

Gothic Tower by Tom Cartos

Background

Moren Reiyen was once one of the most promising young members of the Order of the Magi. Her studies and research at the Tower in Samarahd helped push the boundaries of several different fields of knowledge. Unfortunately, this inner drive for excellence and love of her reputation as a prodigy caused Moren to delve ever deeper into forbidden and dangerous magics. When the Order discovered what Moren was doing, they chose to make an example of her to show that even the most gifted of their members could not flout the rules intended to keep them all safe.

Moren was allowed to remain a member of the Order, her mind was too valuable to let go, but her status was reduced to that of the lowest rank, she lost all privileges and responsibilities, and all of her work was overseen at all times. Rather than atone for her mistakes, Moren believed that these punishments were due to jealousy of her brilliance and believed the oversight of her work was a way for the upper council to steal her research for themselves.

As soon as she was able, Moren fled the Order and the City, heading East into the Badlands. She built herself a tower in an unknown location, deep in the wastes and continued her studies in privacy. Her treatment by the Order had ingrained a deep paranoia in her. She keeps servants and guards, but all are ensorcelled and effectively prisoners within the tower. She occasionally invites other mages to aid in her research, or just to show off as she still craves recognition of her brilliance, but rather than be allowed to know her tower's location they are only able to arrive and leave via Moren's own spells.

Those few who have visited her speak of the astonishing things she has achieved, but they are only shown glimpses of the final product, never the methods or means. If one were looking for undiscovered arcane knowledge, Moren may be the best person to ask, but gaining access to her work seems an impossibility.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Entrance

- **01 – Guard Room**

- 02 – Stables
- 03 – Cells
- 04 – Antechamber
- 05 – Barracks
- 06 – Armoury

Great Hall

- 07 – Guard Room
- 08 – Great Hall
- 09 – Bathroom
- 10 – Kitchen
- 11 – Pantry
- 12 – Staff Quarters
- 13 – Guest Bedroom
- 14 – Balcony

Library

- 15 – Reliquary
- 16 – Library
- 17 – Balcony
- 18 – Conservatory
- 19 – Garden

Private Quarters

- 20 – Guard Room
- 21 – Balcony
- 22 – Master Bedroom
- 23 – Bathroom

Rooftop

- 24 – Summoning Dais