

# Viking Fort by Tom Cartos

## Background

The fort is situated on a promontory overlooking a large inlet. It acts as the first line of defence and lookout for any hostile forces trying to push their way inland to the towns and villages along the river. However, this is not the reason it was originally built.

Perched atop a narrow spire of rock is a stone archway. Its origins are unknown, and it is far older than any settlement or civilisation in the region. For many travelling through the area by ship, it is a curiosity, but for the local folk it is a powerful mythical object.

It is said that in times of extreme hardship, a portal of some kind opens in the archway and a being of pure light steps through. There are many stories of the aid this being offered from generations past, but there are none currently alive who have experienced it, and it has been so long in fact that some whisper these are mere stories to comfort children.

Despite this, the fort and its Jarl are held in high esteem as protectors of both the gateway and the wider community. The current Jarl, Ingsbrand Verndari, is at her wits end. Bandits have been roving closer and closer to the settlement from inland, while a rival clan from along the headland has been making moves to take territory. On top of a poor harvest and sickness sweeping through her people, she has too many fires to manage. While deep down she hopes that the being of light will make an appearance and solve her problems, she knows she cannot rely on it.

## Grid Information

**GRID SIZE – 44x51 (300DPI)**

**VTT SIZE – 6160x7140 (140DPI)**

**RECOMMENDED PRINT SIZE – A0/ANSI D x2**

## Design Notes

- **01 – Gate House** – A large town is at the base of the hill below the fort and connected to it are a handful of smaller hamlets and villages, all of which are under the Jarls protection. The gates are open during daylight hours for any member of the community to come to Jarl Verndari or her aides with a request.
- **02 – Barracks** – The Guard are situated in a number of barracks throughout the community, but a contingent of elite warriors stay within the fort to defend the Jarl and Gateway if needed.
- **03 – Watchtower**
- **04 – Courtyard** – The guards use this area for training.

- **05 – Guest House** – It is not unusual for the Jarl to have visitors. This housing is provided to them if needed.
- **06 – Store Room**
- **07 – Longhouse Entrance**
- **08 – Great Hall** – The great hall is always filled with life. The Jarl holds court here every day. Some come to see and take part in discussions. Other just come for the free food and music.
- **09 – Armoury**
- **10 – Kitchen**
- **11 – Aides Quarters** – Furs and blankets are provided for any who need to sleep in the great hall, but the Jarl's aides have their own private quarters.
- **12 – Jarls Quarters**
- **13 – Treasury** – Verndari keeps little personal wealth, but there are several relics and treasures of cultural significance which are kept here for safety. There is also a store of gold collected as taxes, given as a gift or taken in conquest that is used for the betterment of the community.
- **14 – Back Room**
- **15 – Balcony**
- **16 – Shrine** – Townsfolk often visit the shrine to pray to the being of light, whether to ask for help or give thanks. As the being has neither name or physical form, the statue at the shrine is of the first Jarl who welcomed the being and built the fort.
- **17 – Shrinekeepers Quarters**
- **18 – Gateway** - Access to the gateway is restricted, it is rarely visited by anyone other than the Jarl or the Shrinekeeper.
- **19 – Cliffside Steps**
- **20 - Dock**