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- The Shattered Gates weren't designed with any specific use in mind, but rather as a unique and different setting for any sort of story to take place. In other words, it's an alternative to the castles, forts, camps, caves and towers that adventurers are sent to so often. While those are all (rightfully) staples of fantasy roleplaying, it's good to mix it up now and again. Fill this place with goblins, bandits or whoever needs their ass kicked this week.
- If you're planning for the gates to be inhabited, there is an alternate version of this map with makeshift bridges connecting the right-side wall to the tower.
- This map isn't based on a European design. Intended to look ancient, it was inspired by Babylon's Ishtar Gate.
- The land drops off to either side of the walls, as shown in the sideview. A strip of land slopes up toward the gate. The drop-off around the walls is meant to be steep but climbable. However, if you wish to force PCs to pass through the gates, you could have a deep chasm to either side instead.
- An alternate use of this map could be as a gatehouse during a siege.
- Having players stumble across this in the middle of the desert could be interesting. Perhaps a resident undead might offer the PCs a deal in exchange for revealing the location of the ancient city's water source (or treasury).







