

**GURPS**<sup>®</sup>

Fourth Edition

# *Locations: The Tower of Octavius*<sup>™</sup>



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*An e23 Sourcebook for GURPS<sup>®</sup>*

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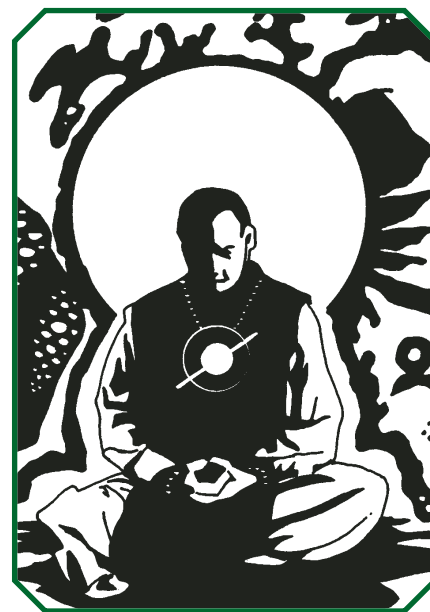
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# INTRODUCTION

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.

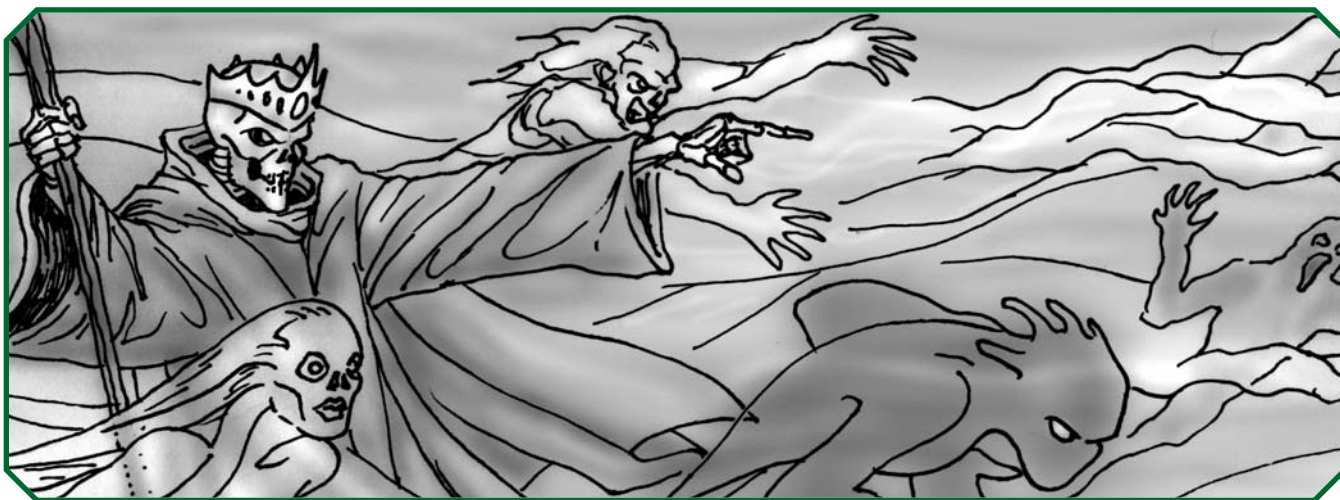
**GURPS Locations: The Tower of Octavius** describes a small castle occupied by a powerful wizard and his minions. In addition to a detailed description of the tower, its occupants, and its environs, the GM can choose from a number of modes to play the wizard. Do you need an evil necromancer? An active 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.



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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.

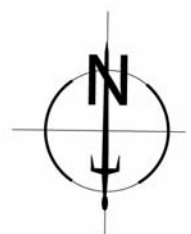
# MAPS OF THE WIZARD'S TOWER AND SURROUNDING REGION



REGION

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

0 50 100  
yards



## 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].

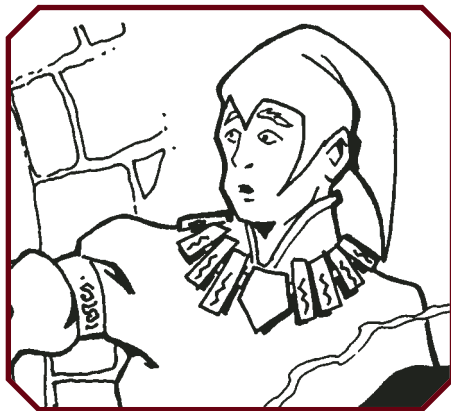
Languages: Local Language (Native) [0]; Foreign Language 1 (Broken) [2]; Foreign Language 2 (Broken) [2].

### 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).

# 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.



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