

This booklet is intended to fill the need of any active campaign judge to populate a large area for his fantasy role players. The details are left purposely sparse so the judge can adjust the material to his campaign and thereby personalize it. Colored pencils or pens can be used to great advantage to code the building and other terrain features. The maps are printed in gray to facilitate the dropping out of different features. The various charts are guidelines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

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CREDITS

Designers: Bob Bledsaw, Bill Davis & Mark Holmer
Assistant Designers: John Kiessel & Marc Summerlott

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WALL SECTIONS

Wall Thickness and Type

Die Roll	Citadel Number of Wall Sections	Castle Number of Wall Sections	Die Roll	Earth (2x)	Wood (4x)	Brick (4x)	Stone (3x)	Marble (3x)	Grate
1	2-12	1-6	1	10'	10'	20'	40'	2' Latticed	1" dia. B*
2	4-24	2-12	2	20'	20'	25'	50'	4'	2" dia. B
3	6-36	3-18	3	30'	30'	30'	60'	6'	3" dia. B
4	8-48	4-24	4	40'	40'	35'	70'	8'	1" dia. I*
5	10-60	5-30	5	50'	50'	40'	80'	10'	2" dia. I
6	12-72	6-36	6	Wood	Brick	Stone	Marble	Grate	3" dia. I

*B = Bronze
*I = Iron

**Add Technological Level

Wall Height

To determine wall height multiply the number in parenthesis on the Wall Thickness Chart by the actual thickness. Grates range from 6' to 36' high.

Wall Length

To determine the length of each wall section multiply the wall thickness by 1' to 20'.

Wall Characteristics

1. Secret Gate
2. Stained
3. Carved
4. Batter 3"-18"
5. Spiked Top
6. Pointed Top
7. Castellated
8. Arrow Slits (1/10')
9. Crumbling
10. Cantilever Platform
11. Parapets (1/30')
12. Glass Embedded
13. Overgrown
14. Dry Ditch
15. Moat
16. Iron Reinforced
17. Magically Reinforced
18. Small (Postern) Gate
19. Gate Tower
20. Tower Both Ends

Wall Defenses

1. None
2. Taboo Symbols
3. Multiple Crossbow
4. Iron Pellets
5. Spear Trap
6. Arrow Trap
7. Nets
8. Gas Spheres
9. Tar Pots
10. Mirrors
11. Watch Creatures
12. Pits
13. Magically Protected
14. Portable Catapult
15. Maze
16. Invisible Blade Barrier
17. Counter Mine
18. Dart Thrower
19. Greek Fire
20. None

Moat Creatures

1. Crocodiles
2. Sharks
3. Giant Snake
4. Giant Eel
5. Giant Slugs
6. Giant Crab
7. Sea Spider
8. Giant Leeches
9. Giant Otter
10. Giant Lizard

Ditch Creatures

1. Lions
2. Tigers
3. Hyenas
4. Panthers
5. Giant Scorpions
6. Bears
7. Trolls
8. Owlbears
9. Saber-toothed Tiger
10. Salamander

Random Locations

1. Outer Curtain
2. Inner Curtain
3. Drawbridge
4. Cistern
5. Great Hall
6. Barracks
7. Kitchen
8. Smithy
9. Well
10. Outer Ward
11. Inner Ward
12. Cesspit
13. Ramp
14. Moat
15. Ditch
16. Stables
17. Stores
18. Dungeon
19. Cellar
20. Escape Tunnel

