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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.

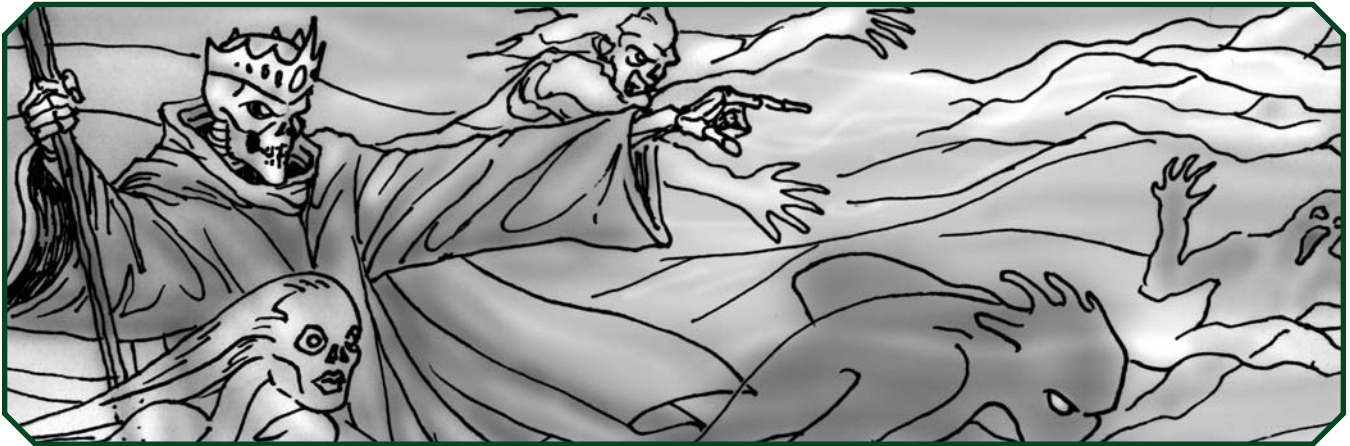
GURPS Backdrops: The Tower of Octavius describes a small castle occupied by a powerful wizard and his minions. In addition to a detailed description of the tower, its occupants, and its environs, the GM can choose from a number of modes to play the wizard. Do you need an evil necromancer? An active landlord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

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new *GURPS* rules and articles. It also covers the *d20* system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new *GURPS* books!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized SASE, or just visit www.warehouse23.com.

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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.