

Thestwick Watch Ruins by Tom Cartos & Borough Bound

Background

Thestwick is Alderham Fen's southernmost population center. Beyond it lies 20 more miles of murky marshland. Somewhere in this stretch of fen lies the border with Talmouth, a far wealthier duchy. The exact location of this border is occasionally disputed, but as it sits somewhere in an unlivable marsh, the two duchies mostly ignore the unclear border.

When Duke Fandry I ruled over Alderham Fen, this territorial dispute was a flashpoint. He was so concerned that the Talmouth knights would attempt to annex his worthless marsh that he erected the Thestwick Watch, a stone garrison that later spawned the surrounding village. The great fortress in the fen has been out of use for almost one hundred years. In that time, many of its outer walls have been picked clean, with the original stones of the construction repurposed for use in the town.

The total collapse of the fortress now seems inevitable, but no one can be sure how long it has left. In the meantime, the fragmenting keep is an omnipresent hazard. Thestwick's new rulers have commanded the keep be safely dismantled, but all demolition parties sent within its walls have been attacked by an unknown assailant. No one knows exactly who is still protecting the keep, but it is rumoured that the previous Commander Sir Ranulf and his Squire Kenric somehow still protect the Watch a century after it was abandoned.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Thestwick Watch Ruins - Gatehouse

- **01 – Gatehouse** – The fates themselves have long since fallen, but some defences have been recently erected, and munitions stored within. Stairs lead up to **12**
- **02 – Fallen Watchtower** – When it was newly built, the tower was the highest structure visible in any direction. Now only the lower level remains, the remainder collapsed into the small town of Thestwick.
- **03 – Courtyard** – The encroaching fen has flooded much of the lower parts of the keep, which is likely also sinking on its unsure footings.
- **04 – Forge** – Previously the watch blacksmith, most of the tools and equipment seem to have been moved elsewhere.
- **05 – Boathouse** – Canoes are the primary method of transport around the fens. When the keep was active, the boats were stored and maintained here.

- **06 – Barracks** – This building formerly housed most of the garrisons soldiers, the rest would have camped within the inner bailey.
- **07 – Servants Quarters** – The keeps non-military staff mostly came from the local town. Their quarters were below the great hall, along with the provision stores and kitchens. Stairs lead up to **18**
- **08 – Prison Cells** – Originally built to house any captured Talmouth Knights, it was never used. Now it is 'home' to Squire Kenric, or at least what remains of him. Sir Ranulf's squire became tainted in a more profound way than the revenant knight himself. The darkness that plagues Sir Ranulf's soul twisted Kenric's body into that of a feral monster. Stairs lead up to **16**
- **09 – Kenric's Lair** – A filthy miasma fills the air. Corpses, bones and rotten flesh litter the floor and implements of torture line the walls. Kenric's bestial nature leads him to do unspeakable things to any he deems a threat to the keep or his commander, even if some remaining part of his humanity wants it all to end.
- **10 – Graveyard** – Although the keep was never attacked or used in war, some of the original garrison fell to the numerous illnesses associated with the stagnant swamp waters. They are buried here still.

Thestwick Watch Ruins - Gatehouse

- **11 – Fallen Watchtower**
- **12 – North East Ramparts** – A mounted ballista watches over the northern approach to the keep. Some of the wall has collapsed on the eastern side.
- **13 – South West Ramparts** – Protected on all sides by the swamp waters, this part of the keep is less secure as attacks from this direction are unlikely. A large part of the wall has collapsed leading into the inner bailey (**14**)
- **14 – Inner Bailey** – This raised area acted as a secondary defensible area should the gatehouse fall. Now it has been filled with makeshift barricades. Three gallows have been built on the northern edge, from which hang the bodies of the first demolition party sent into the keep.
- **15 – Great Hall** – Once the centre of life in the keep, it is now cold and empty. Wind blows in from the hole in the southern wall.
- **16 – North West Tower** – Some of the equipment from the armoury has been moved in here. It looks to be in good condition. A bloody trail leads down the stairs towards **08**
- **17 – South West Tower** - More armour has been stored here. It seems someone is keeping caches of equipment around the keep. Stairs lead up to **27**
- **18 – Servants Entrance** – A staircase leads down **07**
- **19 – North East Tower** – This tower has largely collapsed. It leads out from the great hall onto the ramparts.
- **20 – Staircase** – Leads up to **24**
- **21 – South East Tower** – Previously the armoury. Now it is mostly in ruin and the weapons, armour and other equipment kept here has been moved.

Thestwick Watch Ruins – War Room

- **22 – Landing** – More barricades have been set up blocking access. Mounted ballistae have been set up to guard the holes in the North and South walls. Fungus and plant life from the swamp seem to coat the walls.
- **23 – Library** – Scattered books and broken shelves are all that remain of the library.
- **24 – Commanders Quarters** – These spaces were the bedrooms and living quarters of Sir Ranulf and Squire Kendric when the keep was built.
- **25 – War Room** – This has become Sir Ranulf's new lair. After the order to abandon the keep, Sir Ranulf remained to fulfil what he believed was his duty. With only his squire to keep him company he continued to patrol the fens and guard the keep with his life until madness overtook them both. Now a century later, his oath still binds him to the watch. Anyone who threatens either Thestwick Watch or his duchy's ironclad borders will become the target of Sir Ranulf's hatred.
- **26 – North West Tower** – More equipment is stored and maintained here. Stairs lead up to the rooftop.
- **27 – South West Tower** – More equipment is stored and maintained here. Stairs lead up to the rooftop, and down to **17**