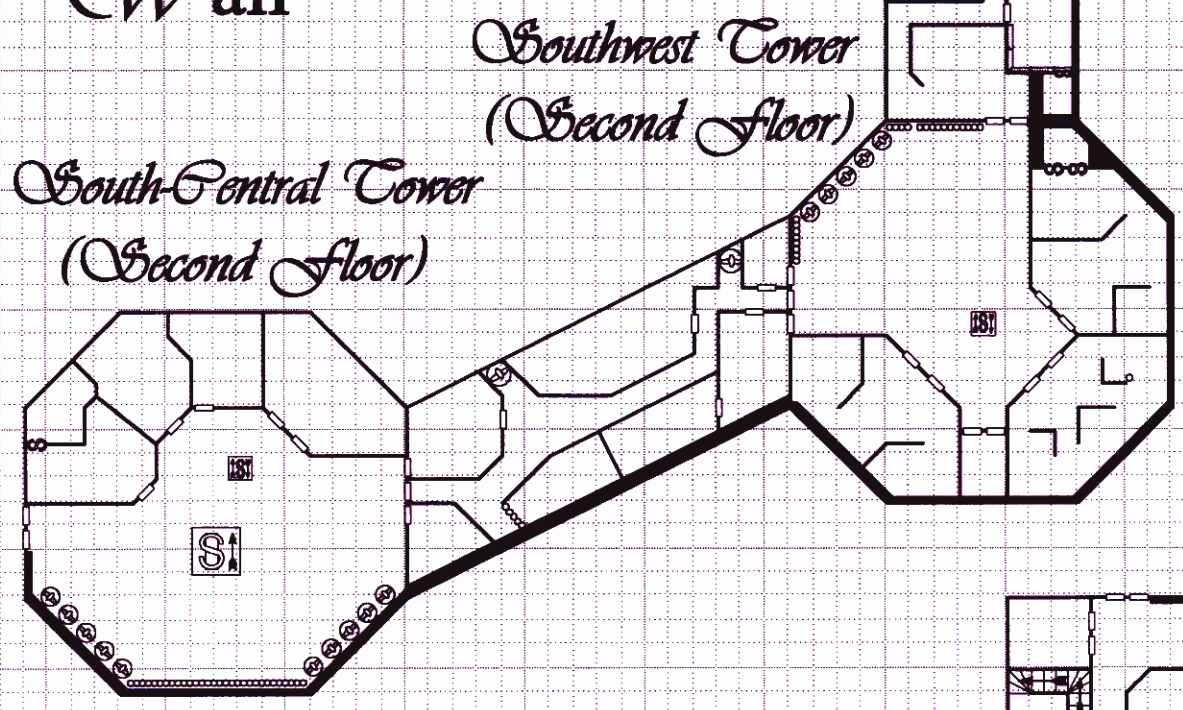
*South-Central Tower
(First floor)*



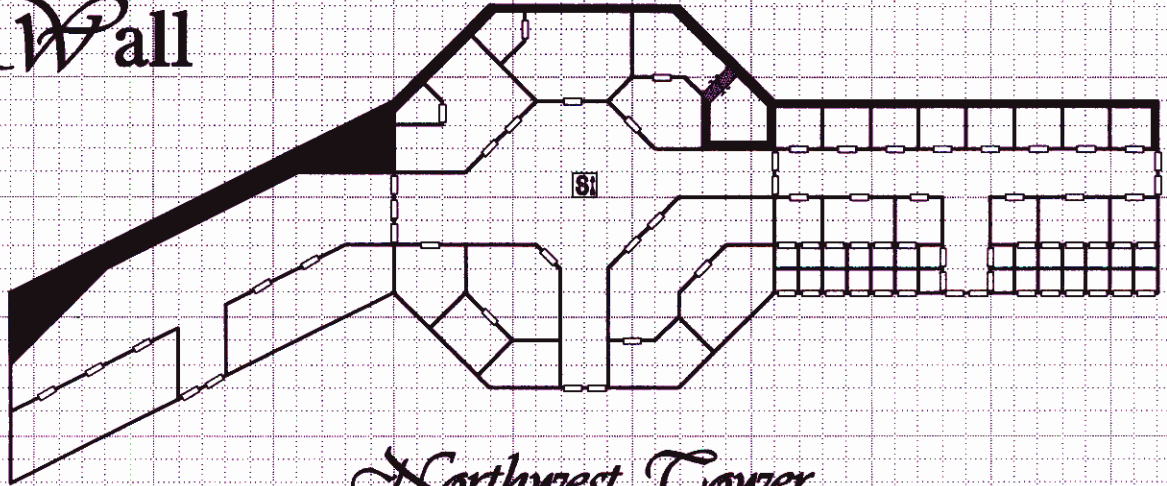
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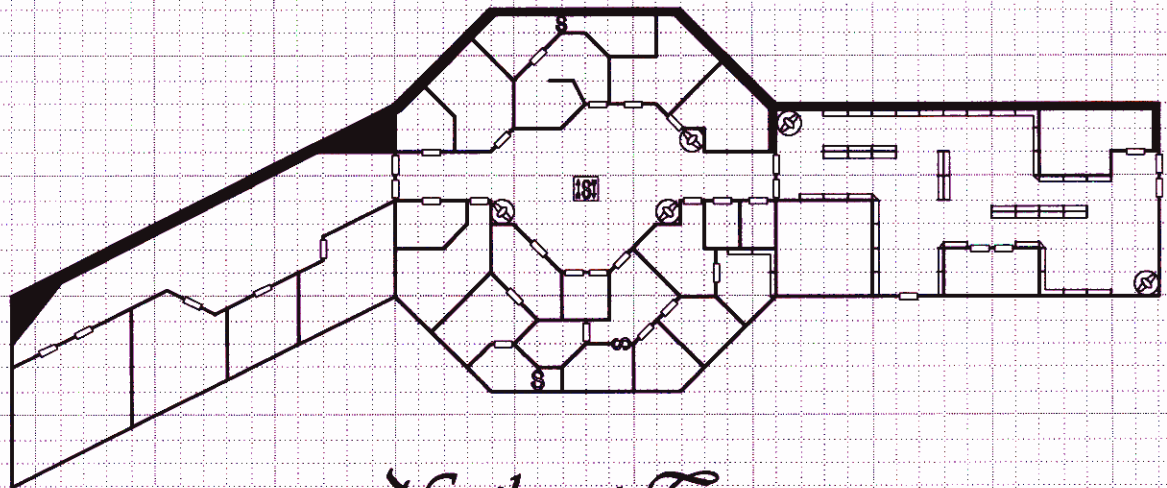
Outer Wall



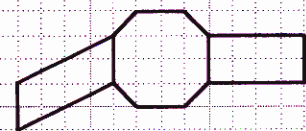
Outer
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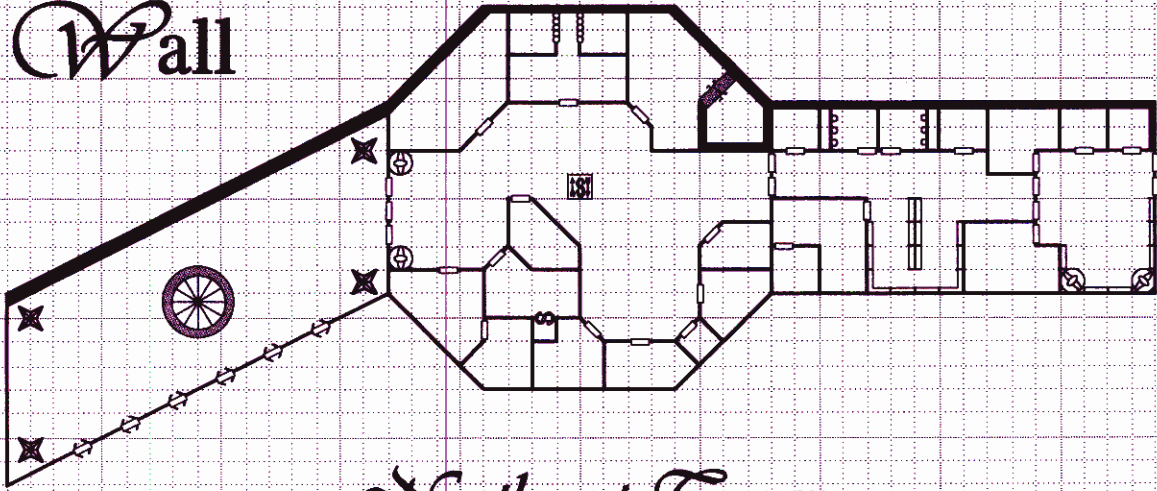
*Northwest Tower
(Ground Floor)*



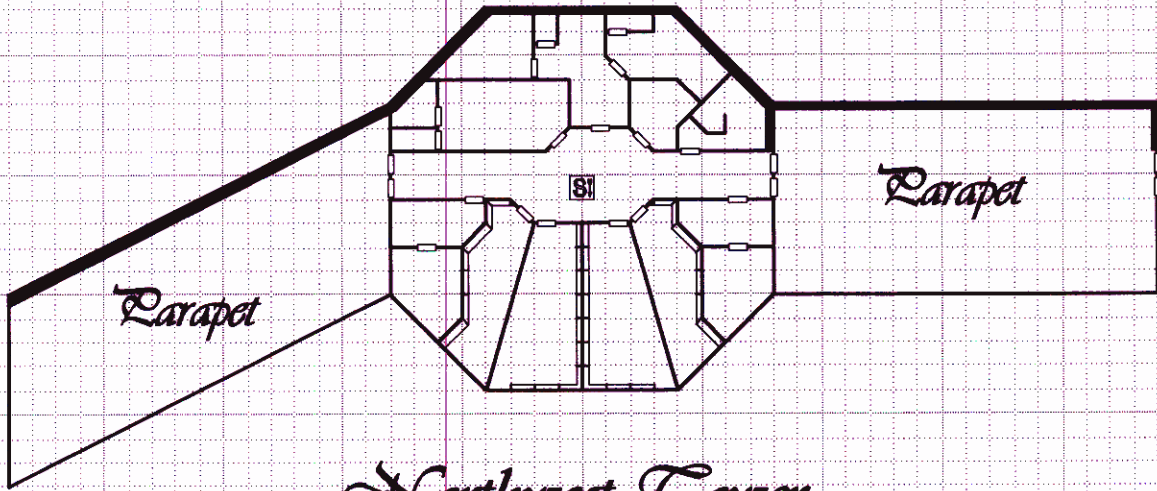
*Northwest Tower
(First Floor)*



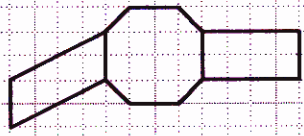
Outer
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*Northwest Tower
(Second Floor)*



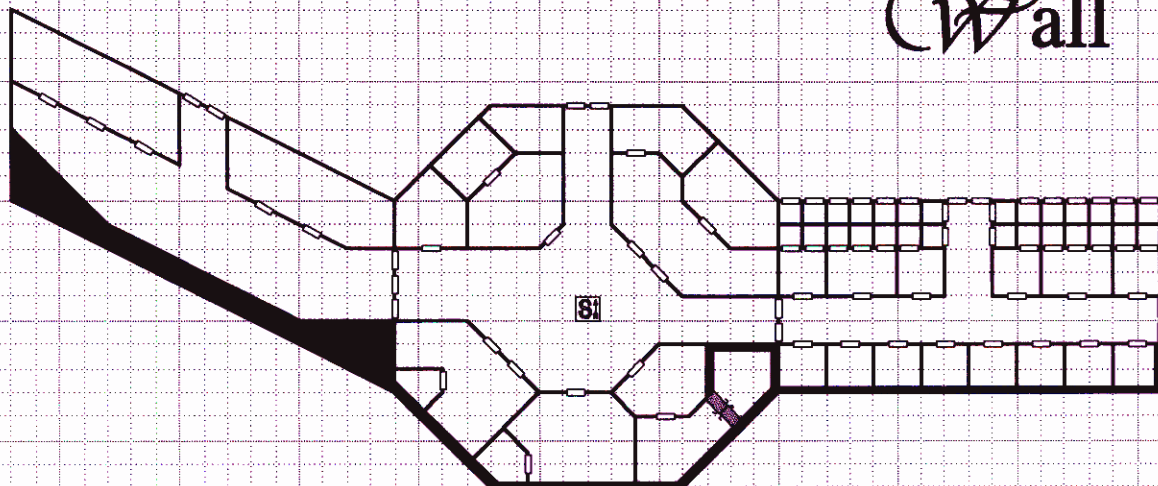
*Northwest Tower
(Third Floor)*



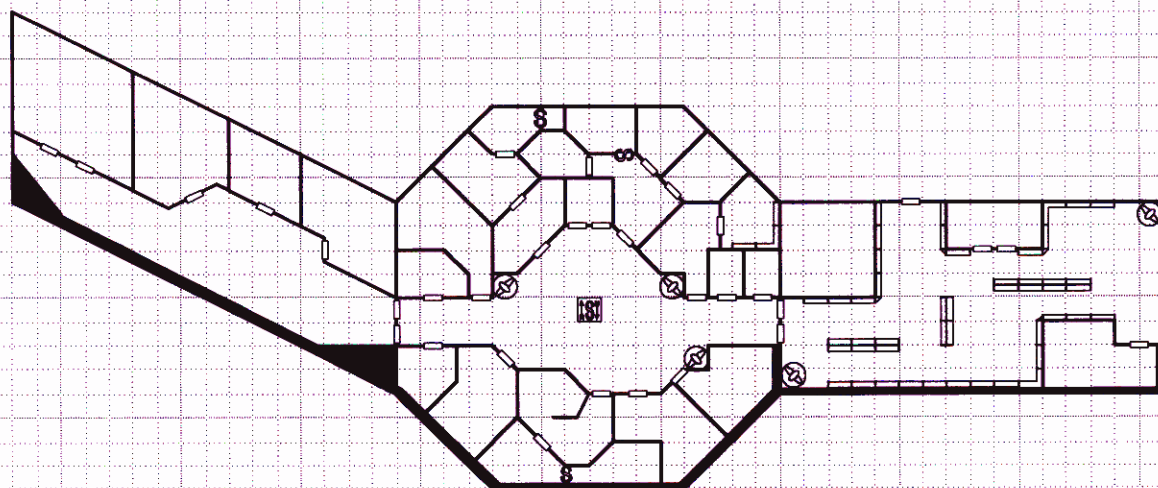
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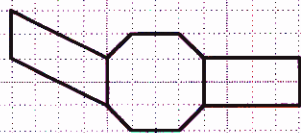
Outer
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Southwest Tower
(Ground Floor)



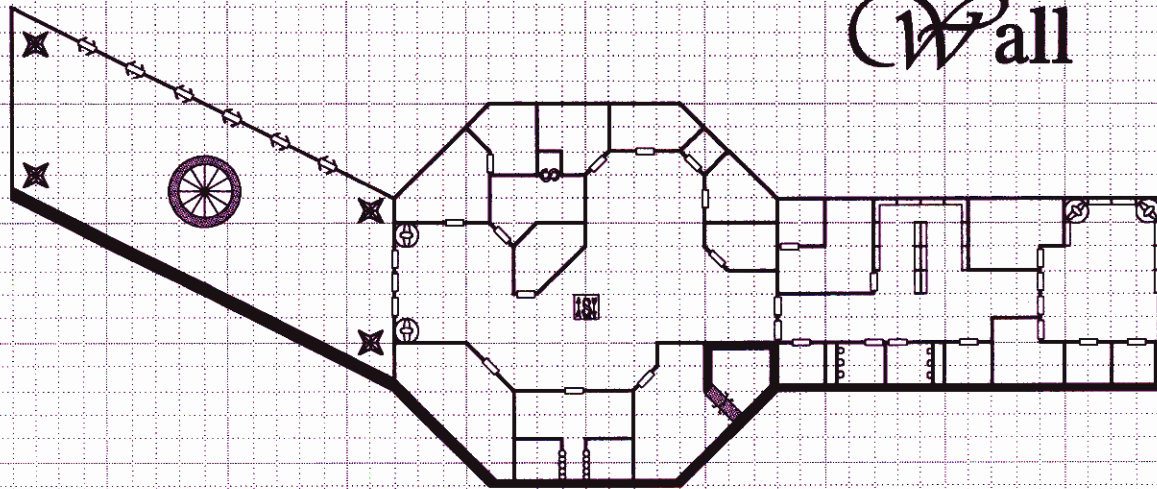
Southwest Tower
(First Floor)



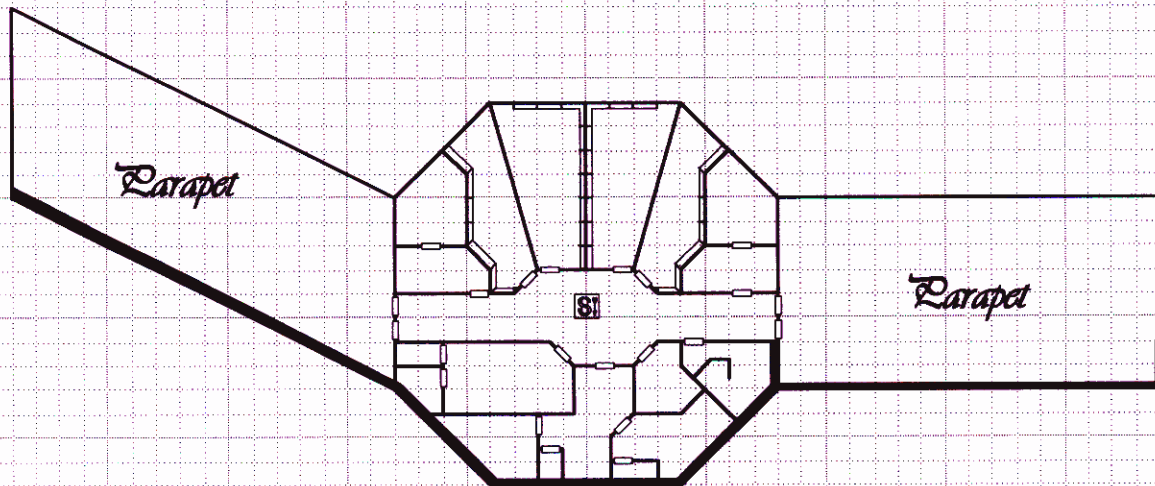
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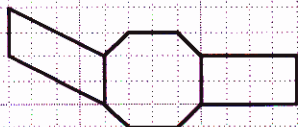
Outer Wall



Southwest Tower (Second Floor)

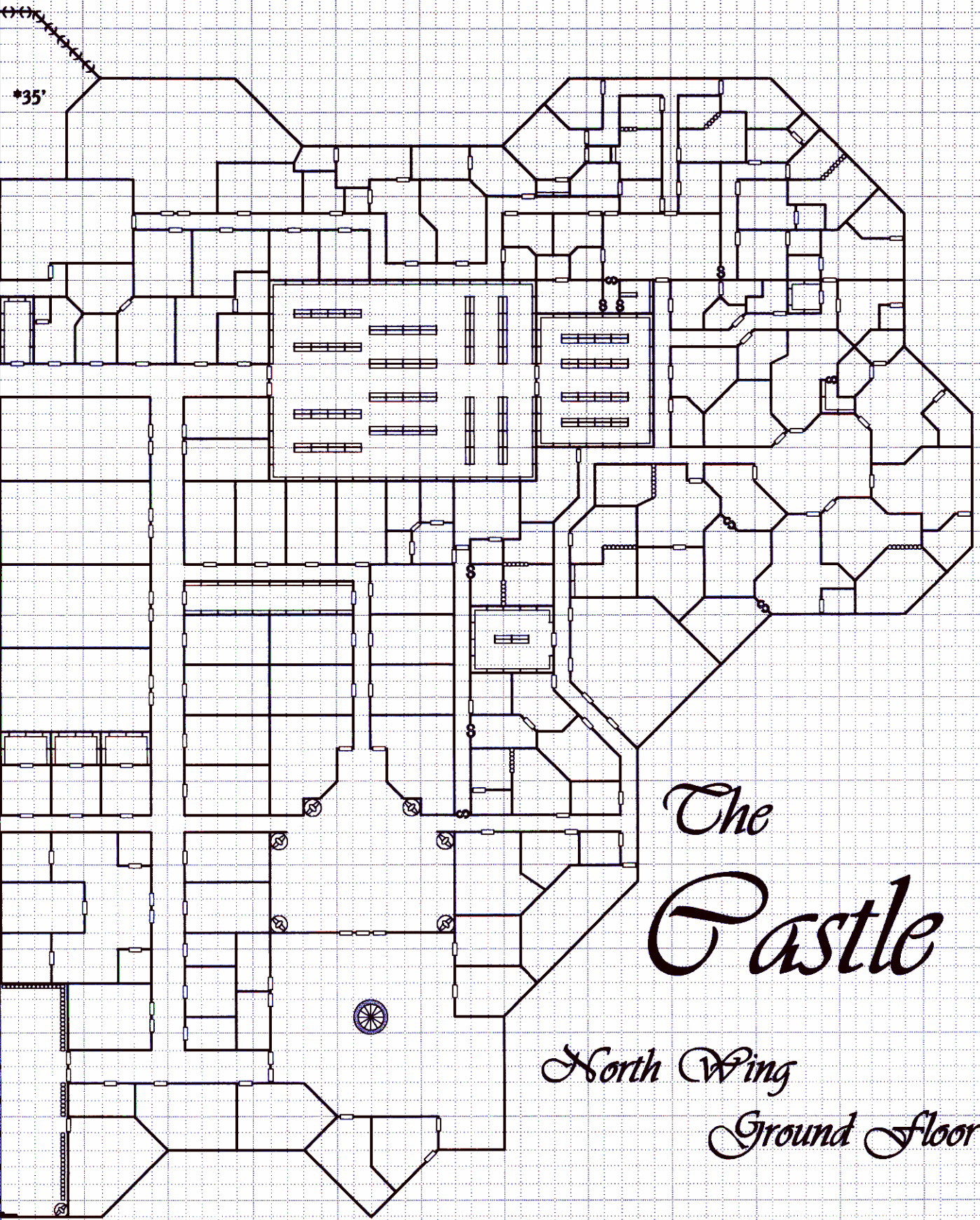


Southwest Tower (Third Floor)



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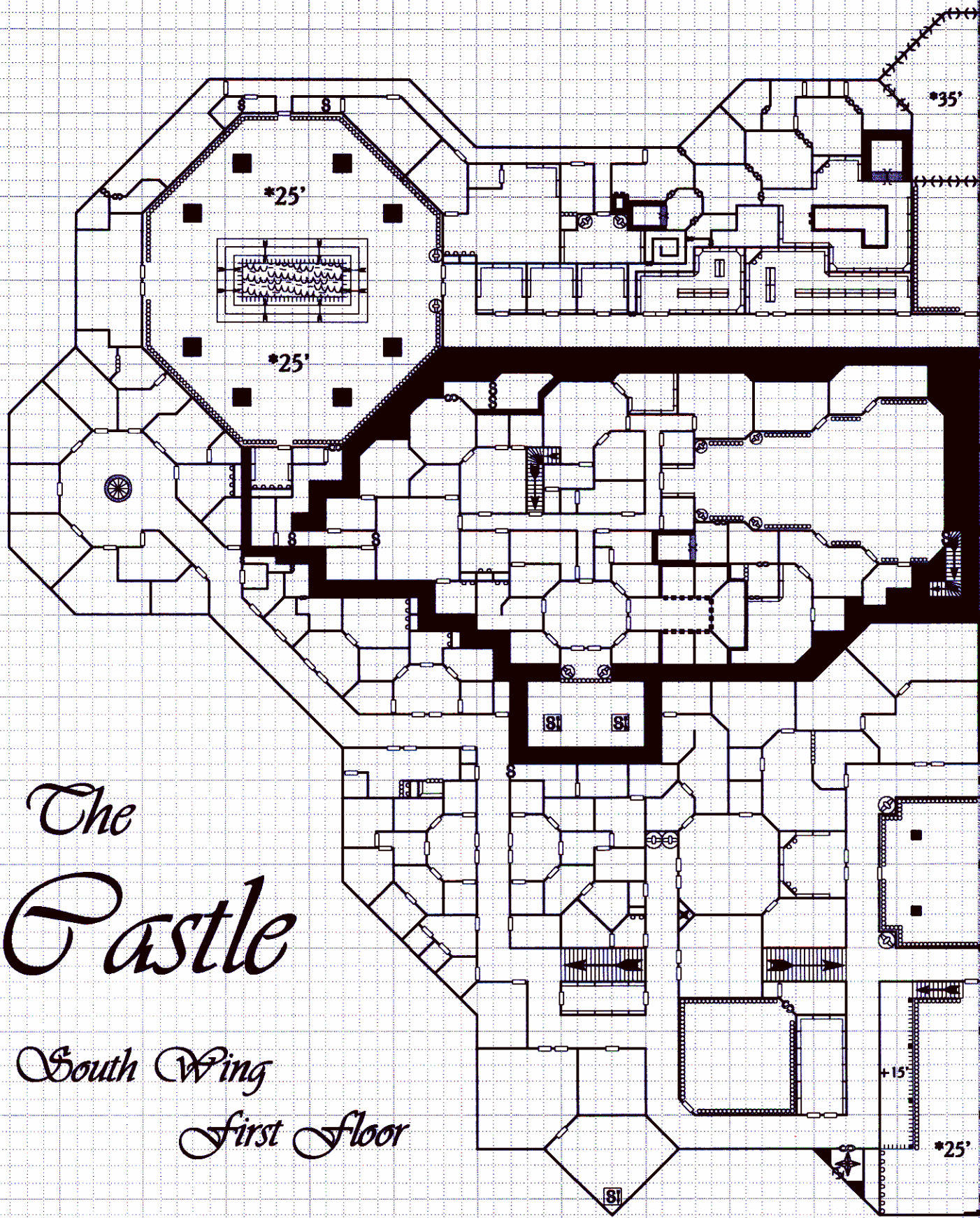
*35'

*The
Castle*

*North Wing
Ground Floor*

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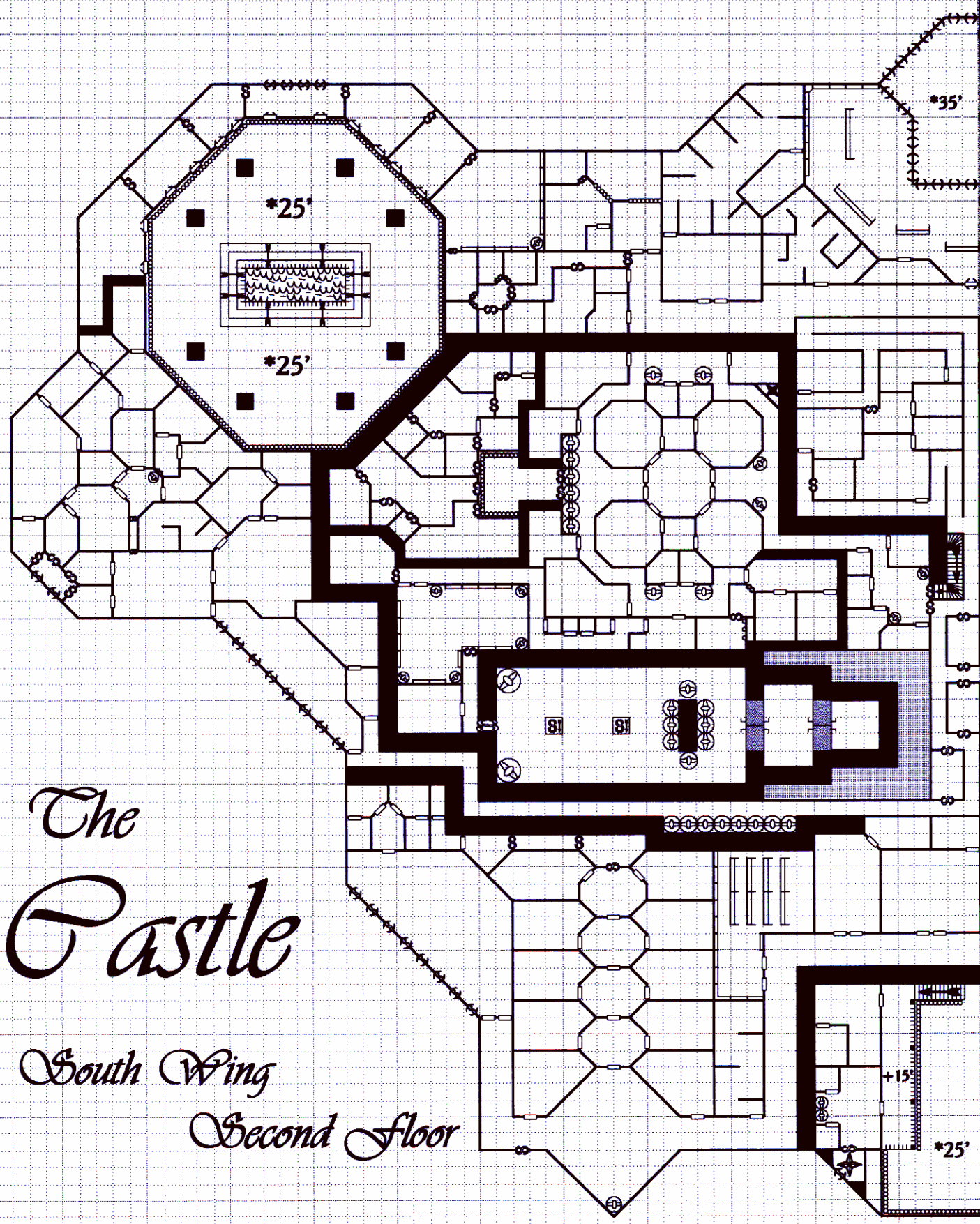


*The
Castle*

*South Wing
First Floor*

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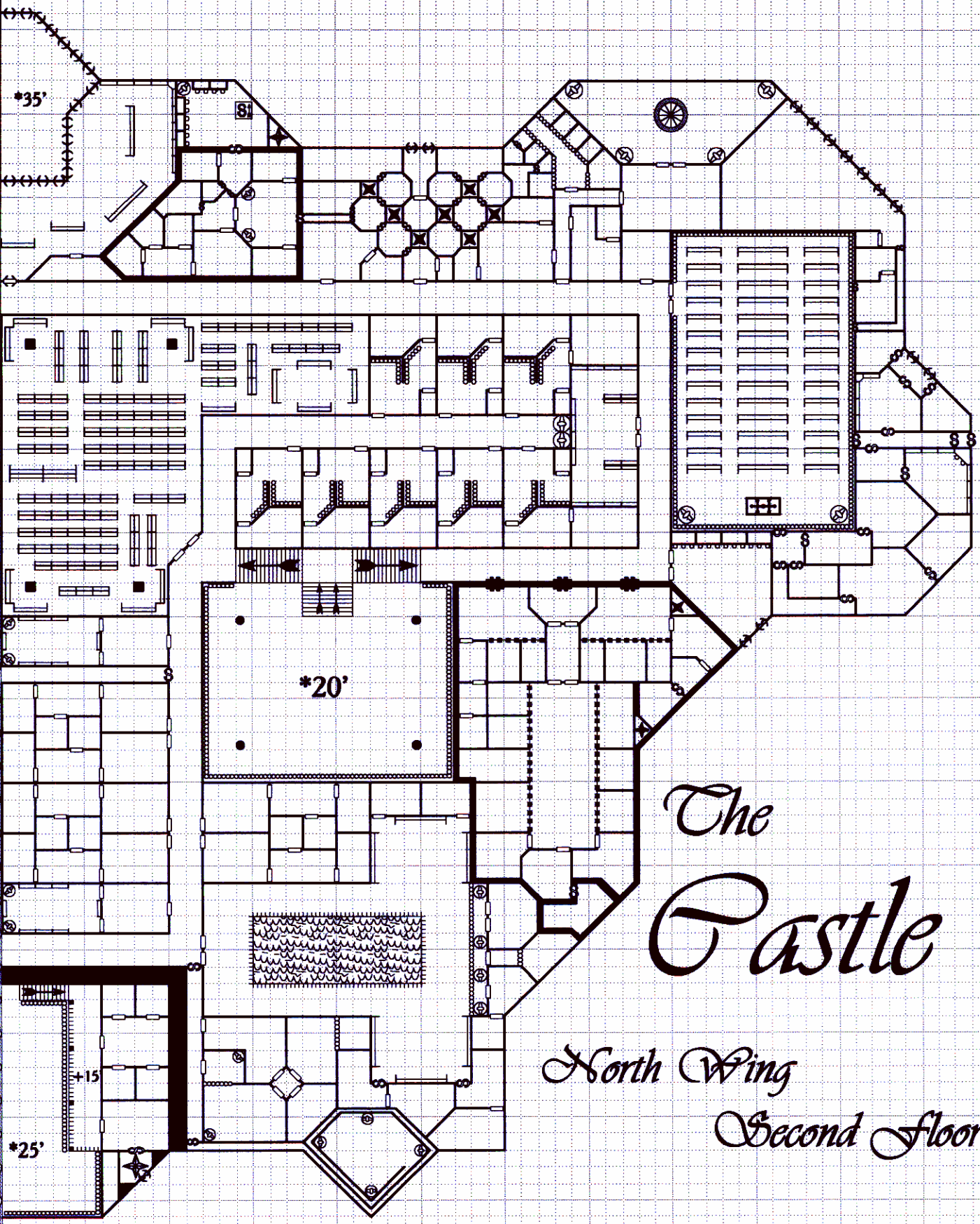


The Castle

South Wing
Second floor

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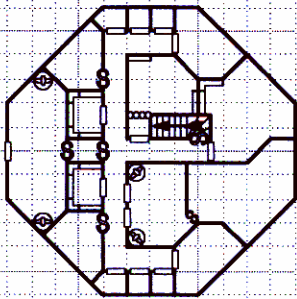
The
Castle

North Wing

Second Floor

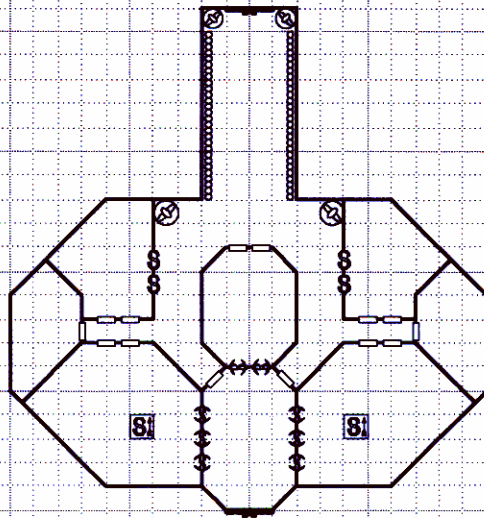
The Towers

South Tower



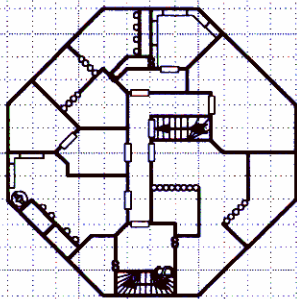
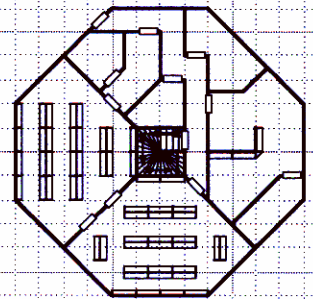
Ground Floor

Central Tower

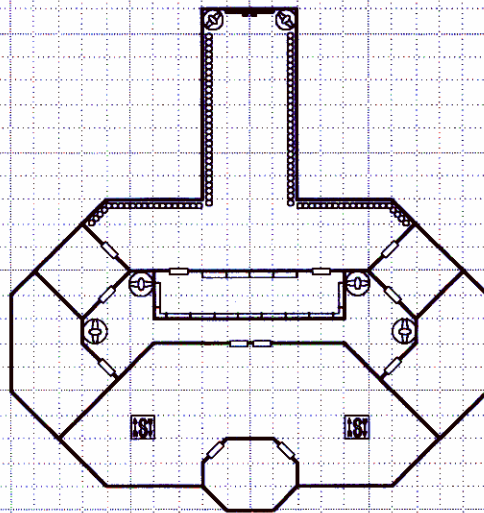


Ground Floor

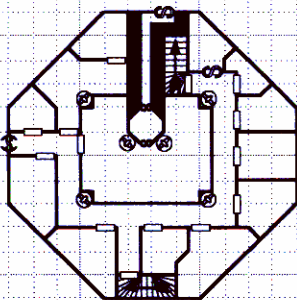
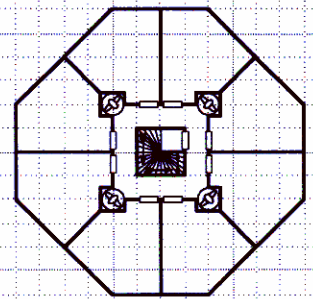
North Tower



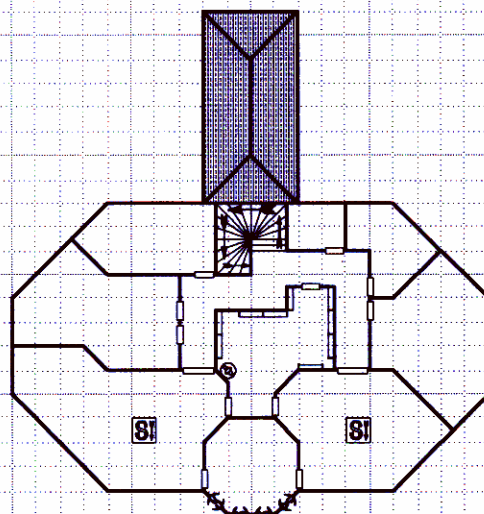
First Floor



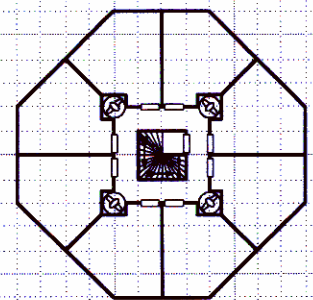
First Floor



Second Floor



Second Floor

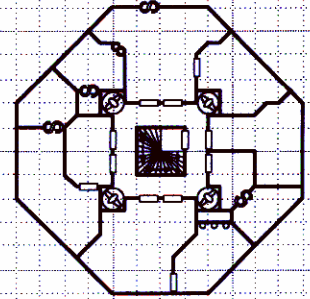
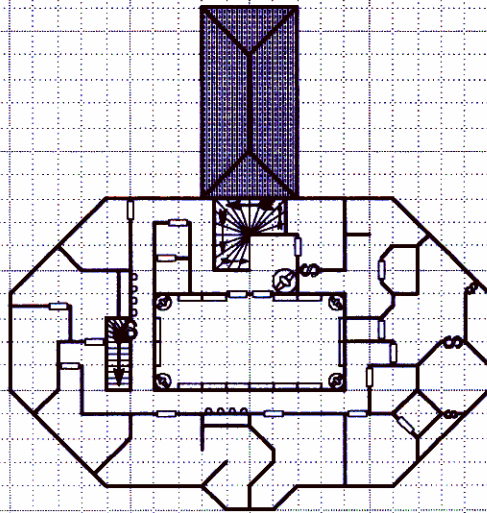
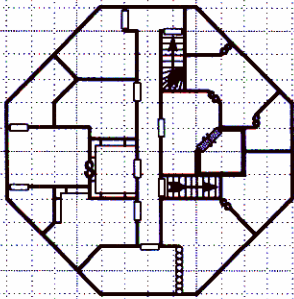


The Towers

South Tower

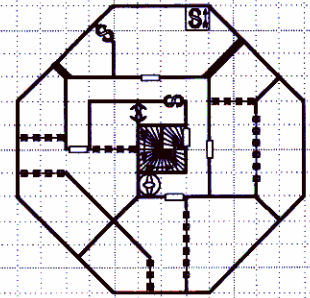
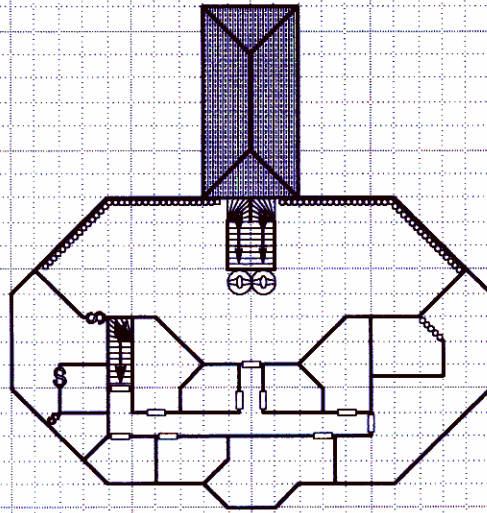
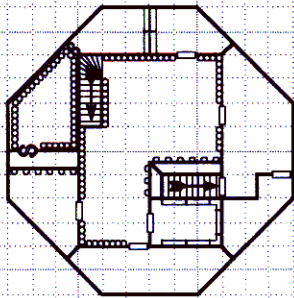
Central Tower

North Tower



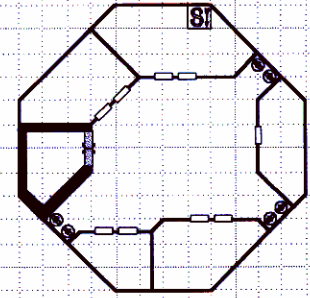
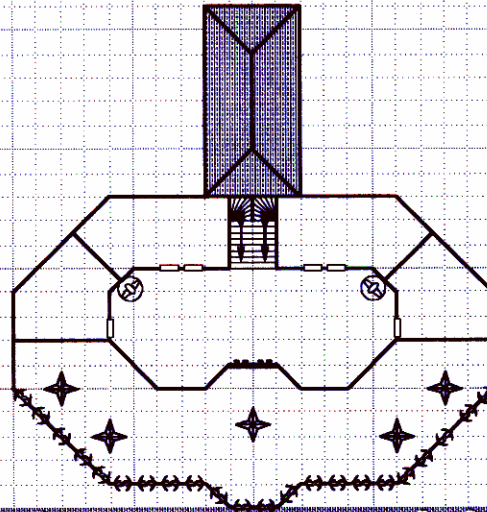
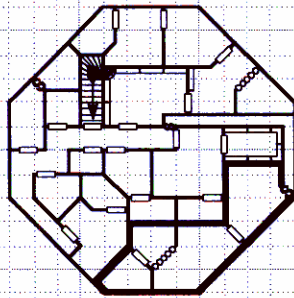
Third Floor

Third Floor



Fourth Floor

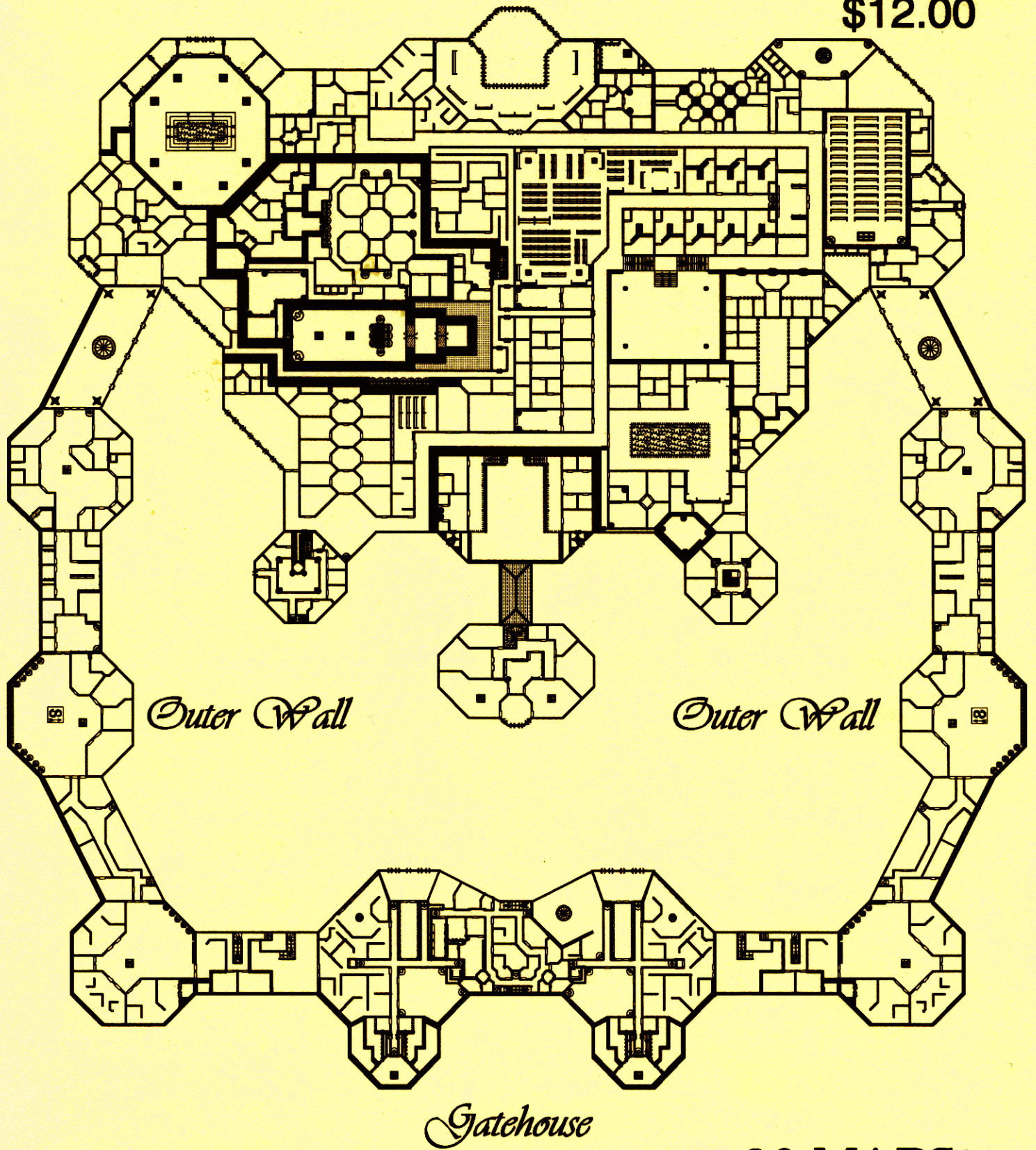
Fourth Floor



Fifth Floor

Fifth Floor

\$12.00



Outer Wall

Outer Wall

Gatehouse

20 MAPS!

20 MAPS!