

GOTHIC TOWER

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.

ROOM	NAME
01	Guard Room
02	Stables
03	Cells
04	Antechamber
05	Barracks
06	Armoury
07	Guard Room
08	Great Hall
09	Bathroom
10	Kitchen
11	Pantry
12	Staff Quarters
13	Guest Bedroom
14	Balcony
15	Reliquary
16	Library
17	Balcony
18	Conservatory
19	Garden
20	Guard Room
21	Balcony
22	Master Bedroom
23	Bathroom
24	Summoning Dais

GRID SIZE

GRID 44x51 (300DPI)

VTT 4760x7140 (140DPI)

PRINT A0/ANSI Ex2





