

# Elven Tower – Map 43 – The Fortress of Sorrow (Patreon Exclusive)

The fortress of sorrow is a castle ruled by a lich king. It's designed to be a high level adventure, with life threatening traps and monsters. There are three main levels, plus the basement and the tower. This resource contains two versions of each map: one with all the name tags and annotations, traps and secret areas, for the DM. The other map doesn't show any tags, or secrets, for safe PC use.

If you're not currently running a lich campaign, this castle can be renamed and repurposed for different types of BBEG. It can be a vampire lord castle, a demon lord castle or whatever other super evil overlord. It works great as an end of campaign event too.

Next is a brief description of the castle's areas (Full description and stats will be available in a future product):

1.- Castle's main entrance: arrow slits designed for defending the entrance are visible. Undead guards from areas 15a and 15b may defend the entrance.

2.- Foyer: two statues of valiant knights adorn this room.

3.- Main hall: Brilliant armors are on display here. They are engraved with arcane evil symbols.

4.- Dining room: Everything here is lavish and costly. The lich loves to hold dinner parties and feasts.

5.- Downstairs library: non-important books can be found here. Most of them about local history, fauna and vegetation. There is a hidden passage that leads to area 7b.

6.- Den: Important meetings are sometimes held here. There is a fireplace, a bear skin carpet and a small study. There is a hidden passage that leads to area 7a.

7.- Entrance defense position: the main entrance can be defended from these rooms, from the arrow slits. There are boxes with ammunition and stairs that lead up to areas 15a and 15b. Both rooms hide a poison dart trap. It is activated when a non-undead steps in front of it. It resets itself automatically after a minute.

8.- Stairway access: Behind a door, a spiraling stairway descends to the basement to area 21. It also leads up to the second level to area 19.

9.- Bust's gallery: Eight busts of important arcane spellcasters are depicted here, they are not magical.

10.- Servant's entrance: Living servants attend the lich's castle, this room has a door that exits the castle. The pair of double doors are reinforced. This room also has access to the basement to area 25 and the second floor to area 18.

11.- Storage Room: This room is used to store things by the servants, most stuff is what they use to tend to the castle.

12.- Ball room: The lich loves to hold ball parties to show off his social status. Invitees are often coerced or charmed to attend. There is a high quality piano and the best musicians always play in these events.

13.- This room has a tall statue of the lich king. The statue is not magical but there is a flame jet trap hidden. It activates whenever anyone tries to access the main stairway in area 14.

14.- This main stairway spirals up to area 16. In the center of the room, a 3m wide pillar is decorated with bas-reliefs depicting ancient history heroes long forgotten.

15.- Barracks: undead soldiers rest here awaiting their moment to defend the castle. They descend immediately to area 7 to defend the entrance. They can also access the secret doors in area 7 to enter the castle's main areas.

16.- Balconies: These balconies look down on the ball room (area 12). There are two benches in the center of the balcony.

17.- Upstairs hall: This room is lethal. It hides a crushing walls trap. Whenever a person gets to the center of the hallway, two walls slide in, cutting access to either door. The east wall then starts to slide in, crushing whoever got trapped inside. Trap mechanism is visible in the DM map.

18.- Storage Room: This is just a storage room.

19.- This hall connects many areas of the second floor, it also connects with the first floor through the east stairway.

20.- This is the lich king's main library. Unique books can be found here, as well as different spell books and history documents lost to history. In the center of the room, there is a teleportation crystal. This is the only way to access the Throne room and high tower. The crystal is enclosed in a force wall that cannot be dispelled or crossed in any way. The only way to cross is to go to the basement and deactivate it. A key to open area 22 is found here.

21.- Unsurpassable door: Two statues flank a double door that is locked with a magic spell. The only way to open this door is to use the key found in area 20.

22.- Basement Shrine: A bound demon is bound to the lich king's statue in this room's shrine. His only purpose is to stop anyone from reaching it. Dispelling the magic in the shrine deactivates the magic protection on the teleportation crystal in area 20.

23.- Dungeon: The cells are used to hold prisoners prior torture and questioning in area 24.

24.- Torture room: The most gruesome instruments for torturing are found here, along with beds with straps to hold prisoners.

25.-Basement landing: Servants use this place to store things temporarily. This room connects to the servant's quarters and the kitchen.

26.- Servant's quarters: living quarters work in the castle, they know well not to explore the castle and only move where they are allowed.

27.- This is the castle's kitchen. Although the lich king doesn't require food. He still enjoys the fashion of eating, just for the pleasure.

28.- Larder: food, liquor and wine is stored in this room.

29.- Crypts: this dark area holds the crypts. Important people is buried here. Secrets are hidden here.

30.- The lich king's phylactery is hidden behind a false wall in a crypt. No one knows of this room but himself.

31.- Hidden Sanctum.- The phylactery is hidden in this room. There is a last resource defense here. If the phylactery is removed from its resting place by anyone but the lich king. A disintegration ray originating from the back wall shoots right at the thief.

32.- Teleportation Landing.- This area is decorated in the most expensive way. Bas reliefs of minuscule detail adorn the walls. Banners hanging from the walls with the lich king colors. In the adjoining hall there are busts of the most important members of the lich king's family. They are long dead.

33.- Throne room.- Personal audiences with the lich king are held here. This is the place where he will defend his lair, should any adventurers come to face him. If faced with strong foes, he can always teleport upstairs to his treasury to quaff potions or retrieve a magical device.

34.- Head library.- Over the years, the lich has killed or acquired the heads of wizards, historians or important

people. He displays them here. He consults the dead often. Spending hours having conversations with these ancient personas.

35.- Private library.- The most powerful spell books are stored here. Books of amazing value, forgotten texts, crumbling scrolls. The value of this library is incalculable.

36.- Gallery of stone.- Seven stone golems protect the entrance to the treasury. Only the lich king can access room 37 without being attacked. The doors to area 37 are locked and reinforced. They are also charged with a fireball trap that explodes if they are forced.

37.- Treasury.- The main treasury of the lich king. All his wealth in magical items, staffs, potions and wands is here.

38.- Tower top.- The top of the castle looks down on the castle grounds.

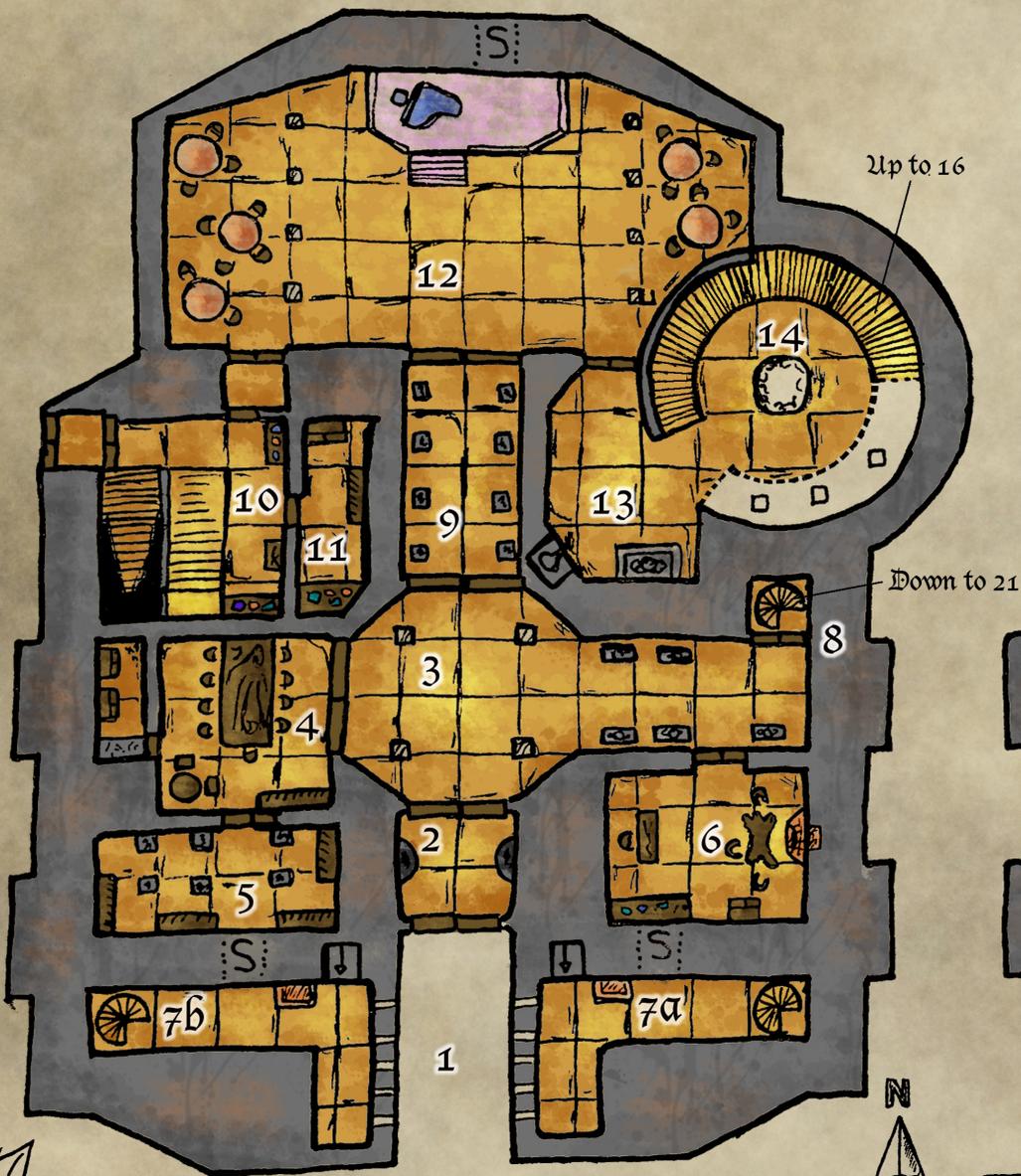
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**This map is distributed by Derek Ruiz (Elven Tower) through Patreon.**

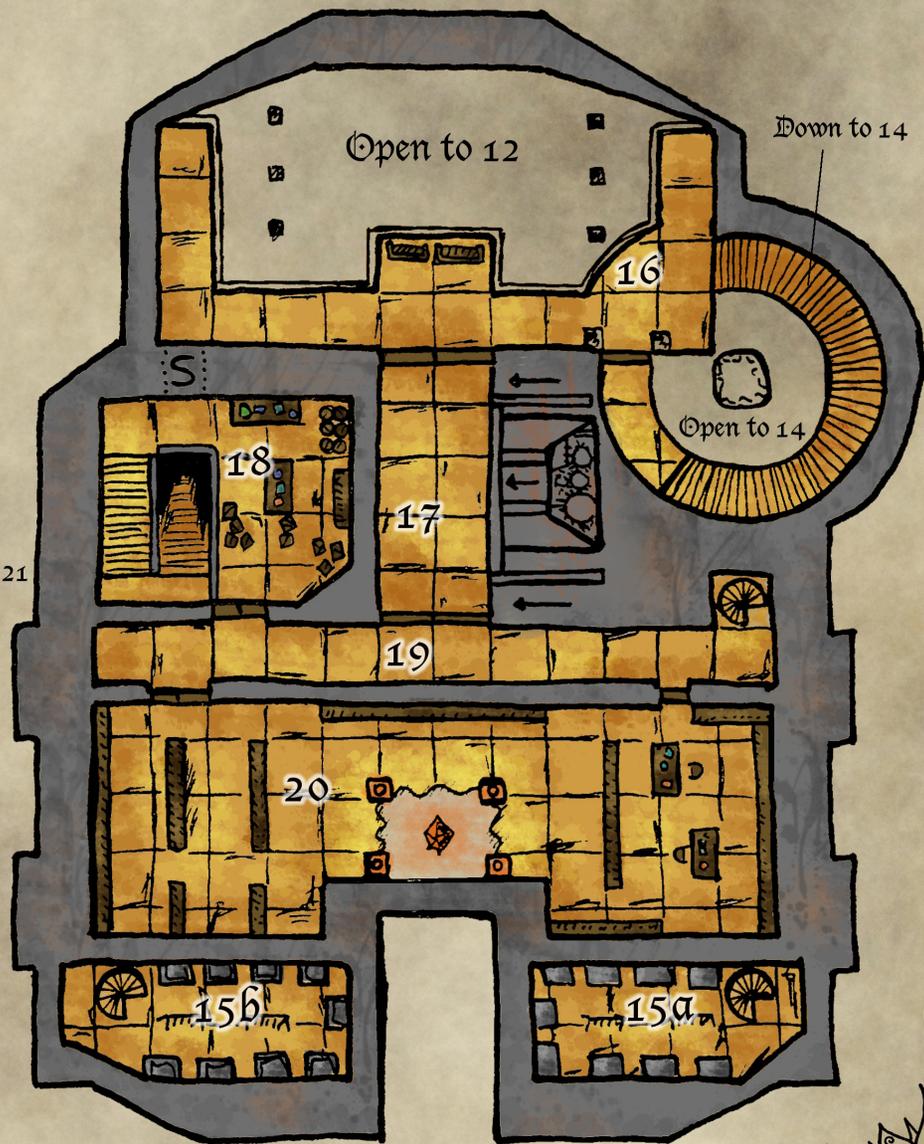
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# THE FORTRESS OF SORROW



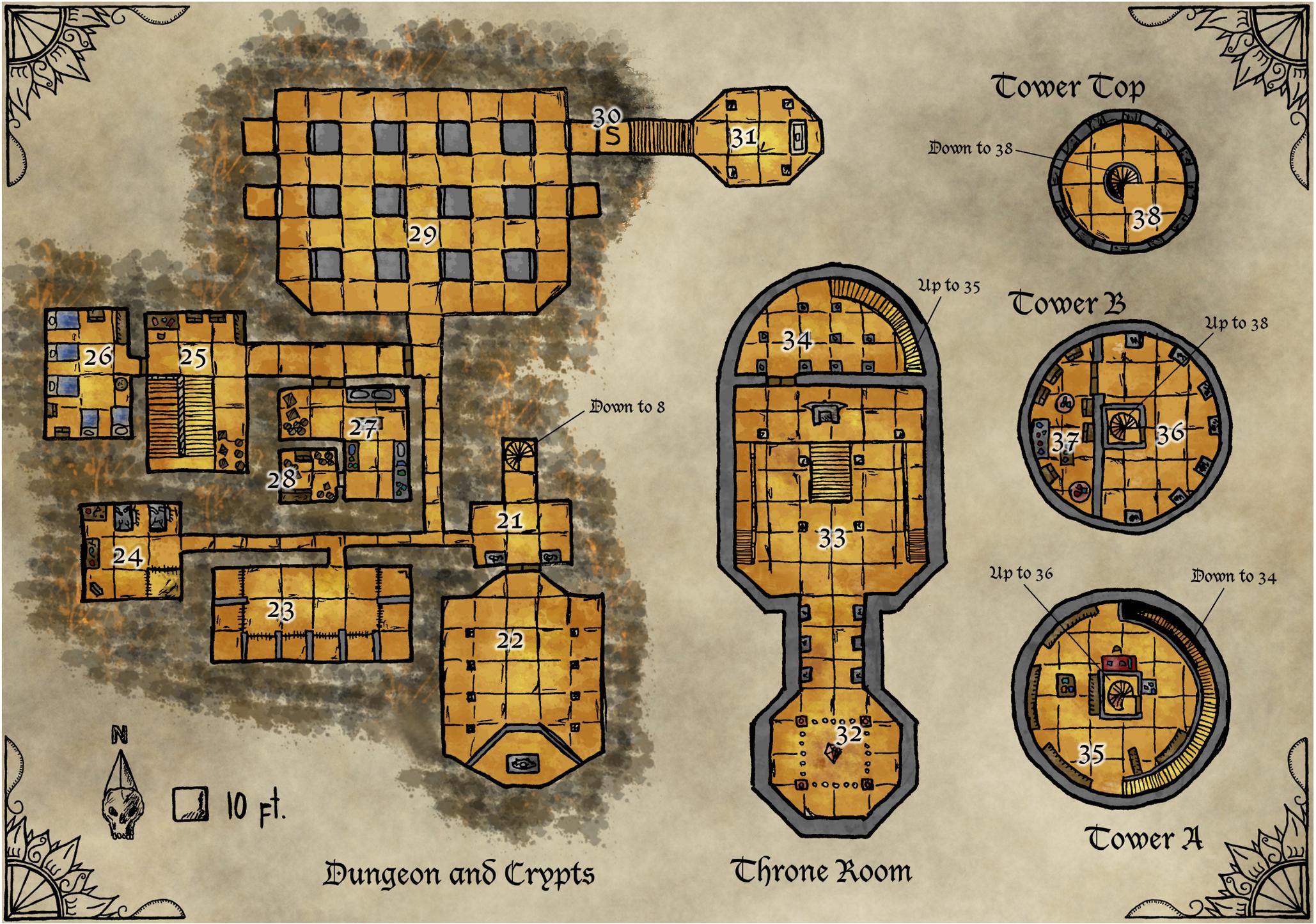
First Level



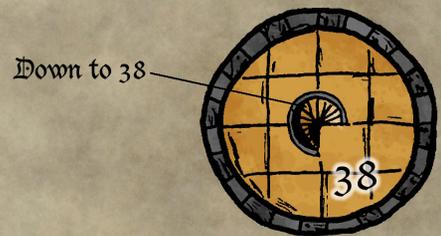
Second Level



10 ft.



Tower Top



Tower B



Up to 36



Tower A

30  
S

31

29

26

25

27

28

24

21

23

22

Down to 8

Up to 35

34

33

32

Up to 38

37

36

Down to 34

35

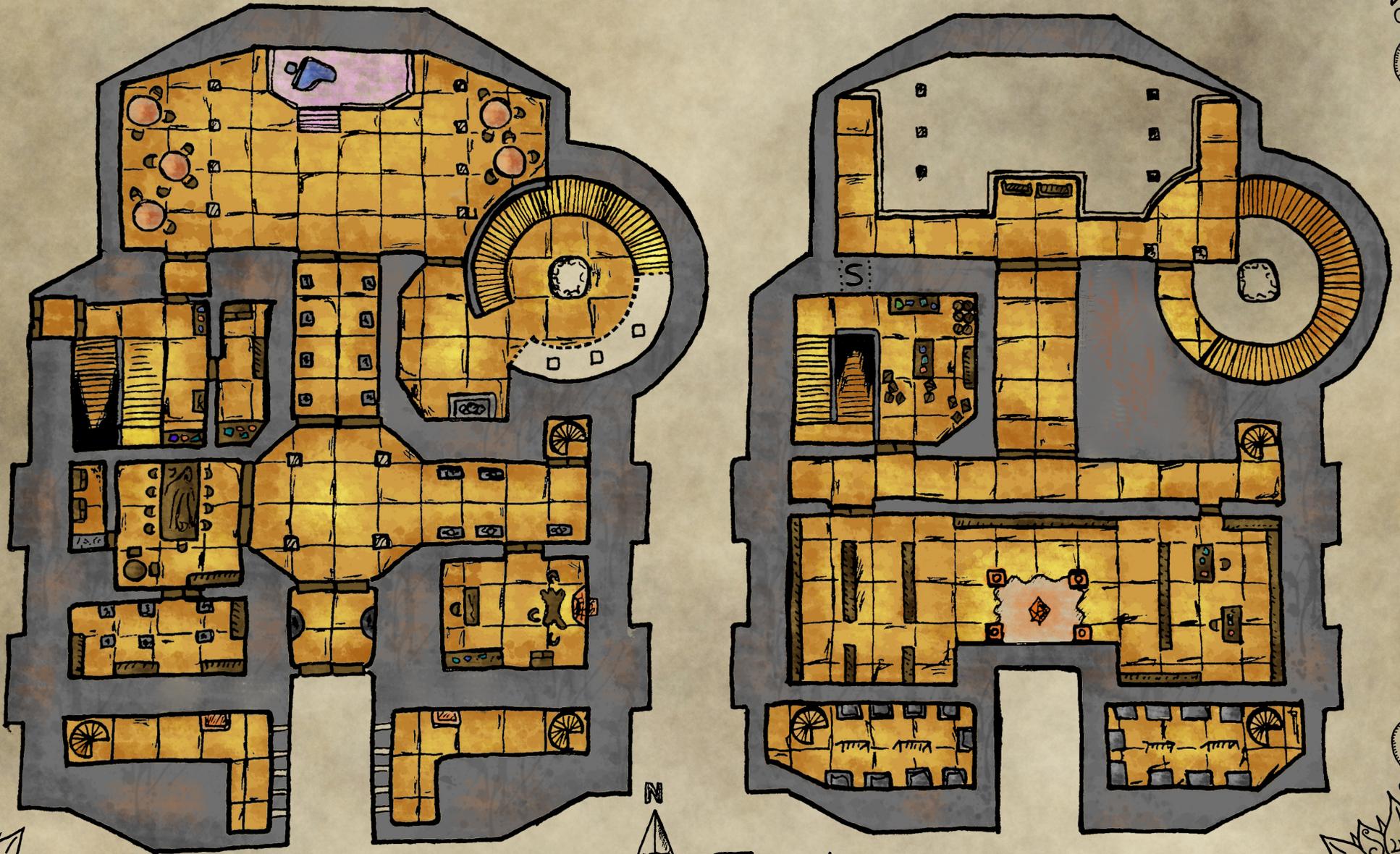


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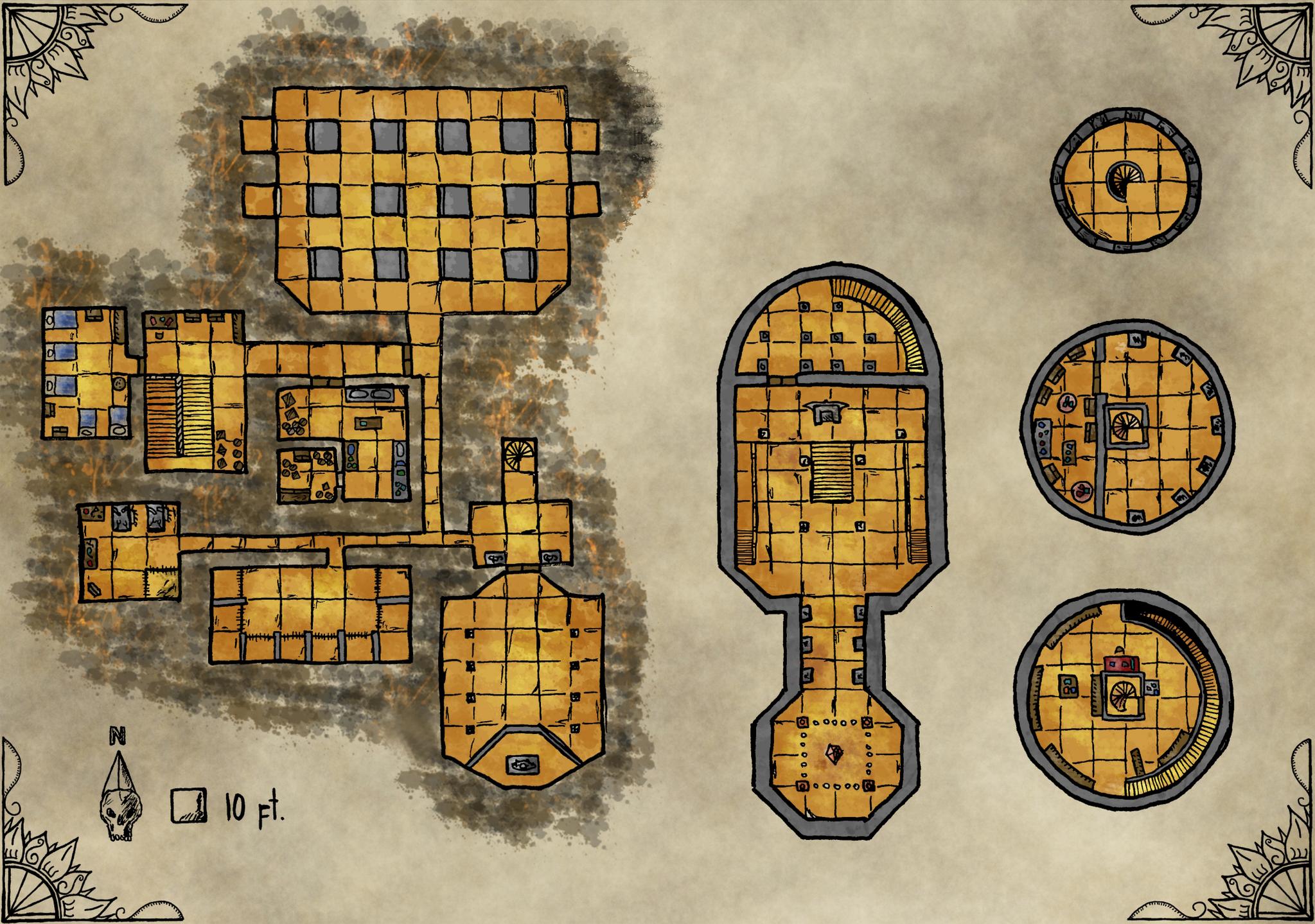
Dungeon and Crypts

Throne Room

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10 ft.



10 ft.

