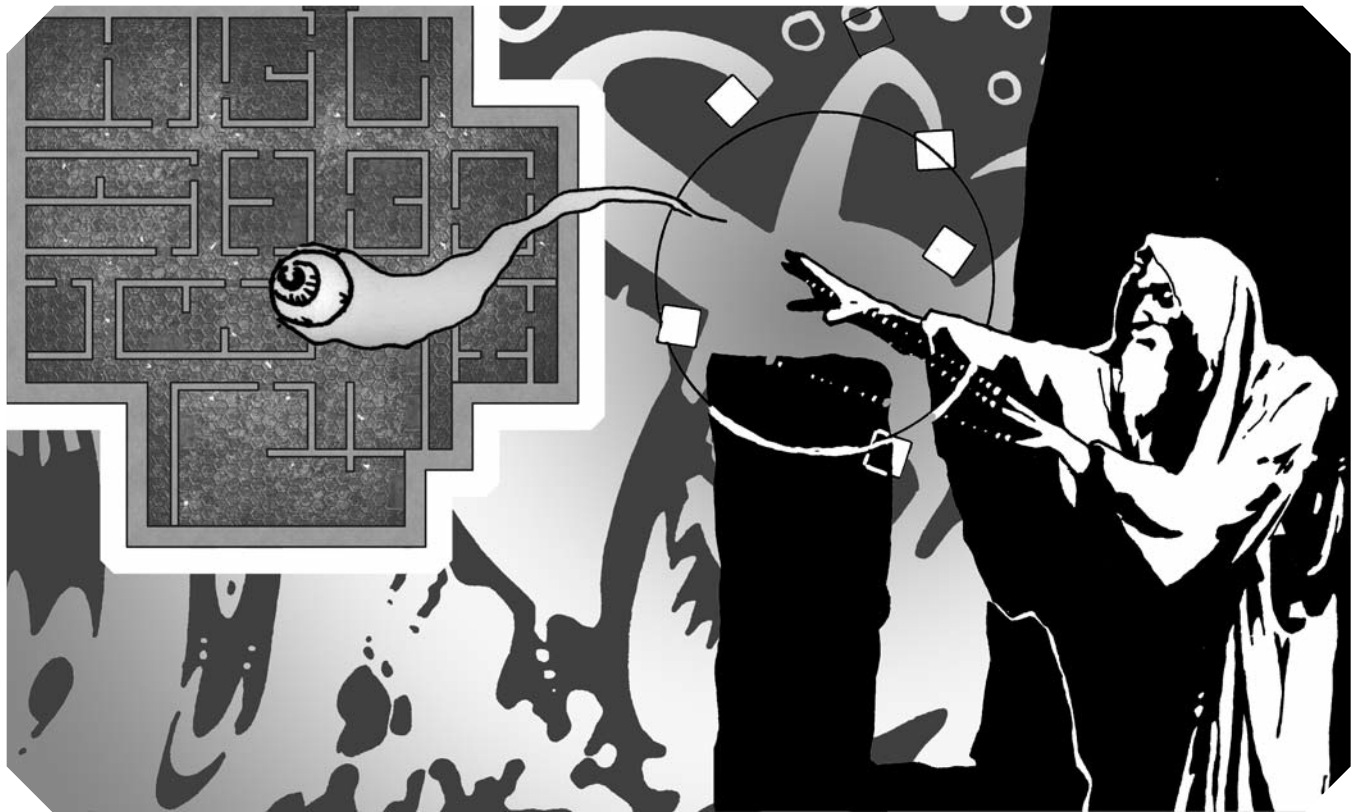


GURPS[®]

Fourth Edition

Locations: *The Tower*[™] *of Octavius*



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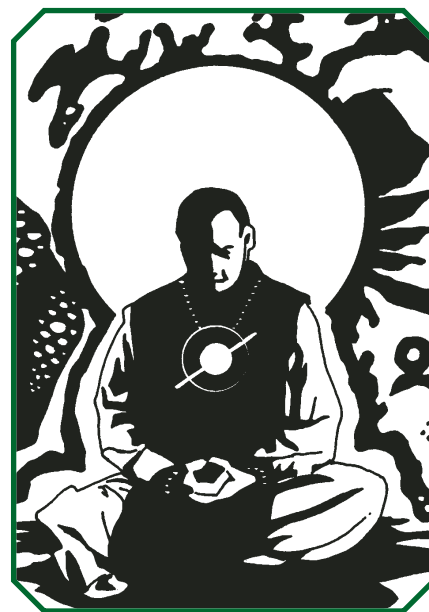
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INTRODUCTION

Once upon a time, there was a wizard. He was old, but his magic was strong. He sat in his ancient tower overlooking a quiet village, as alone with his thoughts as he could be, what with the guards and the chambermaids and the apprentices. Then one day . . . well, that's up to you, really.

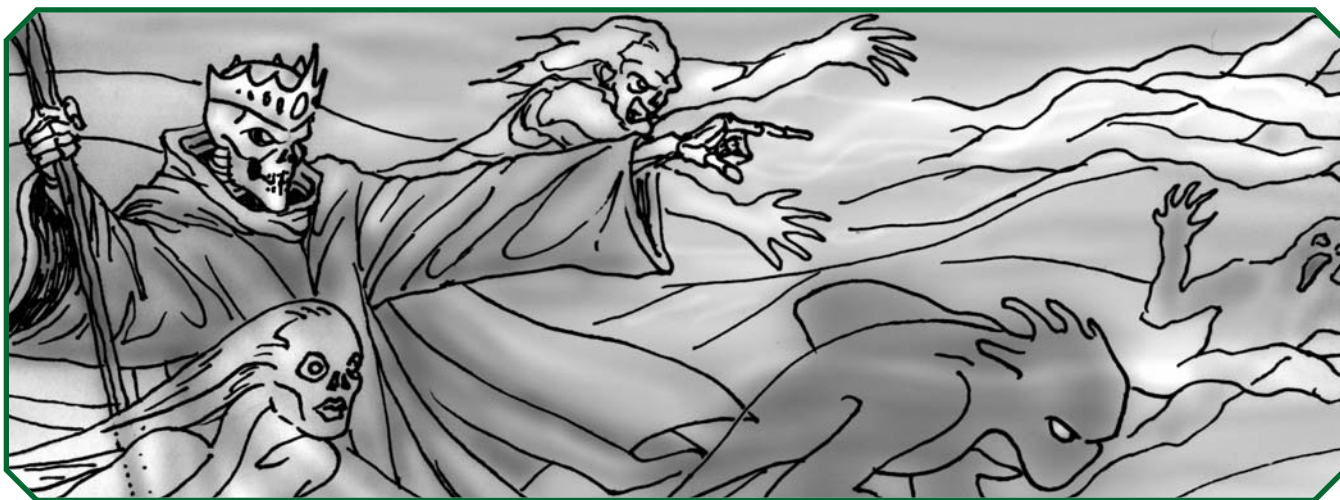
GURPS Locations: The Tower of Octavius describes a small castle occupied by a powerful wizard and his minions. In addition to a detailed description of the tower, its occupants, and its environs, the GM can choose from a number of modes to play the wizard. Do you need an evil necromancer? An active landlord and member of the aristocracy? A quiet recluse? Take your pick. There are also campaign and adventure suggestions, including optional links to Yrth. You can use

the wizard and his tower in most **GURPS Fourth Edition** fantasy campaigns.

In addition to the **GURPS Basic Set**, **The Tower of Octavius** requires **GURPS Magic**. **GURPS Fantasy** and **GURPS Banestorm** are useful but not necessary.

ABOUT THE AUTHOR

Matt Riggsby is trained in anthropology and archaeology but, like everyone else in the 1990s, went into computers. He now works for the medical division of a large corporation. In his spare time, he lives as a recluse in a house built generations ago, with his wife, son, and several friendly but not very bright familiars.



About GURPS

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

GEOGRAPHY

The wizard's tower has perched atop a steep hill for centuries. It has served as a home to minor noblemen, bandits, and wild animals in need of shelter. Thirty years ago, the wizard Octavius took up residence and nominal authority over

the village below. The tower is modest for someone of his power, but it is also venerable, defensible, and remote from civilization.

THE TOWER

The wizard's tower consists of a curtain wall enclosing a courtyard, a few small out-buildings, and a main keep.

See map on p. 12.

CURTAIN WALL AND GATE

The curtain wall follows the outline of the roughly rectangular hilltop, about 200 by 120 feet. The charcoal-gray stone wall is six feet thick, with a crenellated parapet sheltering a walkway five feet wide; it merges with the keep at the northwest corner. The hill slopes steeply away from the wall's base, enhancing its 15-foot height.

The wall has no independently defensible towers other than the keep itself, but it does have several square bastions. The bastions provide positions where defenders can catch anyone reaching the base of the wall in a crossfire.

The castle gate is at the south end of the wall, flanked by bastions. The gate, eight feet across and 12 feet high, is made from dense, fire-resistant timber; reinforced with beams on the inside and iron bosses on the outside. The twin doors open inward and are barred when closed.

Dramatis Personae

The tower belongs to Octavius, an elderly wizard. He is assisted in his magical work by his apprentices, Maggio and Ignatius; a very-nearly human servant named Munt; and Sadda, Octavius' raven familiar. He leaves the mundane work of administering the nearby village to Konrad, his bailiff and captain of the guard. Konrad uses the services of a scribe, Humbard, and two other guards: John Bear, who doubles as a porter, and Omand, who also serves as a gamekeeper. The tower is temporarily home to the squire Ellerin. The tower's residents are rounded out by Telulah, the head cook and nominal head of the domestic staff, her husband Darran the gardener, their son Bevin the stable boy, and two maids, Morag and Eliza.

COURTYARD

The courtyard occupies most of the area inside the curtain wall, and is paved with the same gray stone. Previous owners had kennels, chapels, craftsmen's workshops, and other buildings around the courtyard, but they have long since been removed.

The courtyard is the only part of the tower that many visitors see. Villagers and traveling peddlers bring in their wares and unload them there, letting the occupants take them into the keep. The courtyard is also where Konrad the bailiff holds court and hears petitions from villagers. Some visitors are allowed to set up tents in the courtyard – these are usually visiting craftsmen, or the men-at-arms and lesser servants of noble guests.

Working clockwise from the northwest, the important features around the courtyard are the keep, the garden, the steps leading up to the parapet, the gate, a woodpile, the stable, and a well that provides the tower's water supply.

STABLE

The stable is the only significant out-building remaining in the courtyard. It is a two-story structure, essentially a narrow barn. The lower story contains stalls for as many as 10 horses (half are occupied) and a space for a small carriage, although the wizard doesn't have or want one. A bit of riding gear can often be found there, although anything that hasn't been stored upstairs is in need of repair. The extended roof provides a sheltered spot for a woodpile.

The upper story is filled with hay and grain for the horses. Bevin finds it the best place to hide from his chores. It has a closet holding complete gear for seven horses and three dusty sets of barding.

GARDEN

The garden is at the north end of the courtyard, behind a low wall. The ground is tilled in rows running north to south. Two thirds of the garden is used to grow herbs and vegetables for the kitchen.

The remainder, marked off by a low, rickety fence, contains . . . other things. The wizard's work requires lots of poisonous, foreign, laboriously cultivated (for example, a rose bush watered with virgin's blood), or otherwise unusual plants. They are cared for by the wizard's apprentices. Darran offers advice if he feels they need it, but he has the good sense not to touch anything. None of the plants are dangerous to the touch (though some are toxic if consumed), but Darran is taking no chances.

There is a small shed in the northeast corner of the garden, full of spades, rakes, and hoes of various sizes. Darran has concealed a small bottle of strong drink in one corner.

The Dark Ages

While thick stone walls and arrow slits are a great defense, they don't do much for visibility. Rooms without windows are subject to a Vision penalty for darkness appropriate to whatever lighting occupants can rustle up. During daylight hours, rooms with arrow slits get a bit of extra light; they still need artificial light, but reduce darkness penalties by three. Only the gallery and observatory get full natural light. Octavius uses Continual Light to provide lighting for his own rooms, but rarely bothers to light the rest of the tower.

BASEMENT

The "basement" isn't entirely underground. The ceiling is about six feet above ground at the south end of the keep, and about three feet at the north end. The floor is sunk well underground; each story in the tower is at least 14 feet high. There are six-inch-wide arrow slits in some of the rooms.

See map on p. 13.

KITCHEN

The kitchen takes up the southern end of the basement. It has two fireplaces on the western wall and a brick oven on the south. The fireplaces are big enough to hold an entire side of beef. They are equipped with braces that hold spits for roasting meat and pothooks to hold cauldrons. The fireplaces and oven vent through chimneys bored through the walls, letting out above the third floor. They're just wide enough that a very small person or object (SM -1 or smaller) could fit through. Climbing up or down a chimney when a fire is going is not a healthy activity!

The kitchen is furnished with tables, stools, wooden and stone counters, and cabinets containing cooking tools. A pile of wood is kept in the northwest corner of the room, refreshed occasionally from the woodpile in the courtyard.

The kitchen holds one of the castle's minor magics. Each of the apartments on the upper floors has a small bell and mallet, with a matching bell hanging on a panel in the kitchen. If one bell is struck, its mate rings.

The kitchen has a small, heavy back door, barred on the inside. The path leading up to the door is both steep and exposed to fire from bastions along the curtain wall, making it more suitable for escape than assault. Moreover, the door has a heavy iron grating behind it, which may be chained shut so that even if the door is breached, the way is still blocked. This door is mostly used to throw out kitchen garbage and admit secret lovers in the dead of night.

STOREROOMS

The remainder of the basement is divided in half by a corridor down the center. The rooms along the eastern side of the corridor are used for storage. Counted from the kitchen toward the stairway, their contents include:

Room 1: Foods of every description, such as flour and grain, hams, sausages, bacon, fresh and preserved fruits and

vegetables, herbs, and spices. Expensive spices are kept in a locked box, to which only Telulah, the cook, has the key.

Room 2: As for Room 1, but without the spice box.

Room 3: Inedible household supplies, including buckets, brooms, mops, beeswax, dry plaster, linens for beds and tables, old tapestries, and a few chairs and benches needing repair.

Room 4: Casks of water and ale. There's more ale than water, since water is drawn from the well.

Room 5: Weapons. The armory holds 10 broadswords, 30 spears, 25 axes, 12 regular bows and about 600 arrows, and 30 medium shields. The swords are either cheap or good quality, and the good blades are ugly enough that they might be taken for cheap.

WINE CELLAR

The last storeroom serves as Octavius' wine storage. Only he and Konrad have keys to the door. The room contains 200 bottles ranging from under a pint to nearly two quarts. They fetch anywhere from \$15 to \$500 a bottle. However, some are fragile and most are valuable only to finicky connoisseurs. Only a few of the bottles have recognizable seals or other markings. The wizard knows what he has, but since wine labels haven't been invented, anyone else needs to roll against an appropriate Connoisseur specialty or Merchant-5 to identify each one.

Some bottles contain preserved magical ingredients: wyvern blood, pickled basilisk ear, an embryonic demon in alcohol, and the like. The total value of magical ingredients comes to about \$10,000, but identifying them and finding buyers requires specialized knowledge. A roll against Herb Lore or Alchemy identifies most of them, but divination or alchemical testing may be required for some. A loose stone conceals a niche containing 10 Healing potions, an Alchemical Antidote potion, and an Invisibility potion. The stone is covered by a cabinet, so adventurers would have to ransack the room and move the furniture around to find it.

SERVANTS' QUARTERS

Several small chambers are ranged along the west side of the basement. These are the servants' quarters. Though cold and damp, the accommodations are luxurious compared to most other castles. Only Humbard, Telulah and her family, and Eliza live downstairs, so the servants have rare space and privacy.

FIRST FLOOR

The parts of the castle that outsiders are most likely to see begin at ground level. See map on p. 14.

GUARD ROOM

Except for the postern in the kitchen, this room is the only entrance to the keep. A wooden stairway leads up under the windows of the first floor to an entrance at the south end of the eastern wall. The deeply-set doorway, flanked by arrow slits, opens into the guard room. Once there were always guards on duty here, but that tradition has lapsed.

GREAT HALL

If the tower had a throne room, this would be it. The room is divided into thirds by rows of pillars supporting a vaulted

ceiling 15 feet overhead. Arrow slits provide light and ventilation, but they can be shuttered from the inside in poor weather. Banners and tapestries hang between the windows.

The room is furnished with long tables and benches for banquets, but they're usually kept leaning against the wall in a corner. Most of the time, the only furnishings in use are a few short benches and a small table or two. The wizard has a large, elaborately carved chair with thick velvet cushions. A niche concealed in one arm contains a 5-point Powerstone, but the chair itself is not enchanted.

This is where the wizard or his bailiff holds court in poor weather, receives important visitors, and performs public functions. Konrad can occasionally be found here, going over accounts, and Humbard is a fixture, working on letters and other papers.

Guardians of Night and Day

Six suits of plate armor carrying broadswords and shields are arrayed down the walls of the Great Hall, three on either side. The suits on the west side are decorated with a white inlay, while those on the east are decorated in black. They are worn by golems enchanted with a not-very-successful variant of the Golem spell. The golems in white only operate from dawn to dusk, and those in black only from dusk to dawn. They belong to Octavius but have been instructed to take orders from Maggio as well.

ST 15; **DX** 11; **IQ** 8; **HT** 14.

Damage 1d+1/2d+1; BL 45 lbs.; HP 15; Will 8; Per 8; FP 14.
Basic Speed 6.25; Basic Move 6; Dodge 9.
Height 6'; weight 200 lbs.

Advantages/Disadvantages: Clay Golem (*GURPS Magic*, p. 59).

Skills: Brawling-13; Broadsword-12; Shield (Shield)-12.

Equipment: Broadsword (2d+2 cut/1d+2 cr); medium shield (DB 2); plate suit (DR 6).

SECOND AND THIRD FLOORS

The second floor and above are the tower's private section. Members of the public almost never enter this area. However, important visitors are provided with upstairs rooms. The stone walls are plastered over and painted or covered with richly carved wood paneling, and the floors are covered with polished planks and rugs.

See maps on pp. 15-16.

GALLERY

The long room on the second floor overlooks the courtyard, and is one of the few places in the tower with good natural light. It is too high to climb into, but not so high that it can be targeted by attackers outside the walls.

The most notable feature of the gallery is the windows, which are wide and glazed. The glass is in two-inch diamond-shaped panes held together in a lead grid, all set into two-foot-wide iron window frames that can be opened in good weather.

The gallery is also the best-furnished room in the tower. The floor is regularly polished with beeswax, and several carpets make it a pleasure to walk on. It holds nicely decorated and

comfortably upholstered chairs, several divans, and a few small tables. The south end of the room has a virginal (a fore-runner of the harpsichord), though no one in the tower knows how to play it.

Because of the good lighting and ventilation, the gallery is used as a "living room" by the inhabitants, and a formal parlor for visitors staying at the tower. The room also holds two Guardian golems, one white and one black.

APARTMENTS

The remainder of the second and the entire third floor are divided into apartments: four on the west side of the second floor, and four on each side of a corridor down the center of the third floor. Each apartment consists of two rooms. One is an "outer" room, which has a door connecting to the gallery on the second floor or the corridor on the third. The other is an "inner" room, which is the same size as the outer room and connects to it. The outer room is furnished as a sitting room, while the inner is a bedroom. Each room has a fireplace and arrow-slit windows on the outside-facing walls.

Konrad and the guards occupy apartments. Konrad uses one on the second floor, while Omard and John use apartments on the third. Noble retainers sleep near their masters so

that they can be on hand if they're needed; thus, Ellerin sleeps in Konrad's outer room. John stays in the outer room of his apartment, leaving the inner room to his sister, Morag.

FOURTH FLOOR AND ABOVE

Octavius' private rooms are in a watchtower rising from the northwest corner of the keep. These higher floors suit the wizard's desire for privacy and an unobstructed view of the night sky, so he lives here instead of in the lower rooms favored by previous lords of the tower.

THE WIZARD'S APARTMENT

The fourth floor is a large square room serving as the wizard's private residence. See top map on p. 17.

Octavius sleeps in a large, old, none-too-comfortable bed, while his apprentices have small cots. The room is cluttered with curio cabinets, clockwork items, bookcases filled with some of Octavius' less vital references, and small tables at which the wizard and his apprentices study and take private meals. The books and other items in this room are valuable to the right people (at least \$20,000, although it might be hard to find a buyer for a gilded, rune-inscribed goat's skull), but aside from the odd staff or a Manastone that may have fallen behind a cabinet, there aren't any useful magical items.

WORKROOM

The workroom on the fifth floor is where the wizard and his apprentices do most of their work. See bottom map on p. 17.

Despite acid stains, mummified crocodiles hanging from the ceiling, and other fixtures of magical labor, it's tidier than the room downstairs. Two large worktables dominate the center of the room, covering a Pentagram (enchanted with a skill of 18) carved into the stone floor. The entire room is also protected by the Teleport Shield spell. The walls are lined with cabinets, shelves, and two lecterns for reading large books. Notable items include:

- Formularies that list recipes for every potion with a value of under \$1,000.
- Spellbooks containing every spell Octavius knows, as well as every spell available in the campaign with five or fewer prerequisites.

- Journals, important mystical references, and charts of stars and demon worlds. They're worth tens of thousands, and a magician could use the books to teach himself a vast number of spells, basic alchemy, and the Hidden Lore (Demon Lore) skill.

- Cabinets full of alchemical gear. These provide a +1 (quality) bonus to Alchemy skill.

- Four 6-point Powerstones, kept in niches near the ceiling in each corner of the room. They sit far enough apart not to interfere with each other's recharging, and far enough off the ground that they're unlikely to interfere with any Powerstone elsewhere in the room.

- Magical automata. More of Octavius' collection can be found here. There is a small stage on which several small mechanical dancers perform, a harp that remembers and repeats any tune played on it, and more. The total value of automata is around \$50,000, but all are large and fragile, impossible to sneak out of the room.

The cabinets also contain incense, crystals, chemicals, and other raw materials for spell-casting and alchemy.

OBSERVATORY

The roof (sixth floor) of the watchtower has been encased in glass for use as an observatory. See map on p. 18.

Glazed frames like those in the gallery form a pyramidal roof over what used to be an open platform. The windows may be opened on hinges so that large portions of the sky can be observed unobstructed while still providing some shelter. The apprentices open the windows with long poles, but Octavius just uses Apportation.

The observatory is sparsely furnished. It contains a table with a few notebooks, a cabinet holding astrolabes, quadrants, and other astronomical equipment, and four-foot-wide armillary sphere in the center of the room. The gear is of the highest quality and would fetch at least \$8,000, but none of it is magical, save for one item: a jeweled mask enchanted with Bright Vision, Night Vision, Hawk Vision, and 2 points of Power. The wizard and his apprentices use it to survey the stars and the landscape.

DEEP UNDERGROUND

There are dark rooms underneath the tower. The local villagers speak of them in hushed tones, and hope never to see them.

DUNGEON/TORTURE CHAMBER

Beneath the basement lies the dungeon, a lightless, airless place where people are locked up and forgotten. A thick

doorway secures the dungeon from the stairs. It is always kept locked (Octavius and Konrad hold the keys), and it is barred on the outside. A corridor paved with rough stone extends south from the stairs, with a series of doors down one side. The doors all open out into the corridor and are also barred. Each has a six-inch-square window.

The doors lead to prison cells. The floors of the cells are about a foot below the floor of the corridor, so each cell has a stone slab serving as a step down. Each cell also has two or three iron staples in the wall for chains and shackles.

The corridor leads to a stairway curving down into the torture chamber. The chamber is a large, round room with a domed ceiling. It is furnished with a rack, stocks for two prisoners, an elaborately decorated iron maiden, and a cabinet full of intimidating spiky implements. A copper brazier two feet across occupies the center of the room, providing a heat source for branding irons (and for shivering torturers braving the cold underground). There is a small vent in the top of the dome, which leads out through a fissure in the rock. The vent is too small for a person to fit through, but the smoke escaping from it may be the source for villagers' rumors about a sleeping dragon.

To decide who, if anyone, is in the dungeon and torture chamber, see Chapter 3. The map for the dungeon is on p. 19.

CRYPT

The lowest level of the tower is the crypt, in which a number of previous occupants have been interred. It is a series of very short corridors lined with stone niches from floor to ceiling. Each niche is about six feet long, and most hold a pile of bones tangled in a decaying shroud. (See map on p. 20.) Many of these bones have fallen to the floor, and an unwary visitor is likely to step on a fragile skull or pelvis.

Sharp-eyed explorers will notice that the crypt isn't entirely paved and lined with stone blocks. Rather, large parts of it are carved out of the rock of the hill. The crypt takes advantage of a small natural cave that has been finished by masons. Passages have been enlarged, niches carved into walls, and uneven floors and walls filled in with cut stone and mortar.

Secret Doors

A good castle should have a few secret doors, but if they were set down in the text, it'd be hard to keep them a secret. Instead, here are some suggestions about where secret doors and passages might be located.

Crypt: The cave from which the crypt was formed continues beyond the finished area. A narrow tunnel is hidden behind a plastered wall. The passage leads to an exit concealed under an altar in a church in the village below, barred shut on the inside.

Dungeon: Some long-forgotten prisoner started an escape tunnel. He didn't finish it, but the tunnel was never discovered. Occupants of a cell might find that one of the paving stones is loose. Under it, they'll find a tunnel just big enough for a man to crawl through. It stops without an outlet, but a few more days of digging will open a hole a little downhill from the kitchen postern.

Apartments: The apartment next to Konrad's is used for visiting dignitaries. Octavius might have had a small section of wall between the apartments removed and installed a hidden door that could only be opened from Konrad's side. Konrad could slip into the next-door apartment and make sure that anyone sleeping there wouldn't wake up.

Servants' Passages: Some "secret" passages are simply inconspicuous. Narrow passages could be excavated within the walls without making them unsound. For example, stairways could lead from the kitchen to a doorway behind a tapestry in the guard room or from the guard room to the gallery. Servants would use these passages to stay out of sight while going about their business. There are no passages into the wizard's rooms.

LIFE AT THE TOWER

DAILY ROUTINE

On a typical day, the cook and scullions get up at the crack of dawn, awoken by the roosters in the village. They stoke up the fires and begin working on the morning meal. Bevin, the stable boy, has the unenviable task of carrying hot water upstairs to anyone who needs it. Ellerin the squire and Ignatius the junior apprentice get up shortly after the kitchen staff, and Maggio the senior apprentice not long after that. While the apprentices attend their masters, Konrad and the guards eat breakfast in their rooms or the gallery. The scullions usually hand food off to Ignatius rather than enter the wizard's rooms. Once the morning meal is finished, the gate is opened.

When possible, Octavius spends his days in research. His work may take him into the nearby forest if he can't send Munt or an apprentice to run errands for him. Part of the apprentices' regular work is to survey the sky and nearby landscape with the magical scrying mask, so sneaking up on

the tower is all but impossible. At least one armed man is at the gate or in the courtyard at all times when the gate is open, although at times that may be Konrad holding court. Two or three visits to the tower a day by villagers aren't unusual; the peasants wait patiently by the gate until allowed in. Omard patrols the wilderness most of the day, and if he's not on duty John may spend his time carrying barrels and other heavy loads. The domestic servants spend their time working in the kitchen or cleaning the upper floors. The midday meal is informal, served to the tower's occupants wherever they happen to be.

The gates are closed at sundown, just before the evening meal. The upstairs residents dine together in the great hall. Once the meal is over, the servants might finally get some time to themselves. After the gates are closed, Konrad and the guards are supposed to stand watches on the walls, rotating through four to six-hour shifts. Most watches are spent with feet up in the guard room. The magicians usually pass their

In Case of Emergency, Break Skulls

In case of trouble, the tower is sealed: The gates and the doors to the tower itself are shut and locked. Octavius and Maggio activate nearby Guardians of Night and Day and send them to aid the human guards. Octavius and Konrad are smart enough not to draw all of their resources to a single point. If there's a disturbance on one side of the tower, at least one set of eyes (probably Maggio's or Omark's)

looks elsewhere. Octavius keeps a Guardian near him as well, or may cast Create Warrior.

If there's enough warning and a significant threat (say, reports of approaching raiders) able-bodied men will be called up from the village and armed to help defend the tower. They're not great fighters, but they don't need to be.

evenings reading, and Octavius may spend the entire night in his observatory when he can't sleep. No one really knows how Munt occupies his evenings if he isn't helping Octavius, but he can often be found around the stables.

SUPPLY

The tower isn't even remotely self-sufficient. The landlord's share of grain is brought up from the village after harvests, and other rents and fees are paid in kind from time to time. Some rainwater is collected in barrels, but water is mostly dragged up from the stream to be dumped into the courtyard well. The village blacksmith can do simple metalwork, and other villagers can provide competent woodworking and pottery. Meat is usually supplied by Omark, who

Two or three visits to the tower a day by villagers aren't unusual; they bring supplies or seek resolution to their grievances.

brings in deer or fowl from the forest every few days. Villagers go in and out of the tower on at least a weekly basis bringing in supplies. The residents of the tower can live comfortably without resupply for a few days, and they can get along for weeks or months on survival rations.

BREAKING AND ENTERING

Adventurers may want to get into (or out of) the tower without resorting to unlocked doors. The table below describes the stats for the tower's walls and doors.

Location	Description	DR	HP
Curtain wall	6' stone	936	171
Tower external walls (walls facing the courtyard)	4' stone	624	149
Tower internal walls	2' stone	312	118
Main gate, front door, and postern	6" reinforced wood	8	45
Internal doors	2" wood	2	29

The structure as a whole has a HT of 12.

All doors in the tower can be locked. The locks aren't particularly complex; most can be opened on a Lockpicking roll. Exceptions include the doors to the dungeon, the wine cellar, and the spice box, which are picked at -3. Once barred, doors can't be picked, only forced.

THE VILLAGE

The village of Tyrvo clings to the lower slopes of the hill on which the tower stands, both to stay close to the tower's protection and to keep the level lowlands available for farming. The hill is the tallest of several in the area.

There 150 homes in the village, all made of wattle-and-daub and containing no more than three rooms. They are closely set, separated by less than a yard. About half have a small patch of garden in back.

A few clusters of houses are scattered beyond the village proper, on hills in sight of the tower. Several of the families living farther away herd sheep and goats, which are kept in stone pens when not grazing the hillsides.

Water is drawn from a broad, shallow stream to the southwest. The stream can be forded in several places, and the water is rarely deeper than a man's height. The deeper spots provide a little fishing.

THE INN

Between grain and wool merchants traveling to Tyrvo and the occasional visitor for the wizard, there's just barely enough traffic through the town to support an inn. The Tyrvo Inn is a low, rambling building, consisting of a few old houses consolidated into a single structure with a stable and a small courtyard. It has a large common room, which is a popular spot for drinking, and seven bedrooms. If those are full, it won't be hard for a visitor with a handful of silver to arrange lodgings in a home nearby. Wealthy and well-armed visitors will be noticed (though, with a wizard living up the hill, they aren't the novelty they might be elsewhere) and asked for news of whatever distant lands they hail from.

THE CHURCH

The village hosts a small house of worship near its center, in front of a small plaza. It is the only stone building in the village. It's also the oldest building in the village, built around the same time as the tower.

The village priest is educated enough to read and recite a long catalog of prayers, but he has little more formal learning than that. Close proximity to someone who deals with dark forces is galling for him, but he's no fool. He makes no remarks about the morals of the village's overlord and would never participate in any plot against him.

RELATIONS WITH THE WIZARD

There's a certain tension between the villagers and the wizard, as there always is between a ruler and the ruled. This is compounded by the wizard's obvious ties to mystical forces. However, Octavius is an undemanding overlord, he doesn't eat babies for breakfast (probably not, anyway; see "Madness and Evil" in Chapter 3), and the fireworks caused by his apprentices' alchemical experiments provide occasional entertainment. As

long as they can pay their rents and fees and take their disputes to the wizard's bailiff, the peasants count themselves lucky.

Inevitably, though, there are rumors. If visitors keep their ears open, they may hear this:

- The wizard's throne has a curse on it.
- The wizard's assistant isn't human, or even alive. He is, depending on who you ask, a ghoul or the product of the wizard's necromancy.
- The wizard has created an alchemical potion that gives the person who drinks it eternal life, but it doesn't stop the aging process.
 - A troll living in the forest has a silver bottle containing the wizard's soul. The wizard stays in the tower because he's trying to recover it, but he can't directly attack the troll.
 - Konrad, the wizard's bailiff, is having an affair with Eliza, a pretty young widow from the village now working in the tower.
 - Konrad is having an affair with Morag, sister of one of the tower's guards.
 - The mist occasionally seen rising from the hillside is the breath of a dragon sleeping under the hill.
 - A tremendous treasure of gold and jewelry is hidden in a tomb under the hill.

THE REGION

The tower stands on the edge of a wilderness, but it isn't hopelessly remote from civilization.

THE WILDERNESS

The land on the far side of the stream is bad for farming and not very good for raising sheep – rocky, with jagged ridges, narrow chasms, and scrubby vegetation. The land is used only for the wood that can be taken from small stands of trees and for trapping small animals. (If these are removed from the margin between the stream and the western hills, the trapper's catch is exempt from restrictions against poaching.)

A hundred yards past the stream, the real wilderness begins. The hills grow taller, becoming mountains a few miles farther on, and are covered with trees. The undergrowth conceals wildflowers, herbs, and mushrooms useful for alchemy and healing. None are rare, but there are a lot of good basic materials. A prospector making his way toward the mountains may also find small deposits of useful minerals.

Dangerous animals steer clear of the village, but wolves and small bears lurk in the woods. The mountains are known to have giants and griffons, though they haven't been seen near the village in years. The woods used to be home to a small group of bandits, but they haven't raided the village in decades, for which Octavius receives credit.

NEIGHBORS

The wizard is a recluse, and the peasants rarely have cause to leave their fields. Nevertheless, the village has neighbors not far away. The wizard occasionally has to deal with three nearby noblemen overseeing fiefs similar to his own.

The wizard's nearest neighbor is Sir Merron, whose small castle is a day's ride to the south. Merron's land is rich, but he is not an able administrator and he drinks heavily. However, since his simple tastes are satisfied by hunting and copious quantities of beer, he has not yet fallen into debt.

Sir Andre's castle is two days to the north. Andre was a notable warrior as a young man, but he is now over 70 years old. He has outlived three wives and nine children, but, though still not an invalid, he can't be much longer for this world. His death will leave several grandchildren and cousins fighting over his legacy.

Two days to the east are lands belonging to Count Carolon, an absentee landlord. The land has changed hands several times over the past few generations, and Carolon himself has never visited it. Instead, it is overseen by a bailiff who handles the everyday operations and sends Carolon the proceeds of his small territory.

CONNECTIONS TO THE OUTSIDE WORLD

The stream is not navigable to anything larger than a canoe, and even that might have to be carried over the fords. Consequently, the best connections to the outside world are overland. The road from the village leads northeast, separating the territories of Merron and Carolon. It joins another path that leads to a small walled town with a population of about 2,000; this town is four days away on horseback. The town is the nearest source of professional craftsmen. The nearest real city, with a population of about 15,000, lies a week's ride away, nearly due east as the crow flies, though the roads leading there are more roundabout.

MAPS OF THE WIZARD'S TOWER AND SURROUNDING REGION



REGION

- Stream
- Path
- Contour Line (about 20 yds.)

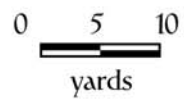
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yards

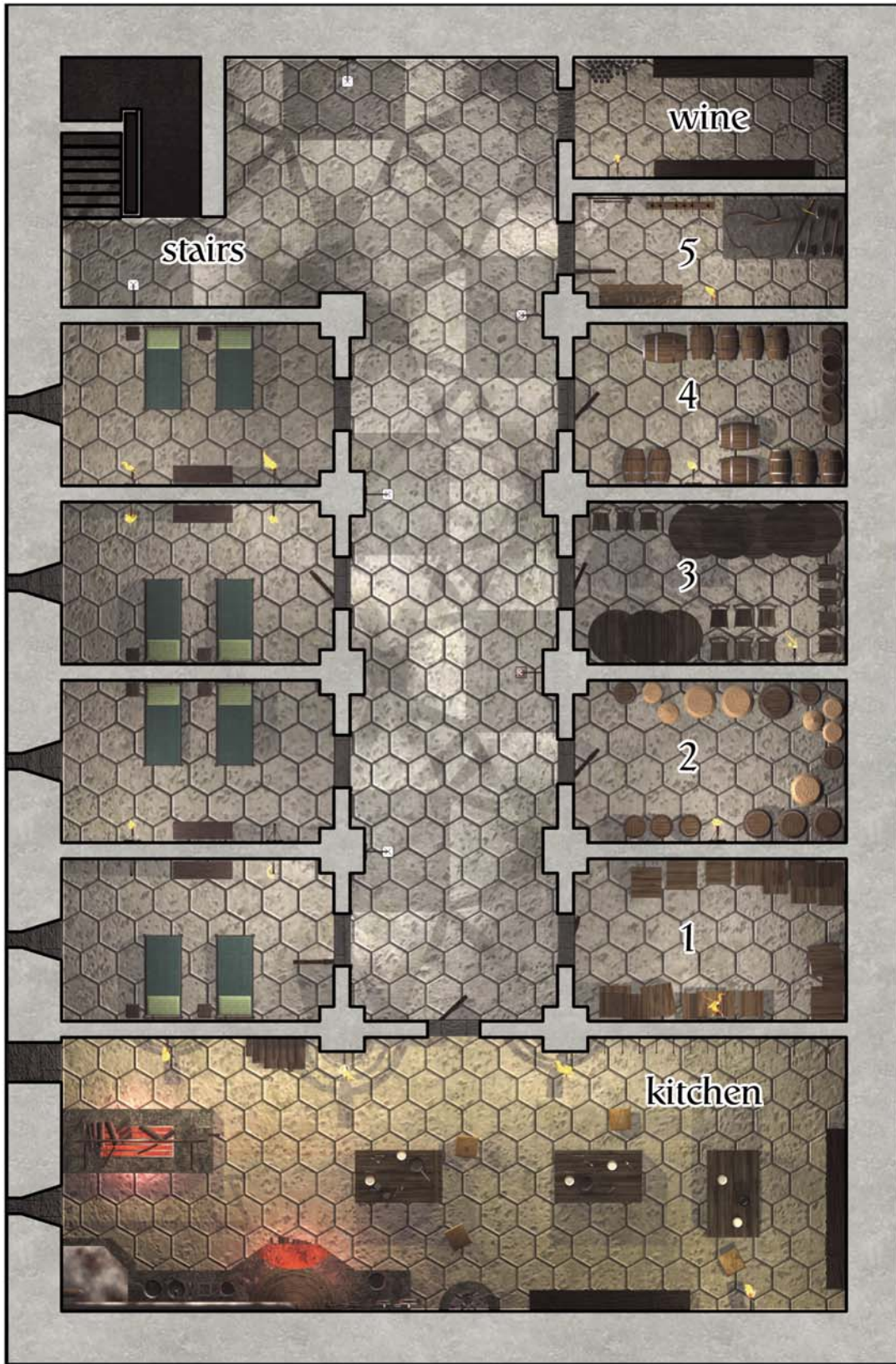




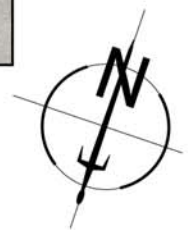
THE CASTLE

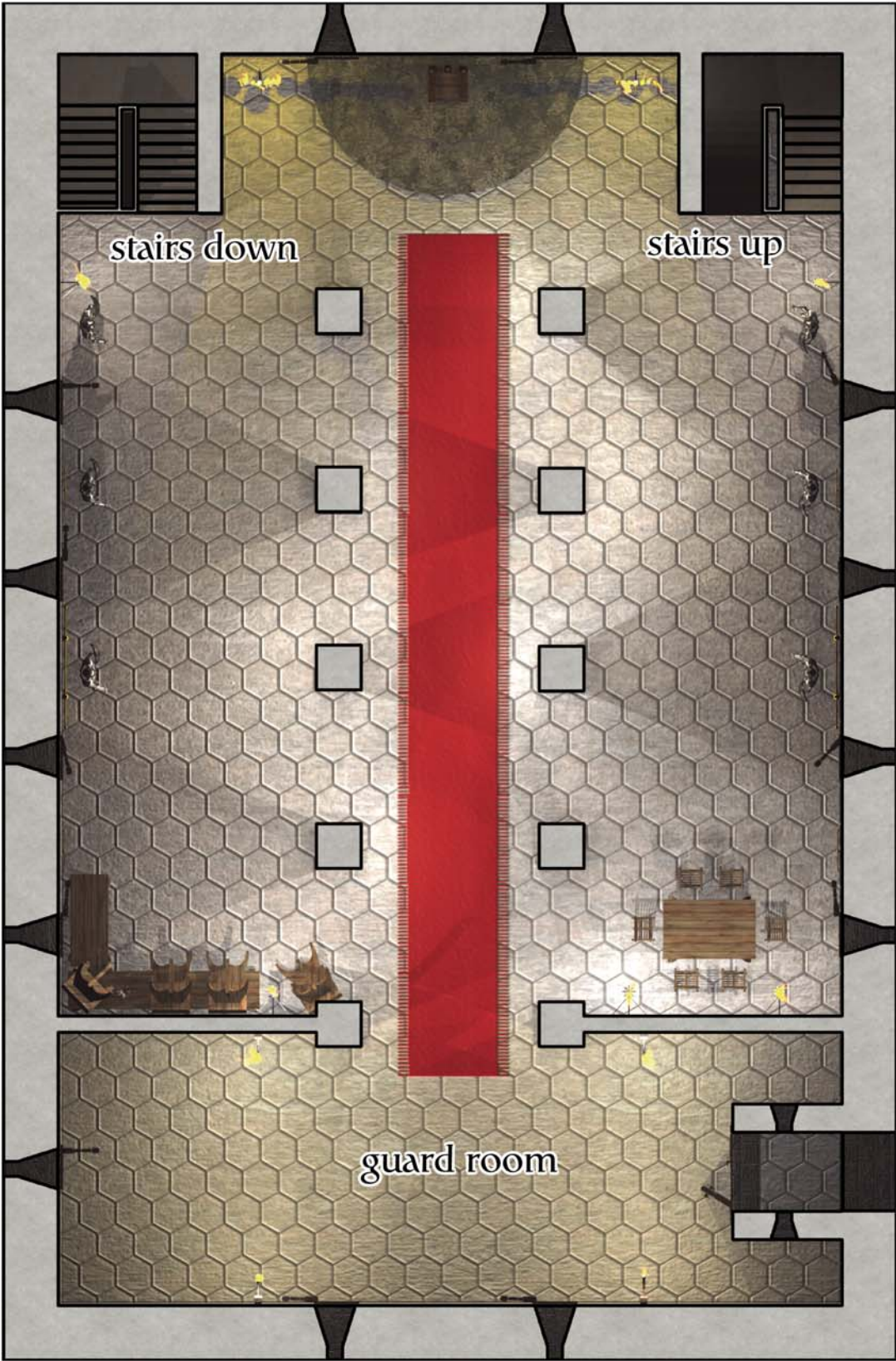
1. Garden
2. Steps
3. Gate
4. Steps
5. Stable and woodpile
6. Well





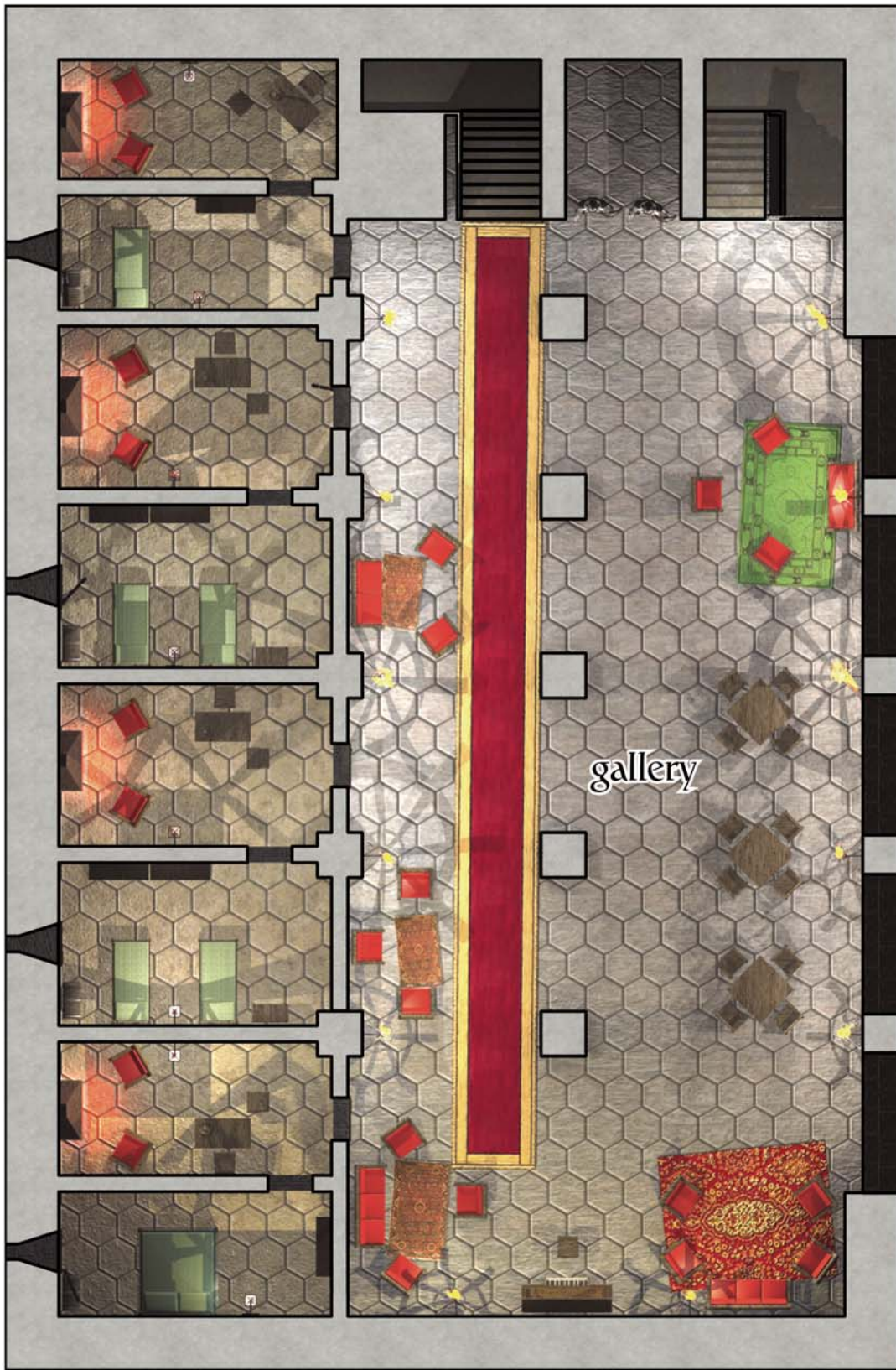
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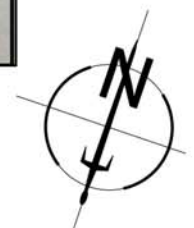


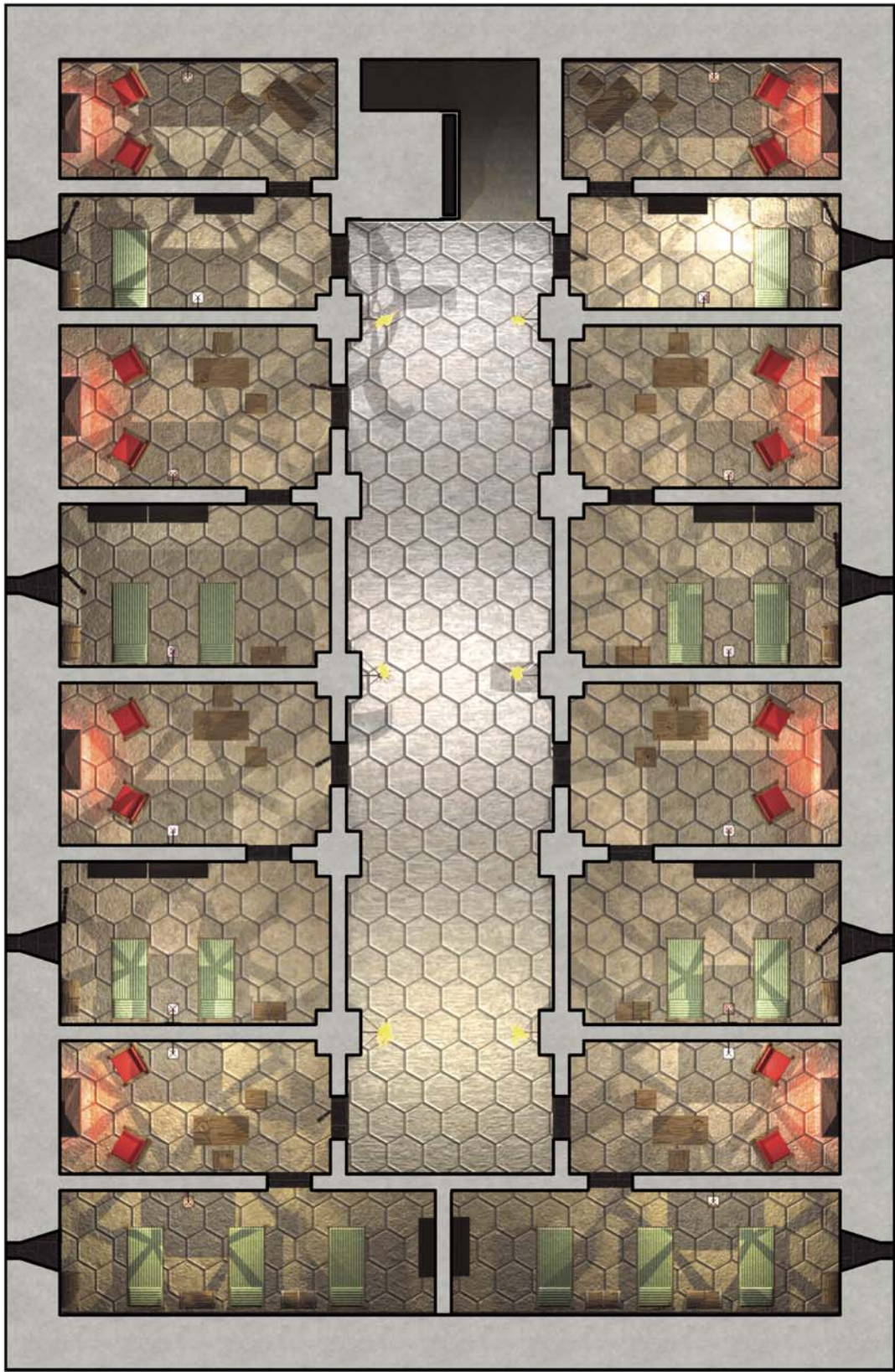
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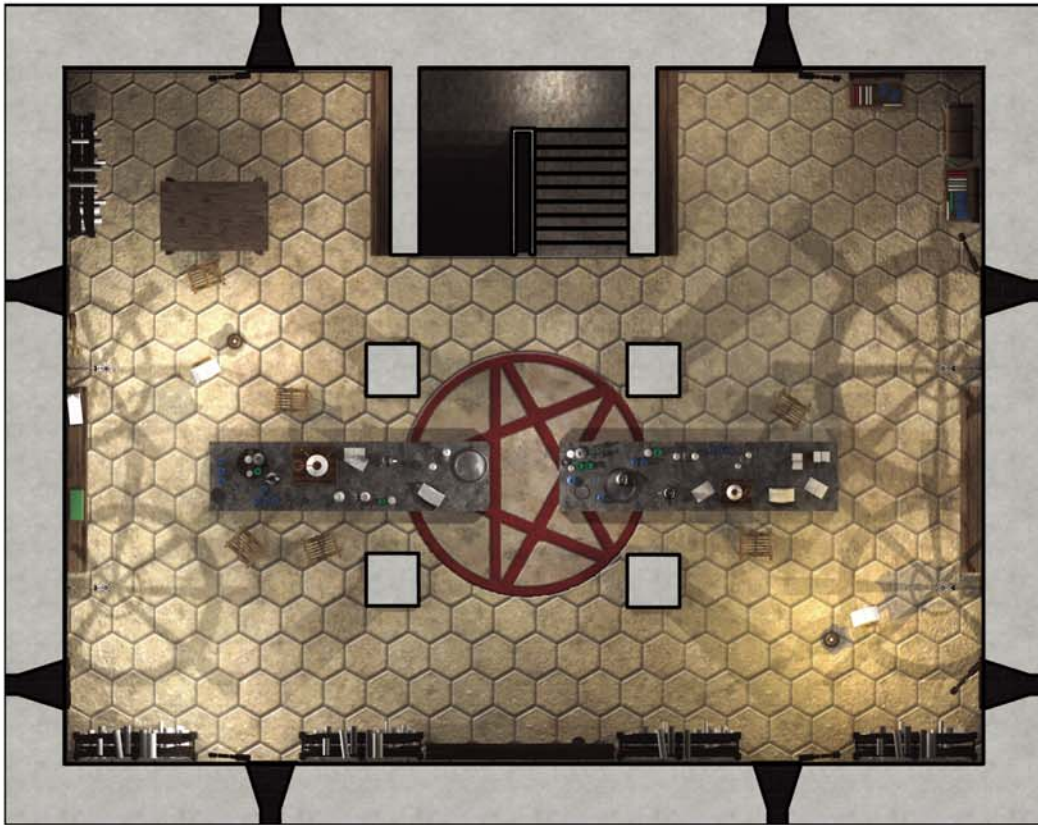
SECOND FLOOR





THIRD FLOOR

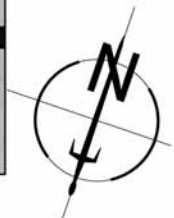




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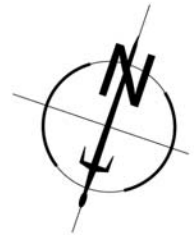


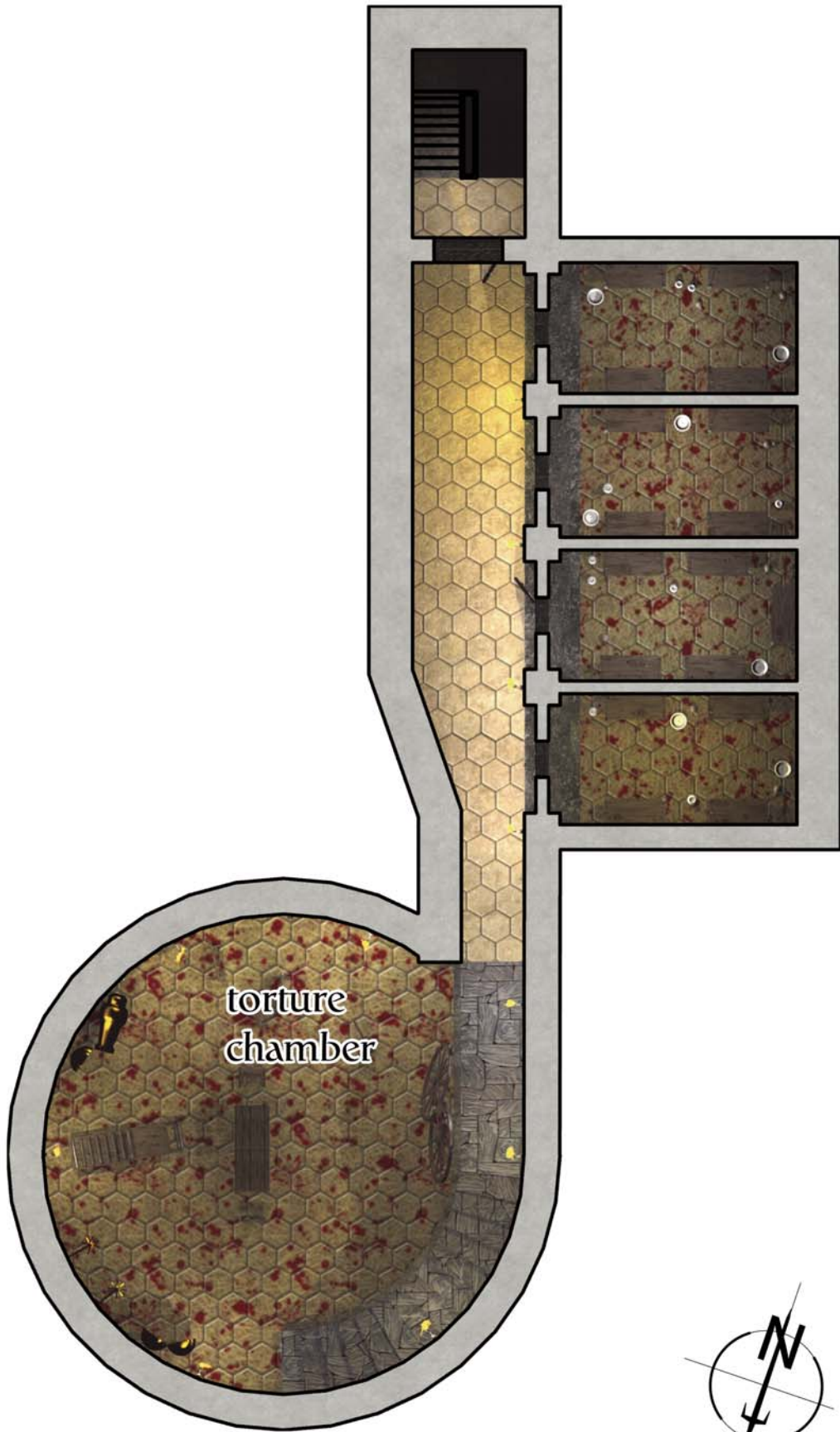
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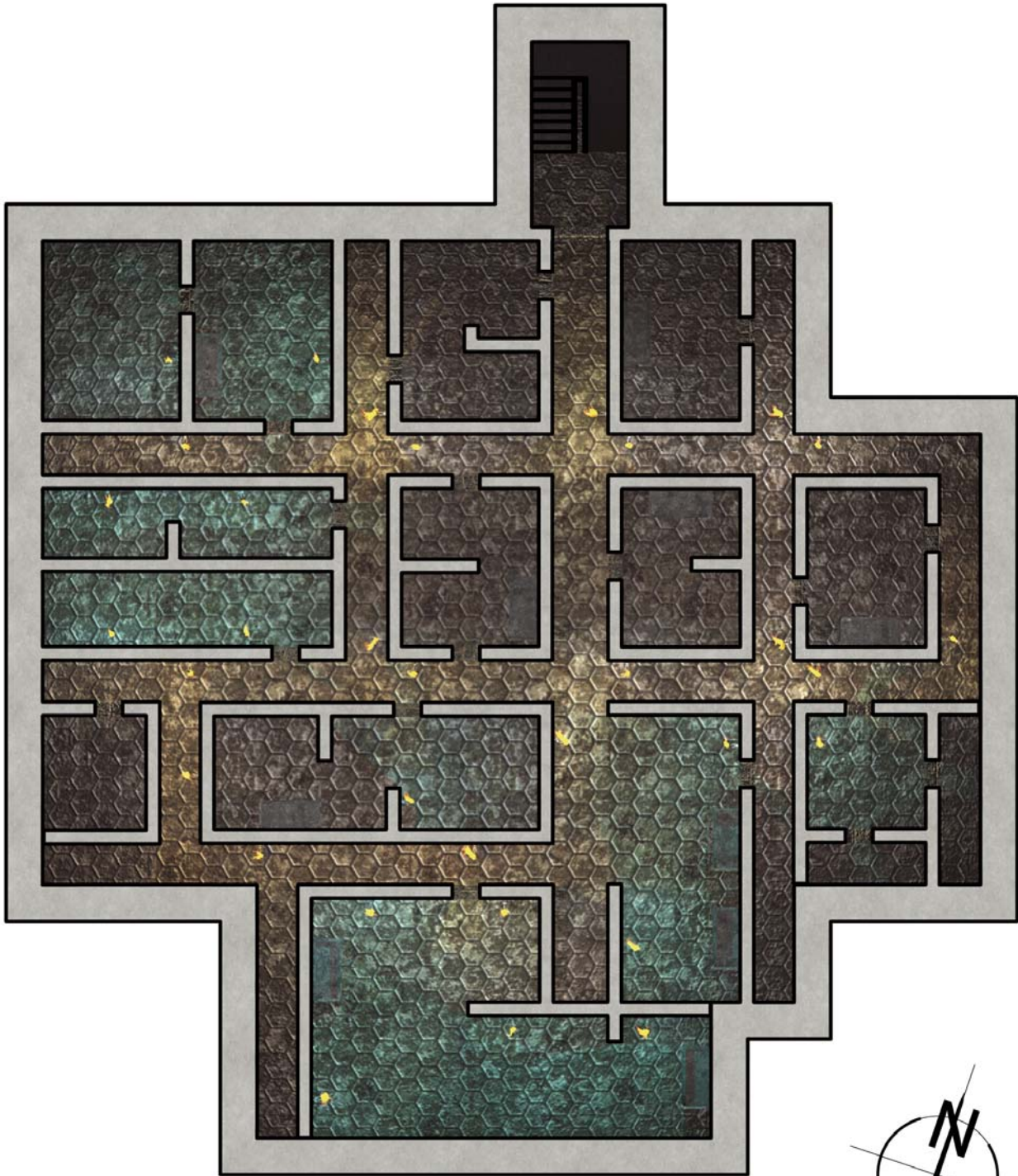


SIXTH FLOOR

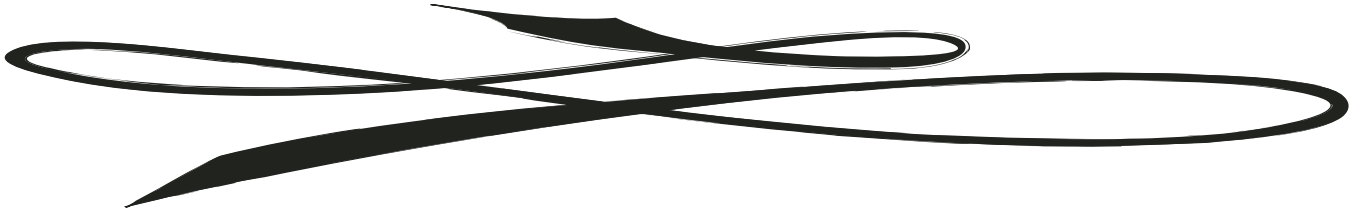
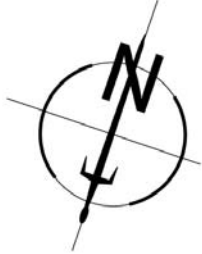




DUNGEON



CRYPT



CHAPTER TWO

CHARACTERS

The tower isn't only occupied by the wizard. Apprentices, guards, and domestic servants live there, too. Peasants from the nearby village may happen by. They all have their own stories.

Note that in the stats, languages and Cultural Familiarity have been deliberately left generic. GMs should assign ones appropriate for their settings. For example, if the tower was in

medieval England, Octavius might have familiarity with European culture and know Latin, French, and Greek in addition to English.

For all NPCs, advantage and disadvantage modifiers have *already* been added to skill levels.

IN THE TOWER

OCTAVIUS OF TYRVO, THE WIZARD-BARON

579 points

Octavius spends his days as alone as he can be, casting spells, browsing through old tomes, and studying things man was not meant to know. While he is sometimes distracted by other duties, he sees himself as a scholar of the fundamental forces that animate matter and engender consciousness. He's far more interested in the principles of intelligent life than in any particular living beings.

ST 10 [0]; **DX** 13 [60]; **IQ** 16 [120]; **HT** 11 [10].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 16 [0]; Per 16 [0]; FP 11 [0].
Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Native) [0]; Foreign Language 1 (Native) [6]; Foreign Language 2 (Accented) [4]; Foreign Language 3 (Accented) [4].

Advantages

Ally (25% of starting points; 15 or less) [3]; Magery 3 [35]; Single-Minded [5]; Status 3 [10]; Wealth (Very Wealthy) [30].

Disadvantages

Insomniac (Mild) [-10]; Shyness (Severe) [-10]*; Stubbornness [-5].

Quirks: Likes gadgets and automata [-1].

Skills

Administration (A) IQ-1 [1]-15; Alchemy/TL3 (VH) IQ+1 [12]-17; Artist (Sculpting) (H) IQ-2 [1]-14; Astronomy/TL3 (H) IQ+2 [12]-18; Dreaming (H) Will [4]-16; Falconry (A) IQ [2]-16; Herb Lore/TL3 (VH) IQ-1 [4]-15; Hidden Lore (Demon Lore) (A) IQ+1 [4]-17; Innate Attack (Beam) (E) DX [1]-13; Innate Attack (Projectile) (E) DX [1]-13; Intimidation (A) Will-3 [1]-13; Law (Local) (H) IQ-2 [1]-14; Mathematics/TL3 (Applied) (H) IQ-2 [1]-14; Meditation (H) Will-2 [1]-14; Naturalist (H) IQ-2 [1]-14; Occultism (A) IQ [2]-16; Physiology/TL3 (H) IQ-1 [2]-15; Poisons/TL3 (H) IQ-1 [2]-15; Riding (Horse) (A) DX-1 [1]-12; Thaumatology (VH) IQ+2 [4]-18.



Spells†

Analyze Magic (H) IQ+2 [2]-18; Animation (VH) IQ+1 [2]-17; Apportation (H) IQ+2 [2]-18; Aura (H) IQ+2 [2]-18; Banish (H) IQ+2 [2]-18; Blur (H) IQ+2 [2]-18; Complex Illusion (H) IQ+2 [2]-18; Continual Light (H) IQ+2 [2]-18; Control Creation (H) IQ+2 [2]-18; Control Zombie (H) IQ+2 [2]-18; Counterspell (H) IQ+2 [2]-18; Create Air (H) IQ+2 [2]-18; Create Animal (H) IQ+2 [2]-18; Create Earth (H) IQ+2 [2]-18; Create Fire (H) IQ+2 [2]-18; Create Mount (H) IQ+2 [2]-18; Create Object (VH) IQ+4 [12]-20; Create Servant (H) IQ+2 [2]-18; Create Warrior (H) IQ+4 [8]-20; Create Water (H) IQ+2 [2]-18; Dancing Object (H) IQ+2 [2]-18; Darkness (H) IQ+2 [2]-18; Death Vision (H) IQ+2 [2]-18; Deflect Missile (H) IQ+2 [2]-18; Delay (H) IQ+2 [2]-18; Detect Magic (H) IQ+2 [2]-18; Dispel Magic (H) IQ+2 [2]-18; Divination (Astrology) (H) IQ+2 [2]-18; Earth to Stone (H) IQ+2 [2]-18; Earth Vision (H) IQ+2 [2]-18; Enchant (VH) IQ+4 [12]-20; Explosive Fireball (H) IQ+2 [2]-18; Extinguish Fire (H) IQ+2 [2]-18; Fireball (H) IQ+2 [2]-18; Fireproof (H) IQ+2 [2]-18; Flame Jet (H) IQ+2 [2]-18; Force Dome (H) IQ+2 [2]-18; Force Wall (H) IQ+2 [2]-18; Glow (H) IQ+2 [2]-18; Golem (H) IQ+2 [2]-18; Great Ward (H) IQ+2 [2]-18; History (H) IQ+2 [2]-18; Identify Spell (H) IQ+2 [2]-18; Ignite Fire (H) IQ+2 [2]-18; Illusion Shell (H) IQ+2 [2]-18; Independence (H) IQ+2 [2]-18; Invisibility (H) IQ+2 [2]-18; Lend Energy (H) IQ+2 [2]-18; Lend Vitality (H) IQ+2 [2]-18; Light (H) IQ+2 [2]-18; Link (H) IQ+2 [2]-18; Mage Sight (H) IQ+2 [2]-18; Magic Resistance (H) IQ+2 [2]-18; Maintain Spell (VH) IQ+1 [2]-17; Major Healing (VH) IQ+1 [2]-17; Manastone (VH) IQ+4 [12]-20; Minor Healing (H) IQ+2 [2]-18; Missile Shield (H) IQ+2 [2]-18; Pentagram (H) IQ+2 [2]-18; Perfect Illusion (H) IQ+2 [2]-18; Powerstone (H) IQ+4 [8]-20; Predict Weather (H) IQ+2 [2]-18; Purify Air (H) IQ+2 [2]-18; Purify Water (H) IQ+2 [2]-18; Rain of Fire (H) IQ+2 [2]-18; Reconstruct Spell (H) IQ+2 [2]-18; Recover Energy (H) IQ+2 [2]-18; Remove Curse (H) IQ+2 [2]-18; Resist Fire (H) IQ+2 [2]-18; Scryguard (H) IQ+2 [2]-18; Scrywall (H) IQ+2 [2]-18; Seek Air (H) IQ+2 [2]-18; Seek Coastline (H) IQ+2 [2]-18; Seek Earth (H) IQ+2 [2]-18; Seek Fire (H) IQ+2 [2]-18; Seek Magic (H) IQ+2 [2]-18; Seek Pass (H) IQ+2 [2]-18; Seek Water (H) IQ+2 [2]-18; Seeker (H) IQ+2 [2]-18; Sense Life (H) IQ+2 [2]-18; Sense Spirit (H) IQ+2 [2]-18; Shape Air (H) IQ+2 [2]-18; Shape Earth (H) IQ+2 [2]-18; Shape Fire (H) IQ+2 [2]-18; Shape Light (H) IQ+2 [2]-18; Shape Stone (H) IQ+2 [2]-18; Shape Water (H) IQ+2 [2]-18; Share Energy (H) IQ+2 [2]-18; Shield (H) IQ+2 [2]-18; Simple Illusion (H) IQ+2 [2]-18; Sound (H) IQ+2 [2]-18; Spell Shield (H) IQ+2 [2]-18; Spell Wall (H) IQ+2 [2]-18; Spellguard (VH) IQ+1 [2]-17; Summon Demon (H) IQ+2 [2]-18; Summon Shade (VH) IQ+1 [2]-17; Summon Spirit (H) IQ+2 [2]-18; Suspend Spell (H) IQ+2 [2]-18; Trace (H) IQ+2 [2]-18; Wall of Light (H) IQ+2 [2]-18; Ward (H) IQ+2 [2]-18; Weather Dome (H) IQ+2 [2]-18; Zombie (H) IQ+2 [2]-18; Zombie Summoning (H) IQ+2 [2]-18.

* Octavius' Shyness manifests as grumpy distraction around people he doesn't know well. The game effect is the same: a penalty to social skills.

† All spells include +3 for Magery.

Equipment

Octavius carries a staff with the Staff enchantment and an amulet enchanted with Wizard Eye and Wizard Ear.

Customization Notes

Depending on the role Octavius needs to fit in the campaign, he can be modified with the following lenses:

Evil Wizard (-25 points): Octavius is dangerously disconnected from other people. He's incapable of caring about anyone but himself and is merciless when crossed. Add Callous [-5], Bloodlust (12) [-10], and Megalomania [-10].

True Recluse (-20 points): Octavius isn't just shy; he's pathologically incapable of dealing with other people. Add Demophobia (12) [-15] and Loner (12) [-5].

SADDA, THE FAMILIAR

-19 points

An uncannily intelligent raven, Sadda is the wizard's constant companion. Sadda has a mental link with Octavius, allowing Octavius to sense everything he does. Like many other birds, Sadda can mimic speech, though his low intelligence limits his communication to short phrases, simple words, and lots of repetition.

ST 3 [-70]; **DX** 14 [48]; **IQ** 6 [-80]; **HT** 12 [20].

Damage 1d-5/1d-4; BL 1.8 lbs.; HP 3 [0]; Will 10 [20]; Per 12 [30]; FP 12 [0].

Basic Speed 6.50 [0]; Basic Move 2 [-20]; Air Move 15 [4]; Dodge 9.

SM -3; 27 inches; 3 lbs.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Broken/None) [-5].

Advantages

Acute Vision 2 [4]; Beak (Sharp; 1d-6 pi+) [1]; Claws (Sharp; 1d-5 cut) [5]; Flight (Winged) [30]; Mindlink (Octavius) [5]; Telesend (Can only communicate with Octavius, -50%) [15].

Disadvantages

Domestic Animal [-30]; No Fine Manipulators [-30].

Quirks: Habit (Collects shiny objects). [-1]

Skills

Brawling (E) DX [1]-14; Dropping (A) DX [2]-14; Filch (A) DX [2]-14; Flight (A) HT+2 [8]-14; Stealth (A) DX [2]-14.

MAGGIO D'AULA, THE SENIOR APPRENTICE

266 points

Octavius has two apprentices. Maggio is the senior one and is ready to strike out on his own. Unlike Octavius, whose goals are personal and intellectual, Maggio has more material ambitions. He hopes to become a court magician or an enchanter and turn a healthy profit from it. He still has a lot to learn before he can really make a go of it, but he's itching to put his education to work. Like Octavius, he doesn't talk much around

Sadda the Demon (116 points)

If Octavius is a particularly evil wizard, Sadda isn't a raven. He's a demon shaped like a bird. Octavius already has a contract with him as per the rules for Black Magic; how many levels of Black Penalty he has is up to the GM.

ST 5 [-50]; **DX** 14 [48]; **IQ** 14 [80]; **HT** 14 [40]
Damage 1d-4/1d-3; BL 5 lbs.; HP 7 [4]; Will 14 [0]; Per 14 [0].
Basic Speed 7.00 [0]; Basic Move 2 [-25]; Air Move 14 [0]; Dodge 10.
SM -3; 27 inches; 3 lbs.

Social Background

TL: 3.
CF: Local [0].
Languages: Local Language (Native) [0].

Advantages

Beak (Sharp; 1d-5 pi+) [1]; Claws (Sharp; 1d-4 cut) [5]; Damage Resistance 5 [25]; Flight (Winged, -25%) [30]; Immunity to Metabolic Hazards [30]; Immunity to Mind-Affecting Magic [30]; Magery 0 [5]; Night Vision 5 [5].

Disadvantages

Bloodlust (12) [-10]; Bully (12) [-10]; Callous [-5]; Fragile (Unnatural) [-50]; No Fine Manipulators [-30]; Pacifism (Cannot Harm Innocents) [-10]; Selfish (12) [-5]; Social Stigma (Monster) [-15].

Skills

Acting (A) IQ-1 [1]-13; Brawling (E) DX [1]-14; Dropping (A) DX [2]-14; Fast-Talk (A) IQ-1 [1]-13; Flight (A) HT+2 [8]-16; Hidden Lore (Demon Lore) (A) IQ+1 [4]-15; Intimidation (A) Will+1 [4]-15; Stealth (A) DX [2]-14.

Features

Affected by True Faith and Pentagram.

strangers, but in his case, it's a conscious effort to listen and learn before committing himself.

ST 10 [0]; **DX** 11 [20]; **IQ** 13 [60]; **HT** 11 [10].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 14 [5]; Per 14 [5]; FP 11 [0].
Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Social Background

TL: 3.
CF: Local [0].
Languages: Local Language (Native) [0]; Foreign Language 1 (Accented) [4]; Foreign Language 2 (Accented) [4].

Advantages

Magery 3 [35].

Disadvantages

Greed (12) [-15].
Quirks: Very quiet when meeting new people. [-1]

Skills

Alchemy/TL3 (VH) IQ-1 [4]-12; Cartography/TL3 (A) IQ [2]-13; Dreaming (H) Will-1 [2]-13; Herb Lore/TL3 (VH) IQ-2 [2]-11; Hidden Lore (Demon Lore) (A) IQ [2]-13; Innate Attack (Beam) (E) DX [1]-11; Innate Attack (Projectile) (E) DX [1]-11; Meditation (H) Will-1 [2]-13; Merchant (A) IQ [2]-13; Naturalist (H) IQ-2 [1]-11; Occultism (A) IQ [2]-13; Riding (Horse) (A) DX-1 [1]-10; Savoir-Faire (High Society) (E) IQ+1 [2]-14; Thaumatology (VH) IQ+2 [4]-15.

Spells*

Analyze Magic (H) IQ+1 [1]-14; Animation (VH) IQ [1]-13; Apportation (H) IQ+2 [2]-15; Aura (H) IQ+2 [2]-15; Banish (H) IQ+1 [1]-14; Blur (H) IQ+1 [1]-14; Complex Illusion (H) IQ+2 [2]-15; Continual Light (H) IQ+2 [2]-15; Counterspell (H) IQ+1 [1]-14; Create Earth (H) IQ+1 [1]-14; Create Fire (H) IQ+1 [1]-14; Create Object (VH) IQ+2 [4]-15; Create Water (H) IQ+2 [2]-15; Darkness (H) IQ+2 [2]-15; Death Vision (H) IQ+1 [1]-14; Detect Magic (H) IQ+1 [1]-14; Dispel Magic (H) IQ+1 [1]-14; Earth to Stone (H) IQ+1 [1]-14; Enchant (VH) IQ+1 [2]-14; Explosive Fireball (H) IQ+2 [2]-15; Extinguish Fire (H) IQ+2 [2]-15; Fireball (H) IQ+2 [2]-15; Fireproof (H) IQ+1 [1]-14; Flame Jet (H) IQ+2 [2]-15; Force Dome (H) IQ+1 [1]-14; Force Wall (H) IQ+1 [1]-14; Gloom (H) IQ+1 [1]-14; Great Ward (H) IQ+1 [1]-14; Identify Spell (H) IQ+1 [1]-14; Ignite Fire (H) IQ+2 [2]-15; Illusion Shell (H) IQ+2 [2]-15; Lend Energy (H) IQ+2 [2]-15; Lend Vitality (H) IQ+2 [2]-15; Light (H) IQ+2 [2]-15; Magic Resistance (H) IQ+1 [1]-14; Manastone (VH) IQ+1 [2]-14; Minor Healing (H) IQ+2 [2]-15; Missile Shield (H) IQ+2 [2]-15; Pentagram (H) IQ+2 [2]-15; Perfect Illusion (H) IQ+2 [2]-15; Powerstone (H) IQ+2 [2]-15; Purify Air (H) IQ+1 [1]-14; Purify Water (H) IQ+1 [1]-14; Recover Energy (H) IQ+2 [2]-15; Resist Fire (H) IQ+2 [2]-15; Scryguard (H) IQ+1 [1]-14; Seek Air (H) IQ+2 [2]-15; Seek Earth (H) IQ+2 [2]-15; Seek Fire (H) IQ+2 [2]-15; Seek Pass (H) IQ+1 [1]-14; Seek Water (H) IQ+1 [1]-14; Seeker (H) IQ+2 [2]-15; Sense Life (H) IQ+2 [2]-15; Sense Spirit (H) IQ+1 [1]-14; Shape Earth (H) IQ+2 [2]-15; Shape Fire (H) IQ+2 [2]-15; Share Energy (H) IQ+2 [2]-15; Shield (H) IQ+2 [2]-15; Simple Illusion (H) IQ+2 [2]-15; Sound (H) IQ+2 [2]-15; Spell Shield (H) IQ+2 [2]-15; Spell Wall (H) IQ+1 [1]-14; Spellguard (VH) IQ [1]-13; Summon Demon (H) IQ+2 [2]-15; Summon Shade (VH) IQ [1]-13; Summon Spirit (H) IQ+1 [1]-14; Suspend Spell (H) IQ+1 [1]-14; Trace (H) IQ+2 [2]-15; Ward (H) IQ+1 [1]-14; Weather Dome (H) IQ+1 [1]-14.

* All spells include +3 for Magery.

Maggio hopes to become an enchanter or a court magician.

IGNATIUS PAUL, THE JUNIOR APPRENTICE

86 points

Ignatius is the oldest of the three boys at the tower, but far from the most forceful personality. He's very smart for his age (at least, when it comes to "book learning") and has the potential to become a powerful magician. However, he's easily flustered. He'll have to grow out of that if he's going to survive.

ST 8 [-20]; **DX** 11 [20]; **IQ** 12 [40]; **HT** 10 [0].
Damage 1d-3/1d-2; BL 13 lbs.; HP 8 [0]; Will 12 [0]; Per 12 [0];
FP 10 [0].
Basic Speed 5.25 [0]; Basic Move 5 [0]; Dodge 8.

Social Background

TL: 3.
CF: Local [0].
Languages: Local Language (Native) [0]; Foreign Language 1 (Broken) [2]; Foreign Language 2 (Broken) [2].

Advantages

Magery 3 [35].

Disadvantages

Clueless [-10].

Skills

Alchemy/TL3 (VH) IQ-2 [2]-10; Herb Lore/TL3 (VH) IQ-2 [2]-10; Meditation (H) Will-2 [1]-10; Naturalist (H) IQ-2 [1]-10; Occultism (A) IQ-1 [1]-11; Riding (Horse) (A) DX-1 [1]-10.

Spells*

Apportation (H) IQ+1 [1]-13; Ignite Fire (H) IQ+1 [1]-13; Lend Energy (H) IQ+2 [2]-14; Light (H) IQ+1 [1]-13; Recover Energy (H) IQ+2 [2]-14; Seek Earth (H) IQ+1 [1]-13; Seek Fire (H) IQ+1 [1]-13.

* All spells include +3 for Magery.

MUNT, THE ASSISTANT

150 points

For skilled assistance in his magical labors, Octavius calls on his apprentices. For work that needs a strong back, he has Munt. Munt's bulging eyes, twisted limbs, and faint green skin color put off everyone he meets, as does his fondness for sneaking around and listening in on conversations, but he's harmless. Unless, of course, Octavius tells him to be otherwise.

Munt isn't undead, but he's not entirely human, either. He's another one of Octavius' experiments, an attempt to create a new being with a sample of human flesh.

ST 14 [40]; **DX** 13 [60]; **IQ** 10 [0]; **HT** 12 [20].
Damage 1d/2d; BL 39 lbs.; HP 16 [4]; Will 10 [0]; Per 10 [0];
FP 12 [0].
Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 9; Parry 10.

Advantages

Brachiator [5]; Damage Resistance 2 (Tough Skin) [6]; Doesn't Sleep [20]; Night Vision 3 [3]; Universal Digestion [5].

Disadvantages

Appearance (Hideous) [-16]; Hunchback [-10].
Quirks: Habit (Eavesdropping) [-1].

Skills

Area Knowledge (Tyrvo) (E) IQ+2 [4]-12; Brawling (E) DX+1 [2]-14; Climbing (A) DX+3 [4]-16; Stealth (A) DX+1 [4]-14.

KONRAD, THE BAILIFF

227 points

While the wizard is in his tower thinking grand thoughts, Konrad does the everyday work of running things. Konrad was a mercenary, but he has decided that life is easier and much more lucrative as an administrator and enforcer overseeing a bunch of peasants. However, he still maintains the habits of his military days.

ST 13 [30]; **DX** 13 [60]; **IQ** 12 [40]; **HT** 12 [20].
Damage 1d/2d-1; BL 34 lbs.; HP 14 [2]; Will 14 [10]; Per 13 [5]; FP 12 [0].
Basic Speed 6.25 [0]; Basic Move 6 [0]; Dodge 10; Parry 11; Block 11.

Social Background

TL: 3.
CF: Local [0].
Languages: Local Language (Native) [0]; Foreign Language (Accented) [4].

Advantages

Combat Reflexes [15]; Wealth (Comfortable) [10].

Disadvantages

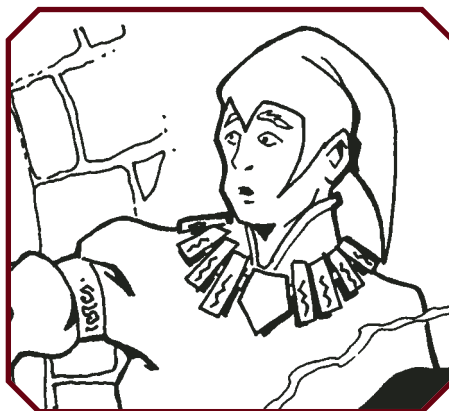
Lecherousness (12) [-15].
Quirks: Habit (Barks orders rather than asking questions). [-1]

Skills

Administration (A) IQ [2]-12; Bow (A) DX [2]-13; Brawling (E) DX+1 [2]-14; Broadsword (A) DX+2 [8]-15; Fast-Draw (Sword) (E) DX+1 [1]-14; Intimidation (A) Will+1 [4]-15; Leadership (A) IQ+2 [8]-14; Riding (Horse) (A) DX+1 [4]-14; Shield (Shield) (E) DX+2 [4]-15; Stealth (A) DX+1 [4]-14; Strategy (Land) (H) IQ [4]-12; Tactics (H) IQ [4]-12.

Equipment

Broadsword (2d cut/1d+1 cr); medium shield (DB 2); regular bow (1d+1 imp, Acc 2, Range 195/260, RoF 1, Shots 1(2)); 16 arrows; mail leggings (DR 4/2); plate arms (DR 6); pot-helm (DR 4); steel corselet (DR 6).



OMARD D'CYRIL, THE GAMEKEEPER/GUARD

179 points

Omard's nominal job is gamekeeper. He patrols the woods, running off poachers and hunting for the wizard's table. He's also a formidable fighter and a good scout. He's pleasant enough, but sometimes he has to get away from other people. Some say it's because of guilty feelings from a long-ago crime, but he may just prefer the woods to people.

ST 12 [20]; **DX** 14 [80]; **IQ** 10 [0]; **HT** 12 [20].
Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 10 [0]; Per 12 [10]; FP 12 [0].
Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9; Parry 11; Block 10.

Social Background

TL: 3.
CF: Local [0].
Languages: Local Language (Native) [0].

Advantages

Danger Sense [15].

Disadvantages

Loner (12) [-5].
Quirks: Carves animals out of wood, despite a complete lack of skill. [-1]

Skills

Bow (A) DX+2 [8]-16; Brawling (E) DX [1]-14; Broadsword (A) DX+2 [8]-16; Climbing (A) DX [2]-14; Falconry (A) IQ+1 [4]-11; Fast-Draw (Arrow) (E) DX [1]-14; Fast-Draw (Broadsword) (E) DX [1]-14; Hiking (A) HT+1 [4]-13; Riding (Horse) (A) DX [2]-14; Shield (Shield) (E) DX [1]-14; Stealth (A) DX+1 [4]-15; Survival (Woodlands) (A) Per+3 [12]-15; Throwing (A) DX [2]-14.

Equipment

Broadsword (1d+3 cut/1d cr); medium shield (DB 2); regular bow (1d imp, Acc 2, Range 180/240, RoF 1, Shots 1(2)); 16 arrows; mail suit (DR 4/2). Total weight 79.6 lbs.

JOHN BEAR, THE PORTER/GUARD

162 points

It's obvious where John got his nickname. He's big, strong, and hairy. He's also very hard to hurt, shrugging off blows that would knock other men out of a fight. If Octavius needs someone to wade straight into a fight, or just to lift something very heavy, John's the man. He's actually very friendly most of the time, but he can lose control in combat.

ST 16 [60]; **DX** 12 [40]; **IQ** 9 [-20]; **HT** 14 [40].
Damage 1d+1/2d+2; BL 51 lbs.; HP 16 [0]; Will 11 [10]; Per 10 [5]; FP 14 [0].

Basic Speed 6.50 [0]; Basic Move 6 [0]; Dodge 9; Parry 10; Block 9.

Social Background

TL: 3.
CF: Local [0].
Languages: Local Language (Native) [0].

Advantages

Hard To Subdue 2 [4]; High Pain Threshold [10].

Disadvantages

Berserk (12) [-10].
Quirks: Very fond of sweets. [-1]

Skills

Axe/Mace (A) DX+2 [8]-14; Brawling (E) DX+2 [4]-14; Broadsword (A) DX+1 [4]-13; Climbing (A) DX [2]-12; Fast-Draw (Sword) (E) DX [1]-12; Riding (Horse) (A) DX [2]-12; Shield (Shield) (E) DX [1]-12; Stealth (A) DX [2]-12.

Equipment

Axe (2d+4 cut); medium shield (DB 2); mail suit (DR 4/2).

DARRAN MAKREIGH, THE GARDENER/GUARD

175 points

The oldest resident of the castle, save for the wizard himself, Darran Makreigh spends most of his time tending the garden. He is taciturn and can appear a bit forbidding. Though not overly friendly with anyone at the tower, Darran and Konrad get along well, recognizing one another's professionalism. They play dominoes in the evenings, usually in complete silence.

Darran was an adventurer in his younger life, but he's gotten over it. He's seen something of the world, but he's also seen far too many unpleasant things, missed too many meals, and has slept outdoors too many nights. Darran is married to Telulah, the cook. Their son is named Bevin, and he works in the stable.

ST 12 [20]; **DX** 13 [60]; **IQ** 12 [40]; **HT** 11 [10].
Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0].
Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 10; Parry 10; Block 11.

Social Background

TL: 3.
CF: Local [0].
Languages: Local Language (Native) [0]; Foreign Language (Accented) [4].

Advantages

Combat Reflexes [15].

Disadvantages

Post-Combat Shakes (12) [-5].

Skills

Animal Handling (Horses) (A) IQ [2]-12; Area Knowledge (Tyrvo) (E) IQ+1 [2]-13; Area Knowledge (World) (E) IQ+1 [2]-13; Bow (A) DX [2]-13; Brawling (E) DX [1]-13; Broadsword (A) DX [2]-13; Gardening (E) IQ+3 [8]-15; Riding (Horse) (A) IQ+2 [4]-14; Savoir-Faire (Servant) (E) IQ+1 [2]-13; Shield (Shield) (E) IQ+2 [2]-14; Stealth (A) DX+1 [4]-14.

Equipment

Broadsword (1d+3 cut/1d cr); medium shield (DB 2); mail suit (DR 4/2).

ELLERIN OF LULLIO, THE SQUIRE

87 points

Though nominally squire to Octavius, the young Ellerin of Lullio promises to be a typical nobleman. He loves hunting, riding, and fighting, and he's just discovered girls. He's noisy and headstrong, with the bravery that comes with an adolescent sense of invulnerability. All of this makes him a completely inappropriate match for Octavius, who can teach Ellerin almost nothing that he wants to know.

Ellerin spends most of his time with Konrad, with some formal education provided by Humbard. Fortunately, Ellerin hasn't acquired the arrogance of some of his elders and isn't bothered that he rarely serves an actual nobleman. He's learning swordplay, the bow, and rough-and-tumble fighting, and *that's* what's important.

ST 11 [10]; **DX** 12 [40]; **IQ** 10 [0]; **HT** 11 [10].
Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0].
Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8; Parry 9; Block 9.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Native) [0].

Advantages

Status 2 [10]; Wealth (Comfortable) [10].

Disadvantages

Overconfidence (12) [-5].

Skills

Administration (A) IQ-1 [1]-9; Bow (A) DX-1 [1]-11; Brawling (E) DX [1]-12; Broadsword (A) DX [2]-12; Heraldry (A) IQ-1 [1]-9; Leadership (A) IQ-1 [1]-9; Riding (Horse) (A) DX [2]-12; Savior-Faire (High Society) (E) IQ [1]-10; Shield (Shield) (E) DX [1]-12; Tactics (H) IQ-2 [1]-8.

HUMBARD AINGE, THE CLERK

68 points

Although the wizard and his apprentices are all more than literate enough to handle administrative tasks, they've got better things to do. The wizard keeps a clerk to handle correspondence and accounts, and that clerk is Humbard Ainge.

Humbard came from a poor urban family. A sickly youth, he ended up with plenty of time to learn how to read. His ambition was originally to find a priesthood, but he has had neither the connections to land a lucrative appointment nor the money to buy them. Instead, he has become an uncomfortable retainer to an eccentric and possibly dangerous provincial nobleman. Still, it's a living.

ST 9 [-10]; **DX** 10 [0]; **IQ** 14 [80]; **HT** 9 [-10].
Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 14 [0]; Per 14 [0]; FP 9 [0].
Basic Speed 4.75 [0]; Basic Move 4 [0]; Dodge 7.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Native) [0]; Foreign Language 1 (Accented) [4]; Foreign Language 2 (Accented) [4].

Disadvantages

Slow Riser [-5]; Wealth (Struggling) [-10].

Skills

Accounting (H) IQ [4]-14; Administration (A) IQ [2]-14; Artist (Calligraphy) (H) IQ-1 [2]-13; Law (Local) (H) IQ-1 [2]-13; Literature (H) IQ-1 [2]-13; Riding (Horse) (A) DX-1 [1]-9; Writing (A) IQ [2]-14.

TELULAH MAKREIGH, THE COOK

94 points

Telulah Makreigh runs the household staff and has close access to the more important residents. Telulah is easily distracted by a chance to gossip, but she has an agile wit and a mind like a steel trap. She's very good at separating the truth from nonsense.

ST 10 [0]; **DX** 11 [20]; **IQ** 12 [40]; **HT** 11 [10].
Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 12 [0]; Per 12 [0]; FP 11 [0].
Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Native) [0].

Advantages

Common Sense [10].

Disadvantages

Compulsive Behavior (Gossip) (12) [-5].

Skills

Cooking (A) IQ+1 [4]-13; Current Affairs/TL3 (Village) (E) IQ+2 [4]-14; Detect Lies (H) Per+1 [8]-13; Leadership (A) IQ-1 [1]-11; Savoir-Faire (Servant) (E) IQ+1 [2]-13.

MORAG, A CHAMBERMAID/SCULLION

106 points

John Bear didn't come to the tower alone. He brought his spinster older sister Morag with him. Their parents died when Morag and John were teens, and Morag has been looking after John ever since. The experience has toughened her, and while she isn't the hulking figure that her brother is, she is a formidable woman. She's a sharp bargainer and, like her brother, is dangerous when angered.

ST 12 [20]; **DX** 12 [40]; **IQ** 11 [20]; **HT** 11 [10].
Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [10];
Per 11 [0]; FP 11 [0].
Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8; Parry 10.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Native) [0].

Advantages

High Pain Threshold [10].

Disadvantages

Bad Temper (12) [-10]; Wealth (Struggling) [-10].

Skills

Brawling (E) DX+3 [8]-15; Cooking (A) IQ+1 [4]-12; Intimidation Will-1 [1]-12; Merchant (A) IQ-1 [1]-10; Savoir-Faire (Servant) (E) IQ+1 [2]-12.

ELIZA, A CHAMBERMAID/SCULLION

89 points

Two years ago, the recently widowed Eliza prevailed on Telulah to hire her as a servant. Konrad may have had other motives to support the decision. Konrad is said to be having affairs with any number of women around the village, but there are so many rumors that it's hard for anyone to tell which are true. This one is true: Eliza *is* conducting an affair with the bailiff, although it's a matter of convenience rather than love for both of them.

ST 9 [-10]; **DX** 12 [40]; **IQ** 12 [40]; **HT** 10 [0].
Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [0]; Per 12 [0];
FP 10 [0].
Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Native) [0].

Advantages

Attractive [4]; Intuition [15].

Disadvantages

Wealth (Struggling) [-10].

Skills

Cooking (A) IQ [2]-12; Diplomacy (H) IQ [4]-12; Farming/TL3 (A) IQ [2]-12; Savoir-Faire (Servant) (E) IQ+1 [2]-13.

The Lights Are On but Nobody's Home

Given Octavius' fondness for animate gadgetry and distaste for humans, he might be happy to replace everyone around him with magical constructs. Zombies and skeletons would guard the walls. Golems would prepare meals and sweep the floors. Sadda could be a magical clockwork automaton (apply the Machine meta-trait). There are still the peasants to deal with, but Octavius might use Summon Spirit and send ghosts to decide the peasants' disputes. The villagers would quickly learn to settle their own affairs and leave the wizard alone, which would suit everyone, living or dead.

BEVIN MAKREIGH, THE STABLE BOY

51 points

Bevin is the youngest person in the tower – three months younger than Ellerin – but he's big for his age. He is Telulah and Darran's only son (they've had other children, but most died in infancy, and Bevin's two surviving sisters are married and living elsewhere) and is following in their footsteps as a servant to nobility. He is at the bottom of the short totem pole of servants, but since he's 14 years old and unreliable at best, the other servants rarely bother to boss him around.

Bevin, Ignatius, and Ellerin are, if not friends, then at least allies. They find a common cause in resisting tedious routines imposed on them by their elders. Bevin is the most mischievous of the three, though they take turns getting each other in trouble.

ST 11 [10]; **DX** 11 [20]; **IQ** 10 [0]; **HT** 12 [20].
Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 12 [0].
Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

Social Background

TL: 3.

CF: Local [0].

Languages: Local Language (Native) [0].

Advantages

Animal Empathy [5].

Disadvantages

Impulsiveness (12) [-10].

Skills

Animal Handling (Horses) (A) IQ+1 [4]-11; Savoir-Faire (Servant) (E) IQ+1 [2]-11.

MINIONS

ZOMBIE WARRIOR

-117 points

If Octavius is being played as a necromancer, he uses zombies as shock troops. These use the Zombie template from *GURPS Magic* (p. 152).

ST 12 [10]; DX 11 [20]; IQ 8 [0]; HT 11 [10].

Damage 1d-1/1d+2; BL 28 lbs.; HP 16 [0]; Will 8 [0]; Per 8 [0]; FP N/A.

Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 8; Parry 9; Block 8.

Disadvantages

Zombie [-168].

Skills

Bow (A) DX [2]-11; Brawling (E) DX+1 [2]-12; Broadsword (A) DX+1 [4]-12; Climbing (A) DX-1 [1]-10; Shield (Shield) (E) DX [1]-11; Tactics (H) IQ-2 [1]-6.

Typical Equipment

Broadsword (1d+3 cut/1d cr); medium shield (DB 2); mail suit (DR 4/2).

SKELETON WARRIOR

-127 points

Since zombies eventually turn into skeletons, Octavius also has a *lot* of these. They use the Skeleton template from *GURPS Magic* (p. 152).

ST 9 [0]; DX 13 [20]; IQ 8 [0]; HT 11 [10].

Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 8 [0]; Per 8 [0]; FP N/A.

Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 10; Parry 9; Block 9.

Disadvantages

Skeleton [-162].

Skills

Bow (A) DX-1 [1]-12; Shield (Buckler) (E) DX [1]-13; Shortsword (A) DX-1 [1]-12; Stealth (A) DX-1 [1]-12; Tactics (H) IQ-2 [1]-6.

Typical Equipment

Shortsword (1d-1 cut/1d-2 imp); buckler (DB 1); leather suit (DR 2).

FROM THE VILLAGE

A TYPICAL VILLAGER

12 points

Peasants from the nearby village are often present, as temporary employees, petitioners, or experimental subjects. This template helps the GM create some quickly.

Attributes: ST +1 or HT+1 [10].

Disadvantages: Wealth (Struggling) [-10].

Primary Skills: Farming (A) IQ+2 [8]-12.

Secondary Skills: Area Knowledge (Village) (E) IQ+1 [2]-11. •

Pick *two* of Brawling or Knife, both (E) DX [1]-10; Axe/Mace, Bow, Broadsword, Main-Gauche, Shortsword, Smallsword, Spear, Spear Thrower, Throwing, Whip, or Wrestling, all (A) DX-1 [1]-9; Carpentry, First Aid/TL3, Gardening, or Housekeeping, all (E) IQ [1]-10; Animal Handling (any) or Merchant, both (A) IQ-1 [1]-9; Artist (Pottery) (H) IQ-2 [1]-8; Herb Lore/TL 3 (VH) IQ-3 [1]-7; Fishing (E) Per [1]-10; Survival (appropriate environment) (A) Per-1 [1]-9.

If Octavius sent ghosts to decide the peasants' disputes, the villagers quickly learned to settle their own affairs and left the wizard alone, which suited everyone.

CHAPTER THREE

CAMPAIGNS

THE WIZARD'S MOOD

Depending on the needs of the campaign, the wizard can fit in several different ways. Here are three options: the wizard as a reclusive scholar, a mad scientist, or a cantankerous nobleman.

THE REMOTE RESEARCHER

The most benign way to run the wizard is as a reclusive scholar performing obscure magical experiments. He lives in his ivory tower (metaphorically, of course, unless he's researching a Stone to Ivory spell), absorbed in his own thoughts, paying attention to the outside world only when he can't avoid it. It's hard to get any kind of cooperation out of Octavius, but he's unlikely to be a threat to anyone.

Maggio and Konrad are powerful figures in this mode. The wizard leaves daily business entirely to Konrad, making the bailiff effectively lord and master. Likewise, Maggio, who has the wizard's ear more than anybody else, is in position to mediate between Octavius and the rest of the world. Without Octavius' oversight, they can do as they like. They're not swaggering tyrants, but they act like they own the place.

MADNESS AND EVIL

In this mode, the wizard combines a desire for power with a complete disregard for human life. This wizard performs magical experiments on nearby villagers and turns their ancestors into zombies to take over the world. He could be sane but

power-hungry, or unhinged from looking too deeply into Things Man Was Not Meant To Know.

In this mode, the lowest levels of the tower are fully active. The dungeons are full of prisoners and the crypt full of undead. Indeed, the place is positively crawling with unnatural creatures (replace the Guardians with zombies, skeletons, or mummies). Most of the residents have Callous and other selfish or exploitive disadvantages such as Bad Temper, Greed, Jealousy, and Lecherousness. The peasants are terrified of the chance of being dragged to the tower, but know that if they try to escape, that chance becomes a certainty.

LORD OF THE MANOR

How does a wizard get a castle? The old-fashioned way: he inherits it. Magic is the wizard's avocation, but he's also the lord of a feudal domain. Though he spends most of his time working with magic, he deals with other noblemen as an equal and jealously protects the privileges of his station. He's still a recluse by nature, but his position in society and legal responsibilities prevent him from indulging his tendencies as much as he'd like.

The lowest levels of the tower are used occasionally, but only according to appropriate legal procedures. Any prisoners there are awaiting trial, not vivisection, and implements of torture are used for interrogation and punishment, not light entertainment. Konrad and his men are agents of authority, not a law unto themselves, and Maggio spends as much time networking as he does studying magic.

THE WIZARD IN ONGOING CAMPAIGNS

The wizard and his tower can be the object of a single adventure (see the end of this chapter), but there's enough here to make him a long-term part of a campaign. He could be a Patron, an Enemy, or simply a recurring character.

Octavius makes a good Patron for adventurers who need aid and support that won't interfere in their actions. He's locally powerful and knows a great deal, but he rarely leaves his castle and is unlikely to intervene in the PCs' activities. Given the depth of his knowledge and the size of his library, he'd make a good contact for mystically inclined characters.

He can also be formidable adversary, if limited in scope. Because he has projects of his own to pursue, and few of his spells are useful for offense, he's most appropriate as an Enemy for characters who are as rooted to one place as he is.

In either case, he'll work through his henchmen. Rather than strike directly at his enemies, he'll send Maggio, Konrad, and his other servants to interfere with them. He'll also use golems, zombies, and other magical entities to deliver messages, carry out beatings, and perform other tasks which don't need leadership and from which the agent is not expected to return.

LIVING AT THE TOWER

Instead of coming to the tower for adventures, PCs could rely on it as a base of operations. Octavius could use the help. He'll want agents to go do difficult things for him and bring back obscure information or materials without having to interrupt his daily routine, so having a party of live-in adventurers would suit him just fine.

PCs with appropriate skills could easily fit into the same slots as the current residents. Skilled leaders and fighters could substitute for Konrad and the guards. Less able characters could replace other servants. A party of aspiring young men might take the places of Bevin, Ellerin, and Ignatius.

The tower also has plenty of room for additional residents. Octavius could hire more guards, keep more magicians on

hand for ceremonial magic, and retain craftsmen for work around the tower or on his beloved clockwork devices. Mages would report directly to Octavius, warriors and craftsmen to Konrad, and domestic servants to Telulah. Konrad doesn't form close relationships, and he won't care about his subordinates' personal lives so long as they remain professional and accept his military style of leadership and discipline. Telulah demands but does not expect perfection, and is concerned that the people around her are properly fed and married. More ambitious members of the household (Maggio and Eliza, for example) may want to use resident adventurers as a stepping stone to the outside world.

THE WIZARD ON YRTH

The basic requirement for placing the tower in any campaign is that it be in a rural area on the fringe of a wilderness. That suggests certain specific locations on Yrth.

In Megalos, it fits best in the rural northeast. As a skilled demonologist, Octavius could be a valuable ally in uncovering the emperor's secret. However, he'd be reluctant to involve himself in any intrigue.

In Caithness, the tower could be in the southeastern corner of the kingdom near al-Wazif, making Donlis the closest city, or in the northwestern corner, close to Tacitus. The tower occupies one of the rare normal mana zones. Octavius is nominally a royalist, but he has more important things to occupy his time with.

If the campaign demands that the wizard is a Muslim, the tower is probably in al-Haz, near the Fence of God between Gebel al-Hikmal and al-Abyad. In al-Haz, the wizard isn't a

feudal lord, but he occupies a similar position of esteem as a major landowner and notable, if eccentric, scholar. The tower has foliate arches for doorways, and walls inscribed with intricate geometric patterns and Qur'anic verses rather than covered with tapestries.

In Sahud, the tower is on the coastal strip southwest of Kinkaku. The wizard is technically a clan leader, but he is the last of his line, and he's avoiding dealing with the consequences. He may be politely addressed by his titles: Master of the Green Jade Orb, Most Venerable Scholar of the Second and Third Distinctions, and Dawn Watchkeeper of the Left Hand. The walls are plastered and painted (white outside, other colors inside) and the floors covered with thick straw mats.

See the table for some suggested Arabic and Sahudese names for the tower's residents.

Arabic and Sahudese Names

<i>Name</i>	<i>Arabic</i>	<i>Sahudese</i>
Octavius of Tyrvo	Haj Umr ibn-Hussein abd-al-Rahman al-'alim Takali	Li Shang Kashahati
Maggio d'Aula	Mika'il al-'ulma	Mang Yao
Ignatius Paul	Imran abd-al-Shakur	Ho Fu Sun
Konrad	Khaldun al-Jumah	Kiang Su
Omard d'Cyril	Omar al-Kiribadi	Hioshi Gidong
John Bear	Jalal ibn-Othman al-Makin	Lei
Darran Makreigh	Daud al-Sadat	Dong Mao
Ellerin of Lullio	Labid abd-al-Rahim ibn-Zaid al-Illahi	I Tong Wu
Humbard Ainge	Hamid al-Katab	Zao Ju-Den
Telulah Makreigh	Tahira al-Sadat*	Jin Park
Morag	Miriam bint-Othman	Keiko Huan
Eliza	Habibi	Feng Mai
Bevin	Bashar ibn-Daud al-Sadat	Dong Bai

* The polite form of address for Tahira is "Umm Bashar."

Sadda and Munt's names remain the same.



ADVENTURE IDEAS

Here are some other ideas for adventures in and around Octavius' tower.

THE MANDRAKE ROOT

The party is hired or compelled to find a rare root in the wilderness near the wizard's tower. Anyone with Naturalist or Herb Lore will have no trouble identifying the plant in the wild. Finding it should be a simple matter of searching the underbrush until it turns up.

Unfortunately for them, the wizard uses that same root in his work, and he has a much better idea of where to find it than the PCs do. They're far more likely to find a few leaves and stems around a small hole in the ground than the plant itself. The PCs have three options. One is to figure out how the wizard is finding the plant and emulate his method. The second is to approach him and try to talk him out of some, which is not going to be an easy task. The third is to sneak into the castle and steal some, which is even harder.

NOT WITHOUT MY CHILD!

Instead of being something between a guest and an employee at the tower, Ellerin is a hostage. His father, the count of Lullio, is a potential enemy of Octavius, who is holding the boy as insurance against attack. The count wants to get his son back, and he wants the PCs to do it for him. A direct assault on the tower would be self-defeating, so they'll need to infiltrate.

Several twists can be thrown on this simple plot. Perhaps Ellerin is wearing a magical amulet that charms him into thinking he doesn't want to return home (such a device would make guarding against his escape easier!). Or perhaps he's a pawn in a broader political game and doesn't want to fall into the hands of his father's faction. And if they do get him out and back to his father, perhaps the count of Lullio will try to have them killed to conceal the fact that his son is back in his hands. If that happens, can they turn to Octavius for protection and an alliance?

ARMY OF THE DEAD

The wizard is assembling a zombie army to attack his neighbors, and it's up to the PCs to stop him. Rather than sneaking around to foil him, this is a head-to-head conflict, the living vs. the dead with heavy magical support. This could be played at "ground level," with the PCs in the role of everyday people caught up in a zombie invasion, or with the PCs serving as top specialists and leaders of the fight against the undead.

WITH THIS RING . . .

Although the wizard is an unsociable recluse with dubious connections to the occult, he's not a bad catch for a political marriage. His fief is rich for its size, he's got a lot of wealth in the form of magical items, and it's good to have a powerful wizard on your side. One of Sir Andre's grandsons first had the idea of striking a marriage alliance with Octavius, using one of his younger sisters. Before he could press his suit, another of Sir Andre's grandsons (with an unmarried daughter just barely old enough to marry) took up the idea. Merron caught wind of things and decided to get in on it, and finally Ellerin's father decided that if the wizard was to marry, why not marry Ellerin's older sister?

The tower now finds itself the subject of extended visits by ambitious petty noblemen and their obedient but unenthusiastic unmarried female relations, all of whom are at least two generations younger than Octavius. The whole matter baffles the wizard, who can't imagine why he should have to put up with a wife after getting along without one for so long, but he can't figure out how to get rid of these annoying visitors who keep filling up his tower and eating his food.

The PCs are representatives of neighboring lords, trying to close the deal. This is mostly a contest of social skills as they try to get closer to the wizard while holding off their rivals. However, the negotiators may need fighting men for the occasional dark deed, and sneak-thieves to spy on their enemies or filch a magical bauble or two from the wizard.



The Dragon (458 points)

The dragon's name can't be written in any human script, which is just as well, since it can't be pronounced with the human tongue. The dragon is a particularly unpleasant one not because it wreaks havoc everywhere it goes (although it does), but because it is a fearsomely canny, clever opponent who enjoys manipulating and tormenting its opponents. It uses magic and psychology to hide, misdirect, taunt, and enrage its enemies before it strikes. The dragon won't be up to speed on current events, but it will certainly be unhappy with anyone it meets.

ST 30 [60]; **DX** 14 [48]; **IQ** 15 [100]; **HT** 14 [40].
Damage 3d/5d+2; BL 180 lbs.; HP 30 [0]; Will 15 [0]; Per 17 [0]; FP 26 [36].
Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 10; Parry 11. SM +3.

Advantages

Dragon [17]; Burning Attack 3d (Breath; Costs 2 FP, -10%; Jet, +0%) [14]; DR 6 (Can't Wear Armor, -40%) [18]; Fangs [2]; Metabolism Control 8 [40]; Nictitating Membrane 5 [5]; Talons [8].

Disadvantages

Sadism (12) [-15].
Quirks: Talks too much, particularly when threatening potential victims. [-1]

Skills

Area Knowledge (World) (E) IQ+1 [2]-16; Brawling (E) DX+3 [8]-17; Detect Lies (H) Per [4]-17; Diplomacy (H) IQ+1 [8]-16; Fast-Talk (A) IQ+2 [8]-17; Hidden Lore

(Dragon Lore) (A) IQ [2]-15; Intimidation (A) Will+2 [8]-17.

Spells*

Apportation (H) IQ+2 [2]-17; Blackout (H) IQ+3 [4]-18; Complex Illusion (H) IQ+2 [2]-17; Continual Light (H) IQ+2 [2]-17; Control Illusion (H) IQ+2 [2]-17; Create Water (H) IQ+2 [2]-17; Darkness (H) IQ+3 [4]-18; Fog (H) IQ+3 [4]-18; Garble (H) IQ+2 [2]-17; Hide Emotion (H) IQ+2 [2]-17; Know Illusion (H) IQ+2 [2]-17; Lend Energy (H) IQ+2 [2]-17; Light (H) IQ+2 [2]-17; Missile Shield (H) IQ+2 [2]-17; Perfect Illusion (H) IQ+2 [2]-17; Persuasion (H) IQ+3 [4]-18; Purify Water (H) IQ+2 [2]-17; Recover Energy (H) IQ+2 [2]-17; Reverse Missiles (H) IQ+2 [2]-17; Seek Water (H) IQ+2 [2]-17; Sense Emotion (H) IQ+2 [2]-17; Sense Foes (H) IQ+2 [2]-17; Shape Water (H) IQ+2 [2]-17; Silence (H) IQ+3 [4]-18; Simple Illusion (H) IQ+2 [2]-17; Sound (H) IQ+2 [2]-17; Vexation (H) IQ+2 [2]-17; Voices (H) IQ+2 [2]-17.

* All spells include +3 for Magery.

Dragon Template

17 points

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Crushing Striker (Tail; Cannot Parry, -40%; Long, +1 SM, +100%) [8]; Extra Legs (Four Legs) [5]; Flight (Winged, -25%) [30]; Magery 3 [35]; Reputation +1 (Among reptile men) [1]; Unaging [15].

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Horizontal [-10]; Loner (15) [-2]; No Fine Manipulators [-30]; Reputation -2 (Among dwarves) [-5]; Social Stigma (Monster) [-15].

THE SLEEPING DRAGON

The PCs do something which distracts the wizard, perhaps attacking him or stealing a valuable object. What they don't know is that the villagers were right about the smoke vents. There is a dragon under the castle, kept in stasis by spells maintained by the wizard – and now it's going to wake up!

If they're patient enough to listen to the (very, very angry) wizard for a moment, they'll learn that killing the dragon isn't an option. The dragon carries a curse, and the person who kills it will suffer terribly. Now they have to enlist the wizard's aid in putting it to sleep again. That won't be too hard, actually. Decades ago, another wizard put the dragon to sleep with the aid of a magical talisman. Octavius has the talisman (or the

Villagers who have seen smoke puff from the dungeon chamber claim a dragon sleeps there.

PCs stole it, so *they* have it), but he needs to get very close to the dragon in order to use it. As upset as he'll be, Octavius knows that he needs all the help he can get. The PCs must distract the dragon long enough for him to get close.

Greedy characters will want to raid the dragon's lair under the castle. Unfortunately, despite what the villagers say, there's no treasure. The chamber under the hill isn't its lair. It's simply where the dragon was put to keep it safely out of circulation. No doubt it has a vast hoard of gold somewhere, but it's hundreds of miles away.

HOLDING THE PASS

A small army is on its way through the wilderness. The noblemen of the region have assembled a force to drive them off, and the PCs are in charge. But since Octavius rules the area they're likely to hit first, he wants command of the force. PCs have to deal with enemy warriors on one hand and a very touchy wizard on the other. For the purposes of this adventure, the GM might remove Konrad's Strategy skill. Without a competent strategist in the wizard's camp, it becomes that much more important that able PC officers take charge.

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